

APBA Pro Hockey for DOS
Users Manual
Edited: February 23, 2009

(c) Copyright 1989-95 APBA Game Company.

APBA Game Company
PO Box 4547
1001 Millersville Road
Lancaster, PA 17604-4547

All rights reserved.

LICENSE AGREEMENT

APBA Game Company owns the program and data files comprising APBA Pro Hockey. You, the buyer, are granted a non-exclusive license to use these program and data files, subject to the following terms and conditions:

1. You may make copies of the program and data files for your own use only. You may not provide any other person or entity with a copy of any of the program or data files, all of which are copyrighted.
2. You may use the program and the data files only on a single computer. You may not use them in a multiple computer, multiple terminal or network environment. The program and data files may be transferred from one computer to another so long as they reside only on one computer at a time and are for your own use only.
3. You may make no copies of the instruction manual.

Violators of the terms and conditions of this license agreement will be prosecuted to the full extent of the law.

LIMITED WARRANTY

APBA Game Company warrants to the original buyer that the disks provided shall be free from defects, under normal use and service, for a period of ninety days from the date of purchase. This warranty does not apply to defects resulting from abuse, alteration or misuse of a disk. If a disk is found to be defective during the warranty period, APBA will, at its option, repair or replace the disk free of charge provided it is returned prepaid to the address on the previous page, along with proof of purchase. APBA expressly excludes all other warranties. APBA makes no warranty, either expressed or implied, as to the quality, fitness or performance of these programs for any particular purpose.

PUBLISHER'S NOTE

We believe you will find APBA Pro Hockey to be a truly superior software product. We thank you for purchasing it. Should you encounter any difficulty in running the game, you may write us at the address on the preceding page or call us at (717)872-2442 between the hours of 8:30 AM to 5:30 PM Eastern Time for technical assistance. We will make every effort to help you. If you did not buy your game directly from APBA, you must return the enclosed Registration Card to be eligible for technical support.

If you discover a possible error in one of the programs, please document it as thoroughly as you can. A screen printout, an error number and address are usually helpful. We are determined to fix any errors, which somehow went undetected during our extensive testing of the game.

TABLE OF CONTENTS

*NOTE: This manual was written in the early years of the computer.
So some instructions may be outdated for the computers of today.*

1. INTRODUCTION.....	4
1.1 REQUIREMENTS.....	4
1.2 MATERIALS SUPPLIED WITH THE GAME.....	4
2. INSTALLATION.....	4
2.1 GAME DISK.....	4
2.2 TEAM DISK(S).....	4
2.2.1 FUTURE TEAM DISK(S).....	4
2.2.2 PREVIOUSLY ISSUED TRUE HOCKEY TEAM DISKS.....	4
2.2.2.1 TRUE HOCKEY VERSION 3.x TEAM DISKS.....	5
2.2.2.2 TRUE HOCKEY VERSION 2.x AND 1.x TEAM DISKS.....	5
2.2.2.3 PREVIOUS TEAM DISKS FROM APBA PRO HOCKEY VER 1 AND 2.....	5
2.3 DIRECTORIES AND SUB-DIRECTORIES CREATED.....	5
2.4 EFFECT OF INSTALLATION ON CONFIG.SYS.....	5
3. PRE-GAME PREPARATION AND START-UP.....	5
3.1 PROTECTING YOUR ORIGINAL DISKS AND STATISTICAL DATA.....	5
3.2 START-UP.....	5
3.3 TEAM NICKNAMES.....	6
4. MAIN MENU.....	6
4.1 PLAY GAME.....	6
4.2 UPDATE LEAGUE FILES.....	6
4.3 VIEW STATISTICS.....	6
4.4 LEAGUE DATA SCREEN.....	6
4.5 TEAM DATA SCREEN.....	6
4.6 TEAM ROSTER SCREEN.....	7
4.7 CONTINUE SAVED GAME.....	7
4.8 CHANGE SCREEN COLORS.....	7
4.9 AUTOMATIC SCHEDULER.....	7
4.10 CHOOSE LOCATION OF DATA FILES.....	7
4.P PLAYOFFS.....	7
5. PLAY GAME.....	7
5.1 TEAM SELECTION.....	8
5.2 ROSTER SELECTION.....	8
5.2.1 ROSTER LIMITATIONS.....	8
5.2.2 PROCEDURE FOR "SCRATCHING" PLAYERS.....	8
5.3 GAME ROSTER.....	9
5.3.1 CHANGING LINES.....	9
5.3.2 OTHER GAME ROSTER DATA.....	10
5.4 FORECHECK MODES / STRATEGY.....	11
5.5 VIEW.....	12
5.6 COMPUTER OR HUMAN COACHES.....	12
5.7 SPEED OF PLAY OPTIONS.....	12
5.8 GAME SCREEN.....	12
5.8.1 TEST SPEED.....	13
5.8.2 GAME-IN-PROGRESS PROMPTS / INSTANT REPLAY.....	13
5.8.3 RINK DISPLAY.....	14
5.8.4 FATIGUE RATINGS.....	14
5.8.5 ICE MODE.....	15
5.8.6 END OF GAME OPTIONS.....	15
6. UPDATE LEAGUE FILES.....	17
6.1 UPDATING.....	17
6.2 DELETING AFTER UPDATING.....	17
7. VIEW STATISTICS.....	17
7.1 INDIVIDUAL LEADERS.....	17
7.2 GOALTENDING LEADERS.....	18
7.3 TEAM STATISTICS (RANKINGS BY TEAM).....	18

7.4	STANDINGS.....	18
7.5	TEAM STATISTICS (INDIVIDUAL PLAYERS).....	18
7.6	LEAGUE RECORDS.....	18
7.7	PENALTY STATISTICS.....	19
7.8	TEAM STATISTICS (ALL TEAMS)	19
8.	LEAGUE DATA SCREEN.....	19
8.1	SETTING UP NEW LEAGUES.....	19
8.2	GAME OPTIONS WITHIN LEAGUES.....	20
8.2.1	GAME LENGTH.....	20
8.2.2	FATIGUE.....	20
8.2.3	CLEARING STATISTICS.....	20
8.2.4	TRAVEL DAYS.....	20
8.2.5	EJECTING FIGHT INSTIGATORS.....	21
8.2.6	REPLACEMENTS ON COINCIDENTAL MINORS.....	21
8.2.7	INJURIES.....	21
8.2.8	SAVING CHANGES.....	21
8.2.9	SOUND.....	21
9.	TEAM DATA SCREEN.....	21
9.1	CITY.....	21
9.2	NICKNAME.....	21
9.3	TEAM CODE.....	21
9.4	DIVISIONS.....	22
9.5	HOME ICE.....	22
9.6	RINK LENGTH.....	22
9.7	COLORS.....	22
9.8	TEAM STRATEGIES.....	22
9.9	REST (TRAVEL DAYS)	22
9.10	CHANGING AND CLEARING STATISTICS.....	23
10.	TEAM ROSTER SCREEN.....	23
11.	CONTINUE SAVED GAME.....	23
12.	CHANGE SCREEN COLORS.....	23
12.1	COLOR MONITORS.....	23
12.2	MONOCHROME MONITOR COMPATIBILITY PROBLEMS.....	24
13.	AUTOMATIC SCHEDULER.....	24
13.1	EDITING AND CREATING SCHEDULES.....	24
13.2	PLAYING GAMES.....	25
13.3	TEAM SCHEDULE.....	25
14.	CHOOSE LOCATION OF DATA FILES.....	25
15.	PLAYOFFS.....	26
16.	PLAYER AND TEAM MODIFICATIONS.....	27
16.1	BASIC PROCEDURE.....	27
16.2	CREATE PLAYER.....	28
16.2.1	QUICK ADD.....	31
16.3	EDIT PLAYER.....	32
16.4	OTHER FUNCTIONS/DRAFT EMPHASIS.....	32
16.5	TEAM MANAGEMENT.....	33
16.5.1	TEAM STRATEGY SCREEN.....	33
16.5.1.1	SETTING FORECHECK MODE.....	33
16.5.1.2	CHANGING FORECHECK MODE.....	34
16.5.1.3	PULLING THE GOALIE.....	34
16.5.1.4	ADVANCED COACHING OPTIONS.....	34
16.6	PRINT.....	35
16.7	VERSION 1 SEARCH FUNCTIONS.....	35
17.	MERGING STATISTICS.....	36
18.	3-STAR SELECTION.....	36
19.	ANALYZER/AWARDS NOMINATION.....	36
20.	PLAY-BY-PLAY EDITOR.....	37
21.	APBA PRO HOCKEY UPGRADES.....	37

1. INTRODUCTION

1.1 REQUIREMENTS

This hockey simulation reproduces all the action of real pro hockey. APBA Pro Hockey assumes familiarity with the fundamental rules and strategies of professional hockey. An awareness of capabilities and limitations of the various players will further enhance your pleasure.

APBA Pro Hockey requires an IBM, PC, XT, AT, PS/I, or higher, or a 100% compatible machine with a minimum 640k RAM, a floppy drive and a hard disk. Also required is a standard 80-column color or monochrome monitor, along with DOS 2.1 or higher. There is no copy protection in the game, either on or off the disk, making transfer to hard disk as well as play in general as simple as possible.

Remember that RAM-resident utilities may consume considerable memory. If the game fails to boot and a "program too large" or "out of memory" message appears, remove all such utilities from memory and try again.

1.2 MATERIALS SUPPLIED WITH THE GAME

In the game box you will find two disks. The GAME DISK contains, in compressed format, the programs which enable the game to run. ####-## SEASON TEAM DISK ("####-##" = years inclusive) contains team rosters, ratings, and the real life schedule for that season, also compressed. Those disks and this manual are all you need to play APBA Pro Hockey.

2. INSTALLATION

2.1 GAME DISK

To install APBA Pro Hockey on your hard drive, insert the GAME DISK into drive A: (or B:). Log onto that drive by typing A: (or B:) at the DOS prompt. Then at A> (or B>) type the LETTER OF THE DRIVE on which you want the game installed, immediately followed by HOCKEY, then press <ENTER>.

Most people will type in CHOCKEY, meaning C: drive. No matter what the drive is, THERE IS NO SPACE OR COLON OR ANYTHING THE DRIVE LETTER AND THE NAME. To install to the D: drive, type DHOCKEY. When "exploding", "extracting", and "unshrinking" are completed, the GAME DISK(S) have been installed.

2.2 TEAM DISK(S)

Next, install any new TEAM DISK(S) you've purchased. To do so, insert a TEAM DISK into drive A: (or B:). Log onto that drive by typing A: (or B:) at the DOS prompt. Type the same letter you used to install the GAME DISK above followed by the six digits from the years of the TEAM DISK, then press <ENTER>.

Example: If you want to install the 1994-95 SEASON TEAM DISK, then you could type C199495 (no hyphen or space). For the D: drive it would be D199495. The GAME DISK and the season's TEAM DISK will require about 1 megabyte of hard disk space.

2.2.1 FUTURE TEAMS DISK(S)

Use the above procedure for any TEAM DISK(S) you buy in the future.

2.2.2 PREVIOUSLY ISSUED TRUE HOCKEY TEAM DISKS

If you have a TEAM DISK from a True Hockey version, create a sub-directory under APBA\HOCKEY for it, using the same system described above for naming it.

Example: MD\APBA\HOCKEY\199495 for the 1994-95 season.) Copy all files from the TEAM DISK onto it.

