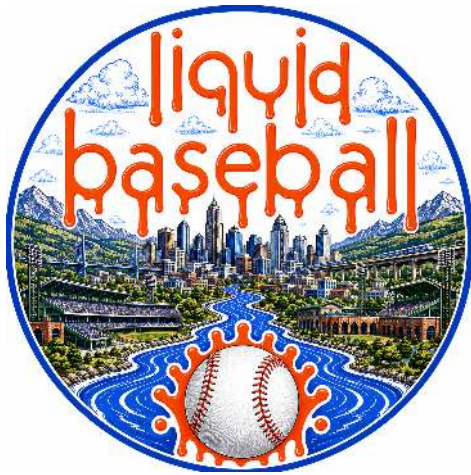


BUILD. RECRUIT. COACH. COMPETE.



FBDL MANAGER

FAKE BALLERS DIAMOND LEAGUE



Liquid Baseball is an original fictional sports-management game set entirely inside the Liquid Universe. The Fake Ballers Diamond League, its programs, Regions, facilities, postseason, awards, people, places, products and events are original fictional game elements.

1. GAME MODES AND WEEKLY ECONOMY

Solo Dynasty: 3 questions per game week. Each correct answer earns +7 Trivia Points and +7 interactions. Full-credit weekly pool: 21 + 21.

Classroom Mode: Teacher chooses 3-10 questions and the per-question value scales automatically.

Online League Dynasty: Shared FBDL competition with commissioner control and official shared results.

Spending: 21 interactions per regular/postseason game week; unused interactions remain banked. Transfer Week removes the normal weekly spending cap.

2. ROSTER CONSTRUCTION

Pitchers: 16 typical.

Catchers: 3 typical.

Infielders: 9 typical.

Outfielders: 6 typical.

Total: 34 active players.

DEFENSIVE ALIGNMENT

Nine defenders: pitcher, catcher, first base, second base, third base, shortstop, left field, center field and right field. A designated hitter may bat in place of a defensive player while the batting order remains nine hitters.

PLAYER DEVELOPMENT AND SKILLS

3. POSITION-AWARE RATINGS

Pitchers: Velocity, Control, Breaking Pitches, Stamina, Mental Toughness, Fielding, Hitting, Leadership.

Catchers: Receiving, Blocking, Throwing/Footwork, Hitting, Mental Toughness, Leadership.

Position players: Average, Power, Speed, Fielding, Arm Strength, Mental Toughness, Leadership.

Overall Rating weights skills by position. Middle-defense positions value range and fielding; first base values power; third base and right field value arm strength; pitchers prioritize pitching skills and stamina.

TRAINING PROGRESSION

Individual training improves the selected skill by +0.5. A player earns +1 OVR only after three different attributes each improve by at least +1.0 from the current checkpoint. This rewards balanced development and prevents one-skill repetition from creating unrealistic all-around ratings.

DEVELOPMENT EDGE

Use scouting, role need and roster timeline to choose training. Improving the skill a position actually uses can be more valuable than chasing a generic overall rating. Catcher receiving, blocking and throwing can save runs even when those skills do not appear in a simple hitting line.

GAME ENGINE AND COACHING DECISIONS

4. BASEBALL GAME ENGINE

Games resolve plate appearances, baserunners, outs, runs, pitching usage and game state inning by inning. Regulation is nine innings; extra innings continue when needed. Each half-inning ends after three outs. Four balls produce a walk and three strikes produce a strikeout. Leads are not artificially forced back toward a close finish.

Bunt	Trade an out for runner advancement when the game state justifies it.
Intentional Walk	Change the matchup or create a force play while accepting an extra baserunner.
Take Pitches	Increase patience and walk chance with some added strikeout risk.
Hit & Run	Send the runner and prioritize contact.
Sacrifice Fly	Prioritize an airborne ball with a runner on third and fewer than two outs.
Steal	Use runner speed against the battery.
Pitching Change	Move from the starter to the bullpen as leverage and fatigue change.

COMPETITION, RECORDS AND PROGRAM MANAGEMENT

5. FBDL PLAY STYLES

Slugger: power and extra-base damage. Bunch Hits: contact and situational offense. Defensive: pitching, receiving, fielding and prevention. Speed: aggressive baserunning and steals. Traditional: balanced conventional baseball.

6. STATISTICS, BOX SCORES AND RECORDS

Hitters track GP, AB, R, H, 2B, 3B, HR, RBI, BB, SO, SB, CS, AVG, OBP, SLG and OPS. Pitchers track G, GS, W, L, SV, IP, H, R, ER, BB, SO, HR, ERA and WHIP. Fielders track putouts, assists, errors and fielding percentage. Historical record books support FBDL-wide, Region and program scopes.

7. AWARDS

All-Region First Team, Second Team and Honorable Mention.
All-FBDL First Team, Second Team and Honorable Mention.
Region and FBDL Player, Pitcher, Freshman and Coach awards.

8. SEASON + POSTSEASON

26 fictional FBDL programs across five Regions. Current dynasty structure: 18 regular-season games, followed by the fictional FBDL Championship Tournament.

9. PROGRAM MANAGEMENT + WEEKLY CHECKLIST

Recruiting, Transfer Station, academics, sponsorship opportunities, meals/travel budget, coach career evaluation, locker-room variables and player events use the same Liquid Sports management philosophy as the other games.

Weekly: Check opponent and Region context • Complete questions • Allocate training • Review eligibility • Set lineup/DH/starter/bullpen • Recruit and develop • Review sponsorship/budget • Play and coach • Review box score/statistics/standings • Save and advance.