



Official Game Guide

How to play the complete management game

Solo Dynasty, Classroom Mode and program management

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. 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 +10 Trivia Points and +10 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 +10 Trivia Points and +10 banked management interactions. 30 interactions per regular/postseason week; 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

Choose individual training or position-group training (QB, RB/FB, WR/TE, OL, DL, LB, DB, Specialists). Following scouting recommendations can create modest one-game preparation bonuses.

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.

- Position-group training spends interactions in chunks while respecting the normal interaction economy.

- Scouting can recommend protection/run blocking, rushing/ball security, quarterback execution, receiver separation, pass rush/run fits, coverage or special teams.
- Offensive coaching concepts include Wishbone, Spread Option, I Formation, Split Backs, Maryland I and Run and Shoot. Defensive choices include 4-3, 3-4, 46/Bear, goal-line, blitz packages and Prevent.

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.

Budget Area	What affects it
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

Four quarters, down-and-distance football, penalties, sacks, turnovers, punts, field goals, touchdowns, late-game clock pressure and overtime.

The live Coach's Game Log emphasizes quarter, clock, down-and-distance, field position, score, possession, yards gained/lost, and coaching decisions. Down, distance, field position and the displayed play result use the same snap state.

- 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

12 regular-season games are played across 13 calendar weeks, including one bye. Every region opponent is played once and no regular-season opponent repeats.

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 FBFL 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.