



Student Classroom Quick-Start

Join with a Class Code and play the management game

For students using Classroom Mode

DESIGN LANGUAGE

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

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.