DEUCE AGENCY

2027



Deuce Agency 2027

Official Game Guide

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01

Getting Started

Your first season in charge of an agency — what to do first, and what happens where on the calendar

Your role

You are the **head of an agency** that manages tennis players. The players play the matches, but you and your staff decide who to sign, which tournaments to enter, what to train and which instructions to give in a match. Your agency sits in a division (Div 1 to 4) and competes on the ranking points its players win in weeks 1–46.

Your first week

1. Open the **Inbox** — your starting position (money, players, staff) and your to-do list come first.
2. In **Squad**, check each player's style, attributes and court aptitude. Click a player's name to open their own screen.
3. Choose tournaments in **Schedule**. Every tournament has an entry deadline (Majors and 1000s six weeks before, 500s and 250s four weeks, the lower tours two weeks).

4. If your **Staff** is empty, hire a coach first in the **Staff market**. A coach drives training and also judges which match instructions to give.
5. Move on one week at a time with **Continue** (Space). On days when one of your players has a match, the match prep screen opens first.

> **If you are new**
>
> Watch every match for the first few weeks. When you watch, you pass instructions on in person from the coach's box, so the same instruction has its full effect (Chapter 7).

The season calendar

A lot happens at the end of the season. The rankings run up to the Tour Finals in week 46; after that, reviews, settlement and transfers follow in turn over a few weeks.

Weeks 1–46	Week 47	Week 48	Week 49	Weeks 49–52	End of week 52	Next week 1
Tour season · rankings up to the Finals in week 46	Review · promotion play-offs	Settlement · payout · season summary	Repayments · instalments · dividends · pre-contract signings join	Transfer window	Off-season · rookies join	New season

> **Free-agent lock in a new game**
>
> In a new game, free-agent signings stay locked **until the first transfer window opens**. You can sign up to 3 new free agents per transfer window (the limit refills when the settlement week ends).

Shortcut keys

Key	What it does
Space	Continue (if a window is open, that window first)

Key	What it does
1 – 0	Jump to a left-menu item
F1	Help
Backspace	Previous screen

02

Screen Guide

The fourteen left-menu items · the top bar · the Inbox · the player screen · shortcuts and settings

Three parts of the screen

The game screen has three parts: the **left menu**, the **top bar** and the **main panel** in the middle. At the top of the left menu is a header strip in your agency's colours and logo, with your agency name and 'Div N · your tournament' beneath it. Click the agency name to open the agency overview.

If you turn on Tutorial hints in Settings, a one-line **Next** hint appears just below the top bar. For the first few weeks, following that line alone is enough.

Left menu

The menu has fourteen items. The first ten open straight from the number keys (the number sits next to each item).

Key	Menu	What you do there
1	Inbox	Decisions and news · choose players and tournaments to follow
2	Squad	Squad overview · contracts · fatigue and injuries · squad schedule plans · watch list

Key	Menu	What you do there
3	Training	Weekly training plan per player · fatigue and injuries · attribute trend
4	Schedule	The year's tournament calendar (weekly, monthly, by week, by date) · each player's own schedule
5	Tournament	Running the tournament you own · full tournament list
6	Divisions	Agency standings by division
7	Scouting	Reports · shortlist · player search · scout assignments
8	Transfers	Transfer talks · negotiating table · free agents · juniors · wildcards · appearance fees
9	Staff	Your staff · staff market · coach assignment
0	Agency	Finance · facilities · relationships · licence · season review · trophies · achievements
—	World	Other agencies · agency table · player rankings · race
—	Hall of Fame	Hall members · season chronicle · career records · agency history
F1	Help	Basics · money · tournaments and rankings · shortcut summary
—	Settings	Game options · save and load

The Inbox item carries number badges. A **gold number** counts decisions you must make; a **grey number** counts unread news.

Top bar

From left to right:

- **Back** (◀) — previous screen. Same as Backspace.
- **Screen name** — click it and it turns into a search box. Find players, agencies, tournaments and staff by name.
- **Menu** — drops down the menu names. Hover over an item and that screen's tab list opens beside it, so you can jump straight to a tab.
- **Date and week** — today's date with 'wk N' beside it. During the transfer window the game moves day by day, so it shows that day's date.
- **Cash** — your agency's current cash.

- **Continue** (gold) — moves the game on. Small text under the button tells you what is waiting: 'Match prep', 'N match(es) left to watch', 'Inbox N'. If that text is there, Continue opens that screen first.

> **When Continue stops**
>
> If you have not answered a message that needs a decision, Continue stops. If the deadline passes without an answer, the default choice is applied. Turn on 'Stop on news' in Settings and the game also stops on new articles and results and opens the Inbox.

Inbox

The Inbox has a list on the left and the message body on the right. Use the filter above the list to choose **All · To decide · News · Results · World**. The filter stays set when you leave and come back.

- **To decide** — things you must answer: wildcard requests, appearance-fee offers, transfer offers, contracts, press conferences. They have a gold stripe on the left of the list. For appearance-fee and sponsor offers, use the 'Negotiating table' button to work out the terms.
- **News** — articles such as injuries, training and market alerts, and scout reports. You can add a player a scout recommends to your shortlist straight from the article.
- **Results** — your players' match results. Click a line to open that match report. A title or a runner-up finish comes with a trophy picture and congratulations.
- **World** — world news that doesn't involve you, plus news on the players and tournaments you follow.

Use the ↑ ↓ keys to move between messages; each message you pass is marked as read.

The player screen

Click a player's name to open the player screen. Its tabs:

Tab	Your players	Other players
Overview	○	○
Contract · Training · Schedule plan	○	—
Recent matches · Key results · Season · Career	○	○
Trophies · Earnings	○	○

For players at other agencies, you see only as much of their attributes as your scouting has uncovered ('Attribute masking' in Settings).

Right-click a name

Right-click a player's name on any screen for a shortcut menu — Open player, Select for comparison, Add to shortlist, Renew contract, Make transfer offer, Offer contract. Choose 'Select for comparison' on one player, then right-click another to see the two side by side.

Shortcut keys

Key	What it does
Space	Continue. During a broadcast, start the next set · finish
Backspace	Previous screen
1 – 0	The first ten left-menu items
F1	Help
↑ ↓	Move between Inbox messages
Esc	Close an open menu

Shortcuts don't work while you are typing in an input box. Nor do they work while a confirmation window is open — this stops a key from pressing a button behind the window.

Settings worth knowing

Change these in Settings → Game and press **Apply** (interface scale changes at once).

Setting	Options
Interface scale	90% · 100% · 115% · 130% · 150% — fills the window and enlarges text and boxes
Colour scheme	Classic · Tactics board
Heading font	Exo 2 · Saira · Barlow Condensed · Off
Stop at matches	Watch list only · All matches
Pause every set for orders	On · Off (Chapter 7)
Watch big matches	Final only · Semis · Quarters · Round of 16
Autosave	Saves at the end of every week, rotating through 3 slots

Broadcast mode (2D · Text · Result only), the detail filter (Full · Highlights · Key only) and speed are changed on the **match screen**, not in Settings. Whatever you choose carries over to the next match.

Why broadcast mode lives on the match screen

How you want to watch changes from match to match. A final in 2D, point by point; a first round, result only — so you can switch right where you watch, without a trip to Settings.

In one line

When you are stuck, read the small text under the **Continue** button on the top bar — it always tells you what the game is waiting for.

03

Players and Attributes

What the 17 attributes do in a match · the six styles · ability and potential

Attributes run from 1 to 20

Attributes fall into three groups: technical (serve, forehand, backhand, return, volley), physical (speed, agility, power, stamina, balance) and mental (concentration, composure, judgement, anticipation, creativity, boldness). The match engine plays each point out as a series of shots, and for every shot these attributes decide success, error and weight of shot.

Attribute	What it does in a match
Serve power	Serve speed and weight — wins aces and the upper hand on serve
Serve placement	Serve accuracy — fewer double faults, lets a big serve count
Forehand	Forehand weight and consistency
Backhand	Backhand weight and consistency
Return	Return — takes the opponent's serve and drags the point into a rally
Volley	Volleys and finishing at the net
Speed	Feet that cover the court
Agility	Changing direction and handling low balls

Attribute	What it does in a match
Power	Overall hitting strength
Stamina	Stamina — lasts through long matches and back-to-back days
Balance	Keeps the ball alive from an off-balance position
Concentration	Concentration — less shaky in everything; feeds both attacking and defensive decisions
Composure	Composure — holds up under pressure; feeds defensive decisions and keeps errors down
Judgement	Judgement — knows when to come in, when to run around to the stronger side, and where to drop
Anticipation	Anticipation — reads where the ball is going early
Creativity	Variety — changes the flow with unexpected choices
Boldness	Boldness — how much risk a player takes. The harder they hit, the more winners and errors (neither good nor bad, so it does not count towards current ability)

Ability (CA) and potential (PA)

Ability sums up a player's current attributes in one number; **potential** is the ceiling they can grow to. How close they actually get depends, along with potential, on a hidden 'realisation rate' and on age. You can only estimate potential through scouting.

Player styles

A style is a player's basic approach to the game. At equal ability, no style is built to beat another outright.

04

Traits

Traits don't raise ability — they change what a player does, and how often

How traits work

A trait is a player's **habit**. 'Likes to come to the net' doesn't make a player volley better; it makes them come to the net more often. So a trait's value comes from **fit** — for a good volleyer, that trait is a weapon; for a weak one, it costs points.

Why we built it this way

Traits that raise attributes end up as collectibles where 'more is always better'. When traits only change frequency, each player has traits that suit them and traits that don't, and choosing what to learn in training becomes a real decision.

