# How to Play Handball Action


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**Hello dear handball fan,**
**we are very pleased that you have chosen our game.**
**This guide is designed to help you get a quick start to the game and even if you have the game for a long time, still have the opportunity to look up important functions.**

## 1. Installation / start

### 1.1 Start-up screen

After launching, a screen will appear, allowing you to set the resolution and graphics quality of the game.

More graphic's and control's settings are available in the settings menu in the game (see the chapter on game settings). This screen is mainly for setting up the game at the first start-up and is necessary so that the game can be started on older systems with less problems.

After the intro, which you can abort at any time with the ESC key, the main menu appears. The selection includes the four game modes: Fast Game, Online Play, Championship and Tournament. In addition, the editor and the credits can be selected. On the right side the game, settings can be changed via the corresponding icons.

## 2. Game settings

The game settings menu is accessible from the game sections via the in-game menu or the F10 key.

Symbols should be shown here



### 2.1 Monitor icon

The Monitor icon provides settings for display and gameplay. If the game isn't running properly, you should make changes here to improve the performance of the game:

- ***Resolution***
  The Select panel allows you to select all resolutions that your graphics card supports. A lower resolution can improve game's performance.
- ***Stadium display***
  The hall comes at a high cost to performance of the PC. If the in-game speed is not satisfactory, try setting the hall's details to low.
- ***Video display***
  This can have a huge impact on performance. When set to automatically, the game automatically decides whether enough resources are available to display the screen.
- ***Outer court area***
  Also the reporters and other figures on the playing field increase the performance cost and can be switched off (or set automatically).
- ***Reserve players***
  If the substitute bank is activated, twice as many field players must be loaded in the game than without a substitute bank. This will result in a huge performance gain, if set to off.
- ***Quality display***
  This option controls basic quality settings. Reducing the quality can also result in a noticeable performance gain, however graphics' quality might look unsatisfying if set to bad or very bad.
- ***Shadows***
  Shadows have a big affect on the performance and should be switched off if problems occur.
- ***Reflections***
  Can have a big effect on performance (in the case of hall floors the mirror floors have). Setting this setting to “automatic” is possible.
- ***Goalkeeper controls***
  In general the goalkeeper is controlled by the AI. If you wish, you can use this function to take over the goalkeeper's control. However, controling the goalkeeper is difficult.
- ***Interactive jerseys***
  Should only be switched off in the case of crashes or other problems with the textur memory. If the function is disabled, no interactive faces and no names / numbers are drawn on the textures.

Changes made take effect by clicking on the "Apply" button.




**2.2 Headphones icon**
The various music and sound components of the game can be switched on and off using the headset symbol. It is also possible to adjust the volume of the sounds separately.

**2.3 Gamepad icon**
The gamepad icon can be used to change the key mapping of the connected gamepads and the keyboard. Click on the corresponding pad (or keyboard). Now you can click the corresponding button. Then you can click the button on the gamepad or on the keyboard, which should trigger the corresponding function.
With some gamepads it is possible to load a pre-made standard mapping. By clicking on the button Standard assignment, the corresponding key mapping is then loaded.
A total of 16 keys are supported, but the game is also playable with 4 or better 8 keys. The most important functions are in this order:

Pass -> Button A
Throw -> Button B
Running -> Button D
Jump throw -> Button C
Special throw -> Button E
more possible moves (Button I-M) or hooks (Button F and G)

You can find information about the controls in the control section of the manual.

**2.4 DVD icon**
The DVD icon allows to load saved games or to save the game in the game modes tournament and championship. By clicking the small trash bin symbol the save state can be deleted.

**3. Game Mode Quick game**
During the development of this game mode, we have made sure that the functions required for this mode can be controlled completely via the gamepad. So if you want to make a quick game against your friends, you can sit back and do not need to use the keyboard.

### 3.1 Assign Controllers

The controller (or the keyboard) can be selected by moving the game device to the left or right. Controller symbols that are in the middle do not take part in the game. There can be only one player per team. If a controller is already assigned to one side, no other controllers can play on the same team. The Controller selection menu is also accessible (in certain circumstances) in game mode via the in-game menu or F7.

### 3.2 Game Settings

Besides the choice of the stadium and the playing field, it can be determined how long the half time of a game should last. In this case, the game time clock is correspondingly faster in the game.

### 3.3 Difficulty

Our game can be played in 4 difficulty levels:

- Beginner

At the easiest level of difficulty, we give the player the opportunity to get to know the game and to gain first experience with handball action. To start off easy, the 3 seconds rule (gives a free-kick for the opponent if the ball is held for more than 3 seconds) and the traveling penalties are switched off. The throw control is greatly simplified, if one misses the correct throwing time, the AI will step in and throw the ball automatically. Players also gets a certain bonus against AI players.

- Amateur

In amateur, the rules are still very tolerant, but all rules are active. A throwing assistance is no longer active, but the throwing deviations are relatively small. The advantage over the AI is reduced.

- Professional

The professional must pay attention to all rules and play on a higher level with the AI. The throw deviation is larger.

- Superstar

Is the highest difficulty. With some practice, however, it should also be possible to be successful.




