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# Perfect 20 Player Manual

*Release 1.0*

**Perfect 20**

**Jun 24, 2026**



# PERFECT 20 MANUAL

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See also

Open the live app at [perfect-20.com](https://perfect-20.com), build your team at [perfect-20.com/me/team](https://perfect-20.com/me/team), or browse cards at [perfect-20.com/store](https://perfect-20.com/store).

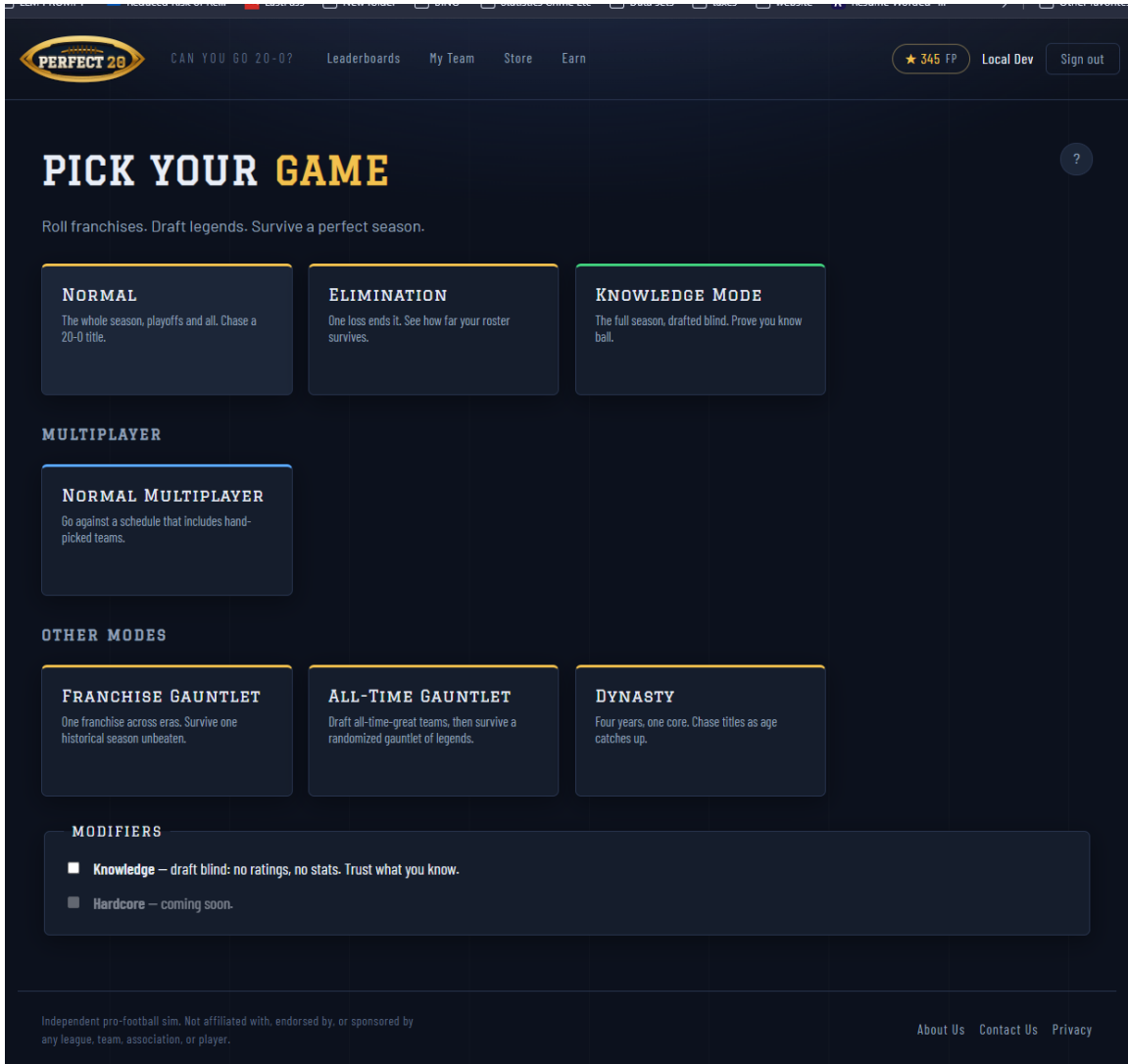


Fig. 1: Pick Your Game is where every new Perfect 20 run begins.



## MANUAL SECTIONS

Use these sections as the map for the manual and the live app:

- *Getting Started* — start at [perfect-20.com](https://perfect-20.com) and pick a mode.
- *Game Modes* — compare Normal, Elimination, Knowledge, Multiplayer, and Gauntlet choices.
- *Normal Multiplayer* — build the roster at [perfect-20.com/me/team](https://perfect-20.com/me/team), then start Hybrid Season at [perfect-20.com/team/season/hybrid](https://perfect-20.com/team/season/hybrid).
- *My Team* — manage the 13-man lineup at [perfect-20.com/me/team](https://perfect-20.com/me/team).
- *Card Store* — spend FP at [perfect-20.com/store](https://perfect-20.com/store).
- *Earn FranchisePoints* — track missions at [perfect-20.com/earn](https://perfect-20.com/earn).
- *Profile* — review account, FP, and run history at [perfect-20.com/profile](https://perfect-20.com/profile).
- *Draft Room* — use while drafting after a live run starts.
- *Gauntlets* — start gauntlet setup at [perfect-20.com/gauntlet](https://perfect-20.com/gauntlet).
- *Quick Reference* — keep the rules card open beside the live app.

### 1.1 Perfect 20 Player Manual

Perfect 20 is a football roster-building sim. You roll historical team seasons, take players into a depth chart, choose a defense and coach, then run the season to see whether the team survives. Open the live game at [perfect-20.com](https://perfect-20.com) while reading if you want to follow each screen in the app.

#### See also

Keep [perfect-20.com](https://perfect-20.com) open while using *Getting Started*. For collection surfaces, use [perfect-20.com/me/team](https://perfect-20.com/me/team), [perfect-20.com/store](https://perfect-20.com/store), and [perfect-20.com/profile](https://perfect-20.com/profile).