Serve

Trait	What it does
Goes big on first serve	Hits the first serve as hard as possible
Big second serve	Attacks with the second serve, at the cost of double faults
Kick second serve	Makes the second serve jump high

Trait	What it does
Opens the court out wide	Serves wide to open space for the next shot
Serve plus one	Looks to finish with the first forehand after the serve
Surprises with second serves to the forehand	Catches returners cheating to the backhand
Serve and drop shot	Drops short right away against deep returners

Return

Trait	What it does
Returns from inside the baseline	Takes the serve early and attacks the return
Returns from very deep	Neutralises big serves, but exposed to short balls and surprise rushes
Safe, deep returns	Few return errors, but little sting
Chip and block returns	Slices or blocks backhand returns back safely
Runs around second serves	Steps around to attack second serves with the forehand

Position · net

Trait	What it does
Likes to come to the net	Often moves forward on short balls
Stays on the baseline	Rarely comes forward, even on short balls
Serves and volleys	Rushes the net behind a good serve
Chips and charges	Slices the second-serve return and follows it in
Takes the ball early	Stands inside the baseline to rob opponents of time
Defends from deep	Retrieves almost everything from far back, but concedes angles

Spin · shots

Trait	What it does
Heavy topspin	High-bouncing, heavy balls that push opponents back — dangerous on clay
Flat hitter	Fast, low balls — dangerous on grass and indoors, but clips the net more
Backhand slice	Cuts the backhand low to break the rhythm
Loves the drop shot	Drops short when the opponent is far back
Likes to lob	Goes over the top when the opponent is at the net
Confident passer	Drives past opponents at the net
Runs around the backhand	Hits more forehands, but leaves the court open
Changes direction down the line	Switches down the line during cross-court rallies
Loves sharp angles	Pulls opponents off the court with short cross-courts
Depth first	Pushes opponents back, but misses long more often
Touch volleys	Kills the ball short at the net
Moonballer	Loops the ball high under pressure to reset

Rally play

Trait	What it does
Patient	Waits for the right moment instead of forcing
Looks to finish quickly	Goes for the winner at the first chance
Hunts the weaker wing	Keeps feeding the opponent's weaker side
Mixes it up	Varies spin and pace so opponents never settle
Counterpuncher	Turns defence into attack in one shot

Big points

Trait	What it does
Bold on big points	Takes the initiative on break and set points
Careful on big points	Cuts out risk on break and set points
First serve in on big points	Makes sure of the first serve when it matters

Reactions · flair

Trait	What it does
Ambushes deep returners	Serves and volleys when the returner stands far back
Drops deep defenders	Plays drop shots against opponents who sit far back
Goes at the body	Hits hard at net players to jam their volleys
Adapts to the surface	More net play on grass, more spin on clay
Bolder when behind	Turns more aggressive after dropping a set
Protects a lead	Plays safer after winning a set

Trait	What it does
Mixes in underarm serves	Drops it short against returners standing far back
Crowd pleaser	Tries trick shots when stretched — sometimes brilliant, often not

Innate skills

Trait	What it does
One-handed backhand	Great angles and slice, but struggles with high-bouncing balls and returns (innate · cannot be learned)
Two-handed backhand	Solid on returns and high balls (innate · cannot be learned)
Likes the ball high	Strong on shoulder-high balls, uncomfortable with low, skidding ones (innate · cannot be learned)

Trait	What it does
Likes the ball low	Strong on low, fast balls, uncomfortable with high-bouncing ones (innate · cannot be learned)

05

Understanding the Match Engine

How a point is played — from the serve to the last shot, and what shakes the outcome

How a point unfolds

The match engine doesn't settle a result with one roll of the dice. It plays the point out **shot by shot**, working out where the ball lands and whether the opponent can reach it.

1. **Serve** — the harder the server hits, the faster the ball, but the more likely it is to miss. A player whose serve placement can't back up their serve power will fault more when they go big. The ball goes wide, to the body or down the T (middle). If the receiver can't reach it, it's an **ace**; if both serves miss, it's a **double fault**.
2. **Return** — what matters is how much better the return is than the opponent's serve. Speed and agility add reach; concentration and balance add consistency.
3. **Rally** — every shot carries 'how far did I push the opponent into trouble' into the next one. The player under pressure hits a weaker next shot; the player applying it plays the next shot from a stronger position. Forehand, backhand and power set the quality of the shot; speed and agility set the footwork to chase it.

4. **Net** — serve-and-volley comes when a good serve pushes the return back. In a rally, too, a player moves in when the chance comes. Against a player at the net you answer with passing shots and lobs; against a lob, with a smash. Serve-and-volley appears more often the stronger a player's volley is compared with their own groundstrokes. A drop shot invites a counter-attack if the opponent is quick and reads the game well.
5. **End** — if the opponent can't reach the ball, it's a winner; if the ball hits the net or goes out, it's an error.

How the point ends	Meaning
Ace	The receiver can't reach the serve
Double fault	First and second serves both miss
Winner	The opponent can't reach the ball
Forced error	A shot hit under heavy pressure misses
Unforced error	A shot misses without real pressure

How often a player comes to the net or plays drop shots varies a lot with their traits (Chapter 4).

Pressure on big points

Pressure rises on break points, set points, match points and in tiebreaks, and rises further in the final set. The more pressure, the more **composure** decides the shot — a player with low composure wobbles on an important second serve. Players also have hidden tendencies. Some grow stronger in the heaviest moments of big matches; some hold on harder when they are behind.

Courts

Each surface changes how the ball bounces and how much time a player has.

Court	Ball	How matches play
Hard	The reference bounce	The reference surface. Slightly harder on the body

Court	Ball	How matches play
Clay	Slows after the bounce	Longest rallies and fewest aces. Harder to hold serve, more errors
Grass	Skids through after the bounce	Shortest rallies and most aces. The serve is most effective
Indoor	Similar to hard	Plays like hard. Slightly fewer aces

Each player has a separate **aptitude** for each court. On a court they suit, every attribute plays a little better; on one they don't, a little worse. Aptitude gives an edge, but it's not big enough to overturn a real gap in quality.

Energy and pacing

A player starts every match with a supply of energy. Every shot uses some, especially long runs. High stamina means slower drain. Some comes back between points and at changeovers.

When energy runs low, **legs and strokes** (speed, agility, power, forehand, backhand, return, volley, balance) dull first. Players with high concentration or a strong will to win hold up better.

A tired body carries into the next match. The longer the matches in a tournament, the lower the energy a player starts the next one with, and as fatigue builds so does injury risk. Five-set matches weigh that much more.

The **Energy** instruction lets you pick this trade-off directly.

Energy	What it does	When it fits
Conserve	Doesn't chase every ball to the end	Five-set matches · an already tired body
Normal	Default	Most of the time
All out	Chases every ball — energy drains fast	A fresh player in a three-set match · better stamina than the opponent

Form on the day

The same player differs from day to day. In each match a few attributes come out slightly better or worse than usual, and these values are **hidden**. The less consistent the player, the wider the swing.

The day hides one more thing — **today's match pattern**: which instructions work well today. It only affects the result when you give instructions. Play it Balanced with no instructions and the result follows normal form. If you watch the match, you can read its traces as the sets go by (Chapter 7).

> **Trade-offs — effects come from the gap to the opponent**
>
> Every trade in the engine is tied to **the gap between you and the opponent**. A Power serve pays when your serve power beats their return; a High % serve pays against a good returner. Standing deep to return buys time against a big server but costs you against a weak serve. Attacking hard only works when your attack beats their defence. Rushing the net with a weak volley gets you passed by an opponent who reads the game well. So there is no instruction that is 'always good'.

> **Why we dropped the style chart**
>
> At first we had a chart of style match-ups, such as 'serve-and-volleyers beat counterpunchers'. But it didn't match what the engine actually produced. Now there are no set match-ups between styles. Match-ups emerge on their own from **trade-offs between shots**: net approach against passing shots, ball height against contact point, return position against surprise.

The detailed and quick engines

Hundreds of matches are played around the world every week. Playing them all shot by shot would make the game far too slow. So there are two engines.

- **Detailed engine** — plays every shot, as described above. **Your agency's players always use the detailed engine, whether you watch or not.** A point log (what you can replay in the broadcast) is kept only for matches you watch.

Majors from the quarter-finals on and the Tour Finals semi-finals and final also run on the detailed engine, whoever is playing, so a record is kept.

- **Quick engine** — all other matches. It draws no shots and runs the match on one number: the chance of winning a point on serve. That number comes from **the same attribute calculation** as the detailed engine (form on the day · court aptitude · energy), and is recalculated game by game as energy drains.

The two engines are tuned to give the same results for the same pair of players.

Match format

Tournament	Sets	Tiebreak
Major main draw	Five sets (best of five)	First to 7 at 6-6 · first to 10 in the final set
Major qualifying · every other tournament	Three sets (best of three)	First to 7 at 6-6 · first to 10 in the final set

Games are played with deuce and advantage. A tiebreak ends when a player reaches the target first with a two-point lead.

> **In one line**
>
> A match is a chain of shots, and every shot is decided by the gap to the opponent — attributes, court, energy and form on the day shift that gap.

06

Tactics — Instructions and Game Plans

Instructions turn the engine's dials — there is no bonus just for declaring them

The 10 pre-match instructions

Instruction	Options
Target	Backhand · Mixed · Forehand
Aggression	Defensive · Balanced · Aggressive
Serve	High % · Balanced · Power
Return position	Deep · Normal · Close
Net play	Rarely · Sometimes · Often
Rally position	Behind baseline · Normal · On the line
Energy	Conserve · Normal · All out
Spin	Flat · Normal · Topspin
Slice	Never · Normal · Often
Drop shots	Never · Normal · Often

> **Every instruction is a trade-off**
>
> Every instruction has a price. 'Aggressive' brings more winners but also more errors; 'Topspin' is safe but gives the opponent time. Which side comes out ahead is decided by **the gap to the opponent** — the same instruction works against one opponent and hurts you against another.

The five game plans

A game plan is a bundle of several instructions. When a player **learns** a plan (Training → Traits & plans), they make fewer errors when playing with it.

Game plan	Instructions it sets
Baseline grind	Aggression Defensive · Spin Topspin
Quick points	Aggression Aggressive · Spin Flat · Rally position On the line · Serve Power
Backhand focus	Target Backhand · Slice Often
Touch & drops	Drop shots Often · Spin Topspin
Return pressure	Return position Close · Rally position On the line

Stacking instructions — the cap

Even if you push every instruction in the same direction, the effect doesn't grow without limit.

07

Watching and Between Sets

Matches you watch and matches you leave to staff — what to read between sets, and what to change

What changes when you watch

Your players' matches run on the same detailed engine whether you watch or not (Chapter 5). What changes is **how well instructions reach the player**. When you watch, you pass instructions on in person from the coach's box, so they take full effect. In a match you don't watch, your staff run it for you, and the same instructions arrive much weaker. Rival agencies' instructions always arrive this 'unwatched' way.

Two places decide which matches stop for you.

- **Watch list** — Squad (or Schedule) → Watch list tab. At the start it holds your two highest-ranked players.
- **Stop at matches** — in Settings. 'Watch list only' stops only for listed players' matches; 'All matches' stops for every match your players play.

In matches that don't stop, the coach picks the instructions, and the result arrives in your Inbox.

Broadcast mode at the start of the match	Instruction delivery	Between sets
2D · Text + Pause every set for orders	Full	You, in person
2D · Text (set pause off)	Full	Staff respond automatically
Result only · matches that don't stop	Weak	Staff respond automatically

Set the default for 'Pause every set for orders' in Settings, and change it per match in the box at the top of the match prep screen. That box only appears when the broadcast mode is 2D or Text.