2.2.2.1 TRUE HOCKEY VERSION 3.X TEAM DISKS

At the hard drive prompt for that directory, type REN PLAYERV3.DAT PLAYER.DAT. Then type REN TEAMV3.DAT TEAM.DAT. Your files will be ready for use with APBA Pro Hockey.

2.2.2.2 TRUE HOCKEY VERSION 2.X AND 1.X TEAM DISKS

Copy the VER2TO3.EXE file from your version 3.x of True Hockey to the directory into which you copied the TEAM DISK files. At the hard drive prompt for that directory, type VER2TO3 and press<ENTER>. Then follow the instructions in section 2.2.2 above. Your files will be prepared for use with APBA Pro Hockey.

2.2.2.3 PREVIOUS TEAM DISKS FROM APBA PRO HOCKEY VERSIONS 1 AND 2

Convert player disks to version 3 simply by copying the "V2TOV3.EXE" file of version 3's GAME DISK into your season disk sub-directories. Then type "V2TOV3 at the "APBA\HOCKEY\ (6-digit year)" prompt.

2.3 DIRECTORY AND SUB-DIRECTORIES CREATED

Your GAME DISK files will have been installed on the hard drive you specified in a directory named APBA\HOCKEY (Example: C:\APBA\HOCKEY). Any TEAM DISK files will have been installed in a sub-directory under APBA\HOCKEY named simply by the 6 digits of the season they represent (Example: C:\ APBA\HOCKEY\199495).

2.4 EFFECT OF INSTALLATION ON CONFIG.SYS

APBA Pro Hockey requires a CONFIG.SYS file with the statement FILES=20 (or more) in the root directory of your hard drive. The installation routine checks the root directory of drive C: for a CONFIG.SYS file. If it finds one, it does nothing. If it doesn't, it copies a CONFIG.SYS file to that root directory to enable you to run APBA Pro Hockey.

3. PRE-GAME PREPARATION AND START-UP

3.1 PROTECTING YOUR ORIGINAL DISKS AND STATISTICAL DATA

Before proceeding, make a copy of all disks you received with the game. We also suggest you write-protect all of your original disks immediately. If your hard disk should fail, you will have intact original disks and back-ups for all of them. See the license agreement on the inside cover for restrictions on copies. We think it's wise to remind you at the outset to back up your statistical data regularly, too. All the *.DAT files in you TEAM DISK directory should be backed up periodically.

3.2 START-UP

After finishing the installation routine, you'll see the DOS prompt (probably C:\APBA\HOCKEY). Type HOCKEY and the Title Screen will appear. The first time you boot APBA Pro Hockey, this may take several seconds while the program checks your system. (You must execute the HOCKEY command from the directory in which the program files reside, probably C:\APBA\HOCKEY, to access a directory with that name type CD\APBA\HOCKEY.) Press a key to continue. You'll soon see the APBA Pro Hockey Main Menu. You can escape to DOS at any time by pressing the <ESC> key.

3.3 TEAM NICKNAMES

You must supply each team with a nickname now, or the game's detailed play by play text will not make sense later. The program expects to find nicknames. See page 26 for instructions on adding nicknames.

4. MAIN MENU

1. PLAY GAME
2. UPDATE LEAGUE FILES
3. VIEW STATISTICS
4. LEAGUE DATA SCREEN
5. TEAM DATA SCREEN
6. TEAM ROSTER SCREEN
7. CONTINUE SAVED GAMES
8. CHANGE SCREEN COLORS
9. AUTOMATIC SCHEDULER
0. CHOOSE LOCATION OF DATA FILES
- P. PLAYOFFS

You'll see the above choices on the Main Menu. A section in this manual is devoted to each but below is a brief description of what they mean:

4.1. PLAY GAME

Play any kind of game-league or non-league

4.2. UPDATE LEAGUE FILES

This is designed to be used by league commissioners to update statistic files for their leagues after receiving stats from league members.

4.3. VIEW STATISTICS

View or print many statistics kept by APBA Pro Hockey. League leaders are kept in numerous individual and team categories.

4.4. LEAGUE DATA SCREEN

It's used to name your league, conferences and division. It is also employed to set the number and length of the periods in the games. You can have overtime or conclude games in a tie. You can have Zambonis "clear the ice" between periods. You can elect to disregard Player Fatigue Ratings while playing your games. You can "rest" the teams in your league on travel days. You can magically heal injured players. You can reset league statistics to zero. This is useful if you want to start your league over from the beginning. (But be careful, because all of the accumulated statistics will be lost.) You can modify rules for replacing players on coincidental minor penalties and on game misconduct for instigating a fight.

4.5. TEAM DATA SCREEN

Change city names and nicknames, arena names and ice lengths, and the division to which a team belongs. View a wide variety of real life statistics. Rest a team for a certain number of days. Reset the stats for a team to zero. Locate and program individual team strategies.

4.6. TEAM ROSTER SCREEN

Display of print ratings for a team in order to better acquaint yourself with the players. If you are involved with a neighborhood or office league, it may be beneficial for each team owner to have a printout of every team's player ratings.

4.7. CONTINUE SAVED GAMES

Pick up a suspended game where you left it.

4.8. CHANGE SCREEN COLORS

Set the foreground and background colors for the screens in APBA Pro Hockey

4.9. AUTOMATIC SCHEDULER

Create or modify a schedule. Games on the schedule can be played by the computer or manually. Available at this location are full league schedules as well as schedules broken down by team.. The team sort is tailor-made for those fans who wish only to play the games of their favorite team, while the computer plays the rest. Choices are: EDIT (edit full league schedule); PLAY (play games); and TEAM (access just one team's schedule at a time.)

4.10. CHOOSE LOCATION OF DATA FILES

Specify the active directory for statistical files.

4.P. PLAYOFFS

Specify the number of teams that should qualify for your league's post season playoffs (16, 8, 4, or 2 clubs) as well as series format (2-3-2 or 2-2-1-1-1). For more information see Section 15 of this manual.

5. PLAY GAME

Press 1 from the Main Menu. You'll be given the following choices for "Location of Visiting Team":

1. Search C:\APBA\HOCKEY
2. Choose your own directory\drive
3. Default [C:\APBA\HOCKEY\199495]

Don't be daunted. It's very simple. If you want the team taken from the last directory in which you played the games, press 3. (199495 in the third choice above will actually be whatever the last season you used happens to be.)

If you want the team taken from a different directory, press 1. A list of the available directories under APBA\HOCKEY will be shown, and you will need to enter the number of the one you want.

In the unlikely event that you wish to take a team from a directory not found under APBA\HOCKEY, or from a floppy disk, press 2. You'll be prompted to enter the disk and directory from which you want it taken.

Next, you'll make choices for "Location of Home Team.." It need not come from the same directory as the visiting team, but normally it will. If the visiting team and the home team are drawn from different directories, stats saved from the game will be added to each team's stats in its respective directory. You can, of course, choose not to save stats at the conclusion of any game.

5.1 TEAM SELECTION

Next, you'll see the Teams Screen. Choose a visiting team and then a home team, both by number. After you've picked two teams to play the game, the program will load. This process may take several seconds.

5.2 ROSTER SELECTION

After the program loads the visiting team, you will see the Visitors Roster Selection Screen. Here the visiting team's coach chooses the players he wants available for this game.

5.2.1 ROSTER LIMITATIONS

APBA Pro Hockey allows 18 skaters and 2 goalies. If you try to use more players than this, the computer will warn you. Example:

```
Too Many Players. Skaters=19. Goalies=3. Press A Key.
```

Scratch the necessary number of players from your game roster. If you activate fewer than the maximum number, you'll also be warned. Example:

```
More Players Allowed: Skaters=17. Goalies=1. Is this ok (Y/N)?
```

This message cautions you that roster spots are still open. If for some reason want to play your game than allowed, you may do so by answering Y to the question after the message and pressing <ENTER>. If you want to add players to your game roster, press N then <ENTER>.

5.2.2 PROCEDURE FOR "SCRATCHING" PLAYERS

To declare a player ineligible for the upcoming game, type an X between his number and name. Example:

```
# X PLAYER  GP POS
1  ANDERSON 63 LW
2  BAILES   71 D
```

If you don't want Anderson to play in this game, use the arrow keys to move the cursor between the 1 and his name. Then type X. The example now looks like this:

```
# X PLAYER  GP POS
1 X ANDERSON 63 LW
2  BAILES   71 D
```

Now go to the next player whom you would like to declare ineligible, and continue this process until you have the desired number of active players.

If you change your mind and decide to activate Anderson, simply use the arrow keys to return the cursor to the "X" you typed next to his name, and press <SPACE BAR>. This will remove the "X" and allow Anderson to play. Remember, the program will alert you if you have too many or too few players, so miscalculations are easy to correct.

After "scratching" the necessary number of players, press <ENTER> to proceed to the Home Roster Selection Screen. Depending upon the speed of your machine, this may take as much as several seconds.

Follow the same procedures for the Home Team.

5.3 GAME ROSTER

After each team has made its roster selections, the Game Roster Screen for the visiting team will appear. This screen is the one you'll probably return to repeatedly during the game. It is here that line combinations are set. Each player's statistics and playing status can be viewed as well. Below is a sample of a Game Roster Screen:

```

GAME ROSTER/ PHILADELPHIA
NORM 1 2 etc.... STATUS
# FORWARDS  POS  GLS  AST  PTS  PIM  F1  F2  etc....  PENI  TIME
A FOWLER      C   10  52  62  14   C           GF 16:00
B POST        C   19  37  56  48   C           INJ
C LORIMAR     LW   37  51  88  86  LW         GF 20:00
D CHAVOUS     F    20  46  66  48  LW         GF 20:00
E TRABER      RW   31  39  70 311  RW         GF 20:00
F O'SHEA      W    25  29  54 167  RW         GF 00:30

# DEFENSEMEN POS  GLS  AST  PTS  PIM  D1  D2  etc....  PENI  TIME
G GRAYSON     LD    9  32  41  55  LD           GF 00:40
H YOUNG       D   17  45  62  74  LD           GF 24:30
I SIMPSON     RD    6  30  36 184  RD           GF 12:00
J RUSSELL     RD    5  14  19  57  RD           PEN 2:00
K SMITH       D    1   5   6 176           EJECTED
S DAVIS       G    0   3   3   8   G  G         GF 58:00

```

<X>ATTACK MODE,<V>VIEW OPP, <*>SKATER, <W>SHADOW, <Z>STATS,<ESC> WHEN DONE

Each player on the Game Roster Screen is represented by a letter in the first column at the left. Example: FOWLER is represented by the letter A. The second column is the player's name, and the third his normal (primary) position. (The program will allow him to play any other position but this is his regular spot. If you do use him at an unfamiliar position, he will probably perform poorly.) Next, are his real-life stats for goals, assists, points and penalties in minutes.

The columns headed 1, 2, etc. represent the First Line Combination, Second Line Combination, and so on. The columns headed F1, F2, etc. represent Forward Line #1, Forward Line #2 and so on. These are forwards only (Center, Left Wing, Right Wing). D1, D2, etc. in the lower portion of the screen are the Defensive Pairings (Left Defenseman, Right Defenseman). You can change entire line combinations, or just forwards or defensemen.

Line combinations 7 and 8 are reserved for Power Play lines, while 9 and 0 are reserved for Penalty Killing combinations. P1 represents Power Play Line #1, while K2 is Penalty Killing Line #2.

