



LIQUID BASKETBALL

FAKE BALLERS BASKETBALL LEAGUE MANAGER

OFFICIAL HOW-TO-PLAY GUIDE

fake-ballers-basketball-league.onrender.com

THE WEEKLY ORDER

Schedule → Trivia → Team Training & Scouting → Academics → Spend Up to 6 Banked Interactions → Depth Chart / Program Checks → Simulate Game → Review & Save → Advance to Next Week

Getting Started

Start a new dynasty by creating an account or logging in. A signed-in account can keep up to three separate cloud-save slots. You may also continue offline, but cloud saves are unavailable in offline mode.

Choose Your Program and Style

- Select the FBBL program you want to coach.
- Choose an offensive scheme: 5-Out Motion, Pace & Space, Pick & Roll Heavy, or Post-Up / Inside-Out.
- Choose a defensive scheme: Man-to-Man Lock, 2-3 Zone, Switch-Everything, or Full-Court Press.
- Choose a difficulty: Easy, Medium, Hard, or Impossible.
- Choose whether Sponsorships and Team Budget are Manual, Automatic, or Off.

IMPORTANT ABOUT TRIVIA AND INTERACTIONS

Trivia should be completed first each week. You get exactly 3 questions. Every correct answer earns +2 banked interactions (and +2 Trivia Points). You may spend no more than 6 interactions in a week, but unspent banked interactions carry forward.

Weekly Management Loop — Use This Order Every Week

1. Check Your Schedule

Open Schedule first. Identify the game marked Current Week so you know who you are preparing for.

- Weeks 1–9 are Non-Region games.
- Weeks 10–18 are Region games.
- After Week 18, the FBBL postseason begins.

2. Answer Trivia First

Open Trivia before spending your management interactions. Answer your weekly basketball and academic questions to start the week.

- Correct answer: +2 Trivia Points and +2 banked interactions.
- Exactly 3 trivia questions are available each week.
- Each correct answer adds 2 interactions to your Interaction Bank.
- Unused trivia questions do not carry over; unspent earned interactions do carry over.

Trivia categories include Basketball, Math, Science, Language Arts, History, Political Science, Kinesiology, FACS, Agriculture, Media, and Business.

3. Read the Scouting Report and Set Team Training

Open Team Training. The game generates a scouting report for the current opponent. Use it to build the week's 30-hour preparation plan.

- Opponent rating and expected tempo
- Opponent offensive tendency
- Opponent defensive look
- Key matchup notes

- Recommended practice-hour allocation

Allocate Exactly 30 Team-Training Hours

- Offense
- Defense
- Team Building
- Rest
- Mindfulness
- Weights
- Study Hall — maximum 10 hours
- Physical Therapy

You may use the scouting recommendation or make your own plan. The game will not let you simulate or advance unless the total equals exactly 30 hours.

TRAINING TRADEOFF

A plan that fits the scouting report can help game performance, but you must also protect recovery and academic eligibility.

4. Check Academics and Eligibility

Open Academics after setting the 30-hour plan. Study Hall hours drive the team GPA target.

- 10 Study Hall hours produces the highest GPA target.
- Players below a 2.00 GPA are academically ineligible.
- Ineligible players do not participate in games.

5. Spend Up to Six Banked Interactions Strategically

Correct trivia answers build your Interaction Bank. You may spend up to 6 banked interactions per week. Any interactions you do not spend remain in the bank for future weeks.

- Recruit high school prospects.
- Train current players.
- Contact transfer prospects.
- Convince unhappy players to stay.
- Use other player-management interactions.

INTERACTION LIMIT

You may spend a maximum of 6 interactions per week. Unspent interactions do not disappear; they stay in your Interaction Bank and carry over to future weeks and seasons.

6. Develop and Monitor Your Roster

Open Roster & Training to manage individual development and player roles.

- Active roster maximum: 15 players.
- Individual training gives +0.5 OVR per session, up to 99 OVR.
- A player can receive a maximum of 3 individual training sessions in one week.
- Individual training uses the six-interaction management pool.

Player Weekly Focus

- Shooting & Scoring
- Defensive Lockdown
- Playmaking & Vision
- Conditioning & Stamina
- Film Study & IQ

Use the Player Monitor to set a weekly focus and review the player's week-by-week development and interaction log.

7. Recruit and Manage the Transfer Station

Use Recruiting and the Transfer Portal as part of the same six-interaction strategy.

- Recruiting: Pitch prospects until interest reaches 100%. A committed recruit joins next season.
- Scheme fit can provide a recruiting bonus when a prospect matches your offensive style.
- Committed: Review the players already pledged to join next season.
- Transfer Station: Contact available transfers until interest reaches 100%, provided your roster has space.
- Convince Stay: improves a current player's attitude and uses an interaction.
- Encourage Portal: removes the player from your program.