In unwatched matches, the effect stays small even if you push every instruction in the same direction.

Watching has to pay

We set three principles. A watched match should go better than an unwatched one. But a weak player should not easily beat a strong one just because you watch. And unwatched matches should play out steadily at normal form. So the gain from watching comes from 'reading today as the sets go by'.

The broadcast screen

At the top are the tournament, round and scoreboard, and under them the **Broadcast · detail · speed** bar. Anything you change here applies from the next set's broadcast.

- **Broadcast mode** — 2D (45° realistic players or Top-down) · Text · Result only
- **Detail** — Full · Highlights · Key only. Highlights shows only the points worth seeing, such as break, set and match points, tiebreaks and long rallies; Key only shows just the heaviest of those.
- **Speed** — 0.5× · 1× · 2× · 4× · 8×

The info panel on the right shows **Rally length** (points won by short, medium and long rallies), **Our serve direction** (wide · body · T), **By set** records, **Match stats**

(aces, double faults, 1st serve in, winners, errors, breaks, energy and more) and **Momentum** (a running points graph). All of these count **only the points the broadcast has shown**.

The between-sets screen

When a set ends, the space where the broadcast was turns into the set result and preparation for the next set. The info panel on the right stays.

1. **Set result** and **Key moments of the set** — up to four of the heaviest points of the set just played, each with a line of commentary. Press 'Replay' to run just those points again on the same broadcast screen. The result and records don't change.
2. **Analysis (coach · analyst)** — how your staff read today's flow.
3. **Evidence — what worked** — the actual records for this set and for the whole match.
4. **Set N orders** — five in-match instruction slots and a comment.

In-match instruction	Options	Row to check in the evidence table
Target	Backhand side · Forehand side	Opp. errors (forehand / backhand)
Tempo	Wait it out · Take it early	Our winners / errors
Serve	Get it in · Go big	1st serve in · won / 2nd won
Return	Stand back · Step in	Points won (opponent's 1st / 2nd serve)
Net	Stay back · Come forward	Net points won

Every slot can be set to 'No order'. In-match instructions aim at the hidden **today's match pattern** (Chapter 5). Guess right and you gain; guess wrong and you lose. The evidence table doesn't recommend anything. The numbers are counts of recorded shots, and reading them is up to you.

Analysis

The analysis is only as accurate as your performance analyst's **Live analysis**. Without an analyst, the coach stands in, less well. The more sets seen, the more accurate it gets. When unsure, the staff don't guess and write "No clear pattern yet — no order needed." Staff with low reading can be wrong. That's why the analysis and the evidence table are shown together.

Being read — pattern reading

Keep using the same instruction and the opponent reads the pattern. The more it's read, the more that instruction's gain **shrinks towards zero** (it never flips into a loss). Opponents with good judgement and anticipation read faster; players who mix spin and pace are read more slowly. **Only instructions you give can be read** — play Balanced and there is nothing to read. Net play is read faster than other instructions.

Once the opponent starts reading, a red warning appears at the top of the analysis — "The opponent is starting to read our '...'". This warning, too, comes late or wrong when live analysis is low.

Plan B

Drop the instruction that's been read and switch to **an instruction in another direction**, and the new pattern has to be read from scratch. Against an opponent with two weaknesses, starting on one and switching to the other beats sticking with one to the end.

Staff responding automatically

In matches where you don't give orders every set, your staff act for you at the end of each set. Rival agencies act the same way.

- **Undo read instructions** — resets to Balanced any instruction the staff judge has been read. Done every set.

- **Reread and switch (Plan B)** — **only when behind in sets**, rereads today from the sets played so far and changes the in-match instructions.

> **Don't touch it while winning**
>
> When level or ahead in sets, staff don't change in-match instructions. We tried letting them change after a won set too, and the gain from watched matches actually fell. When things are going well, they don't shake it up.

Leaving it to the coach

- **Leave it to the coach** — fills the next set's instructions and comment with the coach's choices. You can still edit the slots before the set starts.
- **Coach takes the rest** — the coach sets the instructions for each remaining set, and the broadcast carries on without stopping. For the current set, your chosen instructions are used if you set any; otherwise the coach's. Press 'Back to my own instructions' to go back to stopping every set.

Pre-match instructions are handed over with **Let the coach decide** on the match prep screen.

Comments and morale

Between sets you can say a word to your player. The right words for the player's state lift morale for the next set; the wrong ones lower it.

Comment	When it fits
Keep calm	The set just played was tight (one game in it · a tiebreak)
Praise	Ahead in sets and just won the set
Demand more	Just lost the set but still has plenty of energy
Encourage	Anything else — when falling behind

When you leave it to the coach, the higher the coach's **Motivation**, the more often they pick the right words.

A between-sets checklist

① Is there a red warning? If so, change that instruction. ② In the evidence table, look for rows where 'This set' differs sharply from 'Match'. ③ Check the set score and energy, then pick a comment. If in doubt, 'No order' is a good answer too.

In one line

Watch the important matches yourself, and read the evidence table and warnings every set to change your instructions — stick with the same instruction and it will be read.

08

Staff

What the eight roles do · workload and efficiency · assignment and delegation · hiring · renewals · poaching

The eight roles

You manage staff on the **Staff** screen. It has three tabs — **Staff** (your people · workload · delegation · renewals), **Staff market** and **Coach assignment**. Like players, staff have attributes from 1 to 20, and clicking a name opens their own screen. Each attribute comes with a one-line description.

Role	Attributes	Where it mainly counts
Coach	Technique · Tactics · Mental coaching · Youth development · Motivation · Judging ability · Judging potential	Training and growth · pre-match instructions · opponent analysis
Trainer	Conditioning · Injury prevention · Recovery · Motivation	Physical sessions · ability decline · injuries · load recovery
Physio	Treatment · Injury prevention · Rehab	Injury chance · time out
Scout	Judging ability · Judging potential	Observing players (Chapter 10)

Role	Attributes	Where it mainly counts
Agent	Bargaining · Valuation · Network	Transfer talks · delegated renewals · haggling over staff wages
Tour manager	Scheduling · Logistics · Fee dealing	Delegated schedules · wildcard requests
Event director	Forecasting · Promotion · Cost control	Profit of your own tournament
Performance analyst	Data reading · Pattern recognition · Live analysis	Choosing instructions · reading between sets · opponent traits

Coach

- **Technique** — the effect of serve, return, stroke and net sessions, and the speed of trait training (Chapter 9).
- **Tactics** — tactics sessions, plan-learning speed and pre-match opponent analysis. Without a performance analyst, the coach's Tactics also stands in, less well, for choosing instructions.
- **Mental coaching** — mental sessions. Together with Technique and Tactics, it sets the growth speed of players aged 22 and over.
- **Youth development** — growth speed and realisation rate of players aged 21 and under.
- **Motivation** — the eye for picking a comment that suits the player's state when you leave between-sets to the coach.
- **Judging ability · Judging potential** — the accuracy of pre-match opponent analysis and of the current and potential grades shown in lists (Chapter 10).

Trainers also have **Motivation** — the drive that makes an injured player see rehab through to the end. Together with the physio's Treatment and Rehab, it shortens time out, and cuts it **all the more for long injuries** lasting months.

With no coach at all, your players' weekly form drops a little and training gains shrink sharply. Hire a coach first.

Trainer · Physio

The trainer's **Conditioning** sets the effect of physical sessions and how fast ability falls in decline; **Injury prevention** sets injury chance; **Recovery** sets how fast built-up load drains. The physio's **Injury prevention** lowers injury chance separately from the trainer's, and **Treatment and Rehab** shorten time out.

Performance analyst

Pre-match instructions are chosen in two steps. **Data reading** is how accurately they see the opponent's attributes; **Pattern recognition** is how accurately they choose instructions from those values. **Live analysis** is the accuracy of between-sets instructions — the **Reading** figure on the Staff tab. Data reading is also used to identify other players' playing traits.

Agent · Tour manager · Event director

The agent's **Bargaining** pushes transfer fees up and brings down the wages staff ask for. **Valuation** is the eye for a fair price; **Network** is the pull that keeps the other side at the table. The tour manager's **Scheduling** is how accurately they time rest; **Logistics** is picking the nearer tournament at the same level and spotting tired players; **Fee dealing** is squeezing out bigger appearance fees. With a manager, for players who are still owed a wildcard promise, wildcards are requested automatically at 250- and 500-level tournaments where direct entry is hard. The event director moves your own tournament's income (Promotion) and running costs (Cost control), and makes the draw estimate for invited players more accurate (Forecasting).

Overall ability · reputation · wages

Overall ability sums up the attributes for that role, and grows every year up to potential. Unlike players, staff **don't decline**. Instead, coaches and scouts start thinking about retirement around 60, everyone else around 55.

Reputation follows ability but with noise, and the younger the person, the lower it sits compared with their ability. Wage demands follow reputation more than ability. So a young person with low reputation but good attributes is a **hidden**

gem. There are also hidden tendencies — ambition, loyalty and adaptability. They aren't shown as numbers; you gauge them from behaviour the longer someone stays with you.

Workload and efficiency

Coaches, trainers and physios belong to the agency, so the whole squad (prospects included) shares them. The more players one person looks after, the less attention each gets. The **Workload** section of the Staff tab shows, by role, headcount · players per staff · efficiency in colour.

Players per staff	Efficiency colour	Meaning
Up to about 2.5	Green	Most of their ability gets through
3 to 4-something	Yellow	Noticeably reduced
5 or more	Red	Much of it leaks away

A human-run agency has no divisional staff cap. You can have up to **8** per role, and your budget decides how many. Hiring more coaches to cut workload is a strategy in itself. AI agencies stay within their division's cap.

Coach assignment

On the **Coach assignment** tab, pick a coach, trainer and physio for each player. Leave it empty for 'Auto (best available)'. The assigned person's attributes drive that player's **training sessions** — the coach for technical, mental and tactics sessions plus trait-training and plan-learning speed, the trainer for physical sessions.

> **What assignment changes and what it doesn't**
>
> Assign more than 3 players to one coach and the effect drops bit by bit (people with high adaptability are less affected). Growth speed itself, and injury prevention and treatment, are set by the ability of **the agency's whole staff** and workload efficiency, regardless of assignment. Assigning a physio doesn't make them care more for that one player.

Delegation — schedule · transfer talks

In the **Delegation** section of the Staff tab, set two things to 'Myself' or 'Delegated'. **Schedule** needs a tour manager and **Transfers** needs an agent before you can delegate. The person in charge's three attributes are shown beside each.