Columns 1 through 0 are used to save line combinations. In the example above, Line #1 has FOWLER, LORIMAR, and TRABER as forwards, GRAYSON and SIMPSON as defensemen and DAVIS in goal. If you like this line combination, all you have to do is type 1 and press <ESC>, and that line combination will take the ice without you having to choose the individual players one at a time. It will also be saved as Line #1.

5.3.1 CHANGING LINES

To make changes or to add new line combinations (assuming the column you wish to work with is F1) proceed as follows:

1. Use the left and right arrow keys to move the cursor to F1. It will be highlighted.
2. Use the up and down arrow keys to the letter of the player you want to insert into the line.

3. Press <ENTER>. A message reading "Enter Position" will appear at the bottom left of the screen. Type the letter(s) of the position you want him playing:

C = Center
 LW = Left Wing
 RW = Right Wing
 LD = Left Defenseman
 RD = Right Defenseman
 S = Sixth Attacker (a sixth attacker automatically pulls the goalie)
 G = Goalie

After typing in the position letter(s), press <ENTER>. Notice that this position is now across from his name in Column # 1. To remove a player from a line, press <ENTER> while his letter and the proper column are highlighted. When asked to "Enter Position", simply press <ENTER> again. His position on that line will be deleted. It is not necessary to delete a player from a line to replace him. Example: If you want CHAVOUS at Left Wing on Line #1 instead of LORIMAR, go to F1 for Line #1 then go to player D. CHAVOUS. Press <ENTER>, type LW then press <ENTER> again. Notice that CHAVOUS is now the Left Wing on Line #1, and Lorimar's LW has disappeared.

The program automatically removes the goalie if you assign a player the S position. Likewise, if you have a sixth attacker, then insert a player in position G, the sixth attacker is automatically removed.

Each team comes with pre-stored line combinations that you can modify as you see fit. If you want to save a forward line combination only, highlight its column and press <CTRL><F>. Defense Pairings can be saved by pressing <CTRL><D>. Or press the number of an entire line combination, including forwards and defensemen, to save it.

After you've done so, note that column 6 now contains the combination you have save. If those are the players you want, press <ESC> and they will take the ice.

Column 6 is used by the computer to keep track of the players about to enter the game. Only players listed in column 6 will take the ice. Whenever you want to make a change, you must update column 6 by entering either the number you want (1,3,9,etc.) or highlighting the column listing the players you want and pressing <CTRL><F>(forwards) or <CTRL><D>(defensemen). Do not attempt to use column 6 to directly input or change lines.

The line combinations in place at the end of a game will be the line combinations saved and in place when you start this team's next game, if you save the statistics and update your league file after completing your game.

5.3.2 OTHER GAME ROSTER DATA

The two columns at the extreme right provide the player's current status. The column headed PENI is for Penalty, Ejection or Injury status. If a player has been penalized (PEN), ejected (EJECTED), or injured(INJ), it will be noted in this column. To further aid you, that player's name and his line assignments are highlighted on the screen.

EXCEPTION: Players may suffer slight injuries during the heat of battle that will not force their removal from the game, but will reduce their effectiveness. You will have to make intelligent coaching decisions over whether or not those players should "play hurt" and risk further injury, given their loss of a particular skill. No screen will tell you the extent of such an injury, but you can gain clues from the play script describing the event. For instance, a player who takes a slash to the legs will see his skating speed diminish; a player who goes shoulder first into the boards will not shoot as accurately. Test your coaching mettle!

The next column is titled TIME. It is used in normal situations to display each player's Game Fatigue. (see section 5.8.4 for an explanation.) But if a player has been penalized (see RUSSELL in the roster sample), this column will display the minutes and seconds left on his penalty. If a player has been ejected from the game (see SMITH in the roster sample) the word EJECTED will appear under his status. If a player has been injured, a number will appear (see POST in roster sample). This signifies the number of days a player is injured.

We strongly encourage you to spend some practice time with the Game Roster Screen. Experiment with everything described above. It will make you more comfortable with the screen and save you time during your games.

5.4 FORECHECK MODES / STRATEGY

While each team is choosing its starters, each coach must set his forecheck mode. Type X. At the bottom of the screen a message reading "# FORECHECKERS (Normal 0-4, Physical P0-P4):" will appear. Here are your options:

- 0 Ultimate Defensive Mode. Sending no forecheckers into the attack zone. Helps prevent breakaways and 2 on 1's. However, opponents will have no trouble moving the puck out of their own zone. This mode does not give your team much offensive fire power.
- 1 Conservative Offensive Mode. Sending one forechecker into the attack zone. Exerts small amount of offensive pressure, while maintaining a strong defensive posture.
- 2 Normal Mode. Should be used most often to achieve realistic results. Two forecheckers are sent into the attack zone.
- 3 Aggressive Offensive Mode. Sending three forecheckers into the attack zone. Applies strong offensive pressure, but weakens a team defensively. More breakaways and 2 on 1's will occur in this mode.
- 4 Offensive "Blitz" Mode. Sending three forecheckers into the attack zone, and the defensemen "pinch" to keep the puck in the offensive zone. Exerts maximum offensive pressure, but can be disastrous defensively. Should be a last resort late in the game.

To have your skaters play a more physical style, type the letter P in front of the forecheck indicator above. For example, the selection P4 maybe used by a coach in the last two minutes of a game against a speedy but small opponent.

Please Note: The number of forecheckers you use will not increase or decrease the degree of physical play your team exhibits; a P0 hits just as hard as a P3 line. In addition, the physical style causes both teams to fatigue faster than regular action; the team forcing the physical play fatigues faster than its opponents, on average, and will pick up more penalties than its opponent.

The forecheck mode you choose will remain active until you change it. After you have chosen your line combination and have selected a forecheck mode, press <ESC> to send that lineup onto the ice to begin play. Be sure the goalie you want in the game is assigned to this line combination. It's a good idea to assign your starting goalie to all ten-line combinations before the start of the game, so you won't have to worry about checking that position every time you change lines. If you later pull your starting goalie for a replacement, do the same thing.

Please note that the bottom of the screen contains other choices. Tagging a skater with an <*> means that he will be eligible to replace the goaltender automatically in situations where the goalie is "pulled" (delayed penalty, last seconds in a trailing situation). You should try to select one player from each of your top 3 lines to fill this roll. Should you wish to pull your goaltender in the midst of action, (delayed penalty, end-of-game situation) you may do so by pressing the following "hot" key: "H" if you are the Home Team; "V" if you are the Visiting Team. For this option to work, you must have elected at least one eligible, off-ice skater to replace the

goalie with an asterisk within the Game Roster Screen (for more information on pulling the goalie see Section 16.5.1.3)

Selecting <W> allows you to set up "shadow" match-ups, whereby a player on your team is assigned to key on a player from the other team defensively. Your shadow player sacrifices his offensive skills in an attempt to shut down the player shadowed. The SHADOW PLAYER is always the player being shadowed on the opposing team, NOT the player doing the shadowing. <V>OPP and <Z>STATS are self-explanatory.

NOTE: You may elect to have more than one player shadow an individual opponent. Overuse of the shadow option may distort player performance.

5.5 VIEW

Press V and you'll see the current score, time, penalty status, and the opponents' on-ice players with Shift Fatigue and other player information. Press <ENTER> when finished with this screen. This screen is of more value during a game than before one.

5.6 COMPUTER OR HUMAN COACHES

After the rosters have been designated for both teams, you will be given the opportunity to have the computer to coach either or both of the teams. You will see the following prompt:

Computer Coach Plays: Home, Visitor, Both, Neither (H/V/B/N)

If you want the computer to coach the home team only, press H. If you want the computer to handle the coaching duties for the visiting team only, press V. If you want the computer to coach both teams, press B. If you want human(s) to coach both teams, press N.

5.7 SPEED OF PLAY OPTIONS

Once the coaching choices have been made, you must select a Screen Update Option. Unless both teams will be coached by the computer, you will see the following prompt:

Screen Update Options: Normal, Text only, Prompts only (N/T/P)

To choose Normal press N. The text will be displayed in the conventional fashion, and all game, fatigue, and penalty clocks, will be updated during each text sequence. This is probably the best choice for your first game.

If you press T, for text only mode, the text will be displayed in the same manor, but none of the clocks will be updated until a coaching prompt occurs. In this mode text can be scrolled faster.

Press P for prompts only mode, the fastest available when at least one human is coaching. Here only the coaching prompts are displayed. No action text is displayed and the clocks are only updated when a prompt appears. This mode has one drawback: when a coaching prompt does appear, you don't know which player has the puck, and neither will you know what events led to this prompt. But games played in this mode will play much faster than games using the full text displays.

If the computer is to coach both teams, another option is offered, the "Zip" mode. In this mode, no text or prompts are shown, as a result, an entire game can be completed in much less time than in the "Prompts only" mode. To choose this option, press Z.

5.8 GAME SCREEN

Next, the Game Screen will appear. Notice the penalty areas for both teams in the upper right and left corners. At any time a player is penalized, his name and number

will be displayed on this screen under his team's area (left side for home, right side for visitors). The screen can list up to five penalties for each team. If more than five penalties occur simultaneously, the penalties with the most time remaining will not be listed on the screen until space permits it. Note: as in ice hockey, the APBA referee will "swallow his whistle" in the waning moments of a tight game, calling only the most obvious infractions against the rulebook. Similarly, a team who is already playing shorthanded is less likely to receive a penalty than a team who is on the power play.

The upper middle section of the screen lists the teams and their scores, as well as their shots on goal. It also contains the time remaining in the period, the period number, and the name of the arena in which the game is being played.

5.8.1 TEXT SPEED

The middle section of this screen is for the play-by-play text. The speed at which the text is displayed can be modified. To increase the speed, press <+> while the text is scrolling. To decrease the speed, press <-> while the text is scrolling. (It may take a few seconds for your keystrokes to take effect.) The more times you press these keys, the faster (or slower) the messages will be displayed.

5.8.2 GAME-IN-PROGRESS PROMPTS/INSTANT REPLAY

At various time during the game prompts will be shown, with decisions for coaches to make. Example:

Continue, Quit/Save, Options, Stats, Replay (C/Q/O/S/R)

To view or execute certain options during the game, or to access Instant Replay to review a goal or an exciting play, a coach presses <ESC>. When he does, the above prompt appears. He can then press C to continue the game without changes, he can press Q to quit and save the game in progress to be resumed at a later time, he can press O to change any of the coaching or speed-of-play options, he can press S to view statistics, or he can press R to review the last play sequence.

Only one game can be saved at a time. A second saved game will overwrite the first. To resume a saved game, press 7 ("CONTINUE SAVED GAME") from the Main Menu.

To exit to DOS from a game without saving it, press <CTRL><BREAK>. You'll lose the game in progress if you do, though.

EDMONTON: Skate, Dump, or Change (S/D/C)

The puck has reached center ice. To try and "skate" the puck into the offensive zone, press S. If you do, your team will try to cross into the offensive zone by either passing or skating. The skills of the player with the puck, the forecheck mode of the opposition (For example, a team which has sent 3 forecheckers into the attack zone will be easier to penetrate at center ice than a team which has used only 1 forechecker.), the time of the game, fatigue of your players, and the score may influence your decision.

To "Dump" the puck into the offensive zone and try to regain possession through physical play in the corners and/or strong forechecking, press D.

To "Change on the Fly" (to dump the puck into the opponent's zone and change lines while your opponent retrieves the puck), press C.

