

Alphasim Hockey

Official Rules

Version 2.000

Alphasim Hockey

Alphasim.com

Division of

Alpha Technology

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Introduction

Alphasim is a simulation game where you become the general manager of a hockey team. We are the oldest kind of site. Alphasim Hockey is on the net since 1999.

At Alphasim you must perform all the duties of general manager of a hockey team. You will train your players, make transactions with your colleagues, send and recall players of minor league, you can sign free agents, making the composition of your lines and the composition of your special units . At the end of the season you will also prepare a list of players you want on the draft.

Alphasim also a social side. The followers of the game quickly become friends. To help you make friends or enemies, according to some, you can write press releases.

Alphasim is a game based on the dynasty. Your team and your league will progress season after season, all depends about your general management talents.

Talents

At Alphasim you'll have to contend with 7 talents per player, of which 3 are influenced by training and 4 others who are influenced by their play during a game.

Handling : The handling is the talent that is used to handle the puck. The power and precision of shots are also influenced by this talent.

The handling is very useful for offensive strategies. But it is also useful not to create turnovers and win face-off.

Checking : The checking is a rather defensive talent. It will help defensemen to block shots. It is also useful to take the puck when you lost the puck.

Is also a wisdom talent. A player who covers his opponent takes necessarily less punishments.

Toughness : is the ability to give body check. A tough player will also have better results in fights.

A tough player could be punishments victim more often and put your team in trouble.

Experience : The only way to control this talent is by playing your players. A player that plays 5 minutes or more in a game win one experience point. A goalie that plays 10 minutes or more in a game win one experience point.

Experience is a talent that advanced players. At the beginning of each season, returns to experience a dedicated level according to the player's age. And the experience points too are redistributed in the first 3 previous talents according to their distributions.

Attitude : You can get a good idea of the attitude of a player by watching his progress from his junior season. The attitude of the player influences its progression.

During his professional season, the attitude affect his play throughout his career. A player with a good attitude will be better than a player with equal talent who has a bad attitude.

The only control you have on this talent is to play your players. A player who plays will have their increased attitude. However a player who does not play his attitude decrease.

A player who does not have a good attitude could see his talent points to age faster than a player with a good attitude.

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Popularity : The only ways to influence this talent is the performance on the ice. More popular your players are, more your audience per match will be increased, the price of tickets will also be consequently increased.

The Adaptability : The only ways to influence this talent is the performance on the ice. Adaptive capacity is the ability to have success with other players. The only clue you have this talent to be found in the statistics report produced after each game.

Creating a team

Your career starts with the creation of your team. You have 34 players for creating your expansion team: 7 centers, 13 wingers, 10 defensemen and 4 goalies. All ages and with different total points of talent proportional to their age.

To help you there are generators of names and talent points. But you might as well name the players as you want, depending on your team concept.

For each player you have to balance the three major talents (Handling, checking and toughness).

You have also 1000 mobile points that you can distribute on all your players, the maximum for each player is 100 points.

You can create well-established old veterans or young wolves that will be your future star players.

All other talents are randomly generated by the simulator.

Create your own team helps to have a sense of belonging and thus better know your players and to be a better GM.

Franchises Store

You can also take a shortcut and choose a team in the franchise store. It is called store but everything is free.

Here you will find teams that already have a number of seasons played and sometimes even with a well-filled wallet.

Simply book a team and it will be renewed automatically and placed in a league the following season. If you did not, then an email will be sent when the season starts.

League

After creating your team you must select a league in which your team progress.

The leagues are 2 features:

1. **Prestigious rating** :
Which is controlled by the quality of the teams in the league.
2. **Popularity rating** :
Which is essentially based on the seniority of the league.

You have to submit your team for the league of your choice. You can submit your team in simultaneously leagues.

Each league have 12 teams.

Choose a prestigious and popular league will help not only for have more attendance but also help sell more expensive tickets.

At the end of each season when you renew your team, it will be automatically placed in the previous league season. However, you can quit your league for go to other leagues.

But if you leave your league. The only way to return is to submit your team and be selected.

Is Alphasim that decides the final formation of leagues, probably under a great influence of the teams already in the league.

Are not obliged to create the league season after season. As soon as a league is enabled, it is also created for the following season.

You can also create a new league with your friends and with time maybe she will become a must in Alphasim.

It is now possible to give a logo for your league for more customize. Maybe your logo and become famous league in the Alphasim world.

Course of a season

At Alphasim the seasons is 22 games, with 2 games per week. Each team faces two times per season, once at home and once the home of your opponent.

This gives 11 weeks of regular season. Over three weeks of playoffs.

There is also a pre-season week where you can do your training camp and making transactions.

During this week of preseason all transactions will be accepted for more 48 hours, will be approved at 19:00 every day. (Eastern Time)

Contrary to the NHL, in Alphasim victories in regular time are 3 points. The shootout wins worth 2 points, shootout defeats are worth 1 point and the losers leave home with their little pleasures.

playoff

There are 2 types of playoffs.

