



LIQUID FOOTBALL | FBFL MANAGER

Complete Instructions

Game + Online League + Teacher + Student

Master reference package

Manage. Compete. Win.

Liquid Sports fictional sports-management universe. No real-world affiliation or endorsement is implied.

1. Quick Start

Your goal is to build a long-term FBFL Manager program. Winning matters, but the game also asks you to manage eligibility, player development, recruiting, finances, culture and the consequences of your coaching choices.

Weekly workflow

Step	Weekly Area	What to do
1	Schedule	Review the opponent, location, current record and season context.
2	Trivia	Answer the available weekly questions. Correct answers add to Trivia Points and the Interaction Bank.
3	Academics	Check GPA, eligibility and degree progress before planning the rest of the week.
4	Team Training	Use the scouting information and complete the weekly team preparation plan.
5	Individual Training	Use banked interactions selectively to develop specific players.
6	Recruiting	Recruit future players and handle eligible roster-management decisions.
7	Depth Chart	Place the best eligible players in the roles you want to use.
8	Simulate Game	Play the live simulation and respond to coaching decisions when they appear.
9	Advance Week	Review the result and statistics, save if needed, then move to the next week.

INTERACTION REWARD

Three questions are available during a normal game week. Each correct answer earns +10 Trivia Points and +10 management interactions. Unused interactions remain banked. The normal regular-season/postseason spending limit is 30 interactions per week.

2. Dashboard and Navigation

The top dashboard is designed to show the information you are most likely to check before making a decision. Difficulty is grouped beside the weekly question and interaction information so those related resources are easy to scan.

- **Weekly:** Schedule, Trivia, Academics, Team Training, Individual Training, Recruiting, Depth Chart/Rotation, Simulate Game and Advance Week.
- **Numbers:** Rankings, standings, Season Stats and History.
- **Program:** transfers, commitments, sponsorships, budget, coach career and community-service systems.
- **Game:** settings, Online Leagues and help resources.
- **Coach Status:** Security and Reputation share one card for readability, but they remain separate values with separate effects.

3. Trivia and the Interaction Bank

Weekly questions are part of the management economy. Each correct answer earns +10 Trivia Points and +10 management interactions. You do not have to spend interactions immediately; banking them gives you flexibility for recruiting, individual development, retention and the offseason.

- Normal weekly spending limit: **30** interactions.
- Unused interactions carry forward instead of disappearing at the end of the week.
- Classroom Mode replaces the standard trivia bank with teacher-selected curriculum questions.

- Trivia Points and management interactions are related rewards, but they are tracked separately on the dashboard.

4. Academics

Every player has an academic profile. Eligibility is part of roster availability, so academic decisions belong early in the weekly workflow rather than as an afterthought.

Academic area	What it means
GPA	Tracks current academic standing and affects eligibility.
Eligibility	Ineligible players cannot contribute in games even if they appear on the depth chart or rotation.
Major / degree progress	Players work toward a 120-credit degree path over their careers.
Graduation	Graduation performance can influence long-term coach evaluation and program standing.

COACH-CAREER CONNECTION

Graduation performance can affect Security, Reputation and administrative confidence. Those coach-career measures are not the same statistic and should not be read as one combined score.

5. Team Training and Scouting

Team Training is the weekly preparation plan. Use the opponent information and scouting recommendations to decide where preparation time is most valuable.

- The team plan must total exactly 30 hours before the game can be played or the week advanced.
- Study Hall is part of the preparation decision and can support academic eligibility.
- Scouting can identify matchup concerns and recommended preparation areas.
- Following a sensible scouting recommendation can create a modest next-game preparation benefit; ignoring it does not create an artificial punishment.
- No single training category guarantees a win. Roster quality, matchup context and game execution still matter.

6. Individual Training

Individual Training uses management interactions to develop specific players. It is separate from the 30-hour Team Training plan.

- Choose players whose development can improve your current lineup or future depth.
- Do not spend every interaction automatically; recruiting and retention use the same bank.
- Player development should support role and roster needs rather than simply chase the highest overall rating.
- Weekly focus and individual training can be used together to shape long-term development.

