



Complete Instructions

Game + Online League + Teacher + Student

Master reference package

DESIGN LANGUAGE

This guide matches the management-console game: navy structure, Liquid blue navigation, orange decisions, compact cards, and practical step-by-step instructions.

Game Guide

1. Quick Start

WEEKLY FLOW

Schedule -> weekly questions -> scouting -> training/academics -> roster/depth -> recruiting/program management -> simulate -> review -> advance.

- 1 Open Schedule and review the next opponent, location and current season context.
- 2 Answer the weekly questions. Every correct answer earns +2 Trivia Points and +2 banked management interactions.
- 3 Open Scouting and review the opponent, roster needs and preparation recommendations.
- 4 Complete team/individual training and check Academics, eligibility and degree progress.
- 5 Review the roster, depth chart/rotation, Recruiting, Budget, Sponsorships and other program systems.
- 6 Simulate the game and answer coaching decisions before the 20-second decision timer expires.
- 7 Review the box score, season statistics and historical records, then advance the week.

2. Navigation and Dashboard

The redesigned management console organizes the left navigation into expandable Weekly, Numbers, Program, and Game groups. Compact cards at the top summarize the program, schemes, ranking, season/week, record, trivia resources, difficulty, budget, academics and coach status.

Menu	Use it for
Weekly	Schedule, trivia/class questions, training, academics, roster, recruiting, depth/rotation, simulation and week advancement.
Numbers	Rankings, standings, season statistics and history.
Program	Transfer Station, committed players, Sponsorships, Budget, coach career and community service.
Game	Settings and the current Game Instructions / How-to-Play video.

3. Trivia and Interaction Bank

Weekly questions are part of the management economy. Correct answers earn +2 Trivia Points and +2 banked management interactions. 6 interactions per week in the standard basketball workflow; unused interactions remain banked. Classroom Mode replaces the standard question bank with the teacher's class questions but leaves the sports-management game intact.

4. Scouting and Training

Scouting identifies 3-5 individual matchups. Training the recommended player with an appropriate focus can create a modest one-game preparation bonus.

PREPARATION BONUS

Following a scouting recommendation can help for the next game, but ignoring it does not create an artificial penalty. The bonus is deliberately modest so roster quality and game context still matter.

- Matchups can consider ball handling versus pressure/steals, shooters versus perimeter defense, size/rebounding battles, post play, rim protection and opponent tendencies.
- Individual training stays in the workflow without repetitive reward popups.
- The game can identify favorable, balanced and challenging matchups rather than treating every opponent the same.

5. Academics, Majors and Graduation

Every roster player has a persistent academic major. The game tracks GPA, eligibility, degree credits and a graduation track using a 120-credit degree model. Transfers keep academic data and new recruits receive a major when they officially join the roster.

GPA	Graduation Track	Meaning
3.50-4.00	Fast Track	Can finish a degree early; a player with athletic eligibility remaining may continue as GR.
3.00-3.49	Advanced	Progresses faster than the normal track.
2.50-2.99	Normal	Typical degree progress.
2.00-2.49	Scraping By	Eligible, but academic progress is fragile.
Below 2.00	Flunking	Academically ineligible until GPA improves.

COACH CAREER IMPACT

Graduation rate is not cosmetic. At offseason review it affects coach Job Security, Reputation and Administrative Trust. Strong graduation performance helps; poor graduation performance can hurt the coach career.

6. Recruiting, Distance and GIS

Recruiting uses both management interactions and the athletic operating budget. The farther a prospect is from your school in the fictional game universe, the more each recruiting contact costs. The displayed mileage and the recruiting expense use the same GIS distance source.

- Open the GIS to view schools, fictional states/regions, players, recruits, committed recruits and hometowns.
- Use layer controls for Terrain / Geology, Oceans, Rivers, Lakes, States, Highways, Local Roads, Hometowns, Schools, Recruits and Players.
- Select a hometown or school to inspect it, use zoom/pan/reset, and use Plot Route to compare two schools and view approximate game-universe mileage.
- The geography is fictional. Routes and mileage are management-game estimates, not real-world navigation.