There are the true series and the series of those who refuse to admit that they have had wretched season.

The real series are for those who have finished the regular season in the top 8. The rounds are 3 of 5. This gives a set per week (Monday to Friday). The composition of the playoffs is decided as the same of the NHL. This means that the team is still the highest ranked faces the lowest ranked team.

The series of shame as they take place in two rounds and are composed of teams that finished at position 9-12 in the standings.

There is also a grant of \$ 1000 V for each game played in the playoffs, that you win or lose.

Modification

At the beginning of each season, you have the opportunity to make some changes on your team.

You will can to change the name and city of your team.

You will can also change the names of players who played less 30 games in her carrer.

Another option is also available to you at this stage. You can send and recall player in minor leaguers totally free. This is very useful when it is time to graduate a young player.

Training

The training of your players is an essential step for the progress and prosperity of your team.

Before each game you can do a traning.

These workouts are primarily used to increase the number of talent points of your players.

There are 2 types of training:

- **Team training (Free):**

Is a general training for all team players.

First you decide the intensity of training, which will decide the number of talent points and the number of fatigue points given during training.

After you will decide what talent training.

Alphasim still has enough resources to provide four coaches, one for the centers, one for wingers, one for defenders and from the new version, you can use the goalie coach 5 times per season (before game 4, 8, 12, 16 and 20). You can use different training strategies for each position.

Since the new version you can choose five players for free team training.. The rest may be essential for older players, so they can finish the season.

- **Individual Training (charge) :**

Alphasim also allows you to hire a coach to individual training. You can select maximum 5 players for individually training with intensity and talent that you want. But these

training are not free, if you are a good GM you will have enough money for your training ambitions.

During the playoffs your team will play some day. Players are exempt from training. So you do not need to plan training.

Training camp

During the pre-season week each team can make a training camp. This training is much like a regular-season training, except it is a little more generous on given talents points and does not generate fatigue.

During your training camp you can make many individual training. You not have a limit about number of player.

However, these trainig are not free. It is necessary to provide the funds for your desires in the training camp.

The option of training camp disappears after the first game are played. If you not made a training camp before the first game of the season, you deprive your team of a major asset.

Lineup

After your training, you must to prepare your offensive and defensive line and prepare your game strategies and frequencie.

For offensive line you have the choice between 7 strategies :

Standard : Cette stratégie est la plus prudente. Elle consiste à ce que tous les joueurs ne prennent pas trop de risques et à ne pas trop faire d'erreurs.

Backcheck : Defensive strategy; your winger fold quickly and deeply.

Trap : The five skaters sit on the blue line.

Breakaways : Skating at full speed to try to generate situations of 2-against-1 or breakaways. Players do not even know who they should cover.

Passing Games : Disciplined offensive strategy.

Forecheck : Apply pressure with the wingers, and send your defensemen to support the attack.

Bullying : big bad Bruins strategy. Many hits, many fights and often a lot of punishment, and sometimes players lose their heads and forget to play hockey.

For defensive line Just Standard, Trap, Passing Games, Forecheck and Bullying are available.

You must choose how often your line go on the ice. Frequencies are between 1 to 4, 1 is the least and 4 is often a regular tour.

You can also to decide if you want to remove your goalie in last minutes of the game. You can determine how many minutes rest in the and with a delay of how many goals. The two conditions must be fit for the goalie was removed.

Defensive line : You can if you want to designate a defensive line. Before each game your coaches analyze the players of the opposing team and choose opposing line as the most threatening for your team. If you Design a defensive line, the coach will try to put it one the ice against the best line of the opponent.

Note : The opponent line number 1 is not necessarily the best line.

Course of a game

Like all good hockey games, the game in Alphasim also have 3 periods of 20 minutes.

If the score is tied after three periods, there will be a 5 minute overtime period. But unlike the NHL, at Alphasim we count the overtime for regular time. So the victories are worth 3 points in overtime.

The description and the statistics of game are much advanced since the latest version. All shoot, all body check and blocked shots are recorded.

Also you have all the statistics about face off. You can even know if your player is disciplined during face off. In the new version of the simulator, the centers can be kick out from the face off. The winger can sometimes be part of the face off.

Also new: Now you can know how much time your team spent in each area.

The description of the game is adjustable. All types of descriptions may be disabled. They are still recorded, but you do not see them. So you can disable multiple descriptions and have an abbreviated description or activate all and have an almost second by second description.

The description of the Play by Play is also affected by your choice of options.

The new simulator is programmed to facilitate the insertion of new descriptions. It is possible that occasionally will add new descriptions.

The attendance at the games are also variables. The quality of the teams influence the number of people who will travel to watch the game. Ticket prices also varies under the same rules.

Rapport Stats

After each game the experts of Alphasim make for you a report for help you to analyze the game. You will find the affinity score, with this help you to make your line.

Press release

One way to promote your matches is to make a press release. Not only they give you \$ 1 000 V but they will increase the attendance of your matches.