This is useful when trying to match lines strategically with your opponent, or when your players are getting tired.

MONTREAL: Change lineup, Timeout (Y/N/T)

This prompt comes only when it is time for a face-off, and both coaches must respond. In this example, would the Montreal coach like to change his line combination? If so, press Y. The visiting coach is asked first. After he has made his choice, the home coach will have the same opportunity. If no lineup change is desired, press N, or press T for a timeout. Each team is allowed one timeout per game. This timeout is useful in resting your players. It will add 1 minute to each player's Shift Fatigue Rating, up to his maximum. For example, if a player's maximum Shift Fatigue is 1:30 (1 minute and 30 seconds) and his current status is 0:40 (40 seconds), his Shift Fatigue would be increased to his maximum of 1:30.

Enter Position of Player to Remove From Game

This message will appear any time the coach has to designate a player to serve another player's penalty. Example: If the goalie is assessed a 2-minute penalty, this is the message you'll see. The coach of the penalized goalie must then type in the position letters (LW, RD, etc) of the player whom he wants to serve the penalty. The position cannot be that of the penalized player.

Press a key to choose replacement player

This message appears when a player has been ejected from the game, but still has a minor or major penalty to serve. You must press a key to see a list of players from whom to choose. At the bottom of that screen you will be prompted to:

Press the letter of a replacement player:

Enter the letter of one of your players, who will finish serving this penalty.

5.8.3 RINK DISPLAY

The bottom section of the Game Screen contains a simulated hockey rink, with the players in the game at that moment tagged beside their respective positions. The home players are on the left and the visiting players on the right. Above each corner of the rink you will see each team's current forecheck mode, and the ICE mode indicator if it is in effect at that time. For example, if FCHK:2 appears above the upper left corner of the rink, that means the home team is currently in forecheck mode 2.

5.8.4 FATIGUE RATINGS

Below each player's name are his Shift and Game Fatigue ratings. Example:

```
LD|GRAYSON
1:30 16:00
```

Here Grayson is playing Left Defenseman and has a Shift Fatigue of 1:30 (1 minute 30 seconds) and a Game Fatigue of 16:00 (16 minutes). First, assume that we had set our League Data Screen to allow the user of Player Fatigue ratings. Now assume the puck is dropped, GRAYSON gets the puck and skates into the offensive zone. If that took four seconds, our example would now look like this:

```
LD|GRAYSON
1:26 15:56
```

Notice that each Fatigue Rating has been reduced by 4 seconds. Of a player's Shift and/or Game Fatigue Ratings reach zero, his skills will diminish, just as in real life.

The Shift Fatigue is reduced one second for each second of ice time. Once this rating reaches zero, a player will become tired and will be less effective. Once he is taken off the ice to rest, his Shift Fatigue rating will work its way back to normal again,

like this: Assume GRAYSON's Shift Fatigue reaches zero, and he is taken off the ice. After sitting on the bench for 30 seconds of game time, his Shift Fatigue would be back to 1:00 (1 minute). He rests two second for every one second of playing time until he recovers his normal rating.

The Game Fatigue is also reduced one second for each second of game time, except this time cannot be replenished. Example: If GRAYSON starts the game with a Game Fatigue of 25:00 (25 minutes), he can play 25 minutes before this fatigue factor takes effect. So he could play the first 25 minutes of a game before this fatigue factor reaches zero.

However, not only would he be tired from Game Fatigue for the rest of the game, but he would also have exhausted his Shift Fatigue during this opening 25-minute shift. A player's effectiveness is reduced when either of these ratings falls to zero. If both reach zero, he will become "twice as tired" and his playing ability will decline even further.

Fatigue ratings are based on the average playing time of the players over the course of the season. If you don't want Fatigue Ratings to have effect, you can turn off Fatigue option from the League Data Screen (see Section 8.2.2). Furthermore, if you want a particular player to tire more quickly or more slowly, simply change his Rating(s) through the Player Modification procedures described in Section 16.

5.8.5 ICE MODE

When the puck is in your defensive zone, you can use the "ICE" option to "ice" the puck and try to get a face-off in your zone. If your players are fatigued and you need a face-off to get fresh troops onto the ice, or if you don't like the way your current line matches up with your opponent's, icing the puck can be a smart move.

The home team ices the puck by pressing R while the puck is in his zone. The word ICE will appear above the Home Team Forecheck Mode on the Game Screen. If you don't see it, press the key again. (Occasionally, because of the constant changing of the game state, the first keystroke may not register.) The visiting coach presses 1 instead and the word ICE appears above his forecheck mode.

5.8.6. END OF GAME OPTIONS

Immediately after a game has been completed, a message will appear in the bottom left side of the text area. This message will say: The game is over. Press a key.

Next you'll be prompted for:

Game Description

This is an option which allows you to note anything you'd like about the completed game. Examples:

1. Game 23, November 26, 1993.
2. Cup Finals. Game #5 June 9, 1994
3. OT Goal Clinches Series Victory!
4. THE CURSE IS OVER! THE CUP IS OURS!!

Type the information you want on the line, and press <ENTER>. If you don't want a description, simply press <ENTER> when the "Game Description" prompt appears. A unique game description can be quite useful if you later update the stats for a game.

Next you'll be asked:

Save statistics (y/n)?

Answer Y and the stats will be added to the stats in your active TEAM DISK subdirectory.

The next prompt will be:

Save to league file (y/n) ?

This option is intended to facilitate transmission of statistics for leagues which include coaches in different geographical locations. If you want the statistics for this game added to a league's statistics, type Y. The word "Yes" will appear beside the question on the screen. If that response is correct, press <ENTER>.

If you do not want this game's stats added to that league's stats, press N. The word "No" will appear beside the question on the screen. If that response is correct, press <ENTER>. If a response is not correct, change it by typing the letter of the correct response before pressing <ENTER>.

If you answer "Y", a GAMEFILE.DAT file is created, and you can copy and forward it to your league commissioner. It is wise to delete your GAMEFILE.DAT file once you've copied it to avoid inadvertently forwarding some of the same games to your league commissioner again later on. It is even wiser to make a second copy as your own backup first.

If don't want to "Save to league file", your stats will not be saved in GAMEFILE.DAT file and won't be able to be merged with stats for a league administered from a distant machine. But the stats from the game will be added to your league's statistics, as long as you answered "Y" to the original "Save Statistics?" question.

After you made your decision on the statistics, you will have additional questions to answer:

Do you want game statistics (y/n)?

If you want to look at the statistics from this game, press "Y". Then press <ENTER> to proceed. If you don't want to print or view the statistics, press "N" and <ENTER>.

If you answered "Yes" to the previous question, you will see:

Screen, Printer (S/P):

If you want the statistics printed, press "P". The word "Printer" will appear to the right of the prompt. Press <ENTER>. If you don't have a printer, or would rather see the statistics on your screen, press "S". The word "Screen" will appear to the right of the prompt. Press <ENTER>.

Then you'll see:

Summary, Detailed (S/D) ?

APBA Pro Hockey offers two different statistical reports. The summary report provides period-by-period scoring, shots on goal and goaltending information. It also furnishes a scoring summary with team, period, goal, scorer and assists. Finally, there is a summary of each penalty with the period, time, player and penalty type.

The detailed report is far more comprehensive (stats such as corner battles won, fights won, time spent in the attack zone, face-offs won, total hits, etc.) If you want the summary report, press S and <ENTER>. If you would like the detailed report (which also includes the summary report), press D and <ENTER>.

After the statistics have all been displayed, you will be asked if you want to see them again. If you press N you will return to the Main Menu.

6. UPDATE LEAGUE FILES

This option is intended to be used by league commissioners.

When you (or other players in your league) have saved statistics to a league file, you can update them by pressing 2 from the Main Menu. After doing so, you'll be asked to "Enter directory of league file." Type in the complete path. Examples:
C:\APBA\HOCKEY\199495 if you're using the 1994-95 season, or just A: if you're importing them from someone else's floppy disk.

6.1 UPDATING

The program searches for the file GAMEFILE.DAT and scans all the games in it. It will ask you, sequentially, if you want each saved game added to the league's accumulated statistics. Answer Y or N as you wish.

6.2 DELETING AFTER UPDATING

If it's on your hard drive, delete the GAMEFILE.DAT as soon as you're done updating. That will eliminate the possibility of you updating a batch of games twice.

To delete it from APBA\HOCKEY type DEL GAMEFILE.DAT and press <ENTER>.

7. VIEW STATISTICS

Press 3 from Main Menu to view statistics.

1. INDIVIDUAL STATISTICS
2. GOALTENDING STATISTICS
3. TEAM STATISTICS (RANKING BY TEAM IN VARIOUS CATEGORIES)
4. STANDINGS
5. TEAM STATISTICS (A TEAM'S INDIVIDUAL PLAYERS)
6. LEAGUE RECORDS
7. PENALTY STATISTICS
8. TEAM STATISTICS (STATISTICS FOR ALL TEAM)

ENTER YOUR OPTION OR <ESC> TO EXIT:

All of the above options enable you either to print or view the statistics from your own league or the real-life statistics compiled by the teams and players. <ESC> returns you to the Main Menu.

7.1 INDIVIDUAL LEADERS

Press 1 and you'll be asked:

Computer Statistics, Real Statistics (C/R)

To look at your in-progress league stats, press C and <ENTER>. If you want the real-life statistics, press P and <ENTER>.

Page 1 of the Statistics Screen will appear. It ranks the top ten players in Goals, Assists, Points, Power Play Goals, Short Handed Goals and Even Strength Goals. You'll see a "sorting" message at the bottom of the screen. Be patient. Once the job is completed, you'll be asked:

Print (Y/N)

Press "Y" to print the statistics on the screen. Press "N" to proceed to Page 2 of the Individual Leaders statistics.

In either case, you will see Page 2 momentarily. Page 2 ranks the top ten players in Scoring %, Game Winning Goals, Game Tying Goals, Plus/Minus, Shots, and Average Minutes Per Game. Again you will see a "sorting" message. Next you'll be asked again whether you want these statistics printed.

Page 3 ranks the top ten players in % of Face-offs Won, % of Face-offs Lost, Average # of Face-offs taken Per Game (for the face-off stats a player must average 5 face-offs per team game to qualify), Worst Plus/Minus ratings, Average Points Per Minute Played, and Penalty Minutes. This time you'll be returned to the Main Menu after printing or electing not to print.

7.2 GOALTENDING LEADERS

Press 2 and you'll need to decide again whether you want your league stats or those from real life, and, later, whether you want them printed or not.

This screen ranks the top ten goaltenders in Goals Against Average, Save %, Wins, Shutouts, Shots Faced Per Game, and Games Played. Wait, if necessary, until the sorting is finished.

7.3 TEAM STATISTICS (RANKINGS BY TEAM)

Press 3. This screen ranks the top ten teams in Power Play %, Penalty Killing %, Penalty Minutes Per Game, Points, Power Play Efficiency and Short handed Efficiency. The Efficiency categories are calculated by dividing the number of power play or short-handed opportunities by the number of goals scored or allowed.

7.4 STANDINGS

To view the normal standings with Wins, Losses, Ties, Points, Goals For and Goals Against, press N. Press E to see Wins, Losses, and Ties broken down as follows: In Last 10 Games, Home/Away, Within the Division, In Overtime, Leading after 2 Periods, and Trailing after 2 Periods.

NOTE: Expanded Standings are stored only for your league, not for real life.