8. Set the Depth Chart and Check Program Systems

Before playing, make sure your best eligible lineup is in place.

- Depth Chart: starters matter heavily in game strength.
- Academically ineligible players cannot contribute even if listed as starters.
- Redshirts can be used during the first three weeks to preserve eligibility.
- If Sponsorships are Manual, review player offers.
- If Team Budget is Manual, review meals and travel choices.
- Check Rankings, Standings, and Season Stats if you want additional context before the game.

9. Simulate Game

After trivia, training, academics, interactions, roster decisions, and depth-chart setup are complete, click Simulate Game.

- The live simulator shows the score, clock, play-by-play, final result, and box score.
- Game results are influenced by starter ratings, eligibility, weekly training, scouting-plan fit, budget effects, difficulty, opponent rating, and randomness.

10. Review, Save, and Advance to the Next Week

Review the result and box score. If you are signed in, use Save Game before leaving. Then select Advance Week to continue the season.

- Advance Week resets only the number of interactions spent this week; unused banked interactions remain available.
- A new scouting report and 30-hour plan are generated.
- Academics, player logs, sponsorship opportunities, standings, and rankings update.
- Then begin again at Step 1: Check Your Schedule.

THE LOOP

Check Schedule → Trivia → Team Training → Academics → Spend Up to 6 Banked Interactions → Depth Chart / Program Checks → Simulate Game → Review / Save → Advance Week → Repeat

Player Development & Training

The old Training-tab concept is now split between Team Training and Roster & Training.

Team Training

Team Training is the 30-hour weekly preparation plan. It affects matchup preparation, recovery, strength, academics, and the team's projected game modifier.

Individual Training

Individual training uses management interactions and develops specific players. Each training interaction increases OVR by +0.5, with a weekly maximum of 3 sessions per player.

Long-Term Development

Use weekly focus, individual training, redshirts, recruiting, and transfers together. A younger player who is not ready to contribute can be developed over multiple seasons instead of being forced into the lineup immediately.

Other Program Management Systems

Sponsorships

Players can receive fictional local, regional, national, and footwear sponsorship opportunities based on ability, role, performance, and program exposure. Manual mode lets you choose offers; Automatic lets the game handle them; Off removes their gameplay effects.

Team Budget

The Team Budget covers meals and travel. Manual mode lets you choose quality levels, Automatic lets the athletic department handle spending, and Off ignores the budget modifiers.

Rankings, Standings, Stats, and History

Use Rankings and Standings to track your program's position in the league. Season Stats tracks player and league performance, while History preserves completed seasons, trophies, and all-time statistical records.

Postseason & Offseason Strategy

1. Finish the 18-Week Regular Season

Continue the weekly management loop through Week 18. The game then moves to the FBBL postseason.

2. Compete in the FBBL Tournament

The postseason is a 26-team single-elimination tournament. Seeds 1–6 receive first-round byes. Win to advance; lose and your postseason ends.

3. Enter Offseason Transfer Week

After the postseason, seniors graduate and are removed from the roster. The offseason becomes your chance to protect the returning roster and reshape the program.

4. Use Your Offseason Interactions

Use up to six banked offseason interactions strategically. Any banked interactions you do not spend remain available.

- Convince key returning players to stay.
- Encourage players to enter the portal if you need roster space.
- Contact transfer prospects.
- Evaluate roster needs before the next recruiting class arrives.

5. Add New Talent

Committed recruits join the active roster during offseason progression if roster space is available. Transfers can also fill immediate needs.

6. Begin the Next Season

Returning players advance in class year, the new schedule is generated, and the dynasty continues into another season.

Weekly Coaching Checklist

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| ☐ Check Schedule — identify the current opponent. | ☐ Depth Chart — start the best eligible lineup and review redshirts. |
| ☐ Trivia — answer all 3 questions first; each correct answer earns +2 banked interactions. | ☐ Sponsorships / Budget — review if using Manual mode. |
| ☐ Team Training — read the scouting report. | ☐ Rankings / Standings / Stats — optional pregame check. |
| ☐ Allocate exactly 30 hours and save the plan. | ☐ Simulate Game. |
| ☐ Academics — verify team GPA and eligibility. | ☐ Review the box score and result. |
| ☐ Spend up to 6 banked interactions on training, recruiting, transfers, or retention. | ☐ Save Game. |
| ☐ Roster & Training — monitor player development. | ☐ Advance to the Next Week. |
| ☐ Recruiting / Transfer Station — pursue roster needs. | ☐ Repeat. |

BUILD YOUR DYNASTY

You cannot maximize every area at once. The challenge is deciding how to divide training hours, protect academics, spend interactions, recruit talent, retain players, and prepare for each opponent.