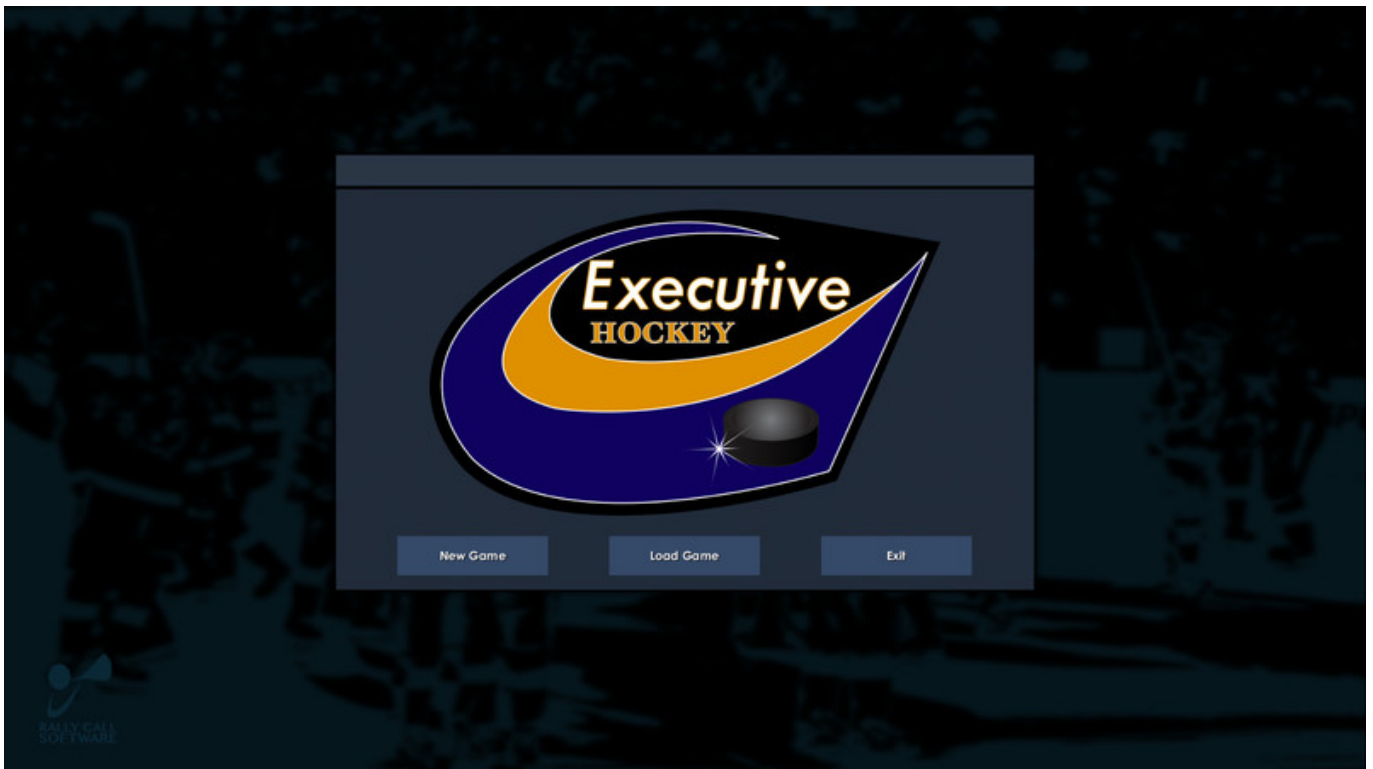


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## Executive Hockey Crack Game Download



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### About This Game

Rally Call Software presents Executive Hockey, a brand new hockey management sim. Pick a team with a philosophy that appeals to you -- offense, defense, toughness, and more -- and sign players, trade players, ice your best lineups and go all in against 30 other teams for the Gretzky Cup.

The trade deadline is 5 days away. Your best center will be out six weeks or more, and your team is on the playoff bubble. Do you double down and pick up some more help in the middle, or do you pack it in for the year and try to get something for assets that are about to become free agents? The choice is yours.