- When you delegate, **staff ability is the result**. A good one gets more; a poor one misses the fair price or breaks off the deal.
- When you do it yourself, you only get advice. Advice points the way only, so outcomes vary little.
- With the **schedule** delegated, the manager decides rest weeks at the entry deadline (earlier for bigger events) from the player's fatigue at that time. A weak manager misjudges when to rest and often misses injury warnings. Events that would not add to the current ranking are skipped — only 18 events count.
- AI agencies' players follow **the same rules**. Players at teams with weak managers get more tired and more injured.
- Choose 'Agent' on a contract-expiry notice and in week 45 the agent renews at the going rate — staff straight at market price, players after negotiation. The negotiating table also has a **Let the agent handle it** button.

Why delegation is a gamble

If delegating were always better or always worse than doing it yourself, it wouldn't be a choice. So delegation swings widely up or down with ability, while doing it yourself swings narrowly. With a good manager or agent you can let go; without one, it's safer to take advice and do it yourself.

Staff market

Choose a role and a list appears. It shows **slots left**, **Budget** (cash − this season's wages for people already signed), three filters (Only those I can afford now · Only those who would join us · All / Unattached only / At other agencies) and a detailed

search. Wages aren't paid in one lump at season settlement; they're paid in instalments every 4 weeks (once a month) during the season.

Press **Offer** on unattached staff to open the negotiating table. Staff open above their wage demand and come down each round. Ambitious people open high; a good Bargaining score on your agent means they start lower. Go past five rounds and talks collapse, and that person won't come back to the table for a while. Contracts run 1–3 years.

- **Reasons for refusal** — no slot left · your agency's standing is too low · the wage isn't enough.
- Standing is judged by division and **agency reputation**. Get results and good people come.
- The more a staff member's reputation exceeds your stage, the bigger the premium they ask.
- **Release** someone and you pay half the wages left on their contract as compensation.

Renewals

There are no pay-rise demands during a contract. In the **final year** of a contract, the person appears in the **Contract renewals** section of the Staff tab. Accept and they re-sign at market price for 2–4 seasons. If market price is above their current wage it goes up; otherwise it's **frozen**. The new term counts from the season after the current contract ends. Refuse and they may leave (high loyalty may keep them). Do nothing and the contract ends at the week-52 off-season and they leave.

Poaching and being poached

Each season, around the week-48 settlement, AI agencies (Div 1 and 2) take a coach, trainer, physio or scout from **a lower division** who is better than the weakest in their own team. One per agency per season. They pay compensation to the old agency. Agencies on very good terms don't poach from each other; on

bad terms, compensation comes on top. Ambitious people move easily; loyal ones stay put.

When another agency approaches one of your staff, they don't leave straight away — a decision arrives in your inbox.

- **Let them go** — the other agency pays compensation equal to the wages left on the contract.
- **Negotiate a renewal** — try to keep them with a raise and a longer contract. Whether they stay depends on their loyalty and ambition.
- **Refuse** — only possible while plenty of the contract remains. They stay, but their loyalty drops a little and relations with that agency worsen.
- Each staff member gets at most one approach per season.

You can poach too. In the Staff market, choose 'At other agencies' and press **Approach**. The rules are exactly as shown on screen.

- The compensation (paid to the old agency) and the minimum wage (above their current wage) are shown first.
- One per season, and a successful approach sours relations with that agency.
- The chance of acceptance isn't shown. Offering more than the minimum raises it a little.
- The same terms in the same week get the same answer. Change the terms and try again next week.

Hiring in the lower divisions

High-reputation coaches won't look at the lower divisions. Instead, switch on 'Only those who would join us', sort by clicking an attribute column, and look for **young people with low reputation and good attributes**. Their wage demands are cheap, and they grow every year.

In one line

Hire a coach first, keep workload efficiency in the green, and only delegate when you have a capable manager or agent.

09

Training and Development

Riding the curve that age draws — weekly training · target style · learning traits and plans · injuries and load

The backbone of development

Every player has a level they should reach at their age. Ability moves towards that target, and if it sits above the target it comes down. Training changes how quickly a player gets there and **which attributes** the gains go into.

The target is set by **potential · age · how much of that potential the player is fulfilling**. Few players fulfil all of it — several things have to come together.

What shapes a prospect's development

Factor	
Personality	Professionalism · Ambition · Injury proneness (hidden)
Playing time	Regular events — players left on the bench don't grow
Big stage	A young player who makes a splash at a big event takes a jump (mostly Mental and Technical)
Coach	Youth development · Technique · how many players they handle
Facilities	Training centre

Factor	
Training	Intensity · session mix · target style
Age	The younger the player, the more the same environment counts
Injuries	Serious injuries set development back

Curves by age — Physical · Technical · Mental

Even with the same amount of growth, age decides **where** it goes.

Area	Rising	Falling
Physical	Late teens to early twenties — largest in this period	The first to go in decline
Technical	Through the twenties — up to the prime years	Gently in the thirties
Mental	Steadily, taking a bigger share with age	Hardly falls

As a veteran, even in a year when overall ability stands still, the body slows a little and the mind matures. **Boldness** never changes through development.

Weekly training — five slots

The **Training plan** tab on the **Training** screen puts your whole squad in one table, where you set the intensity and the five Monday–Friday slots. The **Training** tab on the player screen does the same (a few session names differ there — Groundstrokes = Baseline, Net = Net play, Fitness = Physical, Tactics = Judgement).

Session	Attributes it targets	Staff in charge	Load
Serve	Serve power · Serve placement	Coach's Technique	High
Return	Return · Anticipation	Coach's Technique	High
Groundstrokes	Forehand · Backhand	Coach's Technique	High
Net	Volley · Agility	Coach's Technique	High
Fitness	Stamina · Speed · Power · Balance	Trainer's Conditioning	High (the heaviest)

Session	Attributes it targets	Staff in charge	Load
Mental	Concentration · Composure	Coach's Mental coaching	Medium
Tactics	Judgement · Creativity · Anticipation	Coach's Tactics	Medium
Recovery	None	—	Reduces load

Sessions **do not increase total growth**. They steer the gains towards the chosen attributes, and in decline the chosen attributes drop less. The better the staff member in charge, the stronger the steer. Recovery slows growth slightly but cuts training injuries and fatigue.

With **Leave it to the coach** (the default), the coach puts the two weakest groups in twice each and Fitness in the last slot — or Recovery if the player is tired. The schedule is the same whatever the coach's ability — ability only affects how much the player gains. Without a coach, any session has little effect.

Intensity

Light · Normal · Hard. Hard speeds up growth but raises both training-injury risk and training load. Light does the opposite. If you don't choose, a default suited to the player applies (injury-prone players get Light).

Target style

Pick a **Target style** on the player screen's Training tab to see that style's **Key attributes** and **Trait path**.

Target style	Key attributes
Big server	Serve power · Serve placement · Power
Serve-and-volleyer	Volley · Serve power · Serve placement · Agility
All-court player	Volley · Judgement · Creativity · Anticipation
Attacking baseliner	Forehand · Power · Backhand · Return
Solid baseliner	Forehand · Backhand · Concentration · Stamina
Counterpuncher	Speed · Anticipation · Stamina · Return

With a target set, gains lean further towards the key attributes (the total stays the same). If the coach runs weekly training, the schedule also puts in twice each the two sessions that hit the key attributes hardest, and whenever trait training is idle the player moves on to the next trait on the trait path.

Match experience

Playing events is development in itself. The more regularly a player plays, the more it helps, and it counts more the younger the player is. Players left on the bench don't grow.

If any player has stalled or gone backwards, a **Development report** arrives in the Inbox. It gives the reason in one line — age · close to the level they can reach for now · not enough matches · mostly recovery sessions · coach level · a temporary dip.

Learning traits and mentors

In **Trait training** on the **Training → Traits & plans** tab (or the player screen's Training tab), choose **Learn** or **Drop**. Each player works on one at a time, and a bar with "about N weeks left" shows the progress.

- Speed depends on the coach's **Technique** (the assigned coach if there is one), **age** (the younger the faster; players in their thirties take a long time) and the player's Determination and Professionalism.
- A player can hold up to **6** learnable playing traits. Once the slots are full you can only drop. Traits that conflict with ones the player already has don't appear in the list.
- Technical traits (physical features such as a one-handed backhand) never change through training.

Mentor — one of your players aged 24 or over takes on a prospect aged 21 or under. The prospect's Determination and Professionalism slowly drift towards the mentor's, and now and then one of the mentor's traits rubs off. **Bad traits rub off**

too. A big gap in Ambition, or a mentor with low Professionalism, can sour the relationship and end it.

Plan practice

In **Plan practice** on the same tab, pick one of the five game plans and press **Start**. Speed depends on the coach's **Tactics** and the player's Determination and Professionalism, and it finishes sooner than a trait. When the bar is full, the plan is "mastered".

Playing a mastered plan **cuts rally errors**. What counts is the **content** of the instructions — pressing the plan button or picking the same instruction row by row comes to the same thing. AI players don't practise, so this benefit is yours alone (Chapter 6).

Switch on **Leave to coach** for a player on the Traits & plans tab, and whenever a course of training ends the coach picks the next trait and plan to fit the target style (or the current style if there is none).

Injuries and recovery

Injuries happen in tournament matches and in training. If the losing player gets hurt, the match is recorded as a retirement; if the winner gets hurt, the result stands but they withdraw from their next match.

Factor	Effect
Injury proneness (hidden trait)	Higher means more injuries and a larger share of serious ones
Accumulated load	Risk climbs steeply on a curve and severity rises too
Age	Low at 22 and under, rising every year from 31
Best-of-5 matches · court	Best of 5 is riskier · hard courts the most, clay the least
Staff · facilities	The trainer's and physio's Injury prevention and the medical wing lower it
Training	Hard intensity raises training injuries; Recovery sessions lower them

Injuries come in three grades: **Minor (1–2 weeks)** · **Moderate (3–8 weeks)** · **Serious (12–30 weeks)**. The physio's Treatment and Rehab, the medical wing and the trainer's Motivation shorten the time out (the trainer's Motivation helps more with long injuries). **Serious injuries permanently cut potential** and lower realisation. Moderate injuries also trim realisation slightly.

Load zones

The **Training → Fitness** tab shows Load · Condition · Injury risk (Low to Very high) · Events (4 wk) · intensity · Next week's plan. Matches and training build load; Recovery sessions and the trainer's Recovery work take it off. In a week when the player plays an event, training load builds at only half the rate.

Load	Condition
Under 45	Fresh
45 or more	Caution — "Rest advised" starts to appear
70 or more	Danger — injury risk rises noticeably
110 or more	Overloaded

Injury-prone players get "Rest advised" at lower loads. The **Injury history** below lists the week, grade, injury and weeks missed.