This manual is organized like the app itself:

- Start with the mode screen.
- Learn what each mode changes.
- Use Normal Multiplayer when you want published player teams in the season.
- Build My Team, earn FranchisePoints, and use the Store for upgrades.
- Check Profile when you want account, points, favorite picks, and run history.
- Draft the team.

- Use gauntlet setup when the mode asks for a franchise or schedule.
- Keep the quick reference open while playing.

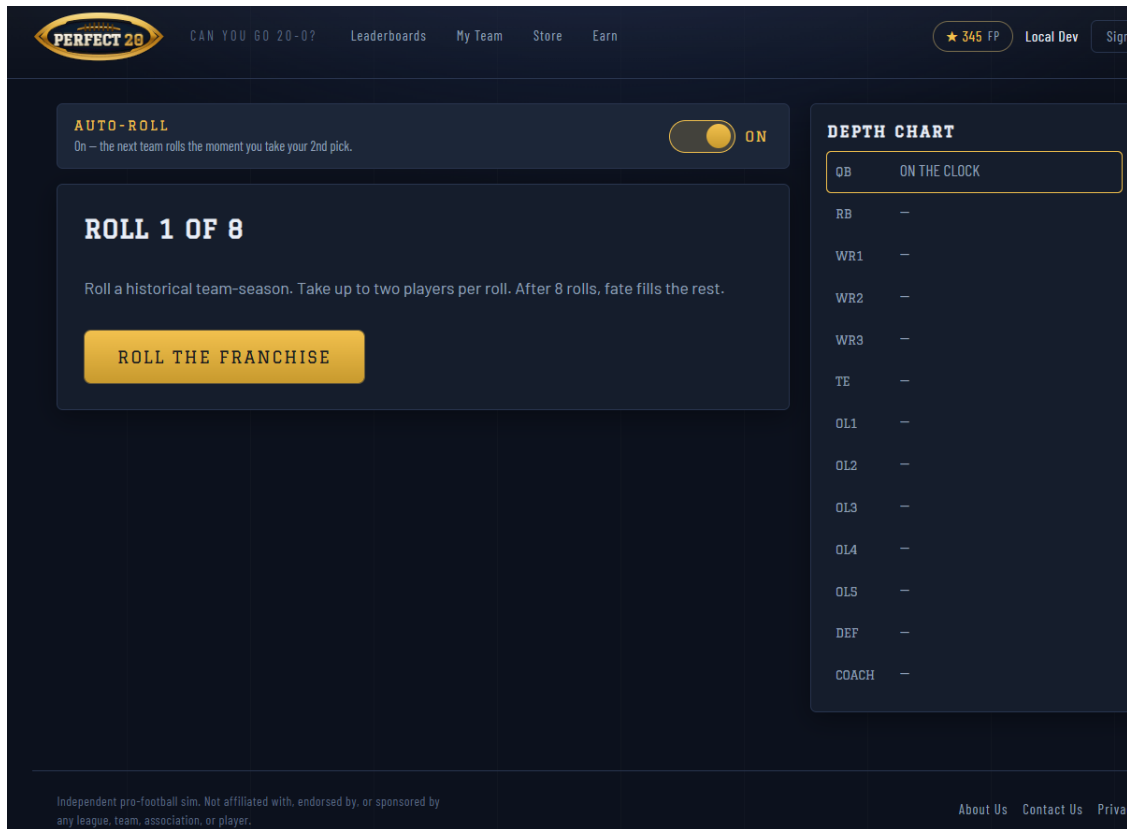


Fig. 1.1: The draft room shows your current roll on the left and the roster depth chart on the right.

## 1.1.1 Contents

### 1.1.1.1 Getting Started

Perfect 20 opens on **Pick Your Game**. This screen decides the shape of the run before the draft begins. For a first run, start with **Normal**. It is the baseline version of Perfect 20 and uses the full draft, defense, coach, and season flow.

#### See also

Start the live app at [perfect-20.com](https://perfect-20.com), choose **Normal**, and keep this page open beside the draft. After the first run, use *Game Modes* to compare the other mode types.

#### 1.1.1.1.1 Start a Normal Run

1. Choose **Normal**.
2. Wait for the scenario to open.
3. Begin the draft on **Roll 1 of 8**.
4. Fill the roster, then choose a defense and coach.

5. Run the season.



Fig. 1.2: Normal is the full-season mode: regular season, playoffs, and the chase for a 20-0 title.

#### 1.1.1.1.2 Find the Help Button

The round ? button on the mode screen opens the in-app how-to-play help. Use it when you want a quick rules reminder without leaving the app.

#### 1.1.1.2 Game Modes

Each mode changes the goal or pressure of the run. The mode pages below describe what changes before you start, then the draft room still asks the same basic question: which players are worth spending one of your limited picks?

Open [Perfect 20](#) to compare these mode cards against the live app while reading.

#### See also

Play from [perfect-20.com](https://perfect-20.com), then jump straight to the mode you need: *Normal*, *Elimination*, *Knowledge Mode*, *Normal Multiplayer*, *Franchise Gauntlet*, *All-Time Gauntlet*, or *Dynasty*.



Fig. 1.3: The Other Modes row groups Franchise Gauntlet, All-Time Gauntlet, and Dynasty.

### 1.1.1.2.1 Mode Pages

Use these mode pages when you need the rules for a specific run type.

#### Normal

Normal is the baseline Perfect 20 run. You draft from historical team-season rolls, fill the offense, choose a defense and coach, then run the full season path.

Use Normal when you want the standard game flow:

- Eight offensive rolls.
- Up to two picks from each roll.
- Defense and coach after the offensive draft.
- Regular season, playoffs, and the chase for a 20-0 title.

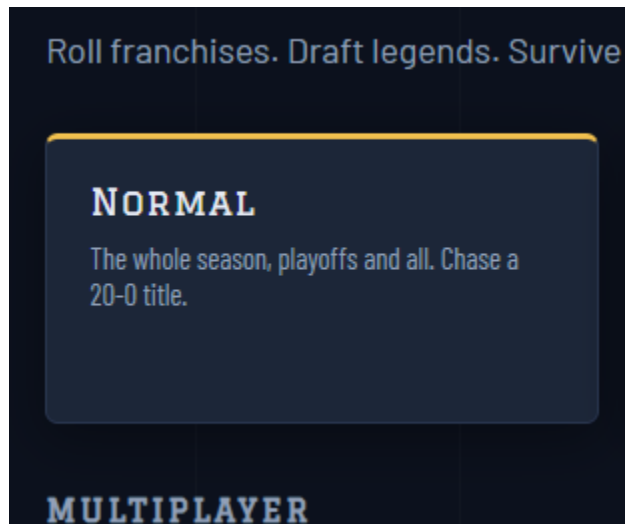


Fig. 1.4: Normal is the best first run because it shows the complete game loop.