### 3.4 Team selection

Here you can now choose your team and the opponent team. If you are playing with a friend, use one side and your friend the other. You can select all teams from all countries in the game. You can create and edit teams in the editor. After, you can choose whether to use the home or the away jersey.

## 4. Team Management

All the settings for the team and tactics are made here. The menu is also available in the game at any time via the button Time Out / Menu on the keyboard or the pad (Button H). If you want to learn more about the tactic's options later, you can end this screen and read the chapter "Playing the game". The screen is terminated by selecting the menu option DONE.

As on the team's choice screen, in the tactic's scree, the home team is on the left side and the away team is on the right side.
The menus are:

### 4.1 Offense formation

Here you have the possibility to set your 7 start players and the 7 substitutes. The column Fpos shows the position of the player within the team (field position). The abbreviations for the following terms are as follows:

GK –> Goalkeeper
RW –> Right wing
RB –> Right back
CB –> Center back
LB –> Left back
LW –> Left Wing
PI –> Circle runner
E1-E7 –> Substitute 1-7
-- –> Player is not in the squad

The field Lpos (favorite position) indicates which position is the actual favorite position of the player. Only in the favorite position, the player reaches the full potential in the game. In a different position he is much weaker.

The other column abbreviations in the table are for:
Df-St –> Defense strength
At-St –> Attack strength
Ov-St –> Total strength
Sz –> Height
Ot –> Absence (injury / lock)
At –> Age
Sh –> Dominant hand

Clicking on the right arrow in the lower corner or moving the pad left or right will take you to the second page of the table.
Here you can see the exact strengths of the respective player. These are in detail:

**Field player**
SP –> Speed
C7m –> Condition
Jp –> Jumping
PS –> Passing
SS –> Shooting strength
TK –> Duel
GB –> Ball Steal
SA –> Shot accuracy

**Goalkeeper**
SP –> Reaction
C7m –> 7m Killer
PS –> Game overview
TK –> Outer defense

For more information about the impact of the players' stats, please see the "Players" section.

Based on the players' stats, you can now determine which players are among the top 7, which players are on the bench, and which players are not in the squad.

If you do not want to go deeper into details, simply click on the button Co-Trainer and your assistant will make all the necessary settings for you.

If you want to make changes, simply click on a player. He is then marked. Now you click on the player with whom you want to change the position and the players are already replacing positions.

Locked and injured players are shown in red and can not be set up. Goalkeepers can only play at the goalkeeper position.

The setting Def = Atk is used to copy the changes that you made in the attack setup to the defenses. This is most useful in most cases. Only if you want to allow certain players to play only in the attack or only in the defense, it makes sense to choose a different line-up in the defense.

Click the Back button to return to the selection menu.

**4.2 Positioning defense**

The settings for the defense settings are analogous to those for the offense. For the defense, you have only the first 14 players available, as only these are authorized to use. Again, you can use the setting Def = Atk to use the attack formation as the defense formation, which in most cases is advisable, since change between the offense and the defense can make quite vulnerable. The strength of the players in the defense is identical on every position (only exception is the goalkeeper).

**4.3 Defense tactics**

Handball Action provides the following defensive tactics:
6:0 - All defensive players defend the circle.
5:1 – A player always attacks the ball leading player.
4:2 – The two outside defenders are drawn forward, the backspace is strongly covered.
3:2:1 – As 4: 2 only one other player attacks the ball leader.
Formation Man-to-Man – All players are looking for an opponent and are quick to conquer the ball. This tactic is generally only useful in the final phase to catch up quickly.

The tactics are selected by clicking on them.
In most cases a 6: 0 or a 5: 1 tactics will be played. The other tactics are intended for special opponents or special game conditions and should be used with caution.
You can also change the tactics in the actual game. When you play in the defense, the keys I-M provide for a change to the appropriate defensive tactics without interruption.

Click the Back button to return to the selection menu.

### 4.4 Moves

Handball Action provides 20 moves in the turn menu. In the game you can use the corresponding 5 buttons (I-M) to call up the first 5 moves from this game. So you have to decide here which 5 moves you want to have in the game. Since this menu is also available during the game, you can change your moves at any time. You can find out more about how to control moves under the control panel. The exchange of moves is done by marking the two moves to be exchanged.

### 4.5 7m Shooter

Here you determine which players should throw the 7m. The list is independent of the current formation. It will always execute the player the 7m, which is in the squad (and not locked). It is always the player who is furthest up in the list. This list is also used to set the shooter at the 7m throw. The key skills to score a 7m are throwing strength (SS) and throwing accuracy (SA). The exchange of players is made by marking the two players to be exchanged. With the assigned button, you can also have the Co-Trainer set the 7m shooters for you.

### 4.6 7m Goalkeeper

Here you lay the goalkeeper for the 7m situations in the game and for the 7m throwing.
The same rules apply as for the 7m shooters. The 7m-killer (C7m) is particularly important for 7m. The exchange of players is made by marking the two players to be exchanged.
With the assigned button, you can also have the co-coach set the 7m goalkeeper for you.