Attribute trend → match stats comparison

The **Training → Attribute trend** tab records your players' attributes every 4 weeks. Pick a period (Month · Quarter · Season) to see, for each player, the change in their Technical, Physical and Mental totals and the attributes that rose and fell the most. Click a player to open trend lines for each attribute, with **Match stats — training effect** underneath.

- It compares matches in the chosen period with matches in **the period of the same length just before it**.
- 1st serve in · 1st serve points won · 2nd serve points won · aces per match · winners per match · unforced errors per match · break points saved — ▲ if better, ▼ if worse, = if about the same.

- It only appears if the player has matches in both periods. Results depend on opponents and courts, so **the more matches, the more you can trust it**.

Clicking an attribute name on the player screen also opens that attribute's trend (including All records) and what it does in a match.

Why training doesn't touch the "total"

If sessions increased total growth, the right answer would always be to run every player on Hard with a Fitness focus. So the total is set by age, potential, coaching and match experience, and training sets the **direction**. That way "what to raise" and "how much the player can take (load)" are separate decisions.

Developing prospects

One good thing on its own won't make a prospect. Pick prospects with the right personality, keep them playing even on the lower tours, give them a good coach and training centre, and put them on the big stage when the chance comes. Choose mentors with personality in mind.

In one line

Age sets the target, training sets the direction, matches and coaching set the speed — rest players once load passes 45.

10

Scouting

What you see of other agencies' players is an estimate — who watched, how often, and how closely

Attribute masking

With **Settings → Attribute masking** on (the default), other agencies' players show each attribute in one of three ways — **?** (unknown) · a **range** (e.g. 11–14) · the **exact value**. Your own players are always exact. Turn it off and every player is shown exactly.

How much you see combines two sources.

- **Public information** — the player's reputation. Everyone knows highly ranked players well, so their ranges are narrow even without scouting.
- **Scouting observations** — your scouts' records of watching the player. The more they watch, the narrower the range.

A low-reputation player nobody has watched shows **?** for every attribute. To find young players on the lower tours, you have to send scouts.

> **The middle of the range may not be the true value**
>
> Every agency has a **preconception** about each individual player. It forms the first time they are watched and does not go away, however often they are watched again. So a range can narrow while its middle stays off to one side. The better the scout's judgement, the smaller the preconception.

Two kinds of grade

Current and potential level are shown as **five star steps**: ability under 100 · 100–125 · 126–150 · 151–175 · over 175. How the grade is set depends on where you are looking.

Where	Graded from	Also shown
Scouting screen · junior lists	Your scouting observations	Confidence (1–5 stars) · ? if unknown
Free agent · transfer target lists	"Our eye": the combined judgement of your coaches and scouts	Current accuracy (%) · re-graded every season

Confidence is how narrowly you know a player's potential. A player seen once or twice by a poor eye has few stars; one seen many times by a good eye has many. "Our eye" counts your best two people in full and adds only a little for the rest — more people does not mean endless accuracy.

A scout's eye

Scouts have just two attributes.

- **Judging ability** — how accurately they read current ability.
- **Judging potential** — how accurately they read potential.

The two are independent. Now and then the market offers a **Hidden-gem hunter**: low Judging ability but unusually high Judging potential. The market rates scouts mainly on Judging ability, so these people have low reputations and come **cheap**.

Div 3 jackpots come from hidden-gem hunters

In a lower division with no money, look for a low-reputation scout with high Judging potential. In the hiring market, sort by the Judging potential column. They read young players' potential cheaply and accurately — you can spot prospects the big agencies missed.

Assignments — range and orders

On the **Scouting → Assignments** tab, set the agency's default **Scouting range** (Home · Region · World), and give each scout separate orders if you like.

- **Range** — Home · Region (same continent) · World.
- **Orders** — Their call · Prospects · Ready now · One player.
- **Target** — choose One player and pick someone from your shortlist to follow. The scout goes first to events that player is playing; if that is over budget or out of range, they go to a nearby event instead.

Each scout goes to **one event a week** and watches every player in it once. Two scouts never go to the same event in the same week. Travel costs more for higher-tier events and longer trips, and comes out of the **season budget**.

Division	Default range	Season budget
Div 1	World	$450k
Div 2	Region	$130k
Div 3	Home	$40k
Div 4	Home	$15k

The budget is scaled by the market cost index and refills when the season changes. So you don't spend the whole year's budget in the first half, **the amount available so far grows week by week**. Events run until week 46, so it is paced to be spent by then.

Reports and shortlist

The **Scouting** screen has five tabs.

- **Overview** — players known · how many of the top 100 you know · each scout's judgement and latest assignment · knowledge by region.
- **Reports** — every player you have watched (the top 300 by ranking), with current grade, potential grade and confidence.
- **Shortlist** — players you have gathered with **Shortlist**. You can also right-click a player's name and choose "Add to shortlist".
- **Player search** — age · ranking · nationality · "Signable only" · Filters. Attribute filters only use the values you know.
- **Assignments** — the range and orders above.

Monthly report — if you have scouts, a scouting monthly report arrives in the Inbox in every week whose season week number is a multiple of 4. For each scout it lists events visited · countries · players watched · travel costs · times they could not follow orders, and adds up to two **recommendations** from the players they watched. A recommendation is a player with confidence of 2 or more and a potential grade of "Could reach top 100" or better, and the report tells you whether they are unattached, out of contract soon or under contract. The grade in a recommendation is that scout's eye — **a poor scout recommends wrongly.**

Analysis requests

Besides regular assignments, you can buy a one-off look.

Button	Where	Who
Scout opponent	Match prep	Your next opponent
Scout the whole field	Match prep	Every player in this event
Scout him	Another agency's player screen	That player
Scout the junior class	Transfers → Juniors	Every unsigned junior

With your own scouts it costs only footage and data, so it is cheap and comes out of the **scouting budget**. Your best scout's judgement gets a bonus, and your preconception about that player is halved. Without scouts, an **outside analyst** does it — with a less reliable eye and a higher fee, paid from cash.

The **Opponent** analysis on the Match prep screen itself is done by the coach. The better the coach's Judging ability and Tactics, the narrower the ranges, and observations from requests add to that. With a coach there is no ? — anyone can watch match footage. The opponent's playing traits are revealed one by one through the performance analyst's Data reading, and show more clearly the more matches the opponent has played (Chapter 8).

Juniors and rookies

- **Week 46 Junior Finals** — next season's rookie class is revealed. Agencies with scouts get one free look at each (through their best scout's eye). Without scouts, there is no free look.
- **Weeks 47–50** — approach them on the Transfers → Juniors tab. In **week 51** each junior picks the best offer. Each agency can sign up to one per class.
- **New-game draft** — in a manual draft you see only public records. Neither attributes nor scouting estimates are shown.

Rookie talent is chosen when you start a new game. It sets the potential spread of each year's rookies.

Rookie talent	Meaning
Realistic	Generational talents are rare and top-end potential is held down
Normal	The default spread
Abundant	Generational and high-potential rookies appear more often

Realistic and Abundant can apply for the "First 6 seasons" only or "Always". After 6 seasons it returns to Normal. If you start with the DEUCE ROSTER 2027 1.0 roster, the default is Realistic.

What improves accuracy

What	What gets better
Scout's Judging ability	Observing current ability · size of preconception
Scout's Judging potential	Observing potential · confidence
Watching more often	Ranges narrow (the preconception remains)
Analysis requests	Judgement bonus · preconception halved
Analysis room (facility)	Error in assignment and request observations
Coach's Judging ability · Tactics	Pre-match opponent analysis
Combined judgement of coaches and scouts	Grade accuracy in FA and transfer lists
Player reputation (ranking)	Public information visible without scouting

Why add a "preconception"?

If watching again and again only ever shrank the error, a well-funded Div 1 agency would end up knowing every player almost perfectly. Preconceptions leave a share that money cannot wipe out. That keeps a scout's **judgement itself** valuable to the end.

In one line

The grades you see are your eye's estimate — buy good eyes, target the players you care about and watch them often, and commission an analysis before big decisions.

11

Contracts · Free Agents · Transfers · Sponsors

From reading a contract year to negotiating well

Reading the contract year

If a contract shows **2029** as its end year, the player plays **up to and including the 2029 season**, and the contract ends when the 2030 season begins.

When signed	Length	End year shown
FA signing during the season	2 years	This season + 1
FA signing in the transfer window (end of season)	2 years	Next season + 1
Renewal (any time)	3 years	3 years from the season after the current contract ends

Renewals are added on

A renewal counts **from the season after the current contract ends**. Renew a player whose contract ends in 2028 for 3 years and it runs to 2031.

Sponsor deals

- Sponsor money arrives **at that season's settlement**.
- If a **raise request** (At market · Push · Hard) is accepted, the term stays the same and only the amount changes, from this settlement on.
- If you **renew**, the **next season** is the first season of the new deal — a 2-year renewal during the 2027 season runs to the 2029 season.
- If another brand **pays a release fee** to take the deal over, the new deal also starts next season.

How players rate your agency

When moving to another agency (free-agent deals · transfers), a player looks at **your agency's standing** (division and reputation). The higher their ranking, the higher the standing they want; the further short you fall, the more they ask for. Reputation also moves with your results over the last two seasons.

- **Commitment players (top 30)** only want to move to a Division 1 agency. Only near the end of the transfer window will they accept, and on much higher terms. At the negotiating table they turn you down with 'At this point in my career I only want a first-division agency'.
- **Renewing a player who is already yours** ignores standing. Whether they stay depends on their personality and your relationship.

FA limit

In each transfer window you can sign **up to 3** new free agents. Offer decisions, accepted counter-offers, the negotiating table, the off-season market and pre-contracts all share the same limit.

12

Finance · Sponsors · Facilities

Where money comes from and where it goes — from reading the ledger to haggling with sponsors and building facilities

How an agency makes money

Agencies in this game do not pay players a salary. **All prize money belongs to the player.** The agency takes its **commission**, as set in the contract, from the player's sponsorship and advertising income, and in return covers the player's **tour costs** and the **signing fee** paid when the contract is signed. For lower-ranked players it is normal for costs to exceed income. That deficit is an investment in the future.

Money comes in five ways.

- **Sponsor commission** — your commission on the base fee and performance options of players' sponsor deals. Paid at the week 48 settlement.
- **One-off endorsements** — when a player does far better than usual at an event, an advertising deal follows. Your commission is paid on the spot.
- **Federation payout** — at the week 48 settlement. Explained separately below.
- **Owned event balance** — the net profit (or loss) is booked in the week your event is held.