Start here when you are learning the app. After the Normal flow makes sense, compare it with *Knowledge Mode* and *Elimination*.

#### Elimination

Elimination is the survival version of Perfect 20. You still draft a roster, choose defense and coach, and simulate the season, but the run is over as soon as your team loses.

The mode rewards safer roster construction. A single weak slot can end the run early, so avoid leaving important positions to fate when a reliable pick is available.

#### Knowledge Mode

Knowledge Mode is the blind-draft version of Perfect 20. It can appear as its own card, and the same blind-draft rules can also be enabled with the **Knowledge** modifier checkbox.

In Knowledge Mode, the draft does not show ratings or player stats. Cards are meant to be judged from football knowledge: player name, position, team-season context, roster need, and your memory of how good that player or unit was.

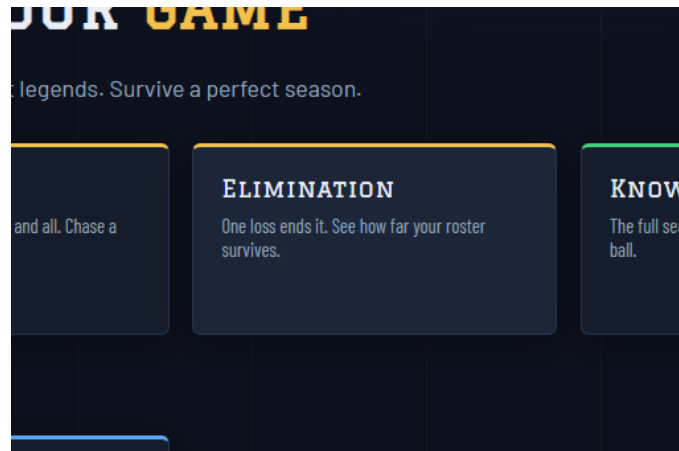


Fig. 1.5: Elimination is built for fast survival attempts.

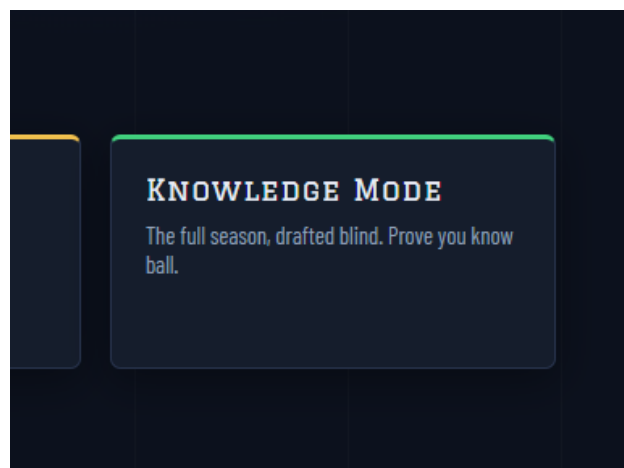


Fig. 1.6: Knowledge Mode starts a blind draft.

What changes:

- Ratings are hidden.
- Stat help is hidden.
- The Stats drawer is not the way to solve the pick.
- You win by recognizing players and building a roster that fits the season.

Knowledge is not about reading hidden numbers. It is the mode for players who want the draft to test what they know about the game.

### Normal Multiplayer

Normal Multiplayer is the collection-backed version of a Normal-style season. It uses your published My Team lineup, starts with a short fantasy draw, and can place other players' published teams into the schedule.



Fig. 1.7: Normal Multiplayer appears in the multiplayer section when available.

Use this page as the mode summary. For the full flow, including the five-card fantasy draw and published opponent rules, read *Normal Multiplayer*.

Before starting, make sure your My Team lineup is complete and published at [perfect-20.com/me/team](https://perfect-20.com/me/team).

### Franchise Gauntlet

Franchise Gauntlet starts with one franchise. You draft from that franchise's history, then run the finished roster through one historical schedule.



Use [perfect-20.com/gauntlet](https://perfect-20.com/gauntlet) to choose a franchise and schedule rule. For setup details, read *Gauntlets*.



Fig. 1.8: The same card can appear near the Modifiers section when the mode screen is scrolled lower.

### All-Time Gauntlet

All-Time Gauntlet drafts from all-time-great team seasons and sends the roster through a legendary opponent slate. Choose it when you want every roll and every game to feel like a high-end matchup.



This mode is less forgiving than a basic Normal run. The player pool is strong, but the schedule is built from stronger opponents too.

For setup details, read [Gauntlets](#).

### Dynasty

Dynasty asks whether one core can keep winning across four years. The goal is not just to build one great season roster, but to chase titles as the team ages and the run stretches across multiple seasons.

Draft for staying power. A roster that only solves the first season can fall apart later in the dynasty.

For setup details, read [Gauntlets](#).



### 1.1.1.3 Normal Multiplayer

Normal Multiplayer is the multiplayer-flavored version of the normal full-season chase. In the current app, this lane can appear as **Normal Multiplayer** or as the **Hybrid Season** path when async opponent features are enabled. It starts from your published team, gives you a short anchor-pick draw, then mixes up to two user-created opponent teams into the regular season when eligible published opponents are available.

Open [Normal Multiplayer / Hybrid Season](#) when your published team is ready. If the route asks you to build or publish a team first, go to [My Team](#), finish the lineup, and publish a version.

#### See also

Compare this lane with [Normal](#) and [Draft Room](#) guidance, build the roster in [My Team](#), then start the live run at [perfect-20.com/team/season/hybrid](https://perfect-20.com/team/season/hybrid).