7. Athletic Budget and Travel Safeguard

The athletic department projects standard allocations for Recruiting, Meals, Hotel and Fuel. If you leave the allocations alone, the standard budget remains in place. You may reallocate money, including aggressively, but the travel safeguard protects a minimum bare-bones reserve so the team can finish the regular-season travel schedule.

Budget Area	What affects it
Recruiting	Distance-based prospect contacts and recruiting travel.
Meals	Team travel and readiness/recovery choices.
Hotel	Away-game lodging and travel standard.
Fuel	Away-game mileage and travel costs.

8. Sponsorships and Transfer Station

These are independent program settings. Each can be Controlled, Auto - Delegated, or Old School - Inactive. If both are inactive, the game identifies the overall setup as Old School Mode.

Mode	Sponsorships	Transfer Station
Controlled	You evaluate and accept fictional sponsorship opportunities.	You handle retention and transfer recruiting during the offseason window.
Auto - Delegated	Staff handles active sponsorship management under the normal rules.	Staff handles eligible offseason retention/transfer activity using the same economy.
Old School - Inactive	Sponsorships are removed from the management experience.	Transfer Station is removed from the management experience.

TRANSFER STATION TIMING

The Transfer Station is closed during the regular season and postseason. It opens only in the designated offseason window.

9. Community Service and Program Building

Community-service windows create program-building decisions with morale, trust, time and energy tradeoffs. Available events can include Community Cleanup, Blood Drive and Mentor Youth in Rehabilitation Programs in addition to the existing service choices. The game displays the immediate tradeoff; the guide intentionally does not rank choices as a single mathematically best answer.

10. Game Simulation and Coaching Decisions

Two halves, possession-by-possession game flow, foul trouble, rebounds, turnovers, made/missed shots, late-game pressure and overtime.

The live Coach's Game Log emphasizes half, clock, score, possession/matchup context, run/momentum moments, and coaching decisions.

- Situation information is visually emphasized so the important game state can be read quickly.
- Each coaching decision has a visible 20-second timer. If time expires, the game uses a neutral/default available choice and resumes without an extra penalty popup.
- Game-log scoring and final score are intended to reconcile to the same simulation state.
- Coaching decisions respond to score and situation; there is not always one universally correct answer.

11. Schedule, Postseason and Season Rollover

All region opponents are scheduled. Region opponents may repeat when needed to fill the slate; non-region opponents appear only once.

At the end of a completed season, historical records are preserved before the next season begins. Current-season player statistical buckets reset for returning players so the Season Stats screen represents the new season rather than carrying old totals forward.

12. History and Coach Career

The FBBL history area preserves completed seasons, championships, awards and statistical records. Coach career review can incorporate wins/losses, postseason results, program reputation, graduation performance and other program outcomes. Use History for past results; use Season Stats for the current season only.

13. Saving and Returning

Use the active save/load controls provided by the game. The non-working legacy Save Game item was removed from the Game menu. Signed-in solo Dynasty play can use the configured save slots; classroom identity is browser-based unless the classroom implementation is connected to a persistent backend. Do not clear browser/site data if a classroom session depends on that browser identity.

14. Troubleshooting

- If a dropdown looks clipped, refresh the page and confirm the latest HTML/CSS build is deployed.
- If a GIS layer appears empty, verify the relevant layer is enabled and the current roster/recruit pool actually has data for it.
- If a classroom question bank is empty, the teacher should check the class question bank and reload.
- If an Online League action reports setup is needed, the shared backend configuration must be completed before league data can load.

Online League Guide

1. What Online League Dynasty Is

Online League Dynasty adds a shared competition layer to the existing FBBL universe. Human coaches claim existing programs while unclaimed teams remain CPU controlled. The league shares a season calendar, schedule, standings, official results, postseason and championship history.