### 4.7 Captain

The captain ranking represents the hierarchy in the team. Players who are very high in the captain's list will be given greater consideration by the AI in the case of critical gameplay. If the captain is on the field, it gives all players more security. Likewise, the players who have a home game have a certain advantage. The substitution of players is made by marking the two players to be switched. With the appropriate button, you can also let the co-manager set the 7m goalkeeper for you.

### 4.8 Automatic change

As the players in the game become exhausted from running and playing, it is useful to give them a short break from time to time to have the full power again. Since these changes can interfere with the game flow, we offer the possibility to have the coordinator make the changes automatically as soon as a player is too exhausted or if his performance is extremely bad. Here you can switch the corresponding function on or off.

*Finish / Back*

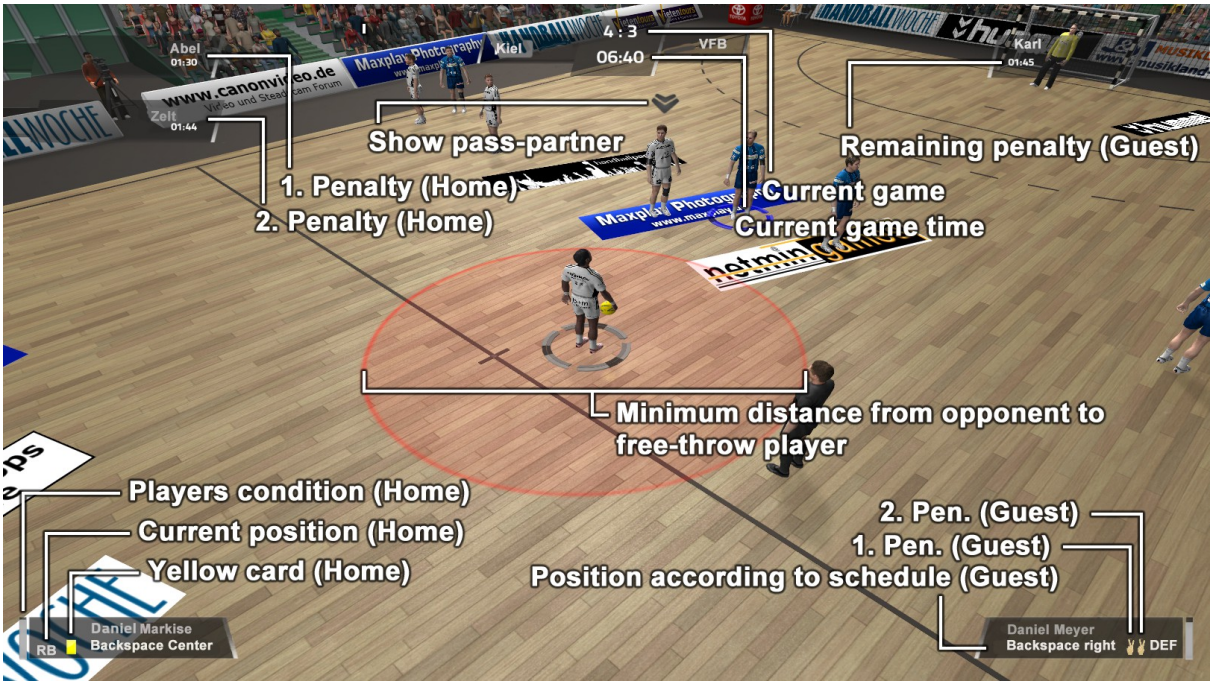
If both players have selected the menu item Finished, the actual game is loaded. With back to the jersey selection screen, you can change your previous settings regarding the team or the jerseys.

## 5. Playing the game

### 5.1 The representation

When you start the game and the game appears, you will notice that there is a display of the game and the game time. At the bottom left and bottom right is the display for the currently controlled player or the player who possesses the ball (if the AI has the ball). The outer vertical bar indicates the stamina. If the bar becomes red, the player will soon just be able to walk. The player loses stamina mainly by sprinting (Button D). Below the name stands the position on which the player is currently playing. This allows you to place the player correctly in the attack as well as in the defense.
In addition to the name, the 2 minutes penalties and yellow cards are displayed underneath, the current position appears on the box (not to be confused with the position on which the player is placed). This is especially important for the throws, because different throw types are carried out from each field position.
Also the running penalties are displayed as an extra field.

An overview gives you the following picture:




## 5.2 The controls

The control of Handball Action Total is very important to us. Many functions correspond to the functions of other common sports games. However, we have also developed some new features to meet the specifics of handball.

A special feature is the possibility to aim at the throw (via the motion control) and click again at the right time, in order to carry out the right kind of throw (hard throw, lob, spin, bounce). To find the right time to throw, there is a small bar indicating the optimal time (see picture) in the player display - the bar does not determine the strength of the throw, but should help you find the right timing.

