

## Part Five: Playing the Dynasty as a non-commissioner

1. The commissioner controls when the week/stage advances, which users are in the dynasty, which teams they are controlling, as well as the settings and initial roster file that will be used for the Online Dynasty. As the non-commissioner your responsibility will be to take care of your team's actions for that week/stage. If the commissioner advances the week/stage before you have completed your tasks for the week those unfinished tasks will be simulated for you.

### Pre-Season

2. During the Pre-season, you will be responsible for all pre-season recruiting, redshirting of players, and editing your team's depth chart. Only the commissioner can edit the custom schedules, so if there are specific teams that you want to play as your non-conference opponents (i.e. another user controlled team that is in a different conference) then your commissioner will need to arrange that for you.
3. Once you have completed your pre-season tasks you can declare yourself ready to advance to the regular season by either selecting "Set Ready to Advance" from the Pre-season schedule screen, or by selecting "Set Ready to Advance" when accessing your team pane from the Dynasty Headquarters screen.
4. Once you are set as "Ready to Advance" you can continue to perform tasks, you are just alerting the other members of the dynasty that whenever the commissioner wants to advance you have completed what you want to get done for that week/stage.
5. The user's status of either being ready or not ready to advance can be seen for all users at the Dynasty Headquarters screen. In the section of the user's pane that displays their team name, logo, rank, and record you will see that section animate to display their ready status.





### Regular Season

6. Once in the regular season all members of the Online Dynasty will be responsible for completing their recruiting for the week as well as completing their game (if they have one).
7. See the Dynasty Headquarters doc for information on what is displayed and how the Online Dynasty is run through this screen.
8. If you have a game vs. the CPU in the current week, you can access this game either through the Dynasty Headquarters screen or from the Weekly/Team schedule screen. Selecting the game will start you on the process of playing your game against the CPU. If you do not want to play the game but would rather sim the result you can do so from the Weekly/Team schedule screen.
9. After your game has been completed the results will be automatically uploaded to the server. You will not need to manually save or upload anything to get your game results to report. Once the game report is uploaded your Dynasty Headquarters screen will update to show the result of your game and you will notice that your game icon has gone from red to green and there is now one less total game result pending in the top right corner of the screen.
10. For recruiting, you have 10 hours of recruiting time per week. You can choose to complete all of your recruiting or just a portion of it and let the CPU simulate the rest once the week advances. In order to get your team icon to update from red to green you will either need to complete all 10 hours for the week.
11. The game results and the recruiting information are the two tasks that are tracked to determine if you are ready to advance or not. If a user does not have a game in the current week they will be considered as already complete for their game result.

12. Once the user is ready for the week to advance they must wait for the commissioner to advance the week before they can continue on to the next game or recruiting session. This process continues until the season ends and the off-season begins.
13. All other aspects of the dynasty function just like they do on the offline version. Users can access NCAA News to view storylines, see the Top 25 polls, check out conference standings, etc.

### **Off-Season**

14. The off-season tasks are treated the same way as “weeks” during the regular season. Users will need to complete the current task. Then the commissioner will need to advance stages to the next task, and so forth.
15. The off-season recruiting contains 5 weeks of recruiting. Each of those weeks will function just like a “mini-stage” where the users will complete their recruiting and the commissioner will advance to the next week of off-season recruiting.
16. Once the last off-season task is complete the commissioner will be able to advance the Dynasty to the next year’s pre-season.

### **Retiring from a Dynasty**

17. From the Online Dynasty Setup menu the user will have the ability to retire from the Dynasty. Doing this will inform the commissioner that the user is leaving the dynasty, and the user will no longer be able to access the dynasty.