Put playmakers and snipers together on a line for an added offensive bonus. Pick a franchise known for its toughness and load your team with grinders, pests and enforcers and draw more penalties. Get the first overall draft pick and grab the hotshot young generational player that's will be the cornerstone of your team for years to come. Put weaker players in the lineup more and watch them improve with the extra ice time.

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Title: Executive Hockey  
Genre: Simulation, Sports, Strategy, Early Access  
Developer:  
Rally Call Software  
Publisher:  
Rally Call Software  
Release Date: 15 Feb, 2018

b4d347fde0

English

Game Day

10/13/2017 @ 10/14/2017 vs. 10/17/2017

## Ottawa Centurions

Change...

Save
Options
X

| 1  | 2          | 3          | 4  | 5          | 6           | 7           |
|----|------------|------------|----|------------|-------------|-------------|
|    |            |            |    |            | <br>L 0 - 4 | <br>W 6 - 5 |
| 8  | 9          | 10         | 11 | 12         | 13          | 14          |
|    |            | <br>7:00PM |    |            | <br>W 3 - 1 | <br>7:00PM  |
| 15 | 16         | 17         | 18 | 19         | 20          | 21          |
|    |            | <br>7:00PM |    | <br>7:00PM |             | <br>7:00PM  |
| 22 | 23         | 24         | 25 | 26         | 27          | 28          |
|    |            | <br>7:00PM |    | <br>7:00PM | <br>7:00PM  |             |
| 29 | 30         | 31         |    |            |             |             |
|    | <br>7:00PM |            |    |            |             |             |

Standings
Playoffs
Lineups
Rosters
Scores
Calendar
Moves
Statistics
Draft
Waivers
UFAs/RFAs
Trades

Game Day

## Ottawa Centurions

Change...

Save
Options
X

\$51M
\$68M
\$90M

\$51M
\$75M
\$90M

68 L Hoffman  
SNIPER/SCORER

-- No entries --

Offer

7 D Weber  
OFFENSIVE DEFENDER

Add Player...

Add Pick...

Add Pick...

Add Player...

Standings
Playoffs
Lineups
Rosters
Scores
Calendar
Moves
Statistics
Draft
Waivers
UFAs/RFAs
Trades

Select a Team

Anaheim Geese ▲

Arizona Wolves

Boston Bear

Brooklyn Islanders

Buffalo Swords

Calgary Saddles

Carolina Category Fives

Chicago Ravens

Colorado Snowpack

Columbus Yellow Jackets

Dallas Quasars

Detroit Wheelers

Edmonton Sands

Florida Cougars

Los Angeles Knights

Minnesota Fierce

Montreal Rockets

Nashville Canines

New Jersey Demons

New York Sentinels


Ottawa Centurions

Philadelphia Aces

Pittsburgh Igloo

San Jose Jaws

St. Louis Rhythm ▼



Florida Cougars

Difficulty: *Challenging*

Team Type: *Teaching*

Bonuses:

- Hybrid goaltenders: +5%
- Playmakers: +5%
- Two-way forwards: +5%

Cancel Next

50Y5000

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Mobile game at best. You can tell immediately that Executive Hockey is overly simplistic and doesn't take itself seriously - neither of which are good for a management text sim. Anyone who has done some programming will probably think that they themselves could write something similar.

And yes, I could determine all this in 20 minutes (my game time isn't accurate) and you will be able to determine it that fast, too.

To give a major example, a player's performance in EH is dictated very much by the team he plays for and not how good he actually is. Assuming I've read the modifiers right, if you take over a 'challenging' team and sign a player, he will only perform half as well for you as he would for someone else.

I mean, yes, you could certainly say that's challenging but that's not the type of challenge most games of this type give you. Limit the finances, or limit what players will sign for a club with a low rep. Don't make the players perform vastly differently on different teams.

That said there aren't any good hockey management sims out there, so I can't blame you if you want to see for yourself. But if that's the case, wait for a big sale.



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