But even without the bar, you should not have any trouble with an exercise to recognize the optimal throwing time by means of the animation. Just click on the right button, if you would throw the ball.
Another special feature is that depending on where you are on the field, different animations can be played. The current field position can be read in the player display (see picture). The abbreviations mean in detail:

| Position | Button B | Button C | Button E |
|---|---|---|---|
| RB – Backspace | Stand throw | Jump throw | Kempa trick |
| PI - Circle | Turn to the circle | Flip up | Jump without lapping |
| NA – Near throw distance | throw in the stand | jump up in the booth | throw with 360 degree rotation |
| RW – right wing | Stand throw | Jump into the circle | Kempa trick |
| LW – Left Wing | Stand throw | Jump into the circle | Kempa trick |
| FBR – Fast-break-return | throw from the barrel | jump throw in the barrel | throw through the legs |

Where, the RW position can only reach a left-handed person. A jump into the circle is practically impossible for a right-handed person from the RW position, so the NA position is selected. The same applies to the LW position only for the other hand.

In detail, there are the following functions

### 5.2.1 Offense controls

Movement over navigation keys
You can learn more about the extra feature for the circle runner in defense control section.
Button A - Pass
The next passing partner is determined by the direction of the player and indicated by an arrow over the head.
Button B - Throw (normal)
Throws the ball while standing.
Button C - Jump throw
Throws the ball while jumping.
Button E - Special throw
Special throw or Kempatrick (see list above)
Button D - Sprint
If this button is pressed, the player runs faster and loses stamina.
Button F and G - Hook left and right
The hook is always viewed from the player to the right or to the left.
Button H - Time-Out
This will start the tactics menu. In certain situations, however, this button is disabled to insure the flow of the game.

Button I-M - Moves 1- 5
You can use these buttons to start the tactical moves that were previously set up in Team Management. When you start the play, the AI will take control of your player and he behaves according to the play. However, you have the option to perform the appropriate action at any time using the throw or pas button. Similarly, you can use the D (sprint), F and G (hook) keys to take control of the play without throwing.
Button O and P - Side pass left and right
Although you can't control which player to pass to like in a normal pass, this button will pass the ball to the teammate best positioned to the your right or left. This function is designed to allow quick passing around the circle.

### 5.2.2 Defense controls

A special defense feature is the circle control. As soon as you enter your own 9-meter circle and turn towards the opponent's goal, the normal run controls change to the circle control. In the circle control, the player does not always run in the direction of view, but sidesteps left and right.
A very similar control also applies to the offense control for the circle in the opposing 9-meter circle, while the back in direction of the goal. However, this special feature applies only to the circle runners(observe the position display). Also in the defense you have various functions available.

Movement over the navigation keys (see also circle controls)
Button A - Switch player
Switches to the player closest to the ball or to the next player if the current one is the closest.
Button B - Block
The player puts his arms up. In case of a jump shot, he jumps up.
Button C - Holding
The player tries to block and disturb the opponent in order to prevent him from throwing. Depending on the duel stat value of the two players, the holding may take a short or long time. This time is displayed below the player's name. If the mark is in the middle, the blocked player can be freed by stepping back. The blocking player can end the holding any time by stepping back.
Button E – pushing
Is a very harsh defensive act and often leads to penalties. In difficult situations, however, it could be very effective.
Button F - Pass interception
This function makes it possible to intercept passes by a targeted movement, or if ball is not caught so well.
Button G – Ball steal

If the player is properly positioned in front of the ball owner, you can try to steal the ball while dribbling.

Button D - Sprinting
The player can also run. Sprinting cancels the circle's controls.
Button N - Quick turn
If an opponent manages to get past a player, the circle control is no longer effective. Turning around using the sprinting button takes a long time in such cases. Therefore, this button makes it possible to rotate quickly and then to perform a defensive action against the offense player.
Button H - Time Out
This will start the tactics menu. In certain situations, however, this button is disabled to protect the flow of the game.
Button I-M - Tactics 1- 5
These buttons allow you to quickly switch back and forth between the various defensive tactics without having opening the team management screen. More detailed descriptions of the tactics can be found under Team Management.

### 5.2.3 Goalkeeper controls (offense)
The goalkeeper can perform the following functions in the offense
Button A - Short Pass
Throw to the player closest to the goalie.
Button B - Long Pass
Throw to the player closest to the opponent's goal. This is very good to initiate faster counter-attacks.
Button D - Sprint
When the button is pressed, the goalkeeper runs fast.
Button H - Time Out
This will open the tactics menu. In certain situations, however, this button is disabled to insure the flow of the game.

### 5.2.4 7m controls
The control at the 7m is identical with the normal field player's controls. If you play with several players, the other player controls the goalkeeper. Use the buttons B, C and E to select the movement for the 7m. The type of the throw controls is the same as for "normal" throws (see "The controls section"). You can also move the hips to the left or to the right while the throw animation is running.