ACCOUNT REQUIRED

Online League Dynasty uses the normal signed-in account so the same league is available across supported signed-in devices. This is separate from anonymous Classroom Mode.

2. Create or Join

- 1 Open Online Leagues from the Game area.
- 2 Create a league and set the league name, abbreviation, maximum human coaches, difficulty and supported league settings - or enter a League Code to join an existing league.
- 3 Claim an available program. One human coach controls one claimed program; unclaimed programs remain CPU controlled.
- 4 Share the League Code with invited coaches.

3. League Settings and Shared Systems

League settings can include difficulty plus toggles such as team budgets, Sponsorships and Academics. The online layer uses league-authoritative competition data. Shared recruiting and the shared Transfer Station prevent the same player from signing with multiple league teams.

- Shared regular-season recruiting uses one league prospect pool.
- The shared Transfer Station opens only in the league offseason.
- A shared recruit or transfer can commit to only one program.
- League-authoritative signings can affect the program's online talent/rating without overwriting the separate solo Dynasty roster.

4. Weekly Online Workflow

- 1 Open the league and review the current phase/week.
- 2 Review the opponent and submit the required weekly game plan when the matchup involves another human coach.
- 3 Complete recruiting or other available shared-market actions within the league limits.
- 4 Official results are resolved into the shared league schedule and standings.
- 5 The commissioner advances the league only when the current round is ready.

5. Online Recruiting and Transfer Station

The online market is competition-wide. Interest is tracked per program, the leader is visible, and a commitment belongs to the first eligible program that completes the signing condition. Transfer activity is locked outside the offseason.

6. Personal Dynasty vs Online League

System	Personal Dynasty	Online League
Roster / long-term personal career	Stored in your personal save.	League-authoritative shared talent is tracked separately.
Schedule / standings	Your solo/classroom season.	Shared league calendar and standings.
Recruiting	Your personal recruiting board and budget.	Shared league pool/commitments.
Transfer Station	Your offseason management mode.	Shared offseason market.
History	Personal Dynasty history.	Shared league results/championship history.

7. Commissioner Responsibilities

- Create the league and share the code.
- Confirm human coaches have claimed the intended programs.
- Wait for required weekly plans/results before advancing.
- Advance the league through regular season, postseason and offseason.
- Keep league settings consistent once competition is underway.

8. GIS, Academics and Budget Context

The redesigned game still exposes GIS, academics, budgets, scouting and program systems around the online experience. When a league setting makes a system authoritative or disabled, follow the league setting. GIS remains useful for understanding the fictional universe and travel/recruiting context; the shared online market remains the official source for league recruiting outcomes.

9. Troubleshooting

- Sign-In Required: use the normal account login, not anonymous Classroom Mode.
- League Code problem: confirm the exact code and reload.
- Cannot claim a program: another human coach may already control it.
- Shared market unavailable: confirm the league phase and backend setup.
- Commissioner cannot advance: check for unresolved games or required submissions.

Teacher Classroom Guide

1. Classroom Mode in One Sentence

Classroom Mode replaces the standard weekly trivia with the teacher's curriculum questions while the full Liquid Basketball management game continues to operate.

STUDENT ACCESS

Students join with a Class Code. No student email/password is required in the anonymous classroom workflow. Teacher accounts still use the configured teacher sign-in.

2. Teacher Setup

- 1 From the opening screen choose Join a Classroom, then open Teacher Dashboard.
- 2 Sign in as the teacher and create a class with a class name and subject.
- 3 Optionally set a Private Class Key for a second access layer.
- 4 Load questions by CSV import or add them manually. Each question needs one correct answer and three distractors.
- 5 Copy the Class Code and share it with students.

3. What Students Experience

Students enter the class and play the same sports-management game. Their weekly class questions replace the standard trivia bank. Every correct answer earns +2 Trivia Points and +2 banked management interactions, connecting academic knowledge to management resources.