7. Recruiting, Player Identity and GIS

Recruiting builds future rosters. Prospects have fictional hometowns, regions, schools and player profiles inside the Liquid Sports game universe.

- Recruiting contacts use management interactions and can also create operating costs based on fictional game-world distance.
- The GIS can show schools, hometowns, current players, recruits and other game-world geography.

- Routes and mileage are management-game estimates. They are not real-world navigation.
- Committed recruits keep their player identity when they join the roster.
- Transfers retain their established identity and academic information when applicable.

8. Roster and Depth Chart

The active football roster is built around a maximum of 60 players. Set the depth chart with eligible players before game day.

- Ratings matter, but role fit, eligibility, fatigue, matchup needs and depth can all influence the best lineup decision.
- Redshirt options can preserve eligibility during the allowed early-season period.
- A player who is academically ineligible cannot help on game day.
- Football depth should cover offense, defense and special teams rather than only the highest-profile positions.

9. Budget, Sponsorships and Program Building

System	Purpose
Team Budget	Controls recruiting, meals, hotel and fuel decisions with travel safeguards so the season can continue.
Sponsorships	Fictional player opportunities can be controlled by you, delegated, or turned off.
Transfer Station	Offseason-only retention and transfer recruiting. It remains closed during the regular season and postseason.
Community Service	Program-building choices can affect morale, trust, reputation, time and energy.
Coach Career	Tracks career consequences including Security, Reputation, administrative trust, awards and results.

INDEPENDENT SETTINGS

Sponsorships and the Transfer Station are separate program settings. Turning one on or off does not automatically control the other.

10. Live Game and Coaching Decisions

Games use four 15-minute quarters and model down-and-distance football with penalties, sacks, turnovers, punts, field goals, touchdowns, clock management and overtime. The simulation is designed to let strong teams win comfortably when the game state supports it; it does not force every game into a final-possession finish.

- Coaching decisions use the visible game situation rather than a hidden universal "correct" answer.
- The decision timer is visible. If time expires, the game continues using a neutral available choice.
- The live game log emphasizes the information that should change your decision.
- Final scoring and the box score are intended to reconcile with the same simulation state.
- Football situations can include clock management, down and distance, field position, fourth-down choices, penalties, replay decisions and late-game risk.

11. Season, Postseason and Offseason

The dynasty uses a 12 played regular-season games plus one bye week, followed by the FBFL postseason and a dedicated offseason management period.

- The schedule is generated from each program's Region structure and fills the remaining dates with eligible Non-Region opponents.

- Completed season information is archived before the next season begins.
- Returning-player Season Stats reset to zero for the new season while the completed season remains in History.
- Seniors leave the active roster after postseason processing.
- The Transfer Station opens only during the designated offseason window.
- Committed recruits arrive as the next roster is built, subject to roster space and game rules.
- The football calendar includes one bye week; the rest of the FBFL continues playing while your program is idle.

12. Stats, History and Coach Career

Use Season Stats for the current season and History for completed seasons. The two areas serve different purposes.

- Season Stats should represent only the active season.
- Completed seasons retain historical team/player statistics, records, awards and postseason results.
- All-time record books track league, Region and school performance where supported.
- Coach Security and Coach Reputation remain independent career measures even though they appear together on the Coach Status card.

13. Saving and Returning

- Signed-in solo Dynasty play supports up to three cloud-save slots.
- Save before leaving and after major season transitions.
- A saved Dynasty should return to the season, schedule, opponent and roster state stored in that save.
- Classroom sessions use their own classroom-access workflow; students should follow the classroom save guidance from their teacher.
- For Classroom Mode, return with the same browser and device whenever possible so your classroom game remains available.

BEGINNING A NEW SEASON

A new season starts with a fresh record and fresh Season Stats. The completed season remains available in History.