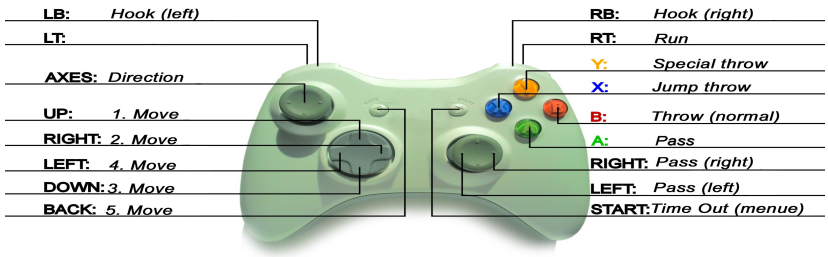
In general, the game should have 5 buttons:
- Pass (Button A)
- Throw (Button B)
- Jump throw (Button C)
- Special throw (Button E)
- Sprint (Button D)
to be very playable.

The other features will also open new possibilities for experienced players.

The default layout for the XBOX controller is shown in the following graphics. We recommend using this or a similar setting.

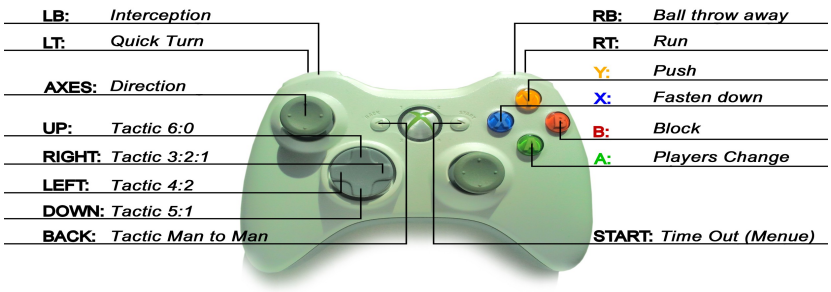
**STANDARD OCCUPENCY XBOX 360 GAMEPAD**

***ATTAC CONTROL***




**STANDARD OCCUPENCY XBOX 360 GAMEPAD**

***DEFENSE CONTROL***



**STANDARD OCCUPANCY XBOX 360 GAMEPAD**

***SHOT ON GOAL CONTROL***




**STANDARD OCCUPANCY XBOX 360 GAMEPAD**

***GOALKEEPER CONTROL (DEFENSE)***




**STANDARD OCCUPANCY XBOX 360 GAMEPAD**

***GOALKEEPER-CONTROL (ATTAC)***



### 5.3 The Ingame menu / The cameras

Press the Esc key to open the Ingame menu. However, in some game situations, e.g. When the goalkeeper possesses the ball, this menu is blocked so that the opponent does not have the opportunity to disturb the game flow unnecessarily.
It includes the following:

*Help - Alternative button F1*
Here you get an overview of some special functions and key bindings.
*Cameras - alternative buttons F2 - F6*
We offer 5 camera perspectives in the game, all are connected with a corresponding change of the control.
*Controller selection - alternative button F7*
Here you can change the controller and sides during the game - see also Assign controller section.
*Key assignment - alternative button F8*
Here you can see the game pad controls and the assignment of the keys on the keyboard at any time. The corresponding function is displayed by clicking the buttons.
*Tactic screen - alternative button F9*
You can read about the tactic screen in Team Management section.
*Options - Alternative button F10*
The options menu functions are explained under Game Settings.
*Frames Per Second (FPS display) - Alternative button F11*
Enables or disables the FPS display.
*Back to the desktop*
Exits the game and returns to the desktop.
*Cancel the game*
Terminates the game immediately and displays the results screen (is only possible after kickoff).
*Back to the game*
Closes the Ingame menu.

### 5.4 The player's values

In handball action the players differ not only in their appearance, but also the handball skills are very different. The valuess of the players can be set in the editor and viewed in the team management screen. The values are in detail:

### 5.4.1 Field player

*Speed*
Determines how quickly the player jogs and runs in the game.
*Stamina*
The stamina is lowered when you jog and decreases strongly when you run. It regenerates again when you are standing or getting a break on the bench.
*Passing*
Determines how precise the player will throw wide passes.
*Duel*
Plays a big role in holding and pushing. The higher the value, the longer the holding will be and the stronger the impact will be. Also, while being blocked and held, the duel value in the offense player plays a role.
*Shooting strength*
Determines the speed at which the player throws the ball.
*Winning the ball*
This ability determines how well the player can steal the ball or intercept a pass.
*Jumping strength*
Jumping strength determines how high the player can jump for a block in the defense or jump shots in the offense.
*Shooting accuracy*
A high throwing accuracy ensures that the throws fly exactly to the intended destination. Even by bad throws, the ball will still go closer to the wanted destination.

### 5.4.2 Goalkeeper

R*eflexes*
The reflexes determine how quickly the goalkeeper can react to throws. A goalkeeper with good reflexes also has the possibility to balance blunders.
*7m-Killer*
This ability is only needed at 7m shots and determines how well the goalkeeper can react in these situations.
*Game overview*
Determines how precise the goalkeeper throws long passes and in the case of AI controlled goalkeepers, how well quick counter offense are initiated.
*Outer defense*
Describes the ability of the goalkeeper to shorten the angle when attacking the outer position and to react properly to throws from this position.

In addition to the abilities, body size and physique also play an important role in the game, as does the throwing hand.