- **Appearance fees** — fees an event pays to invite your player go entirely to the agency and offset tour costs.

Transfer fees and transfer instalments can also be income. An owned event draws better crowds the more popular players are in the field; the event director's Promotion affects income and Cost control affects running costs (running an event is covered in Chapter 14).

> **No commission on prize money**
>
> Even when a player wins a Major, the prize money does not go into the agency's cash. What the agency earns is the **sponsor value** that the title raises, performance options, and the player share of the payout. In the income and spending table on the player screen, you can see your "Commission" and the "Player net" separately.

What goes out, and when

Item	When it is paid	Good to know
Staff wages	Every 4 weeks	Staff hired mid-season are paid from the next 4-week cycle
Player tour costs	Every 4 weeks	Depends on ranking and the stage actually played. Equipment sponsorship reduces equipment costs
Signing fee	Once, on signing	Paid up front on first signing and renewal only
Injury treatment	When an injury happens	Moderate injuries and worse only. Minor injuries are handled by your own staff
Scouting	When assigning or commissioning	Scout travel costs, opponent and field analysis fees
Facility instalments	At the start of building + week 48 settlement	Remaining instalments are still due after completion (below)
Loan repayments · investor dividends	Week 49	The week the transfer window opens

Reading the ledger

The ledger on the **Agency → Finance** tab shows each item for the last 4 weeks · this season · by month (1–12). Only items with money moving appear. Click an item's name to expand the last year's detail lines (which week, because of whom, how much).

Ledger item	Mainly contains
Tournament operations	Weekly balance of your owned event
Season settlement (commission · support · wages)	Sponsor commission · sponsor base fees · signing fees · wages
Player tour costs	Tour costs paid every 4 weeks, appearance fees received
Transfers	Transfer fees · transfer instalments
Facilities	Payments at the start of building · instalments
Tournament deals · loans	Licence purchases · accepted investment · loan repayments
Investor share	The share paid to equity investors
Staff compensation	Compensation paid or received when you poach staff from, or lose staff to, another agency
Contract terminations	When you end a player contract early

Below it are four panels: **Outlook** (forecast for 1 month · a quarter · 1 year), **Due at settlement** (money due in week 48 and cash after settlement), **Instalments & add-ons**, and **Next 3 seasons (estimate)**. Late in the season, "Due at settlement" is the one you'll check most.

Federation payout

The federation shares out, in week 48, the revenue from events with no owner (Majors · the Finals · unowned events). Half of the pool is the **player share**, paid in proportion to the ranking points each player earned this season; the agency receives only its commission on that. The other half is the **league share**. Higher

divisions get more, and within a division higher placings get more. Div 4 has no league share — you only get your commission on the player share.

The payout is calculated by **the division you were in this season**. Even if the week 47 review has already confirmed promotion, this year's payout uses this year's division. At settlement, a breakdown of each player's contribution arrives in the Inbox. Players who skipped mandatory 1000-level events have their player share cut.

Deficits and bankruptcy

If, in week 49, after all money has come in and gone out, cash is **below 0**, the rules put **your top-ranked player on the market at 70% of their value.** The same rule applies to every agency. The Finance tab's "Due at settlement" warns you in advance if you are heading for a deficit. Cut spending or sell a player to cover it before then.

If cash is below the division's **bankruptcy line** at week 49 for **3 seasons in a row**, the agency goes bankrupt. In the third season below the line, the week 47 review places the agency bottom of its division regardless of results. If your agency goes bankrupt, you can choose to **Rebuild — once only**. Your events, squad and debts are all wiped, and you start again in Div 4 with one junior from that year (on a 5-year contract) plus one coach and one trainer. Decline, or go bankrupt a second time, and the game ends.

Debt — loans and investment

There are no loans you can apply for. Debt arises in only three ways: **start-up funding** (when you start in Div 4), **investment that covers the shortfall when you buy a Div 3 licence** from Div 4, and **investment offers** made to Div 4 agencies that get results. Loans are repaid in equal amounts in week 49 each year. Start-up funding is interest-only for the first 2 seasons.

If an investment offer is **equity**, you don't repay it. Instead, in every season with a profit, part of the net profit goes to the investor as a dividend in week 49. Nothing

is paid in a season with a loss.

Facilities

There are three facilities. Levels run from 1 to 20, and the higher the division, the higher the starting level (highest in Div 1, lowest in Div 4).

Facility	What improves
Training centre	Bigger gains from training
Medical wing	Lower injury risk and faster recovery
Analysis room	A sharper eye for opponents and players

Choose building work on the **Agency → Facilities** tab.

- **Build +1** — one level. The more outdated the facility, the faster it finishes.
- **Build +2 · +3** — several levels at once. It **takes less time** than building one level at a time, but carries a **long-build surcharge**. You are buying time with money.
- **League average** — up to your division's average level in one go. Slightly more than the sum of the individual levels.

Building time is counted **in weeks**. The cost is paid in instalments: **the first is paid immediately when building starts**, and the rest are paid one per **week 48 settlement**. A one-level build is paid in full when it starts. The confirmation window shows the total cost · instalments · building time.

> **Remaining instalments are due after completion**
>
> A facility goes up a level as soon as its completion week arrives. But a multi-level build can finish before its instalments do. When that happens, **the remaining instalments stay as debt and continue from the next settlement.** If you are short of cash at settlement, that year's instalment is carried over to the next settlement. Check the **Facility instalments** line under "Due at settlement" on the Finance tab.

While building is under way, the facility can't be used properly: it counts as lower by the number of levels being added. Each facility can have only one build at a time. **Cancel build** waives the remaining instalments, but money already paid is not refunded.

Why facilities?

Coaches can leave, but a facility, once raised, stays. In exchange, money is tied up for several seasons. Do you buy players now, or the squad of five years from now? Facilities are there to create that choice.

Sponsors

Seven categories

Each player can have one sponsor deal per category. Apparel is the biggest, followed by Racquet and Watches. The rest are Automotive · Finance · Beverage · Tech. Players outside the top 150 and unattached players only get **Apparel and Racquet equipment deals**, and for small amounts.

What sets the price

Ranking matters most, followed by the size of the player's home market · star power · age (more if young, less in the mid-thirties). On the agency side, the division's standing, **the assigned agent's Bargaining** and the agency's reputation move the amount. Each brand has its own tastes (young players · stars · home players · established top players), so different brands offer different prices for the same player.

How the money comes in

- The **base fee** is paid every year at the week 48 settlement. The agency keeps its commission.
- **Performance options** are bonuses for titles · Major quarter-finals · a year-end top 10. Bigger options mean a smaller base fee, and vice versa.

- A drop in results never breaks a deal. A **reduction clause** only lowers the amount, and never below half the base fee.

Negotiating mid-deal

If a player has grown well beyond where they were when the deal was signed, you have three options (the same rules as the table in Chapter 11).

- **Ask for a raise** — choose At market · Push · Hard. The harder you push, the more likely a refusal. If accepted, **the term stays the same and only the amount changes, from this settlement on.** It never goes far above the market rate. After a refusal you can ask again in 12 weeks; after a success, the subject stays closed for 26 weeks.
- **Renewal talks** — set the length (1–5 years) and the size of the performance options too. The brand raises its offer a little each round. Drag it out too long and talks break down for a while. The new deal starts with the **next season**.
- **Inbox offers** — early extensions from the current brand, or offers from a rival brand to take the deal over by paying the release fee.

You can open an empty category with **Pitch an open category**. Because you are the one approaching, the terms are tougher than in the seasonal window, and the chance of success depends on your agent's negotiating skill and the player's ranking.

The seasonal window

At the week 48 settlement, finished deals are cleared and new brands sign up in empty categories (for 1–4 seasons). If one of your players' sponsorship ends with no new offer, the Inbox gives the reason (ranking · age · brand budget, etc.) in one line.

> **In one line**
>
> Prize money is the player's; sponsor commission and the payout are the agency's. Always keep enough cash to get through the week 48 settlement and week 49 repayments, and remember that facility instalments continue after completion.

13

Tournaments · Calendar · Rankings

Which events should you play to build up points?

Tournament tiers and points

Ranking points by main-draw round (Majors from the round of 128 · all others from the round of 32).

Tier	Winner	Final	SF	QF	R16	R32
Major	2000	1300	800	400	200	100
Deuce 1000	1000	650	400	200	100	50
Deuce 500	500	330	200	100	50	0
Deuce 250	250	165	100	50	25	0
Challenger 175	175	90	50	25	13	0
Challenger 125	125	64	35	16	8	0
Challenger 100	100	50	25	14	7	0
Challenger 75	75	44	22	12	6	0
Challenger 50	50	25	14	8	4	0
F25	25	14	7	3	1	0
F15	15	8	4	2	1	0

Only 18 events count

A player's ranking counts only **18 events** from the last 52 weeks — the Majors, all mandatory 1000s and the best of the rest (the Finals are added on top). If the counted results are already good, a small event won't raise the ranking. That is why top players play fewer events.

Divisions

Division	Roster	Prospect slots	Owned events	Draft pool
Div 1	10	3	9	#1+
Div 2	8	2	16	#31+
Div 3	6	1	25	#61+
Div 4	4	1	—	#91+

Standings count to week 46

The agency standings score counts only points from **weeks 1–46 of this season**. Events after the Finals do not count towards the next season's standings.

14

Divisions · Promotion · Owned Events

What decides the agency standings, and how you climb one division at a time

Agencies own events, and the event is the division

Every agency in Div 1–3 owns **one official tour event**. The event's tier is the division — own a Deuce 1000 and you are in Div 1, a Deuce 500 puts you in Div 2, a Deuce 250 in Div 3. Div 4 is for agencies without an official event. New agencies, bankrupt agencies and agencies that have lost their licence hold on here with a single Challenger event.

Division	Roster	Prospect slots	Owned events	Draft pool
Div 1	10	3	9	#1+
Div 2	8	2	16	#31+
Div 3	6	1	25	#61+
Div 4	4	1	—	#91+

The higher the division, the more roster places and prospect slots you get. The number of owned events in the table is the number at the start of the game. There is one **expansion** at the end of the second season; after that, Div 1 keeps 10 agencies · Div 2 keeps 16 · Div 3 keeps at least 24.

Standings come from points in weeks 1–46

The agency standings score is **the sum of the ranking points your players earn in weeks 1–46 of this season**. Player rankings look at the last 52 weeks, but agency standings count this season only. When the Tour Finals end in week 46, the standings are locked. The division winner gets its own title news and a trophy.

> **Numbers are your weapon**
> The standings score is a sum. Several players who collect points steadily are often worth more than one top-10 player. Don't leave roster places empty, and keep sending players out, even to lower-tour events.