Follow the screen prompts to see the rest of the standings. After you have reached the end of the standings report, press any key to return to Main Menu.

7.5 TEAM STATISTICS (INDIVIDUAL PLAYERS)

Press 5 to summon a screen listing all team. Each team has a number to its left. Type the letter of the team whose stats you want to observe. Afterwards, press any key to return to the Main Menu.

7.6 LEAGUE RECORDS

Press 6 for a list of your all-time records in numerous categories.

NOTE: This file cannot be erased with the "zero league stats" option on the League Data Screen. It will continue to build all-time records as long as you play the APBA Pro Hockey. However, you can start tracking records from scratch by deleting the file. The file name to delete is RECORD.DAT. From the DOS prompt in the TEAM DISK directory (Example: C:\APBA\HOCKEY\199495), type DEL RECORD.DAT. When you start playing games again, the system will create a new RECORD.DAT file.

7.7 PENALTY STATISTICS

Press 7 for a list of the top ten players in Penalty Minutes, Minor Penalties, Major Penalties, Misconduct Penalties, Average Penalty Minutes Per Game Played (a player must play in 50% of his team's games to qualify), Average Penalty Minutes Per Minute (a player must play in 50% of his team's games to qualify here, also).

7.8 TEAM STATISTICS (ALL TEAMS)

Press 8 for all teams' Wins, Losses, Ties, Points, Average Goals Scored Per Game (GF), Average Goals Against Per Game (GA), Average Shots on Goal Per Game (SF), Average Shots on Goal Allowed Per Game (SA), Difference between Shots For and Shots Against (Diff), Average Penalty minutes Per Game (PIM), Power Play success % (PP%), Penalty Killing success % (PK%), and a breakdown of each teams goals scored by Even Strength (ES%), Power Play (PP%), and Shorthanded (SH%).

8. LEAGUE DATA SCREEN

Press 4 to access the League Data Screen. This option enables you to set up and customize your league.

You can navigate around this screen with <TAB>, <ENTER> and the arrow keys. Press <ESC> to exit.

You don't need to make changes here. APBA Pro Hockey comes ready for league play. We've set up a league with two conferences and four divisions. If you do want to make changes, follow the instructions below

8.1 SETTING UP NEW LEAGUES

First, name your league. A maximum of 32 characters is allowed. Next, determine how many conferences you want in your league. Enter a number between 1 and 4. Then name the conferences by typing in a conference name besides the conference number. Again, the maximum is 32 characters.

Now decide how many divisions you would like in your league. After you have entered a number, give each one a name. 25 characters are allowed. Press <TAB> to position the cursor under the column titled CONF.#. Enter the number of the conference to which each division will belong.

Here is a sample of what a league might look like:

```

LEAGUE NAME: WORLD HOCKEY LEAGUE
# OF CONFERENCES: 2 (4 is the maximum)
NAME CONF. #1: EUROPEAN
NAME CONF. #2: AMERICAN
NAME CONF. #3:
NAME CONF. #4:
# OF DIVISIONS: 4 (8 is the maximum) CONF.#
NAME DIV. #1: CONTINENTAL          1
NAME DIV. #2: METROPOLITAN        1
NAME DIV. #3: EASTERN              2
NAME DIV. #4: WESTERN              2
NAME DIV. #5:
NAME DIV. #6:
NAME DIV. #7:
NAME DIV. #8:

```

This league has only two conferences and four divisions. The Continental and Metropolitan divisions will report to the European Conference and the Eastern and Western Divisions will report to the American Conference. Unused divisions or conferences are simply left blank.

8.2 GAME OPTIONS WITHIN LEAGUES

8.2.1 GAME LENGTH

On the right side of the league Data Screen are the Game Options. These options are useful in tailoring your league play to your desires. The first two options are "# of Periods" and "Mins in Period". These are used to set the length of your games. The default is three 20-minute periods. If, however, you would rather play, for example, two 30-minute periods, it is easy to do. Simply enter "2" into the "# of Periods" option, and enter "30" into the "Mins in Period" option.

As league commissioner, you must decide whether you want overtime in your league, and, if so, to what extent. The next four options all deal with overtime. The first option is simply called OVERTIME. If you want your tied games to go into overtime, press Y. If not, press N.

If you opt for overtime, the next option, "SUDDEN DEATH," allows you to determine whether the overtime period will end when a goal is scored. If you want sudden death overtime in your league, press Y. If not, press N.

Next, decide on the "LENGTH OF OVERTIME." The default is a five-minute period. If you want this changed, simply type in the number of the minutes you want your overtime period to be.

The last overtime option is "CONTINUE IF TIED." If, after playing an overtime period the score is still tied, do you want to continue for an additional period? If so, press Y. If not, press N.

8.2.2 FATIGUE

The players are assigned Shift and Game Fatigue Ratings based on their real-life ice time. These ratings add more realism to your games. If you press Y after the "FATIGUE" option, the program will track each player's ice time and compare it to his Fatigue Ratings. Once a player exceeds the time required for one or both of his Fatigue Ratings to kick in, his effectiveness is diminished. If you would rather disregard Fatigue Ratings, press N.

8.2.3 CLEARING STATISTICS

The "SET STATS TO ZERO" option allows you to clear all the team and player statistics. This is a powerful feature which should only be used once the consequences are understood. This option enables you to "start over" a league that has a season finished or in progress. All team and player stats are reset to zero just as if no games had ever been played. If you want your stats set to zero, press Y, but be sure it's what you want to do. If not, press N.

8.2.4 TRAVEL DAYS

You can use the "LEAGUE DAYS REST" option to simulate rest days for players. This will help to heal injuries. For example: If a player is due to be injured for four more days, you can enter 4 or a higher number and the injured player will magically be healthy again. If you enter 3, the player will remain injured for one more day. Remember this option gives every player in the league the entered number of rest days.

8.2.5 EJECTING FIGHT INSTIGATORS

The "INSTIGATOR EJECT" option allows you to give a player an automatic game misconduct penalty if he instigates a fight. If he does, he gets a minor for instigating the fight, a major for fighting, and a game misconduct. If you want to eject fight instigators, press Y. If not, press N.

8.2.6 REPLACEMENTS ON COINCIDENTAL MINORS

The "COIN REPLACEMENT" option allows you to replace players who received coincidental minor penalties. That way both teams keep the same number of players on the ice as they had before the penalties were called. If you want to replace players who receive coincidental minors, press Y. If you don't (both teams would then lose a player), press N.

8.2.7 INJURIES

The "INJURY" option enables you to determine whether injuries will extend beyond the end of the current game. Press Y to permit injuries to continue for the duration the program specifies. Press N if you want no injuries to carry beyond the game in progress.

8.2.8 SAVING CHANGES

Once you are satisfied with the settings for you League Data Screen options, press <ESC>. You'll be asked:

Save (Y/N)?

If you want the changes that you made saved, press Y. These settings will remain in effect until you change them again. Press N if you're not satisfied.

8.2.9 SOUND

If you wish to have all goals serenaded with a flashing red light and a distinctive siren, select Y. If you like to play APBA Pro Hockey sans sound, select N.

9. TEAM DATA SCREEN

Press 5 for the Team Data Screen. Press the number of the team you wish to modify to bring up its Team Screen. You will then encounter a screen with the following menu: View/Edit, Rest, Zero league stats. Choose View/Edit. When you enter View/Edit, navigate around this screen with <TAB>, <ENTER> and the arrow keys.

9.1 CITY

The team's city name can be modified. Just type in the city name that you prefer.

9.2 NICKNAME

You can change the team nickname, too. Again, simply type in the nickname you want. It will show up whenever the program refers to the team's nickname, most prominently in the game's play-by-play.

9.3 TEAM CODE

The Team Code is critical. Players are assigned to team rosters by their team code, the same team code found on the Team Screen. For example, Boston's team code is "BOS." If John Doe's Player Screen lists the "BOS" team code, that code is what the

program uses to assign him to the Boston team. Be careful not to change this team code unless you are prepared to change the team code for all of a team's players!!

9.4 DIVISIONS

In order for the program to know which division each team will belong to, it must have a number in the division field that corresponds to a valid division on the League Data Screen. For example, you can't assign a team to division 5 if there are only four divisions listed on the League Data Screen.

9.5 HOME ICE

You can type in the name of any famous arena or even the name of your neighborhood rink. This is the arena name that will be displayed on the Game Screen for this team's home games.

9.6 RINK LENGTH

"RINK LENGTH IN FEET" is a number which represents the length of this team's home arena. The number you enter must fall between 180 and 200. As in real hockey, a shorter rink will remove some of the skating room, and may dictate a more physical game as a result.

9.7 COLORS

The Colors field is useful only if you have a color monitor. There are two numbers in the Colors field. The first is the foreground color and the second is the background color. The available color codes are as follows:

#	COLOR	#	COLOR	#	COLOR
0	Black	6	Brown	11	Light Cyan
1	Blue	7	White	12	Light Red
2	Green	8	Dark Gray	13	Light Magenta
3	Cyan	9	Light Blue	14	Yellow
4	Red	10	Light Green	15	Bright White
5	Magenta				

These color codes are used on the Game Screen for the team names as well as the player names as they appear in the play-by-play. All teams included in APBA Pro Hockey arrive with pre-set color coding. You may wish to experiment with the color codes and your monitor.

9.8 TEAM STRATEGIES

Herein lies the brain of the computer coach. Program these formerly secret strategies as you wish. The strategies are line-intensive, meaning that each shift of skaters may be programmed separately. Each line combination is listed horizontally across the screen, from 1 to 0. Program your team's forechecking strategies accordingly, or leave the computer's attack alone. You may also adjust the number of forward and defensive shifts each of the four main lines receives. You also have the opportunity to dictate at what points in the game your team will resort to the strategies you indicated above, to provide your definition of "Late in 3rd Period", and to indicate when your goalie should be pulled (you may provide separate guidelines for one and two-goal deficits). For more details, see Sections under 16.5.1 Team Strategy Screen. You may also access Team Strategies from the Player Management function described in that section.

9.9 REST (TRAVEL DAYS)

When you are finished with the View/Edit mode, choose Rest from the menu. You can simulate a team's travel and rest days. If this team has three days before its next

game, enter "3" into this field and the computer will rest all of this team's players for three days. This will heal or help heal the club's injured players. When you're finished with this screen, type <ESC>. Then save your changes.

9.10 CHANGING AND CLEARING STATISTICS

The statistics area keeps track of stats for the real-life season ("REAL") as well as your computer league ("COMPUTER"). You also are shown stats for the most recently completed game ("GAME"). You can manually change these stats if you wish. This may be appropriate if you are organizing a new team.

The "Reset Computer Statistics To Zero" option allows you to erase the statistics compiled by this team and its players. This option is slightly different from the reset option on the League Data Screen. The league option erases the stats for all the teams and players in the league. The option on the screen does it only for one team. If you want to zero the team's stats, press Y. Otherwise, press N.

10. TEAM ROSTER SCREEN

Press 6 then choose a team by number, to access a Team Roster Screen, which consists primarily of player ratings. You'll be asked:

Printer, Screen (P/S)?

To print these ratings, press P. To view the ratings on your screen, press S. Press a key when prompted to move to the next screen. Once you have reached the end of the Team Roster report, press any key to return to the Main Menu.

11. CONTINUE SAVED GAME

To resume an in-progress game you saved previously, press 7 from the Main Menu. Your game will return to the screen at the point you suspended play. Only one game can be saved at a time!