**5.5 End of the game**
After the game you can see all the statistical data about the game. Through the select field, both players can click through their team. If you are playing a quick game, you can choose to play with the same teams in the lower center of the screen, play with other teams or go back to the main menu.

**6. Play game online**
In handball action you have the opportunity to play games against other handball enthusiasts all over the world over the Internet. To ensure a good transfer of the data, a fast Internet connection (DSL speed) is required. When playing online, one computer always acts as a server and the other as a client. The server is the computer that created the game. The client is the on that joined the lobby with Take part in a game option. In case of performance problems, the faster computer should be the server, since most functions are running on it.

In the first menu you enter your player name, as well as your playing strength and your region. This data is used to find an opponent that is right for you.

On the next screen, you can either create a game or join a game. If you create the game, your computer acts as a server, otherwise your computer is the client.

Once you have created a game, you have the option to set a password. This function allows you to share the password with the people you want to play against.
Use the "To Lobby" button to set the game and then wait for a team player to join the lobby. On the next screen, look at the field Fellow players.
Only when a player joins the lobby, the button "Start the game" appears. Use this button to go to the next menu.

When you play as a client, click on "Take part in a game", you can use the following screen to show a list of games that match your game strength and regional preferences. If you want to play a password-protected game with a friend, you can enter the password you have after selecting the game in the list.

Next, the control unit is selected both at the server and at the client. The server always chooses to the left and is therefore the "Home team". The client, selects the right side and plays the guest team. The selection is made by moving the pad or keyboard to the left or right.

The game is now configured on the following screen. The server and client should agree to this. For this purpose, a chat window is available in the middle.
Both sides can now select their team and set the jersey.

The server also sets the game settings in the center of the screen. The values are described more precisely under Game Mode Quick Game - Game Settings.

The following screens and game settings correspond to the screens of the quick game and can be read in the corresponding parts of the instructions.

**Special features in the network game**

- Only the database of the server for teams, players and data (values of the client are not available) is valid.
- Camera selection can only be performed by the server.
- A chat window can be displayed in the game (key F12).
- The ESC button opens the game menu (slightly modified on the client side).
- A chat window is available on the game's end screen.
- Afterwards, a rematch can be requested by the client and accepted by the server.
- A game crash on one of the computers leads to the end screen with statistics analysis.
- Uncontrolled canceling by one of the game partners ends the entire game immediately.

## 7. Game mode championship

You can create your own leagues and fill it with teams. For more information, please refer to the chapter "Editor".

### 7.1 Start championship

First, you can choose the country in which you want to compete. All the countries you have created in the editor are available. However, only leagues that are filled with teams can be played. You can find out more about editing data in the Editor section.
Next, choose the league where you want to start your game within the country. You can also choose your team from the list within the league. On the right you can make the game setting for the league. The game length determines not only how long your own games will last, but also how long the simulated games last. For example, if you set it to 5 minutes, the competitors' games will be end with a much lower score than when it is set to 30 minutes. The levels of difficulty are described in more detail in the Quick Game - Difficulty section. You have the possibility to play only half of the games in a league, in order to find out, who are champions faster. Likewise, you can prevent ascent and descent of teams to still play with the same teams, even after several years.




### 7.2 The championship week

Under Team-Comparison, you will see in which competition your next game will take place and the next opponent. Every season in handball action there is the Supercup, a cup competition, and the championship to win. The stars below the team logos show the respective total gameplay. The button in the middle allows you to simulate games that you do not want to play by yourself with the pad or the keyboard or games you are not participating in.

If you want to enter into action, click on the "Play game" button on the bottom right.

Under table and Match schedule you will find information about the league. Under Statistics you will find all necessary information about the teams and players in the selected country. Via the Select fields you can select which statistics you are interested in.

Under Team, you can find more information about your team. On the left you can see the details for each of your players, on the right you can click the best lists for various statistics.
Under the club, the successes from past seasons can be viewed. Likewise, the playground and floor of the home game hall can be changed.

## 8. Game mode tournament

Handball Action gives you the opportunity to play the great tournaments in the World Cup or create a tournament according to your own wishes.

### 8.1 Start the tournament

On the first screen, choose which tournament you would like to play. In the free tournament you can configure the tournament after the first selection exactly how you want it. You can change the name, you can specify whether there will be a an away and home games, and in which mode the tournament should be played. You can also select the winner's cup.
In all tournaments, you can make adjustments to the teams participating in the tournament on the next screen. The selection on the right side is exchanged by clicking on the green arrow with the selection on the left side.
On the next screen, select the team you want to play at the tournament (the team marked in green). You can also make settings for the tournament games. You set the difficulty level - you can find more information about the difficulty levels under Game Mode Fast Game - Difficulty. You also specify the length of the game. This affects not only the length of your games but also the length of the simulated games. There will be a lot less gaming on 5 minutes than 30 minutes. The selection of venues and playing fields are primarily optical preferences.

### 8.2 The tournament week

Under Team Comparison, you will see the next game of your team and the next opponent. The stars below the team logos show the respective total gameplay. The button in the middle allows you to simulate games that you do not want to be able to play with the pad or the keyboard.

If you would like to enter into action, click the "Start tournament" button at the bottom right.