Week 47 — the review and promotion play-offs

In week 47 the season closes and the division review takes place. There is no promotion or relegation in the first season. At the expansion at the end of the second season, based on two years of combined points, the Div 2 winner moves up to Div 1 and the Div 3 winner moves up to Div 2 (no relegation). From the season after that, places change every year as follows.

Places	How
Bottom of Div 2 ↔ winner of Div 3	Swap automatically
Bottom of Div 1 vs winner of Div 2	Promotion play-off
Second from bottom of Div 2 vs runner-up of Div 3	Promotion play-off

In a play-off, **5 players face off one-on-one and the first side to 3 wins** takes it. It is played on a hard court. Each team sets its playing order; if not set, it goes by ranking. Play-offs involving your team are not simulated in advance — they are actually played. If the lower-division team wins, the two teams swap divisions.

> **The draw uses standings before the automatic swap**
> Play-off pairings use the standings **before** the automatic swap. The Div 3 winner moving up automatically does not let the Div 3 third-placed team slip into a play-off.

Losing the licence

An agency that reaches a third season with cash below the bankruptcy line is placed **bottom of its division regardless of results** (Chapter 12). If there are several, the one with the bigger deficit goes lower. For each licence lost in Div 1, one more team comes up from the division below. In a season with two or more licences lost, no play-offs are held.

If you are relegated

Dropping a division means fewer roster places. For each place lost, **your headline player and the players least keen to stay** are put up for forced sale at 70% of their value. Relegation also lowers morale across the squad, and players put up for sale lose even more.

Week 48 — settlement, then the new division

The new division takes effect only after the week 48 settlement. The payout is shared out by **this season's division** (Chapter 12). Play-off results also feed into the divisions at this point. Once settlement and promotion/relegation are complete, the season review appears. If you are promoted, **your event also moves up a tier**; if relegated, it moves down. An event that changes tier may be moved to a different week so it does not clash with other mandatory events.

Between Div 3 and Div 4

From Div 3 to Div 4

Relegation happens only when all unowned Deuce 250 events have been sold and Div 3 has more than 24 agencies. The agencies with the lowest rating — combining event net profit · event reputation · points — lose their licences first. The event returns to the federation, and the agency receives part of its value in compensation and drops to Div 4. A team that has just bought its way up from Div 4 is not reviewed that season.

From Div 4 to Div 3 — buying a licence

There is no automatic promotion from Div 4. You must buy an unowned Deuce 250 place yourself under **Agency → Licence → Buy a Div 3 licence**.

- Your Challenger is sold back to the federation, and that money becomes your starting fund.
- You can cover a shortfall with investment (a loan). But only if you have scored **more points than the bottom team in Div 3 for 2 seasons in a row**.
- The shortfall is calculated after setting aside the money due at the week 48 settlement. This is to stop your headline player being forced out in a deficit sale just after the purchase.

Investment offers

Div 4 only. If you have stayed near the top of the division for the last few seasons and there are 250 places left to buy, an investment offer arrives in week 48. It is either **equity** (no repayment, but a share of net profit in every profitable season) or a **loan** (repaid over a fixed number of years). Accept or decline within 4 weeks. Once you have accepted one, no more will come for several seasons.

Starting as a new agency

If you choose **New agency** as your starting division in a new game, you start in Div 4. You have one Challenger event, a little cash and a start-up loan. The start-up loan is repaid over 10 years, interest-only for the first 2 seasons. Players see Div 4 as the least attractive place, and there is no league share of the payout. You only get your commission on the points share your players earn. It is the hardest start.

Why no automatic promotion for human players?

While unowned Deuce 250 places remain, at least one Div 4 AI team fills one of them and moves up each year. Humans have to buy their way in because the step up to Div 3 should be a decision that requires both results (investment eligibility) and money (the purchase price).

Running your event

Your event's balance is booked under "Tournament operations" in the ledger in the week it is held. Stars in the field drive the crowds. On the event screen you can:

- **Wildcards** — decide who gets your event's wildcards. Wildcards promised in contracts are honoured here.
- **Invitations** — pay an appearance fee to bring in top players. Appearance fees can only be paid at Deuce 500 and 250 events.
- **Prize money boost** — from week 47 to the end of the season, set the prize money increase for the **next season**. Top players skip the event less and attendance rises a little, but it comes out of your share. There is a cap.
- **Event director** — this staff member's Promotion improves income and Cost control improves running costs.

The world tournament market

The only way your agency can buy an event is the Div 4 licence purchase. But around the world, events change hands all the time.

- **AI bankruptcy** — a bankrupt AI agency does not close. It hands its event to the federation, receives a settlement and starts again with a Div 4 Challenger. The event it gave up goes on sale. A bankrupt agency also **changes owner** — usually the new owner takes the opposite direction (a team that grew prospects turns to the transfer market, and so on).
- **Buying events for sale** — AI agencies in lower divisions buy events for sale with cash and loans. The buyer moves up to that event's division, and its old event goes on sale in turn.
- **New agencies** — an event unsold for more than a season is taken over by a new agency backed by investors.
- **Relocation** — if the same Deuce 250 event goes bankrupt twice within eight seasons, the federation moves it to another city.

- **Swaps** — during the transfer window, AI agencies sometimes swap events and settle the difference.

> **In one line**
>
> Your standings are the sum of points from weeks 1–46. The review and play-offs come in week 47, the new division after the week 48 settlement. Div 4 has no automatic promotion, so earn investment eligibility with points and buy the licence yourself.

15

Press Conferences

A single answer can move a player's morale, your agency's reputation and your relationships with other agencies

When they happen

Press conferences are held only for your players on the **watch list** (Squad → Watch list). You, as head of the agency, answer in person. There are three occasions.

When	Condition
Before an event	Your highest-reputation player entered in a Major · the Finals · a 1000 · a 500 event. Their reputation must be high enough
After a title	When they win a Deuce 250 event or higher
After a defeat	When they lose in the semi-final or final of a Major · the Finals · a 1000 · a 500 (at a 250, only a lost final). Their reputation must be high enough

There is **at most one pre-event and one post-event conference per week**. A "Press conference" item arrives in the Inbox, and you can Attend or Skip. If you don't decide within the week, it counts as skipped.

The higher the player's reputation, the more reporters turn up and the further the story spreads, from home → region → world. There are 3 questions, or 4 for high-reputation players.

Questions follow the player's situation

Reporters ask questions that fit the player first. They look at whether the player has just returned from injury, is a newcomer aged twenty or under, is in the top 10, is in a slump or on the rise, and whether it is a Major. Other questions are mixed in at random. **The same question is never repeated within a season.** Questions about a rival player only come up once the opponent is known.

Three tones of answer

Each question offers three answers. Each has a different tone — **confident**, **measured** or **provocative**. The screen shows the actual lines, not the tone names, and their order changes from question to question. Read them and choose. After you answer, the room's reaction appears in one line.

Tone	Player morale	Media reaction	Relationship with rival agency
Confident	Rises (only slightly after a defeat)	Generally good. After a defeat it only goes down well if the player is composed	Worsens slightly on a rival-player question
Measured	Rises slightly	Always reasonably good	Improves on a rival-player question
Provocative	Rises a lot. Falls after a defeat	Good after a title, bad otherwise (less bad for a composed player)	Worsens a lot on a rival-player question

The player's **Composure** decides how the media take confident and provocative answers. Big talk from a composed player reads as confidence; from a shaky one it reads as bluster.

> **Measured is the safe default**
>
> The answer that never costs you is measured. Straight after a title, provocative can win you both morale and media. After a defeat, provocative loses you both.

Three things move

Player morale

Morale is added to the player's weekly condition and makes a small difference to results. It also feeds into renewal and transfer decisions — players with high morale want to stay where they are. Morale also rises and falls with match results, and fades a little each week.

Media handling and agency reputation

Each answer adds a little to your **media handling**, and the change feeds into your **agency reputation** as an adjustment. Media handling is shaped most by recent conferences. Each new conference fades the older impressions a little. The reputation adjustment has a cap and drifts back towards neutral every year.

A higher agency reputation helps in two ways. Sponsor rates rise a little, and your agency looks a little more attractive to free agents. You can see your current reputation on the "Next 3 seasons (estimate)" panel under Agency → Finance.

Relationships with rival agencies

These only move on questions about a rival player. If the opposing player belongs to another agency, your relationship with that agency changes. Relationships affect transfer negotiations and staff hiring (Agency → Relationships).

> **The cost of skipping**
>
> Skipping costs a little media handling and reputation, and a story about your absence runs. Player morale does not change. Skip every conference in busy weeks and the small losses add up.

After the conference

When the conference ends, a summary article appears in the Inbox. It records the tone of your answers and how the media reacted. Attending your first conference unlocks an achievement.

Why the tones are hidden

If the buttons simply said "confident · measured · provocative", a conference would become a matter of picking from a table. Making you read and choose actual lines means the same tone can sound different depending on the question and the situation.

In one line

Conferences are held only for players on your watch list. Measured is always safe; provocative only after a title. Touch on a rival player and your relationship with their agency changes.

16

In-game Editor

Edit players · agencies · events · staff straight from their detail screens — change a match value and that save's achievements are switched off

Turning the editor on

The editor is not a separate program. Switch on **Settings → In-game editor** and an **Edit** button appears at the top of the player · agency · event · staff detail screens. Press it to open editing fields inside that screen; changed values go straight into the game. Press it again (Close editor) to close. This setting only appears in builds that include the editor.

> **The first edit**
>
> **Appearance** (name · nickname · photo · logo · agency colour · face · skin tone) can be changed freely — it has no effect on results, so achievements stay on. The first time you try to change a **match value** (attributes · contracts · injuries · cash · event rules, etc.), you are asked for a **Roster name**. From that moment the roster in this game becomes a new roster forked from the original, and **you can earn no more achievements in this save.** Achievements already earned remain. You can change the roster name later.

Players

Group	What you can change
Name	Last name · first name · nickname, Change photo · Remove photo
Basics	Country · age · height · hand · skin tone · style · potential
Attributes	The 17 attributes (1–20). Current ability is recalculated from the attributes automatically
Traits	Add · remove. Traits that conflict with ones the player has don't appear in the list
Face	Shape · eyes · nose · mouth · brows · hair · beard · top, skin tone · eye colour · hair colour, Reroll
Contract	Agency (including free agent) · end year · commission % · signing fee
Condition	Injury (weeks left) · morale · load
Sponsor deals	For each deal: amount per year · end season · remove
Other	Court aptitude, hidden attributes (Consistency · Big match · Determination · Injury proneness · Professionalism · Ambition · Loyalty, etc.)