12. CHANGE SCREEN COLORS

12.1 COLOR MONITORS

Press 8 to prepare to change the color patterns in APBA Pro Hockey to suit your preferences. The APBA Pro Hockey Color Setup Screen provides the following options:

1 Choose Foreground Color

Each color has a number assigned to it. Press the number of the desired foreground color and <ENTER>.

2 Choose Background Color

Use the same procedure as for "Foreground Color" above.

3 Save Color Selection

Enter 3 to save the settings you have chosen.

0 Return to Main Menu

12.2 MONOCHROME MONITOR COMPATIBILITY PROBLEMS

If you are using a monochrome monitor and your screen appears blank after typing in HOCKEY, you may need to change the color options in the game. Press 8 for color options, then 1 for foreground, then 15 to set a foreground color. Then press 3 to save color settings.

13. AUTOMATIC SCHEDULER

Press 9 from the Main Menu to summon the Automatic Scheduler. Your first choice is as follows:

EDIT SCHEDULE, PLAY SCHEDULE, TEAM SCHEDULE (E/P/T):

13.1 EDITING OR CREATING SCHEDULES

To edit or create a schedule, press Y. If you do not wish to create a new schedule, press N. If you press Y, you will see a schedule screen with game numbers 1 to 20 on the left side of the screen and 21 to 40 on the right. Across the top you will see these headings:

Game # C/M Home Vis. Rest Desc S/D

Game #: is a sequential numbering scheme used by the program to track the games you enter. These numbers are used by the program to play games in order. You use them to access particular game for editing.

C/M: means Computer or Manual. If you want a game to be played automatically by the computer, enter C in this field. If you want it played manually (which means you will get to choose rosters and game play options), enter M. (NOTE: When the computer plays a game, it will play it in the "Zip" mode.)

Home: Type in the 3-character team code of the team you want to be at home for this game.

Vis: Type in the 3-character team code of the team you want to be the visitor for this game.

Rest: If you want the league to have rest day(s) after this game, enter the number of days of rest in this field.

Desc: Enter a brief description (up to eight characters) in this field. This description can be anything from the date of the game to special notes you want recorded. This description will be printed on your game summary and detailed reports, and will also be noted in the RECORD.DAT file if a record happens to be set in this game (see under "League Records" in "View Statistics" option.)

S/D: Input your print options for this game. If you want a game summary printed after the game, enter S. If you want the detailed reports printed, enter D. If you don't want reports printed after the game, leave this field blank. (NOTE: Remember, your printer must be on line at the end of the game if you want reports printed.)

Example: The first game you've scheduled is St. Louis at Chicago. You want the computer to play the game, with a game summary report printed afterwards. You want a rest day after the game. To accomplish this, enter C on the line for Game 1 under Game #. Enter CHI under Home. Enter STL under Vis. Enter 1 under Rest. Enter a description if you want one. Suppose you type Oct 10 in the Desc. Field. Type an S in the S/D field. After you're done, the screen will look like this:

Game #	Home	Vis	Rest	Desc.	S/D
1	CHI	STL	1	Oct 10	S

To insert a game, press <F1>. For example, let's say you have entered ten games, but, after doing so, realize you have omitted a game you wanted to schedule. Press <F1> and you will be asked where you want a game inserted. If you want this game inserted between games 5 and 6, highlight the Game 6 line and press <F1>. Then proceed to input the game as described above.

To delete a game, highlight the line of the game you want deleted and press <F2>.

If there is a specific game number you wish to go to, press <F3> and enter that game number.

To move from one page of scheduled games to another, press <PAGE DOWN> or <PAGE UP>.

Once you have entered or edited all the games you want, press <ESC> to exit.

13.2 PLAYING GAMES

To play games from the Automatic Scheduler, press P at the initial prompt. You'll be asked:

"Enter # of games to play from schedule:"

Suppose Games 1 through 15 have already been played. Now you want to play through Game 24. Type in "10" when you're asked how many games you wish to play. The program will begin loading teams and playing the number of games you specified. When those games have been completed, you will be returned to the Main Menu.

13.3 TEAM SCHEDULE

Selecting "T" allows you access to any team's complete league schedule and only that team's schedule. Those who like to play only the games of their favorite club manually and let the computer handle the rest will enjoy this feature.

14. CHOOSE LOCATION OF DATA FILES/PLAYOFFS

You may view team statistics, roster, or league leaders from any TEAM DISK you own. Press 0 from the Main Menu to prepare to find the season you want. You'll see a screen with the following options:

1. Search C:\APBA\HOCKEY
2. Choose your own directory drive
3. Default [C:\APBA\HOCKEY\199495]

If you want to use the last directory in which you played games, press 3. (The 199495 in the third choice above will actually be whatever the last season you used happens to be.)

If you want to use a different directory, press 1. A list of the available directories ---a maximum of forty --- under APBA\HOCKEY will be shown, and you will need to enter the number of the one you want.

In the unlikely event that you wish to use a directory not found under APBA\HOCKEY, or even a floppy disk, press 2. You'll be prompted to enter the disk and directory you want to access.

15. PLAYOFFS

This section describes a most exciting new feature of APBA Pro Hockey: APBA's fully-adjustable and versatile Playoff mode. Within Playoffs, you may establish a tournament that includes:

- Play only those playoff games which you wish to play; the computer will play the rest.
- Play series of best-of-7, 5, 3, or single-elimination games.
- Choose the home-ice pattern you elect to use for each round (2-2-1-1-1, 2-3-2, or any other combination).
- Adjust qualification standards to fit the era that you are playing (top 8 conference teams, top 4 divisional teams, top 16 league teams, etc).
- View the championship brackets at any time.
- Keep separate regular-season performance from playoff performance.

Before entering Playoffs, remember to adjust your League Data file to reflect the differing rules of post-season play. You MUST select Y for "Overtime" play as well as "Sudden Death" play, or your tournament brackets will crash. Post-season overtime periods are 20 minutes long. Now you are ready to skate for the APBA Cup. Select option P from the Main Menu.

After selecting P, you will receive two choices:

1. Edit Playoff Rules
2. Compute Pairings

Select 1. You will then see a screen that features your adjustable playoff format. The following is a listing of the screen and an explanation of your options within it:

NUMBER OF TEAMS TO QUALIFY FOR APBA (You may fill in your league's championship bowl here) CUP PLAYOFFS (16, 8, 4, and options.)

NUMBER OF TEAMS FROM EACH CONFERENCE TO QUALIFY FOR PLAYOFFS (8, 4, 2, 1, or a blank space are valid options. A blank the computer to take the best 16, 8, 4, or 2 teams from the league as a whole, regardless of affiliation.)

NUMBER OF TEAMS FROM EACH DIVISION TO QUALIFY FOR PLAYOFFS (4, 2, 1, or blank space are valid options.) Remember that four divisions in your league; your number here must be one-fourth of the total number of teams to qualify for the APBA Cup. Leave the space blank if you want playoff seeding to be based on conference record or total league record.

DO THE DIVISION CHAMPIONS GET TOP SEEDING IN EACH CONFERENCE? (Y means that the division champions in a conference seeded #1 and #2, even if another team in seed #1's division has a better record than seed #2. N means that teams will be seeded only based on their regular-season point total.)

DO THE PAIRINGS GET RE-SEEDED AFTER EACH PLAYOFF ROUND? (Y means that the highest-remaining seed will always play the lowest-remaining seed in that conference [if you are selecting an equal number of playoff teams per conference] or league [if you are taking the best teams regardless of affiliation]. N means that your playoff tournament will use an inflexible bracketing system, in which the winner of seed #1 vs. seed #8 always plays the winner of seed #4 vs. seed #5, etc.)

FIRST/SECOND/THIRD/FOURTH ROUND PLAYOFF SERIES WILL BE A BEST OF (1,3,5, OR 7 ONLY! Do NOT select an even number tournament might crash!)

SERIES HOME/AWAY SEQUENCE Under HOME/AWAY SEQUENCE, you may select any combination of home/away games that you wish. Assume that the better-seeded team club for which you are scheduling your games. For example, a pattern of "HHAAAHH" means that the better seed will play its first two games at home, three on the road, and two back home. "H" and "A" are the only valid choices for this option.

When you are finished with editing your playoff rules, select option #2 (Compute Pairings) to have the game draw up a playoff bracket for you. You will then have 5 choices:

1. Play next playoff game (self-explanatory)
2. Play next n games (indicate the number of games you'd like to play or have the computer play during your tournament session)
3. Play all round (if you want to complete the playoffs during this session)
4. View playoff chart (examine tourney brackets)
5. Cancel playoffs (use ONLY if you want to re-draw your playoff brackets. Such a choice is PERMANENT. Any and all games contested 30 within the brackets will be lost.

NOTE: If you wish to have the game automatically save distinct playoff statistics, save your regular-season stats in a separate file. Otherwise, player performance and league standings will include both regular-season and playoff contests.

16. PLAYER AND TEAM MODIFICATIONS

APBA Pro Hockey allows you not only to change existing players, but also enables you to create your own. We suggest you thoroughly familiarize yourself with the workings of the game before you attempt to make player modifications.

To prepare to make player modifications, log onto the directory which contains your game files (Example: C:\APBA\HOCKEY\199495) and type PLAYER. You'll receive a menu listing four choices:

1. Player Management
2. Team Management
3. Add Team
4. Delete Team

Player Management provides a myriad of functions for you, including trading, releasing, and drafting player, creating new players, deleting old players, modifying player skills and ratings, updating individual statistics, even allowing you APBA veterans to run the Player Management program from APBA Pro Hockey Version 1! Team Management allows you to create or edit franchise information similar to what you would see in the game's Team Data Screen. Add Team allows you to add an expansion franchise to your league. Delete Team permits you to eliminate a club from your league.

16.1 BASIC PROCEDURE

Most of your activity within the Player and Team Modifications utility will center on the Player Management function. Unlike Version 1, this function is designed to be hot-key driven rather than menu-driven. Once you get to know what each key will do for you, you'll be maneuvering around in Player Management with the greatest of ease. And, if you run into difficulties, just press <F1> for help. Comprehensive list of hot-key functions is provided in Section 15.4 of this document.

To enter Player Management from the above opening menu, select choice #1. You will then see the messages "Reading Player Info" and "Sorting..." briefly on the bottom of

your screen. Soon after, you will see the main Player Management screen from which all activity commences.

16.2 CREATE PLAYER

If you wish to begin by making own player, press the Insert Key. Follow the instructions below to generate a skater or goaltender from scratch.

NOTE: There is a "Quick Add" feature with APBA Pro Hockey. See page 40 for details. With it you can enter the basic stats, team code, Shift and Game Fatigue, player position and simply press <F1>. The remaining ratings will be calculated for you. But be sure to read through this section carefully before you try it.

You will now see a blank player screen, with your cursor at the top. Enter the player's name. If you enter the player's last name first, followed by a comma (,) then enter the player's first name, only his last name will show on the Game Screen. For example, if you want to enter a player named Jerry Doe you can enter his as Doe, Jerry. That way, when Jerry Doe is in a game, you will only see the name Doe. If you want to see his entire name on the Game Screen, type Jerry Doe. In this case his name will appear on the Game Screens as Jerry Doe. We suggest that you use the last name first approach, because certain ABPA Pro Hockey screens recognize only the first twelve characters. If you enter full names, you will often exceed the 12-character limit. If you have more than one Doe in your league, you can type J. Doe, Jerry. His name would appear as J. Doe on the Game Screens, to differentiate him from other player(s) with the same last name.