If you are playing a tournament where tables are needed, you can view them via the appropriate menu item, as well as the schedule for each tournament. Under Statistics you will find all necessary information about the teams and players in the tournament. Via the Selectfelder you can select which statistics you are interested in.

Under Team, you can find more information about your team. On the left you can see the details for each of your players, on the right you can click the best players lists for various statistics.

## 9. Editor

The handball editor offers you a variety of ways to customize the game's record to fit your needs. However, you should be a little caution when editing. If you heavily alter values, it can lead to problems in the game. For this reason, we have added the "Restore old database" function. If the data set is so heavily altered that the game does not start any more, the batch file “AltenDatensatzretten.bat” can be used for PC users. Just double-click the file and it will load the default stats and values.
Most of the editor's functions should be self-explanatory, explaining all of them would defeat the purpose of this tutorial, which is why we will only focus on specifics.

### 9.1 Edit players

Here you can customize all players who are in the game according to your wishes or create new players. The navigation is located in the left area to the right of the input field of the first name.
By clicking the arrows of the player ID select field to the left or right, you can chronologically browse through the players.

Since changes are applied directly to the player model, longer waiting times for changes to take effect may occur. In order to avoid this and make the editor more manageable, you can deactivate the automatic updating of a player model by clicking the button "direct update is on". The "Update player" button will now appear. You can now manually update the game model.
The button “random” below the player ID select field allows the player values to be assigned randomly. By the button below you can determine how high the approximate strength for this random distribution should be.

You can find out more about the significance of the players' values in the chapter 5.4 of this guide. The button below determines which text file is used as the basis for the name assignment. These files are located on the hard disk in the “welt” directory and are called “db_namen_1” to “db_namen_8”. You can easily modify these files or add more. The structure is quite simple, the letter before the semicolon stands for V-first name or N-last name. Make sure that there are no empty lines at the end (also there is a rescue batch file - “AlteSprachdatenretten.bat”).
On the right side, you can assign a team as well as various optical settings to the player. A player can play in any number of teams. We recommend, however, to assign the players only to one club and possibly one national team. The allocation is made by selecting the team in the corresponding click-down menu, and then by clicking the button "allocate". The removal from a team is done in the same way.
The Speech / Image file field specifies the voice and the photo file within the game. You can add your own photo into the game. To do this, place a not too big picture

(optimal picture size is 128x128 pixels and as .png file) in the directory “Spielerbilder” and name the picture as in the regarded field in the editor. The picture will be automatically imported into the game.
In the upper area, you can create or delete players and access the search.
The following search filter allows you to quickly find specific players, and to call or delete the player directly.

**9.2 Edit teams**
Here you can edit all teams or create new teams.
Filling the team with players is done either by creating "random player" via the appropriate button (the handling is analogous to creating new players under players edit) or by assigning existing players via the button "search for players" (see also under the previous chapter “edit players”).
Also the settings under National Team are very important. The selection "no" means that it is a club team. "Europe" sets the team as a European national team, which can also participate in the European Championship. "World" is a national team that does not come from Europe. The "Editor" option allows the random players to be created for this team with a certain nationality. You can specify which nation it is, in the field below.
In the player list, the last column is “action”. Use the X-symbol to remove players from the team. Here you should be careful, the player is not deleted, but only removed from the team list. You can also edit the player by the document icon. If you want to delete the player completely, call the player and delete him there using the appropriate button.
Here too you can enter your own emblem into the game. The image should be 512x512 pixels in the optimal case and in .png format. The emblem should be placed in the file “wappen”.




To be able to select the team, it must be first assigned to a league. This is done in the editor under the field "Edit country". At the top, a country must be selected with the field "Select Country:" to assign the team to it.Choose your team with the field “Allocate to team” and assign it to a league.

**9.3 Edit referees**

The referees can also be edited. The assignment to a country is made via the selection in the field "Referee in".

**9.4 Edit country**

Handball Action allows you to edit the countries of the game and create new countries. The assignment of the teams to the individual leagues is done by the buttons below the selection field “Allocate team”. You can also select a team by clicking on one of the 3 tables on the right to change the team's league.
The special mode is intended only for the German handball league and sets the country so that there are 18 teams in the first league, but 20 in the second and third league.
Under “Check”, you can set the names pool for the country, which is important when new players are created in the country over the course of the years. You can set the current champion and cup winner for the Supercup game. The biggest nationality in a country determines the national team. You can also fill all existing teams with 12 or 15 players, this allows you to quite quickly fill a new country with players.
The function “Check active leagues” is important. The number of active leagues is shown behind the button. The test is always strictly hierarchical starting from the top league. For example, if there is a team missing In the first league, 0 leagues will be active. It is not possible to fill the second league, while the first league is incomplete. First complete the higher league before filling the lower one. If no league is active, the leagues in the country will not be playable.

**9.5 Tools**

Here you can choose an alternative world, restore the old database, import or export players, and delete duplicates. Simply maintain the specified files.