Other Alphasim GM can respond your press releases. More your presse releases will be popular, they will be more effective.

Being active on the game increases your chances of attracting more attendance at your games. Press releases are a good tool.

Free agent and waivers

There are 2 types of waivers. A waivers reserved for teams of your league and waivers available for all Alphasim GM.

A player on waivers still seven days of his waivers league before being transferred and be available for everyone.

As in the first version of Alphasim, there are still free agents that will be generated by the simulator quite randomly during the season.

To sign a free agent or a player on waivers, you must submit an offer in virtual money. The player will accept the best offer after the next game if the player is on waivers for over 72 hours.

Alphasim has now hired coaches for train the players who are on waivers. Each game will receive a training that is the same of the minor league training.

Since the new version players on waivers older and coming back season after season. Until they are too old or not enough talented.

In Section Alphasim World there is a page that shows the list of players who retire.

Trade

One aspect of the game that is most interesting is to negotiate and conclude trade with other Alphasim GM. When you deal with other teams in your league, allowing to include draft picks in your deal.

Now it is possible to deal with the teams that are in other leagues. However it is not permissible to trade draft picks with a team that is not in your league.

All teams in all leagues can protest all trade. If there are too many protests, the trade may be rejected.

Alphasim have a veto that can at any time. If a trade appears to be fraudulent, Alphasim can cancel a trade anytime.

The trade will be approved and completed after each game if the transaction was accepted than more 72 hours.

However Alphasim is not required to approve the trade after games, even if it was accepted than more 72 hours. If a transaction appears suspicious, Alphasim can put in pending to take the time to make the right decision. The trade may be waiting as long as it is necessary.

Finance

Now there is a page to help you manage your finances. You can find a ton of statistics on your income and expenses.

Trophy

There are currently 11 types of awards available each season. The trophies are also accompanied a grant. Here is the list of trophies and their grant.

Sportegy : Trophy awarded to the team that wins the playoffs. (15 000\$V)

Dynasty : Trophy awarded to the team that finishes the season first in the standings. (10 000 \$V)

Wayne Gretzky : Trophy awarded to the player who finishes the season with the most points. (7 000 \$V)

Steve Chiasson: Trophy awarded to best defenseman. (5 000 \$V)

Grant Fuhr: Trophy awarded to best goalie. (5 000 \$V)

Raymond Bourque: Trophy awarded to the player who finishes the season first in the ranking of +/- . (5 000 \$V)

Star: Trophy awarded to the player who finishes the season first in the points for the stars of the game. (5000 \$V)

Tie Domi: Trophy awarded to the best fighter. (5 000 \$V)

Scott Stevens: Trophy awarded to the player who finishes the season first in the ranking of body checking. (5 000 \$V)

Guy Carbonneau: Trophy awarded to the player who finishes the season first in the ranking of blocked shots. (5 000 \$V)

Slicksly: Trophy awarded to the best GM of the league. To designate the winner of this trophy, all GMs of the league must vote. The GM who has the most votes will win the trophy. The criteria on which the GM should be based to designate the winner is: The performance of his team, the progress of the team during the season and on its participation. (10 000 \$V)

When creating a league, or by special request, it is possible to change the name of the trophies to further customize your league.

Unless the trophy Slicksly. The trophy Slicksly is the only one that will be common to all leagues. It is impossible to rename this.

Draft pick

At the end of each season there are a 3 draft pick round. The order of the draft is done in reverse order of the ranking of the regular season.

Except for four who finished last (or the first 4 to choose pick). For the first 4 to pick in the draft. The 4 teams have the same chance to choose first.

The 3 Round takes place during three weeks of playoffs.

But everything is prepared from the beginning of the season. At the opening of the season, the players who will be available to the draft will be show. So you can observe their progress throughout the season.

Before the draft you should prepare a list of players that you want to pick. In the draft session, the simulator will use this list to select your draft picks.

Players that are not pick will go to the waivers for next season.

New teams

For new teams, it is impossible to trade your draft picks. At Alphasim we believe that the draft picks are gold bar for new teams. So we think its a great service with not allowing trade draft pick in the first three seasons.

Costs

Alphasim is now free. You can play free season after.

Extras

If your team has been poor during the season it is possible to compensate by buying extras.

But it's impossible to but more that 10\$ of Extras.

Teams that have received \$ 40,000 V or more in grant at end of season does not have the right to buy extras.

Teams that have received between \$V 30,000 and \$V 40,000 in grant at End of Season can buy \$ 5 about extras.

Voici les extras :

1,00 \$	2 Mobile Points
2,00 \$	5 000 \$V
3,00 \$	7 Mobile Points
4,00 \$	11 000 \$V
5,00 \$	15 000 \$V
6,00 \$	15 Mobile Points
7,00 \$	22 000 \$V
8,00 \$	25 000 \$V
9,00 \$	30 000 \$V
10,00 \$	35 000 \$V

Cheat

It is strictly forbidden to cheat. A GM which will be caught cheating could be banned from the site and can see all teams seized by Alphasim.