Once you have typed in the name, press <ENTER>. You'll find yourself on the next line under GP for Games Played. There are three lines of data for this particular statistical area. LEAGUE means his computer league stats. GAME means the current game's stats. LEAGUE and GAME stats are kept by the computer. There is no need to edit them, although you can if you wish.

If the player you are creating is a "skater" use this line. If he is a goalie, press <ENTER> three more times to take you to the second chart which contains GP.

Assume for now that Jerry Doe is a skater (non-goalie). Across from REAL, enter his games played under GP, then press <TAB>. Now, under GLS for Goals, enter his goals scored and press <TAB> again. Repeat this procedure for all the stats on this line. <SHIFT><TAB> takes you backward one column at a time. The abbreviations are defined as follows:

Abbrev.	Meaning
GP*	Games Played
GLS*	Goals
AST*	Assists
PTS*	Points
SHOT*	Shots
SC. %*	Scoring %
PPG*	Power Play Goals
SHG	Short Handed Goals
GWG	Game Winning Goals
GTG	Game Tying Goals
+/-*	Plus/Minus Rating
PIM*	Penalty Minutes
MINS	Total Minutes Played (if unknown leave blank) AVGM Average Minutes Per Game (if unknown leave blank)

The items listed with an "*" must be entered to take advantage of the "Quick Add" feature.

The next four columns are used to ensure accurate shots-on-goal statistics. Once you have entered the stats above, press <F3> on each of these four columns (or <F1> with the "Quick Add" feature discussed on page 40) and the computer will calculate them for you.

To repeat: if the player is a goaltender, you need to use the columns in the section below the one for skaters. The columns for goalies are titled as follows:

Abbrev.	Meaning
GP*	Games Played
MINS	Minutes Played
SAVES	Saves
GA	Goals Allowed
AVG.*	Goals Against Average
W	Wins
L	Losses
T	Ties
EN	Empty Net Goals
SO	Shutouts
SAV%*	Save %
GLS*	Goals
AST*	Assists
PTS*	Points
PIM*	Penalty Minutes

The items listed with "*" must be entered to take advantage of the "Quick Add" feature.

The next four columns are used to ensure that goalies will duplicate their save percentages, as well as other tendencies. Once you have entered the stats above, press <F3> for each column (or <F1> with the "Quick Add" feature discussed on page 40), and the computer will calculate them for you.

Now press <ENTER> three times to move to the next line for input. This line contains the following ratings:

Abbrev.	Meaning
SHIFT	Shift Fatigue
GAME*	Game Fatigue
RATE	@Penalty Rating
COIN	@Coincidental minor Penalty Rating
FIGHT	@Fighting major Penalty Rating
MAJOR	@Non-Fighting major Penalty Rating
MATCH	@Match Penalty Rating
MISC	@Misconduct Penalty Rating
GMISC	@Game Misconduct Penalty Rating
GRMIS	@Gross Misconduct Penalty Rating
INJ	Injury Factor
TEAM	Team Code for this Player

SHIFT: The Shift Fatigue Rating in APBA Pro Hockey is based largely on stamina. We suggest the following: for defensemen, type 2:00. For goalies, type in 65:00. For all other players, use 1:30.

GAME: The Game Fatigue Rating in APBA Pro Hockey is based on actual player usage. We suggest the following: for defensemen, type 25:00. For goalies, type in 65:00. For all other players, use 20:00. A Game Fatigue Rating must be entered in order for the "Quick Add" feature to work.

The abbreviations above with a @ beside them represent ratings based on each player's penalty statistics. They are used in the game to ensure that each player will

duplicate his actual penalty tendencies. The formulas for determining the actual numbers used are quite complex, but we suggest the following when you assign these ratings:

RATE: The player's actual penalty minutes projected to 82 games, divided by 4.
Example: A player has 60 penalty minutes in 40 games. The penalty minutes on an 80-game basis would be 120 $((80/40) \times 60) = 120$. Then divide 120 by 4 to obtain a RATE factor of 30. Type this number in the RATE column.

COIN: for the coincidental penalty factor, use your own knowledge of the player and give him a rating between 0 and 5. 0 means it is rare for him to have a coincidental minor, and 5 means that he is regularly assessed coincidental penalties.

FIGHT: Estimate the number of fighting majors this player would get on an 80-game basis, multiply by 2, and type that number in this column.

MAJOR: Estimate the number on non-fighting majors this player would get on an 82-game basis, and type that number in this column.

MATCH: Estimate the number of match penalties this player would get on an 82-game basis, and type that number in this column.

MISC: Estimate the number of misconduct penalties this player would get on an 82-game basis, multiply by 2, and type that number in this column.

GMISC: Estimate the number of game misconduct penalties this player would get on an 82-game basis, multiply by 2, and type that number in this column.

INJ: Subtract the number of games played by this player from 82, and type that number in this column.

TEAM: Type the 3-character team code of the team you want this player assigned to. For example, Philadelphia's team code is PHL. If you want this player to play for Philly, type PHL. The team code must be filled in if you want this player to belong to a team. The program will not assign a team for you.

After finishing with the above categories, press <ENTER>. You'll move to the next line for input. This line contains the following ratings:

Abbrev.	Meaning
NORM	The player's normal (primary) position
C	Center
LW	Left Wing
RW	Right Wing
LD	Left Defensemen
RD	Right Defensemen
S	Sixth Attacker
ASR	Assist Factor
SKT*	Skating Rating
SPD*	Speed Rating
PAS*	Passing Rating
4CK*	Forecheck Rating
PHY*	Physical Rating
INT*	Intimidating Hitting Rating
CLR*	Clearing Rating
RCK*	Rock Rating
KIL*	Penalty Killing Rating
BLK*	Shot Block Rating
FO*	Faceoff Rating

The abbreviations above with an asterisk (*) beside them are ratings which are subjective in nature. These ratings are used in the game to help ensure that each player performs at his real-life level. The ratings used for the non-asterisked categories are based on statistical formulas which are quite complex; however, we suggest the following when you assign these ratings:

NORM: Across from the word POSITION, type the letter(s) of the position that the player played most often. You must assign a position in order for the "Quick Add" feature to work properly. If you want to use the "Quick Add" feature, you can ignore the remaining ratings and they will be calculated for you. The position codes available are as follows:

LW Left Wing	C Center	RW Right Wing
F Forward (C,LW,RW)	W Wing (LW or RW)	
LD Left Defensemen	D Defense (LD/RD)	RD Right Defensemen
C/LW Center or Left Wing	C/RW Center or Right Wing	
LW/C Left Wing or Center	RW/C Right Wing or Center	
F/LD Forward or Left Defensemen	F/RD Forward or Right Defensemen	
LD/W Left Defense & Wing	RD/W Right Defense & Wing	
D/LW Defense (LD/RD) & LW	D/RW Defense (LD/RD) & RW	
D/C Defense (LD/RD) & C	D/W Defense & Wing	D/F Defense & Forward

The computer coach will recognize the first portion of the code as the player's primary position. For example, if a player played both Center and Left Wing but played Center more often, use the C/LW code. If he played Left Wing more frequently than Center, use the LW/C code.

16.2.1 QUICK ADD

Three keys can activate this feature. Pressing <F1> will calculate all the ratings for this player. Pressing <F2> will calculate only the ratings which depend upon the field you are in. Example: If you go to Game Fatigue and change it from 15 minutes to 18 minutes, you can press <F2>, and the only changes made will be to those ratings dependent upon Game Fatigue. The last alternative is to press <F3>. This will recalculate only the field in which the cursor resides at that time.

If you decide not to use "Quick Add" after all, press <ENTER>, which will take you to the C Column across from SHOT%. Now you must assign a SHOT% rating, an SOG+ rating, and a DEFENSE rating to each position you expect that player to play. For the SHOT% rating, use the player's actual scoring percentage multiplied by two. Example: If a player's scoring percentage is 13.5%, multiply by two and type in a rating of 27 (13.5 x 2). For the SOG+ rating, add anywhere from 3 to 10 to the assigned SHOT% rating, based on your knowledge of how well the player converts excellent scoring opportunities. Add 3 to those who don't convert very well and 10 to those who are "sharp shooters."

For the defensive rating, enter a number between 0 and 5, using your knowledge of a player's defensive ability at these positions. A rating of 0 should be used for those players who never play a particular position or who simply ignore their defensive obligations altogether. A rating of 5 should be given to those players who excel at the defensive aspect of the game. Once you finish with these ratings, use the arrow keys or <TAB> to take you to the ASR column.

ASR: Type in the number of assists this player would accumulate on an 80-game basis.

The following ratings are from 0 (poor) to 5 (excellent) except where noted:

SKT: The skating ability of the player.
 SPD: The skating speed of the player.
 PAS: The passing ability of the player.

4CK: The forechecking ability of the player. (this rating in for non-defensemen only.)

PHY: The player's tendency to play a physical game.

INT: The player's tendency to throw crushing body checks.

CLR: The ability of defensemen to clear opponents and rebounds from in front of their own goal.

RCK: The ability of non-defensemen to park themselves in the goal crease and screen the goalie. Ratings are 0 (average), 1 (very good), or 2 (excellent).

KIL: The player's penalty-killing ability. Ratings are 0 (average), 1 (very good), or 2 (excellent).

BLK: Rates the player's ability to block shots. Ratings are 0 (average), 1 (very good), or 2 (excellent).

FO: The player's ability to win faceoffs. Players who rarely take faceoffs should be given a 0 rating.

Once you have entered all the information, press <ESC>.

16.3 EDIT PLAYER

Press E and <ENTER>, to edit an existing player. The Player Screen will appear. Follow the same procedures outlined in "QUICK ADD", Section 16.2.1 above, except that you need only change the items you want modified. You need not go through every column. Once you are finished, press <ESC>.

16.4 OTHER FUNCTIONS/DRAFT EMPHASIS

The following is a comprehensive list of Player Management functions, along with a brief explanation of each:

<F1> Displays Help Screen

<ARROWS> Move Cursor

<ENTER> Asks for first letter of last name of player to go to for search

<E> Edit the player currently highlighted

35

<INS> Insert (add) a player

 Delete a player

<S> Sorts the statistics for the cursor's column

<HOME> Takes you to the top of the sorted column

<END> Takes you to the bottom of the sorted column

<TAB> Toggles between the Team players at the top of the screen and the Pool players in the bottom half of the screen

<G> Toggles Pool players between skaters and goalies

<SPACE> Tags a player for trading, release, or draft purposes

<ALT-T> Executes the trade, release, or draft of the tagged players

<ALT-C> Clears the tagged players

<F> Runs the Search program of APBA Pro Hockey version 1

<ESC> Returns you to Player/Team Management Main Menu

In all likelihood, the most used of the above functions will be the draft/trade function. Let's take you through an example just to emphasize how easy it is to add that key player to your Cup-board squad. From within the Player Management screen, make sure that your cursor is residing in the lower half. If it isn't, press <TAB>. Next, locate the player you'd like to draft. If it's a goalie, type <G>. If not, either use the arrow keys to scroll through the list of available pool players or simply press <ENTER>. You'll be prompted to supply the first letter of your player's surname. Now type the letter J. Next, scroll down to Jones, the player to the left of your target player's surname. To add Jones to your team, press <ALT-T>. You'll be asked:

"Recruit 1 player? (y/n)" Choose Y. You've just acquired Jones.