### 9.6 Create your own jersey

To create your own jersey, you must open the folder “psds”. If you want to create a jersey for a field player, open the file "ha_feldspieler_National.psd" and if you want to create a goalkeeper jersey the file "ha_torwart.psd". Now you can use either the layers with one of the many present colours or the elements themselves. Keep in mind that only the areas of the trousers and the jersey should be edited. In the "trikots" folder, there are the subfolders "spieler", "torwart" and "vorschau". For field players the created jerseys must be stored in the folder "spieler" as a .png file and the image must have the size 1024x1024 px. The name of the file must be "000" for the first jersey, for the second "001", etc.

For the goalkeeper jersey, the file must be stored in the folder "torwart". This file must have the same properties as a field player. The corresponding numbers are then always associated with each other, for example the field player jersey 000 is used together with the goalkeeper jersey 000. The first self-made jersey has the number 63 in the editor. If there is an error, a standard jersey will be loaded. Before they are displayed in the editor you have to create jersey screenshots with the tool “Modell-Shots.exe“ in the folder "Trikotvorschau". Please refer to the documentation under the heading "Create a jersey-screenshot".

### 9.7 Create a jersey-screenshot

The Tool is located in the folder “Trikotvorschau”. The name of the file is “Modell-Shots.exe”. In order to create a jersey screenshot, the jerseys created before this must be sorted into the "trikots" folder in the corresponding subfolders. Start the tool, and select the menu-point "Alle Trikots (nur Trikots)” and then press the button “Screenshot rendern”. If everything was copied correctly into the folder you can see all the players' jerseys one by one. Once this process is complete, you can close the program. Afterwards, the jersey screenshots, which are located in the folder "Screenshot_Trikots", have to be cut and stored as .png with the size 512x512 px in the handball action total folder "trikots” and here in the subfolder “vorschau".

### 9.8 Create your own emblems

You can use .jpg and .png files as emblems within the game. The pictures must have the size of 512x512 px and need to copy into the folder “wappen”. The emblems are loaded when the editor is started. They custom emblems will appear in the editor just after the international emblems.

### 9.9 Insert your own music

To insert your own music into the game, this must be converted to the .ogg file format and then copied to the folder “musik” of Handball Action.
The first 10 songs are loaded and randomly played one after the other.




## 10. Credits

### Participants in Handball Action

**Producer**
Thomas Schreiber

**Idea and Conception**
Thomas Schreiber
Stephan Abramowski
Matthias Hochmuth
Benedikt Backes

**Graphics and Layout**
Uli Schönleber
Sascha Feyrer
Thomas Schreiber
Benedikt Backes
Kevin Scheitler
Tobias Deml
Denis Yalcin

**Programming**
Thomas Schreiber
Stephan Abramowski
Matthias Hochmuth
Benedikt Backes
Helmut Buntins
Kevin Scheitler
Fabian Minx
Mohamed Masarwa

**3D Models and Animation**
Benedikt Backes
Rocketbox Studios GmbH
Sascha Feyrer
Matthias Hochmuth
Kevin Scheitler

**Motion Capture Recordings**
Andreas Hannappel
Timo Hofmann

**Database Maintenance**
Dominik Hitzel
Denis Yalcin
Youssef Kabaz
Thomas Schreiber
Elvira Schreiber
Kevin Scheitler
Christoph Surau
Fabian Minx
Mohamed Masarwa
Daniel Bedrich

**Manual and Texts**
Thomas Schreiber
Elvira Schreiber
Christoph Surau
Mohamed Masarwa
Fabian Minx

**Music by:**
Ed Gilmour
The Plants
The Fish Kittens

**Technical Advice**
Christian Schwarzer
Andreas Hannappel
Dominik Hitzel




## 11. Troubleshooting/Tipps

- If you're having problems with the graphics, please first check whether there is an update for your graphics card driver and whether your graphics card meets the minimum requirments of the game.
- For laptops, it may be important that you run the game in the correct power mode. In power saving mode, the graphics card's performance is often reduced. Whether the notebook is running with the charger plugged in or running on battery power, can also affect the performance of the laptop. We recommend you to play the game with the charger plugged in.
- We do not recommend playing the game in window mode, as this will lead to strong performance losses.
- If the data set is so heavily altered that the game does not start any more, the batch file AltenDatensatzretten.bat can be used for PC users. The Mac user has the file: AltenDatensatzretten.command. Just double-click the file and the game should be running again.
- Please use the game settings to match the game to the power of your computer (details in chapter game settings).
- If the name databases (db_namen_1-8) are heavily altered (crashes at the end of the season or when creating random players), the batch file AlteSprachdatenretten.bat can be used for PC users. For Mac users, the file is called AlteSprachdatenretten.command. Simply double-click the file and the language files will be re-usable. The files can only be edited manually using a text editor.
- Only for PC users: You will get an exact description of your DirectX installation by clicking on the file Systeminfos_DXDiag.bat. This information can also help us troubleshoot problems (as well as information from the Systeminfos_MSConfig.bat file).
- If you have other difficulties with handball action, please contact us with the exact error description, screenshot and, if necessary, the above mentioned files:

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Game-Website: www.handballaction.de
Company's-Website: www.netmingames.de