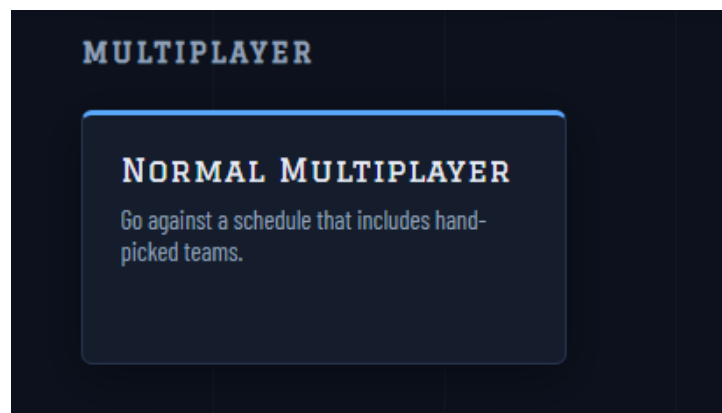


Fig. 1.9: Normal Multiplayer is the lane for a normal season with player-team pressure.

The mode-card screenshot is the entry point: when this card is available in the live app, it starts the collection-backed multiplayer flow rather than a plain historical-team draft.

#### 1.1.1.3.1 Fantasy Draw

Normal Multiplayer starts with the same fantasy draw used by My Team Season. The app randomly draws **5 offensive players** from your active published team. You choose **exactly 2** of those cards to anchor the run.

In this screenshot, the five cards on the left are the random offensive draw. The right panel confirms the

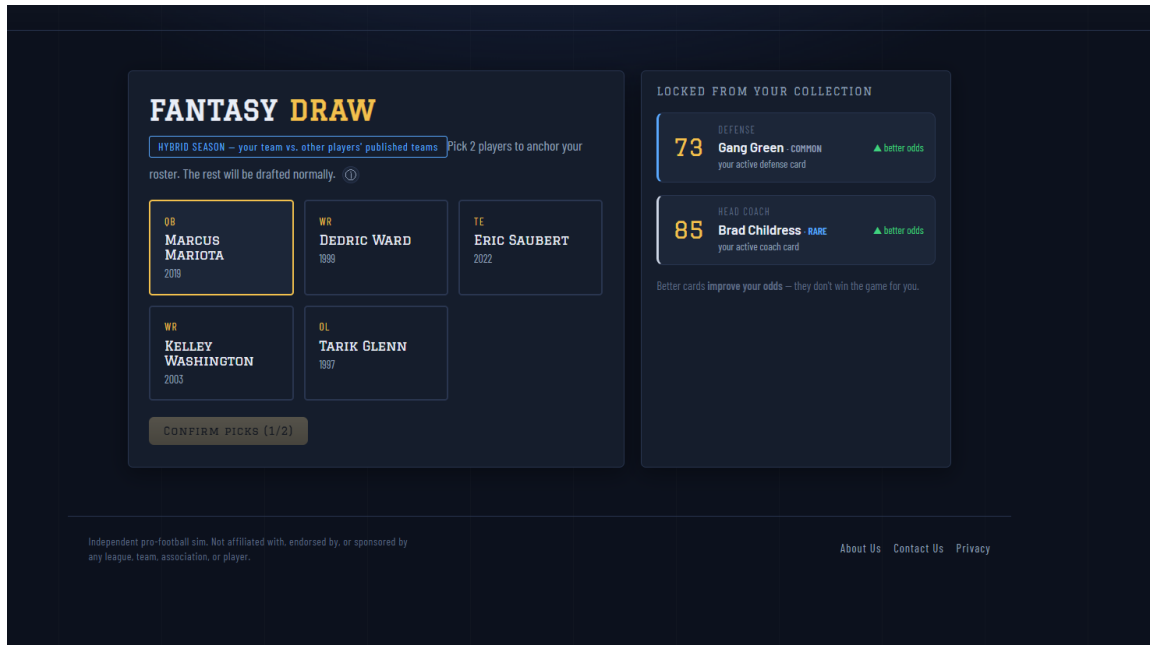


Fig. 1.10: The Fantasy Draw asks you to lock 2 of the 5 offensive cards from your published team. Your defense and head coach are already locked from that same published team snapshot.

defense and head coach that are already locked from your published team. The **Confirm Picks** button stays gated until exactly two offensive cards are selected.

The five-card draw only uses offense slots from the published team: quarterback, running back, wide receivers, tight end, and offensive line. The app owns the slot assignment; you choose the two cards, not the exact depth-chart slots.

#### Note

Pick exactly two distinct cards. After those two anchor picks are locked, the rest of the offense is completed by the normal draft flow and fate-fill rules.

Your published team's **defense** and **head coach** are added automatically. They come from the active published version at the time the run starts, so you do not roll separate defense cards or choose a coach for this mode.

#### 1.1.1.3.2 What Changes

Normal Multiplayer keeps the pressure of Normal mode: build a complete team, run the season, and chase the perfect finish. The difference is how the run starts and who can appear on the schedule.

The current rule is **up to 2 user-created opponent teams per season**. The app selects eligible teams that other players published into the Hybrid Season opponent pool. Your own published team is excluded. If the eligible pool is thin, the season can contain 1 or 0 user-created opponents and still run normally.

When user-created opponents are pinned into the schedule, they replace the last regular-season games. With the current default cap of 2, that means two eligible published opponents land in the final two regular-season games.

That changes the draft mentality:

- One weak position can be punished by a player-made roster.
- A balanced team is usually safer than a top-heavy team.
- Defense and coach choices matter because you are not only trying to beat a generic schedule.
- Repeating a strong build matters because published teams can be tuned by real people.

### 1.1.1.3.3 Before You Start

If the live app shows the multiplayer lane as a team-based option, make sure your team is ready first.

1. Go to [My Team](#).
2. Build or update your team.
3. Publish the team so it has a locked version.
4. Return to the mode screen.
5. Start the multiplayer season lane at [perfect-20.com/team/season/hybrid](https://perfect-20.com/team/season/hybrid).
6. Pick 2 of the 5 offensive cards in the Fantasy Draw.
7. Finish the remaining offense through the normal draft.

If the card is not available, the feature may be gated off for the current session or environment. Play Normal, My Team, or a gauntlet while waiting for the multiplayer lane to appear.