For the face, pick a number for each feature and the preview beside it updates at once. Number 1 is the base shape. **Reroll** creates a new face to fit the player's nationality · age · skin tone. Changing a player's agency cancels any transfer offers and pre-contracts attached to that player.

Adding or removing a trait is applied to the player's match data straight away. The change takes effect from the next match, without saving and reloading.

Agencies

Group	What you can change
Basics	Name · country · division · home court · cash · Change logo
Home and event	Home city · owned event (from unowned events) · colour
Reputation and debt	Reputation adjustment · debt (remaining principal per event · years left · remove)

Group	What you can change
Operations	Scouting · youth scouting · training centre · medical wing · analysis room · tendency

The **Reputation now** shown on screen is calculated from the division and players' results, so you cannot edit it directly. Instead, edit the **Reputation adjustment** that press conferences build up (Chapter 15). Changing the owned event removes that event from the sale list and switches the agency's home court to the event's surface.

Events

Main-tour events (Major · Finals · 1000 · 500 · 250) can be edited down to their format.

- **Name**
- **Tier** — only between 1000 · 500 · 250. Majors and the Finals have a fixed tier.
- **Country · surface · week · length (weeks)**
- **Draw size · seeds · qualifiers · qualifying draw size · wildcards · best of 5**

Lower-tour events such as Challengers and Futures are rebuilt every week, so **only the name** can be edited. Edited format settings (draw size, seeds, etc.) are stored with the event, so they are not reset when the tier changes or a save is loaded.

Staff

Edit name · nationality · age · role · potential · reputation · wage · contract end, and the role's attributes. Current ability can only be viewed.

Roster packs — export and import

Save an edited roster to a single file with **Export roster** (at the top of the player editing fields). It includes player data such as names · nicknames · attributes ·

hidden attributes · style, and even **photos added with the editor**. The file is named after the roster name and the date.

Choose this file in **Choose a roster** when starting a new game to start with a **Loaded roster**. If the file is not a roster pack, or its values are out of range, it will not load.

Roster	Description
DEUCE ROSTER 2027 1.0	Starts with the set roster and staff
Random roster	Generates all data at random
Loaded roster	Uses a roster edited and exported with the editor

Photos and logos

Add player photos with **Change photo** in the player editor, and agency logos with **Change logo** (png · jpg · webp). Added images are shrunk before saving and **are included in the save** when you download a save file from Settings. So they still show when the save is loaded on another computer.

In the standalone version you can also put images in the "images" folder next to the executable. Name the files by player id for players, agency id for agencies and event name for events. This method is separate from the save, so it doesn't make the save any bigger.

> **When achievements are switched off**
>
> In two cases: when you have **changed even one match value with the editor in this save**, and when you **start a new game with a roster pack whose match values have been changed**. Packs with only names and photos changed are fine — a signature inside the pack confirms the match values are untouched. A save with achievements switched off says so at the top of the Agency → Achievements tab. Simply turning the editor on without changing anything does not switch them off.

Why switch achievements off?

The editor is a tool for building your own world. An achievement earned in a save with extra cash or boosted attributes doesn't mean the same as someone else's. So the moment you edit, that save's achievements are switched off and the roster is forked under a new name.

In one line

Turn the editor on in Settings and edit with the Edit button on detail screens. Names, photos and faces are free; the first time you change a match value the roster forks and that save's achievements switch off. Edited rosters, photos included, can be exported as a pack and used in a new game.

17

Appendix — FAQ · Achievements · Glossary

The things that cause the most confusion in the first few seasons, all in one place

Frequently asked questions

A contract says 2029. How long does the player play?

Up to and including the 2029 season. The contract ends when the 2030 season begins. At the end of week 52 of the season in which the contract ends, the player becomes a free agent. A renewal counts **from the season after** the current contract ends (Chapter 11).

I'm blocked from signing a fourth free agent.

In each transfer window you can sign **up to 3** new free agents. Offer decisions · accepted counter-offers · the negotiating table · the off-season market · pre-contracts all share the same limit. Pending offers also count towards it. The limit refills at the end of the settlement week. In a new game, FA signings are locked **until the first transfer market opens**.

A player won't accept our offer.

First check the limit and your **roster places** (player and prospect slots). If both are fine, it is the player's decision. The player looks at what they keep from commission · signing fee · wildcard promises, then adds **the division's standing** (Div 4 is lowest), whether the agency is from their own country, the agency's reputation and their loyalty to their current agency. If a counter-offer comes back, it shows the terms the player wants.

Our player won a Major, but our cash hasn't changed.

Prize money belongs to the player. The agency takes commission only from sponsorship and advertising income. The value of a title comes back through sponsor performance options, higher sponsor rates and the player share of the payout (Chapter 12).

What happens if we end the season in deficit?

If cash is below 0 in week 49, **your top-ranked player goes on the market at 70% of their value**. The same rule applies to every agency. The Finance tab's "Due at settlement" warns you in advance.

> **A deficit is not bankruptcy**
>
> A deficit concerns a single season, and the price is the forced sale of one player. Bankruptcy is when cash falls below the division's bankruptcy line for **3 seasons in a row**. Your agency can choose to rebuild from Div 4 after its first bankruptcy only.

A facility is finished, but instalments are still going out.

That's normal. A multi-level build can finish before it is paid off, and **the remaining instalments are paid at each week 48 settlement even after completion** (Chapter 12).

We were promoted, but the payout is smaller than expected.

The payout is calculated by **the division you were in that season**. Promotion counts from the next season's payout. Div 4 has no league share at all.

We won Div 4 but didn't go up.

Human-run Div 4 agencies have no automatic promotion. Buy an unowned Deuce 250 place yourself under **Agency → Licence → Buy a Div 3 licence** (Chapter 14).

During a match I see "The opponent is starting to read our ...".

If you keep using a one-directional instruction, the opponent **reads** the pattern. An instruction that has been read loses effect. The better the opponent's Judgement and Anticipation, the sooner they read it; if your player has the "Mixes it up" trait, it takes longer. When the between-sets analysis shows a warning, set that instruction back to balanced or switch to another one. In matches you are not watching, your staff undo read instructions automatically.

Do unwatched matches cost us?

Instructions come across best when you watch. In an unwatched match the player follows the coach's plan, but instructions come across less, and you cannot change them yourself between sets. In return, the player gets their normal results. Put your most important matches on the watch list first (Squad → Watch list).

A sponsor deal suddenly ended.

An expired deal was not picked up again in the seasonal window (week 48). The Inbox gives the reason — ranking · age · brand budget — in one line. You can reopen an empty category with **Pitch an open category**.

We asked for a raise, but the term didn't get longer.

A raise request changes **only the amount**. To change the term, hold renewal talks. The new deal starts from next season.

The Continue button won't work.

Usually your squad is **over its roster limit**. If transfers or prospects graduating have pushed you over, release or sell one player to continue. Progress also stops while news is waiting for a decision (such as confirming an injury).

No more achievements are unlocking.

In this save you have changed match values (attributes · contracts · cash, etc.) with the editor, or you started with a roster pack whose match values were changed. Changing only names and photos doesn't count. The top of the Agency → Achievements tab says so.

Achievements

There are **52** achievements in four tiers — Common 13 · Normal 21 · Hard 12 · Legendary 6. A few are hidden, and their names appear only once earned. Achievements are **recorded in the save file first** and then sent to Steam. Any earned without Steam are sent the next time you launch through Steam. Achievements are switched off in **any save where even one match value has been changed with the editor** (and in saves started with a roster pack whose match values were changed). Changing only names, photos and faces is fine. Achievements already earned remain.

Glossary

Term	Meaning
Ability (CA) · Potential (PA)	Overall current ability · the ceiling it can rise to
Agency standings score	The sum of ranking points your players earn in weeks 1–46 of this season
Appearance fee	Money an event pays to invite a player. Only Deuce 500 and 250 events can pay it
Bankruptcy line	The minimum cash level set for each division. Below it for 3 seasons in a row means bankruptcy
Commission	The percentage of a player's sponsorship and advertising income that the agency takes
Division (Div 1–4)	Set by the tier of your owned event: 1000 = Div 1 · 500 = Div 2 · 250 = Div 3 · a Challenger or no event = Div 4

Term	Meaning
Equity · loan	The two forms of a Div 4 investment offer. Share net profit, or repay over a fixed number of years
Expansion	A one-off promotion at the end of the second season: the Div 2 and Div 3 winners each move up one division, making Div 1 ten agencies
FA limit	3 new free agent signings per transfer window
Facility instalments	The remaining instalments of a building cost, paid at each week 48 settlement
Federation payout	Paid in week 48: revenue from unowned events, shared out as a player share and a league share
Forced sale	A player put on the market at 70% of their value under the deficit or relegation rules
Licence	The right to run an event. Div 4 agencies move up by buying a Div 3 licence
Long build	Raising a facility several levels at once. Quicker, but with a surcharge
Losing the licence	Being placed bottom of your division in the third season below the bankruptcy line
Market rate	A sponsor's fair price based on current results. The basis for raise requests and renewals
Media handling	Reputation built up by your press conference answers. Recent conferences count most
Morale	A player's contentment. Feeds into weekly condition and renewal and transfer decisions
New agency	The hardest start: one Div 4 Challenger event
One-off endorsement	An advertising deal that follows a far better result than usual at one event
Owned event	An event run by the agency. When you are promoted, the event moves up a tier too
Performance options	Sponsor bonuses for titles · Major quarter-finals · a year-end top 10
Pre-contract	A deal signed in advance with a player whose contract ends this season. Settled in week 45, the player joins in week 49

Term	Meaning
Prize money boost	Your investment in next season's prize money for your event, set from week 47
Promotion play-off	The week 47 division decider: 5 players face off, and the first side to 3 wins takes it
Read (by the opponent)	When the opponent picks up on an instruction you keep repeating and it loses effect
Rebuild	A restart from Div 4 that your agency can choose once, after its first bankruptcy
Reduction clause	A clause that lowers the sponsor base fee when results drop. The deal itself is not broken
Reputation adjustment	The amount media handling adds to agency reputation
Roster pack	A file holding player data and photos edited with the editor
Signing fee	A one-off advance the agency pays the player on signing or renewal
Sponsor base fee	The yearly amount of a sponsor deal. Paid at the week 48 settlement
Tour costs	A player's travel · accommodation · equipment · incidentals. Paid by the agency every 4 weeks
Transfer window	Weeks 49–52
Watch list	Players whose matches stop the game so you can give instructions yourself. Press conferences are held only for them

In one line

When you're stuck, check three places first: "Due at settlement" on the Finance tab, decisions waiting in the Inbox, and your roster places. That answers most questions.