14. Troubleshooting

Problem	What to try first
A menu looks clipped	Refresh the page, then reopen the menu from its main heading.
A GIS layer looks empty	Confirm that layer is enabled and that the current roster/recruiting pool contains matching locations.
A classroom has no questions	Ask the teacher to confirm the class question bank and Class Code.
An online league action is unavailable	Confirm you are signed in, are in the correct league and that the commissioner has the league in the correct phase.
A save appears wrong after a season transition	Reload the intended save slot and verify the season/year before continuing.

15. Online League Dynasty - Overview

Online League Dynasty is the shared competition mode for FBFL Manager. Human coaches claim programs, unclaimed teams remain computer controlled, and the league maintains one official calendar, standings table, result set and championship history.

DIFFERENT FROM PERSONAL DYNASTY

Your detailed personal roster and solo/classroom season remain separate from the official shared league competition unless an action is clearly labeled as an online shared action.

16. Online League - Create, Join and Play

- 1 Open Online Leagues from the Game area.
- 2 Create a league or join with a League Code.
- 3 Claim an available program.
- 4 Review the league week and complete any available shared-market actions.
- 5 Submit the required weekly game plan.
- 6 Resolve the official result when the matchup requirements are met.
- 7 The commissioner advances only after every current-round game is complete.

17. Online Recruiting and Transfers

- Shared recruiting uses one competition-wide prospect pool when enabled.
- A shared recruit or transfer can commit to only one program.
- The shared Transfer Station is offseason only.
- The commissioner should give coaches the expected opportunity to use shared-market actions before advancing.

18. Commissioner Checklist

- Share the league code only with intended members.
- Confirm every human coach has claimed the intended program.
- Keep league settings consistent once play begins.
- Resolve ready/computer games as needed.
- Do not advance while required human plans or current-round games are incomplete.
- Move the league through regular season, postseason and offseason in order.

19. Classroom Mode - Teacher Quick Start

- 1 Choose Join a Classroom, then Teacher Dashboard.
- 2 Sign in as the teacher and create a class.
- 3 Add a Private Class Key only if you want a second access requirement.
- 4 Import a CSV question bank or add questions manually.
- 5 Share the Class Code with students.
- 6 Students choose Enter Class & Play and receive your curriculum questions inside the normal game.

STUDENT ACCESS

Students join with the Class Code and do not need a student email address or password.

20. Classroom Questions

Each correct classroom answer earns +10 Trivia Points and +10 management interactions. Use course-aligned questions that are concise, accurate and readable during game play.

- Each question should have one clearly correct answer and three plausible distractors.
- Categories can organize units, standards or levels of difficulty.
- Before replacing a question bank, make sure the import file contains every question you want to keep.
- Classroom Mode changes the questions, not the sports-management structure.

21. Student Classroom Quick Start

- 1 Open the game link from your teacher.
- 2 Choose Join a Classroom.
- 3 Enter the Class Code and any required Class Key.
- 4 Choose Enter Class & Play.
- 5 Follow the normal weekly workflow and your teacher's instructions about when to simulate or advance.
- 6 Return on the same browser/device whenever possible.

22. Classroom Troubleshooting

Problem	First check
Class Code / Key problem	Verify the code or key with the teacher.
No class questions	Teacher should confirm the selected class has a loaded question bank.

Problem	First check
Student cannot continue	Use the same browser/device and confirm the same Class Code is being used.
Session error	Reload and retry; if it continues, stop and ask the teacher for help.

23. Starting the Next Season

- Review the completed season in History before moving forward.
- Confirm the new season begins with a fresh record and fresh Season Stats.
- Confirm seniors have left the active roster after postseason processing.
- Review returning players, committed recruits and available offseason roster decisions.
- Use the Transfer Station only during the designated offseason period.
- Save after advancing into the new season so the new year, roster and schedule are preserved.
- Begin the next weekly cycle with Schedule, Trivia, Academics, Team Training and the remaining management steps.

WHAT CARRIES FORWARD

History, career results and long-term records remain. The active season record and current Season Stats begin fresh.