### 1.1.1.3.4 Draft Priorities

Use the same core draft rules as Normal mode, but tighten your standards. Multiplayer opponents make uneven rosters easier to expose.

#### Quarterback

Do not wait too long unless your rolls are forcing the issue. A strong QB is still the easiest way to stabilize the run.

#### Receivers and tight end

You need enough passing targets that one missed elite receiver does not collapse the offense.

#### Offensive line

Take line help before the depth chart becomes desperate. A flashy roster with a thin line is fragile.

#### Defense

Treat defense as a game-plan decision, not a leftover pick. Player-made teams can bring concentrated strengths.

#### Coach

Use the coach to reinforce the roster you actually drafted, not the roster you hoped to draft.

### 1.1.1.3.5 How to Read the Result

After simulation, judge more than the final record.

- If the team loses early, look for the first roster hole that got exposed.
- If the team wins but misses perfection, check whether the loss came from a bad matchup or an avoidable draft gap.
- If the run is close, replay the same style with one cleaner position plan.
- If the build dominates, use it as the model for future runs.

Normal Multiplayer is best treated as a comparison tool. Your roster is not only being tested by the engine; it is being tested against the way other players construct teams.

#### 1.1.1.3.6 Good Habits

- Keep [perfect-20.com](http://perfect-20.com) open while reading the manual so you can compare your current screen against the examples.
- Do not skip the mode card text. Availability and labels can change as the multiplayer feature evolves.
- Publish a team you would actually want to face.
- In the draft room, use every roll as if the opponent schedule will punish lazy depth-chart choices.
- After a run, use the result as feedback for the next team build.

#### 1.1.1.3.7 Related Pages

- [Getting Started](#)
- [Game Modes](#)
- [My Team](#)
- [Draft Room](#)
- [Quick Reference](#)

#### 1.1.1.4 My Team

My Team is the signed-in roster surface. Use it to manage the cards you own, set your 13-man lineup, publish a team version, and make that team eligible for My Team Season or Normal Multiplayer. Open [perfect-20.com/me/team](http://perfect-20.com/me/team) when you want to compare these screens against your current roster.

##### See also

My Team connects directly to [Normal Multiplayer](#), [Card Store](#), and [Earn FranchisePoints](#). The live app routes are [My Team](#), [Store](#), and [Earn](#).

This overview screenshot shows the whole workflow in one place: the 13 starter slots, the **Publish Team** button, the collapsible bench, and the multiplayer opponent panel at the bottom.

#### 1.1.1.4.1 Starters

The starters area is your 13-man lineup:

- QB
- RB
- WR1, WR2, WR3
- TE
- OL1, OL2, OL3, OL4, OL5
- DEF
- HC

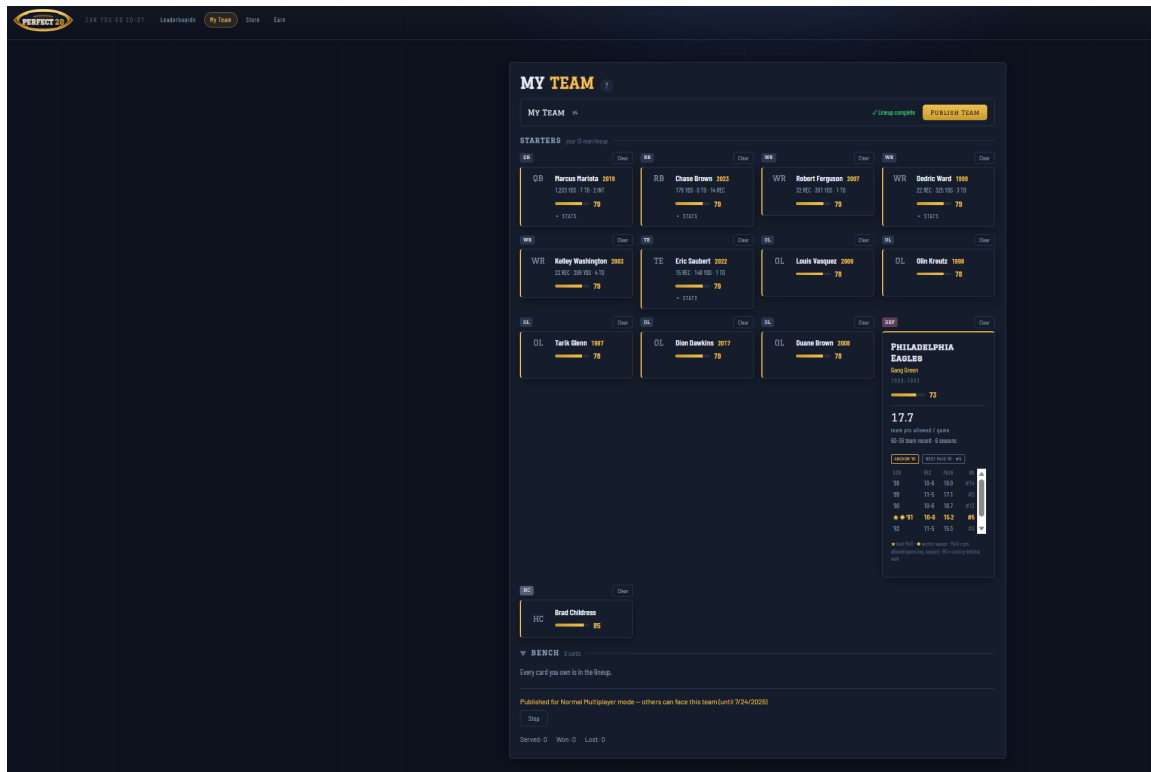


Fig. 1.11: The My Team tab shows the active lineup, publish status, bench, and opponent performance panel.

A lineup must be complete before it can be published. Filled slots show the card, season, rating, and available stat detail. Empty slots show a pick-from- bench placeholder.

The highlighted starters area is the lineup that becomes part of the published snapshot. The defense card on the right shows expanded unit history, while the offensive and coach cards show the ratings used by the team.

#### 1.1.1.4.2 Bench

The bench contains owned cards that are not currently in the lineup. If a bench card fits an empty slot, the page shows a **Start at** action for that slot. Cards with no open compatible slot stay on the bench until a starter is cleared.