If you wish to make a trade for Jones, before pressing <ALT-T> press <TAB>, then use the arrow keys to travel to the player you wish to trade. Press <SPACE>. A "<" character will now rest to the left of your soon-to-be-jettisoned player. To execute the trade, press <ALT-T> and accept the deal by choosing Y from you (Y/N) menu. It's that easy. Remember to press <S> if you'd like to see how your target player ranks in any statistical category before you pull the trigger on your trade.

16.5 TEAM MANAGEMENT

A blank team screen will appear. Enter the information for the new team, typing in a team city, team nickname and team code. (NOTE: The team code must be 3 characters. This will be the code used to assign players to this team.) Assign the new team a division number based upon your league's setup. (See League Data Screen beginning on page 4 if you don't remember what to do.) type in the name of this team's home arena, along with the rink length in feet. If this team has any real-life statistics available, enter them in the statistics section of the screen.

A list of teams will appear. Simply type the number of the team you wish to examine. If the team you want is not listed on this screen, press <ENTER>. If the team exists, it will appear now. This screen is identical to the Team Data Screen on the Main Menu. The only difference is that the Team Data Screen will ask you if you want to save your changes, while the screen accessible through the Player Modification utility will not. Changes here will automatically be saved.

16.5.1 TEAM STRATEGY SCREEN

To access this screen, go back to the Team Data Screen. Here you can set strategy options for this team when it is coached by the computer. If you are in a play-by-mail league in which someone at a distant location plays your away games, this function will be very important to you. Here's how it works:

Near the top of the screen are columns for each of the available line combinations from the Game Roster Screen. Below those column headings are three rows titled Forecheck Normal, Forecheck Offensive, Forecheck Defensive. You need to enter the forecheck mode you want each of the lines to use under "Normal" circumstances, when you need to be in an "Offensive Mode", and when you need to be in a "Defensive Posture".

16.5.1.1 SETTING FORECHECK MODES

For example, under "Normal" circumstances you may use a forecheck mode of 2. However, when you are trailing you may want to become more aggressive and switch to a forecheck mode of 3. If you are protecting a lead and want to be more conservative, you may elect to go with a forecheck mode of 1. Later in this section is an explanation of how to change from Normal mode to either Offensive or Defensive mode.

Next, look at the row asking for "Approx # of Shifts." This is used for your assigned lines 1 through 5. For the forward lines, enter the number of shifts you want each line to take during a game. A 60-minute game with forward line shifts of 1 minute and 30 seconds each would mean 40 shifts. If you would like your first line to play approximately 30 minutes a game, enter 20 in this field for line #1. If you want line #2 to play approximately 15 minutes, enter 10 in this field for line #2.

(NOTE: The computer coach will use the "saved" lines discussed beginning on page 9. During continuous play with a computer coach, either during conventional games or games played through the Automatic Scheduler, these "saved" lines may be changed so often that it will be difficult to keep them intact. It may be good practice to periodically check the lines' status and player usage, in order to obtain the most realistic results.)

The same logic applies for the "Approx # of Shifts" for defensemen. The only difference is that they are based on 30 shifts per game (60 minutes divided by 2-minute shifts). So if you want your #1 line defense pairing to play 30 minutes, enter 15 in this field for defense line #1.

16.5.1.2 CHANGING FORECHECK MODE

The next section is for determining at what points of the game you want your forechecking strategy changed from "Normal" to "Offensive Mode" or "Defensive Mode". The first section is titled "1st Period Mode Criteria," with two areas underneath, "When Ahead by" and "When Behind by". What is required of you is to tell the program when to shift to a "Defensive Mode."

If in the first period of a game you bolt to a quick 4-goal lead, you may want to start playing a more cautious game. If that is your strategy, enter 4 under "1st Period Mode Criteria" and beside "When Ahead by" under the column for Defensive. Use <TAB> and <ENTER> to navigate.

On the other hand, let's say your team gets off to a sluggish start and you find yourself down 3 goals midway through the first period. You may decide it is time to "open things up". If you want to go to a more aggressive mode at this point, enter 3 under "1st Period Criteria" and "Late in 3rd Period Mode Criteria."

(NOTE: With the "Late in 3rd Period Criteria," you must also specify how many minutes will remain in the game for it to be considered "Late Third Period". For example, you may want to switch to an offensive mode when down 1 goal with 4 minutes to go. If so, enter 4 under the "Min, Remaining" column across from "When Behind by". Another coach may choose to do this when there are still 12 minutes to go.

16.5.1.3 PULLING THE GOALIE

The last section of the team Strategy provides for pulling the goalie late in the game. You may decide that when you are down 1 goal with 1 minute to play, you want to lift your goalie for a sixth attacker. If so, type 60 beside "Pull Goalie down 1 Goal (seconds)." You are entering the number of seconds remaining when you want your goalie pulled when trailing by one goal. Use the same approach for the "Pull Goalie down 2 Goals (seconds)" field.

When you're finished, press <ESC> to exit. Should you wish to pull your goaltender in the midst of action (delayed penalty, end-of-game situation), you may do so by pressing the following "hot" key: "H" if you are the home team; "V" if you are the visiting team. For this option to work, you must have elected at least one eligible, off-ice skater to replace the goalie with an asterisk within the Game Roster screen (for more information on Pulling the Goalie, see section 16.5.3).

16.5.1.4 ADVANCED COACHING OPTIONS

Within your Team Data Screen exists much more coaching power than you've ever seen in any sports simulation game! DO NOT try to use these advanced coaching strategies until you've become quite familiar with APBA Pro Hockey. Once you have, though, enjoy! The new strategies are built into the Team Data Screen View/Edit function. You may be familiar with this screen if you own previous versions of APBA Hockey, or if you've already played a game or two of Version 3.

After you reach the first Team Screen, you'll want to press the "Page Down" key to advance to the next screen. This screen will allow you to match lines based on the criteria you choose the "weight" the highest. Remember that all columns must add up to 100 percent.

You have four potential columns to address: 3 forward scenarios and one defensive pairing. Leaving a column blank simply causes the computer coach to match lines as it

normally would be based on its built-in artificial intelligence. Paging ahead to the final Team Data Screen allows you to directly assign a defensive responsibility to any or all of your forward lines or defensive pairings. Simply indicate the number of your forward line or defense pairing that you wish to use to "mark" the given offensive unit. Place your first choice under the offensive unit column's "1", your second choice (this unit will be used if your first choice is tired or has a member in the penalty box) under the "2". For more information, simply read the instructions that exist on the Team Data Screen itself. Note: overuse of Advanced Coaching options may distort player performance.

16.6 PRINT

Press P and <ENTER> to print a complete list of all the players and their corresponding player numbers. You'll be prompted:

Print list of player records (y/n)?

This message and the subsequent prompt (if you answer Y) should be self-explanatory.

16.7 VERSION 1 SEARCH FUNCTION

Pressing F and <ENTER> will enable you to access the player search function by bringing up the following prompt:

Quit, List, Position, Rating, Name (Q/L/P/R/N)

Q for Quit will return you to the previous screen

L prints the players or lists them on the screen. If you want to limit those players to ones who meet certain criteria, read on. Use the Position, Rating and Name qualifiers to limit the listing to the players you want. Assume you are drafting a team from scratch and need a center who is a good faceoff man.

Press P for Position. You'll see "Enter position". Press C for Center. The other available codes are listed on page 40. The program will list only those players who have center (or whatever position you've entered) as their "NORM" (primary) position.

Next, press R for Rating. You'll see:

None, Defense, Skate, Pass, Forecheck, Clear, FaceOff (N/D/S/P/F/C/O):

If you're still looking for a good-faceoff Center, press O for "Faceoff ratings." You'll see:

Greater than, Less than, Equal to (G/L/E):

Decide what rating (or range of ratings) you want to see. If you want only Centers with a faceoff rating greater than 3, press G for "Greater than."

Next comes, Rating Value:

Enter 3. Press L for "List" to see the Centers whose face-off rating is greater than 3. Press S for screen or for printer. The qualifying players, with ratings and other data, will be listed.

You can also search for a player by name. If you wanted to look for a player whose name was Marshfield, but didn't know his player record #, press N for "Name." You'll be prompted:

Player Name:

Press M to see all players whose name begins with "M," type MARSH to see all players whose name begins with "MARSH" or type MARSHFIELD to see only those players whose name begins with "MARSHFIELD."

Press L for list, then choose either screen or printer.

17. MERGING STATISTICS

This is an original feature which really has little utility in this version of APBA Pro Hockey. We've retained it as a kind of second chance for you, just in case you want to add stats to a league file but neglected to save them for a GAMEFILE.DAT as described in Section 5.8.6.

If you have two identical leagues created (probably one on your machine and one on your league commissioners), you can merge their statistics with the MERGE command. The leagues must be identical or MERGE will fail and perhaps garble the stats you already have.

Before you use MERGE function, we recommend you back up your data files.

To merge statistical files, log onto the directory which contains the league's stats files (Example: C:\APBA\HOCKEY\199495).

Insert the floppy disk from which you want to merge into drive A:. It must contain the files PLAYER.DAT and TEAM.DAT. From the DOS hard drive prompt (example above), type MERGE A:. This will merge the PLAYER.DAT and TEAM.DAT files from drive A: into the same files on your hard drive. NOTE: MERGE will merge statistics, but not records.

18. STAR SELECTION

APBA Pro Hockey will select for you the top three players of every game you decide to save. To find out the computer's choices, simply save your game and exit the program. At the C:\APBA\HOCKEY prompt, type "3STAR25." The utility will ask you to provide for it the season directory and file that contain your saved contest. For example, to find a game from the 1994-95 Season Disk, you would type "APBA\HOCKEY\199495". Provide the information and anxiously await the selections! No throwing of sharp objects, please. (Hint: to help find a given contest, it is helpful to give all of your saved games distinctive Game Descriptions.)

19. ANALYZER/AWARDS NOMINATION

Whether you are replaying a complete league season, playing a constructed season, or contesting a draft-league season of your own, you'll love the Analyzer/Awards Nomination feature. To enter the program, type "AWARD" at your season subdirectory prompt (e.g. "APBA\HOCKEY\199495"). Upon entry, you'll be presented with 8 menu choices. Six of the 8 choices represent awards handed out in professional hockey. The remaining two choices constitute a summary of your league's leaders in the respective award battles, and a representation of the actual winners from that professional season.

You will find that the Analyzer/Awards Nomination utility is an invaluable scouting tool, useful for drafting and negotiating trades. In addition, you may tailor the award formulas to your liking. If you need help with identifying some of the more obscure statistical categories, press <PAGE DOWN> to view a full listing. We know you'll enjoy the fun and informative Analyzer/Awards Nomination feature.

20. PLAY-BY-PLAY EDITOR

This feature of APBA Pro Hockey allows you to add your own personal touch to the words of our on-screen hockey announcer. If you have a favorite goal call or catch phrase that APBA has not included in our game, the Editor will allow you to make it a part of every game you play. Simply type "XTRATEXT" at the "APBA\HOCKEY" prompt to access the editor, and follow the on-screen prompts.

21. APBA PRO HOCKEY UPGRADES

Please send your suggestions for APBA Pro Hockey improvements to us at the address below. We are very glad to have you as a customer and we are grateful for your help.

APBA Game Company
PO Box 4547
1001 Millersville Road
Lancaster, PA 17604-4547