4. New Management Systems Students Still Use

- Academics: majors, GPA, eligibility, 120-credit degree progress, graduation tracks and graduation-rate consequences for the coach career.
- GIS: schools, fictional states/regions, hometowns, recruits, players, terrain/geology, oceans, rivers, lakes, roads, routes and mileage.
- Budget: recruiting, meals, hotel and fuel allocations with a minimum travel safeguard.
- Recruiting: interaction cost plus distance-based operating expense.
- Sponsorships and Transfer Station: Controlled, Auto - Delegated or Old School - Inactive; Transfer Station opens only in the offseason.
- Scouting and training: preparation recommendations with modest next-game bonuses when followed.
- Simulation: situation-based coaching decisions with a visible 20-second timer.
- History: completed-season records remain historical while current-season stats reset at the new season.

5. Recommended Classroom Routine

Step	Teacher action	Student action
Before class	Confirm class question bank and Class Code.	Open the class link.

Step	Teacher action	Student action
Weekly question window	Use course-aligned questions and categories.	Answer the available questions.
Management time	Circulate and discuss tradeoffs.	Use earned interactions and manage the program.
Game simulation	Prompt students to explain a decision before choosing.	Make the coaching choice before the timer expires.
Reflection	Ask why a budget/recruiting/academic decision was made.	Use box score/history/GIS evidence to explain the decision.

6. Question Bank Guidance

- Use concise question stems and four clear answer choices.
- Avoid answer patterns that make the correct choice obvious by length or wording.
- Mix recall, application and short scenario questions.
- Keep category labels consistent so filters and reporting remain readable.
- Test a small batch before importing a large CSV.

7. Student Privacy and Device Continuity

Anonymous classroom sessions are designed to avoid requiring a student email/password. If the class identity is stored in the browser, students should return on the same browser/device and should not clear the site data during the activity. Teachers should not ask students to create unnecessary personal accounts for the classroom workflow.

8. Troubleshooting

- Student cannot join: verify Class Code and optional Class Key.
- Questions do not appear: confirm the class question bank is populated and reload.
- Student lost anonymous identity: use the same browser/device when possible; clearing site data can remove browser-based identity.
- A game feature looks different from this guide: confirm the newest HTML and instruction files were deployed together.

Student Classroom Quick-Start

1. Join Your Class

- 1 Open the Liquid Sports link your teacher gives you.
- 2 Choose Join a Classroom.
- 3 Enter the Class Code exactly. Enter the Class Key only if your teacher says one is required.
- 4 Choose Enter Class & Play. No student email/password is required for the anonymous classroom workflow.

YOUR QUESTIONS

Your teacher's class questions replace the standard trivia. Every correct answer earns +2 Trivia Points and +2 banked management interactions.

2. Your Weekly Routine

- 1 Check the schedule and scouting report.
- 2 Answer the weekly class questions.
- 3 Use interactions for recruiting/training and manage academics, roster and budget.
- 4 Review the GIS when distance, recruiting or travel matters.
- 5 Simulate the game and make coaching decisions before the 20-second timer reaches zero.
- 6 Review the result, stats and history, then advance when your teacher allows.

3. The Systems You Will See

Area	What it means
Academics	Players have majors, GPA, eligibility and degree progress. Graduation rate can affect the coach career.
GIS	Shows the fictional sports universe, schools, hometowns, recruits, routes and physical layers.
Budget	Recruiting, meals, hotel and fuel use operating money.
Recruiting	Contacts spend interactions and can also cost more when prospects are farther away.
Sponsorships	Optional fictional sponsorship management.
Transfer Station	Offseason-only roster movement unless the game is set to Old School - Inactive.
Simulation	Game situations and coaching choices matter; decisions have a 20-second timer.

4. Keep Your Classroom Session

- Use the same browser/device when you return if your class uses anonymous browser identity.
- Do not clear the site's browser data while you still need that classroom identity.
- If something will not load, reload once and tell your teacher if the problem continues.

5. What Classroom Mode Changes

Classroom Mode changes the questions, not the sports-management game. You still build a program, develop players, manage academics and money, recruit, make coaching decisions and compete through a season.