The bench screenshot highlights cards that are owned but not starting. Use the **Start at** action under a bench card when it fits an empty slot.

#### 1.1.1.4.3 Clear a Slot

Use **Clear** when you want to remove a starter from the lineup. Clearing a slot does not delete the card; it returns the card to the bench so you can start a different card in that position group.

The red arrow points at the small **Clear** buttons above starter slots. Clearing is how you make room for a bench card without losing ownership of the cleared card.

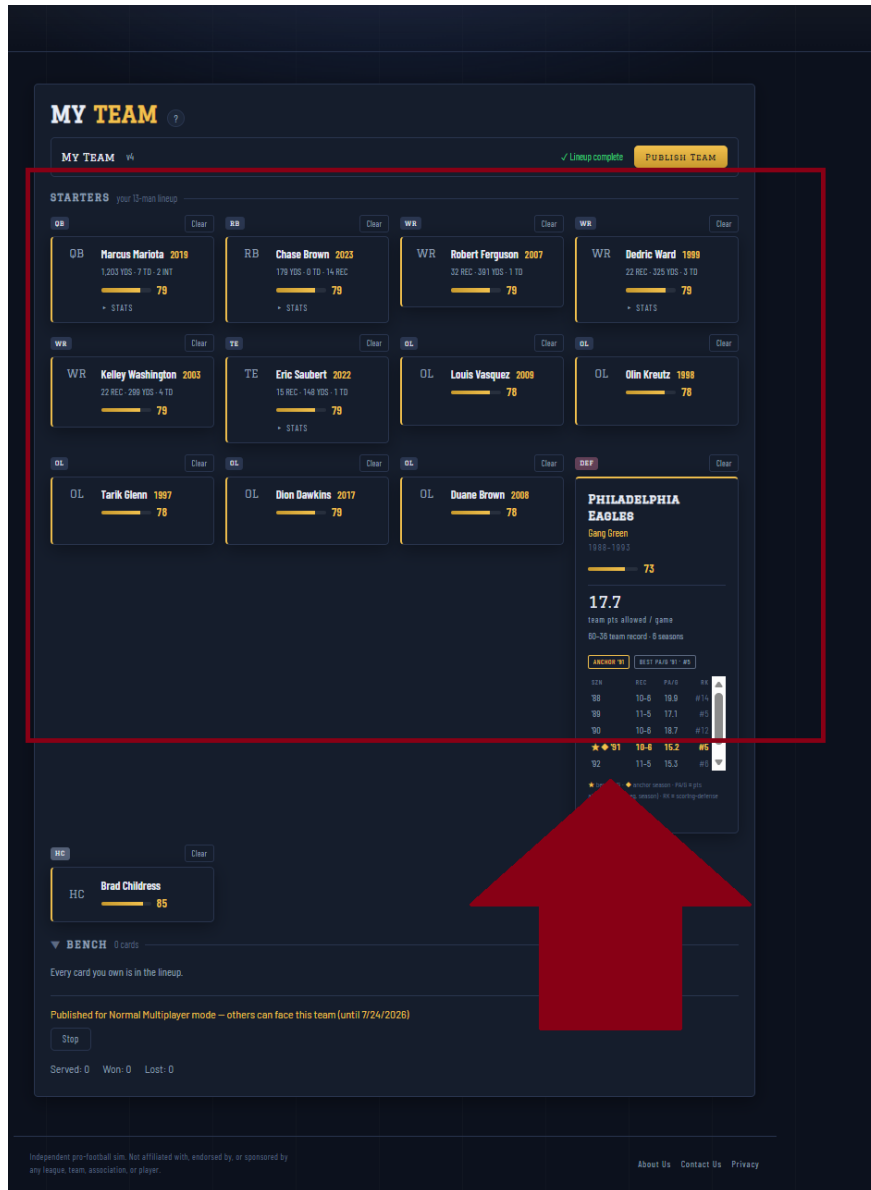


Fig. 1.12: Starters are the cards that define the published team version.

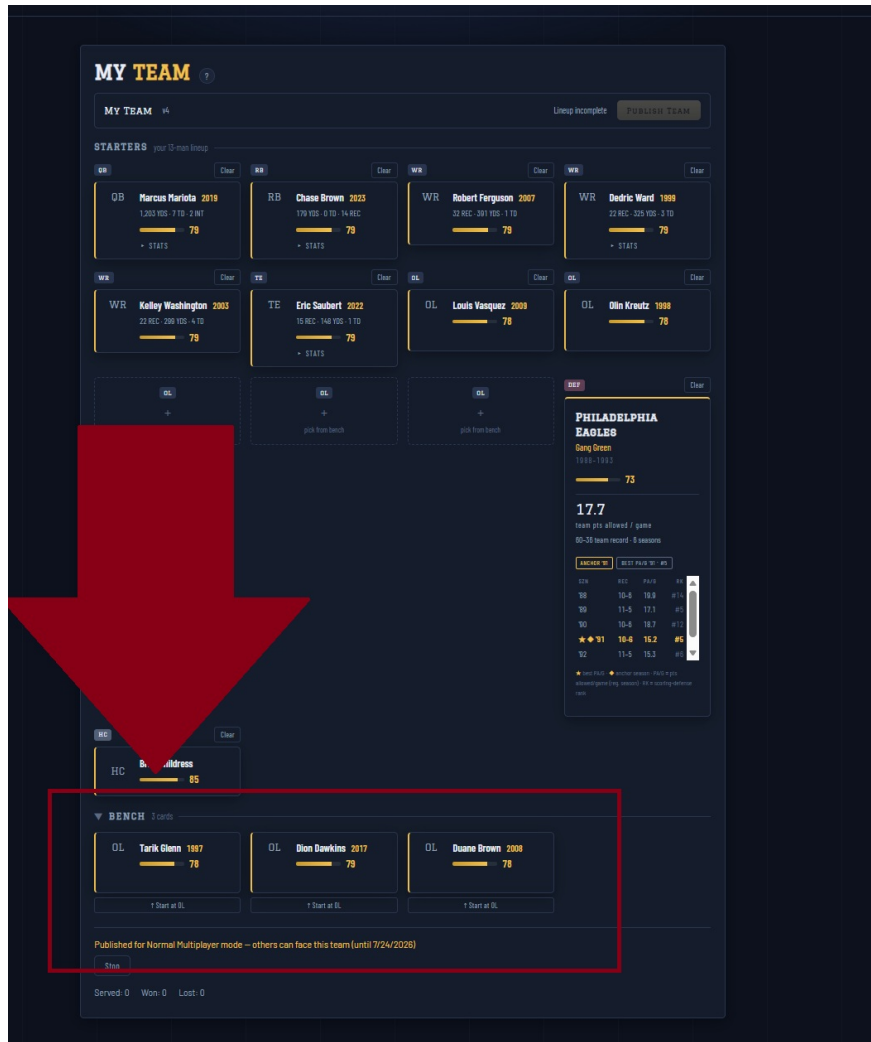


Fig. 1.13: Bench cards can move into compatible open lineup slots.

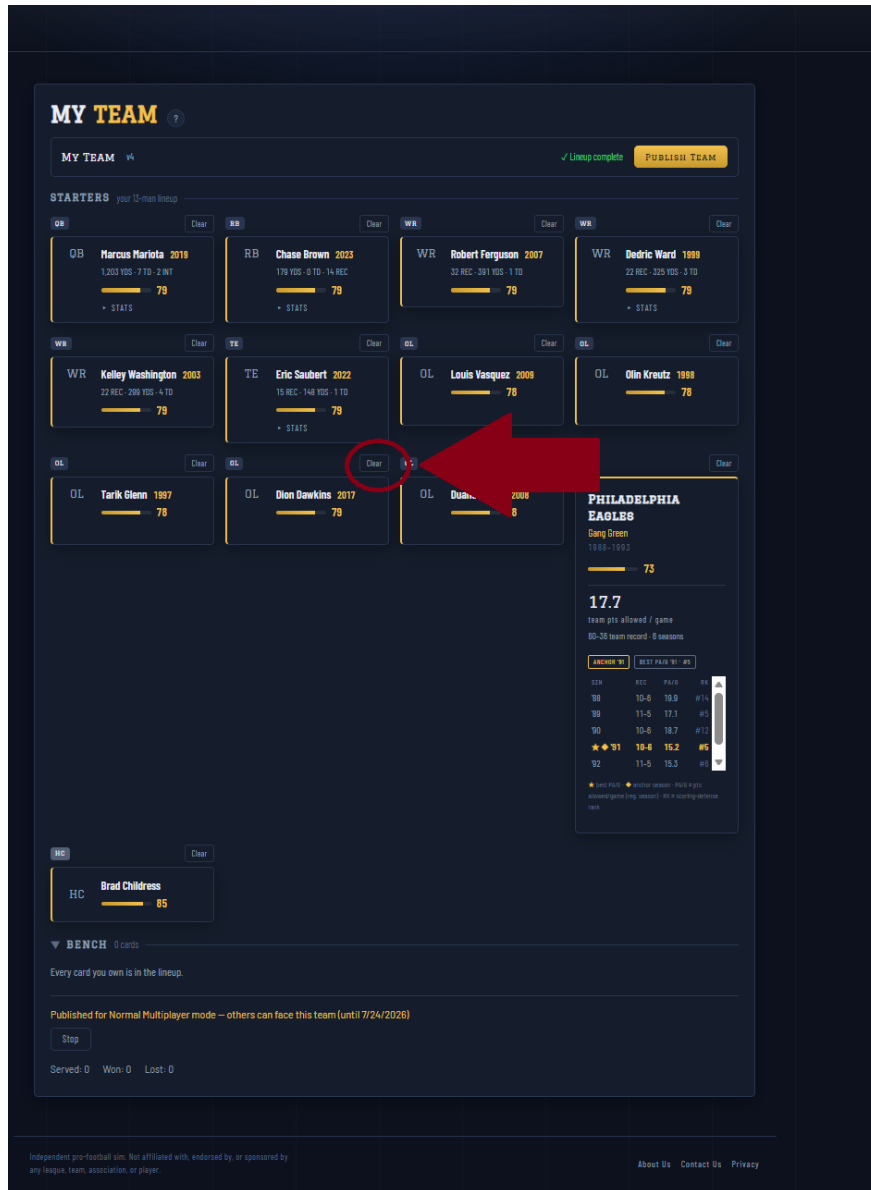


Fig. 1.14: The Clear action opens a slot without discarding the card.

### 1.1.1.4.4 Publish Team

**Publish Team** locks the current complete lineup into a version. My Team Season and Normal Multiplayer use the active published version, not a loose set of cards that can change while a run is already in progress.

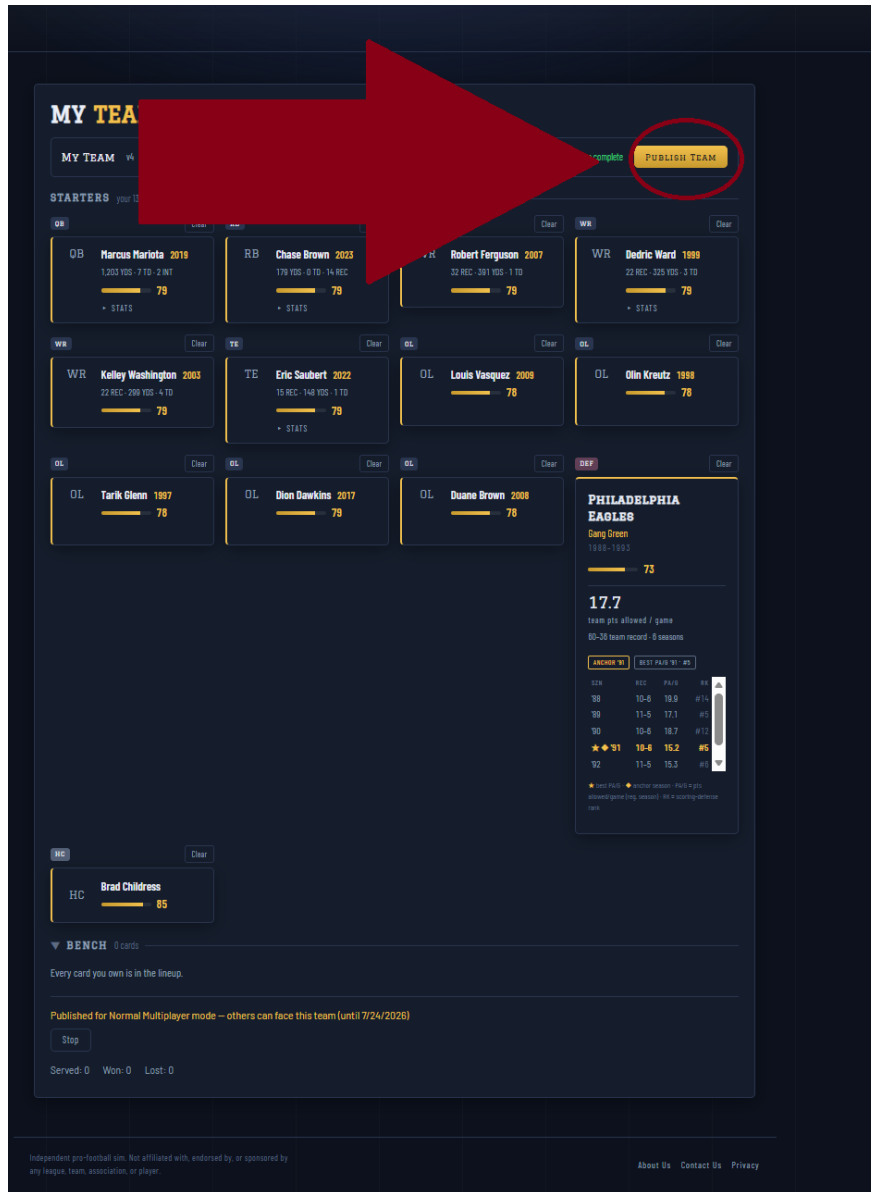


Fig. 1.15: Publish after the lineup is complete and ready to use.

The arrow points to **Publish Team**. That button becomes the important action after every starter slot is filled and the lineup is marked complete.

**Note**

Publishing creates a snapshot. If you change the lineup later, publish again so new runs and multiplayer exposure use the latest version.

**1.1.1.4.5 Opponent Performance**

When Normal Multiplayer publishing is enabled, the My Team page can show whether the active version is in the opponent pool. That panel also tracks passive opponent results:

**Served**

How many times the published team was placed into another player’s Normal Multiplayer schedule.

**Won**

How many of those games the published team won as the opponent.

**Lost**

How many of those games the published team lost as the opponent.

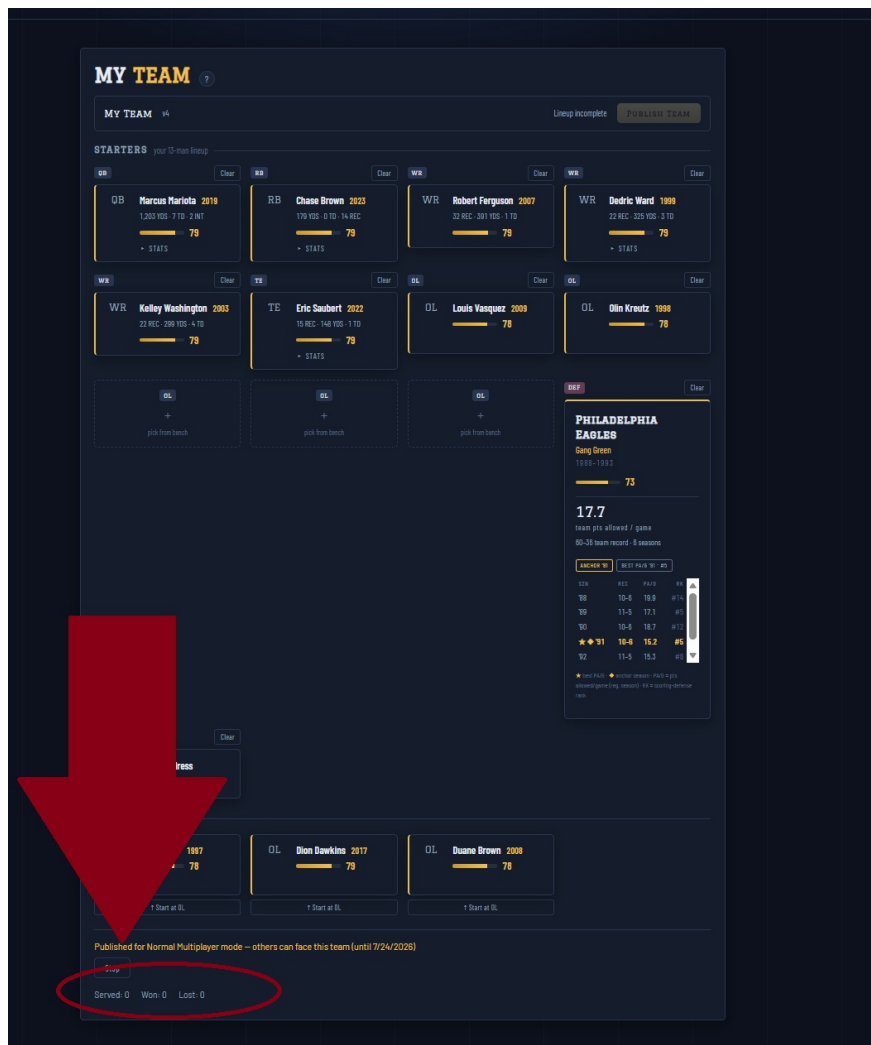


Fig. 1.16: Served, Won, and Lost summarize how the published team performs when other players face it.

The circled numbers are passive multiplayer feedback. They tell you whether the published team is being served into other players' schedules and how it performs when it appears there.

Use **Stop** if you want to remove the team from the opponent pool before its published eligibility expires.

### 1.1.1.5 Card Store

The Card Store is where FranchisePoints turn into better My Team cards. Open [perfect-20.com/store](https://perfect-20.com/store), sign in, and use the **Store** tab when you want to browse the current rotation.

#### See also

Earn points on the [Earn FranchisePoints](#) page, then use new cards in *My Team*. The matching live routes are [Earn](#) and [My Team](#).

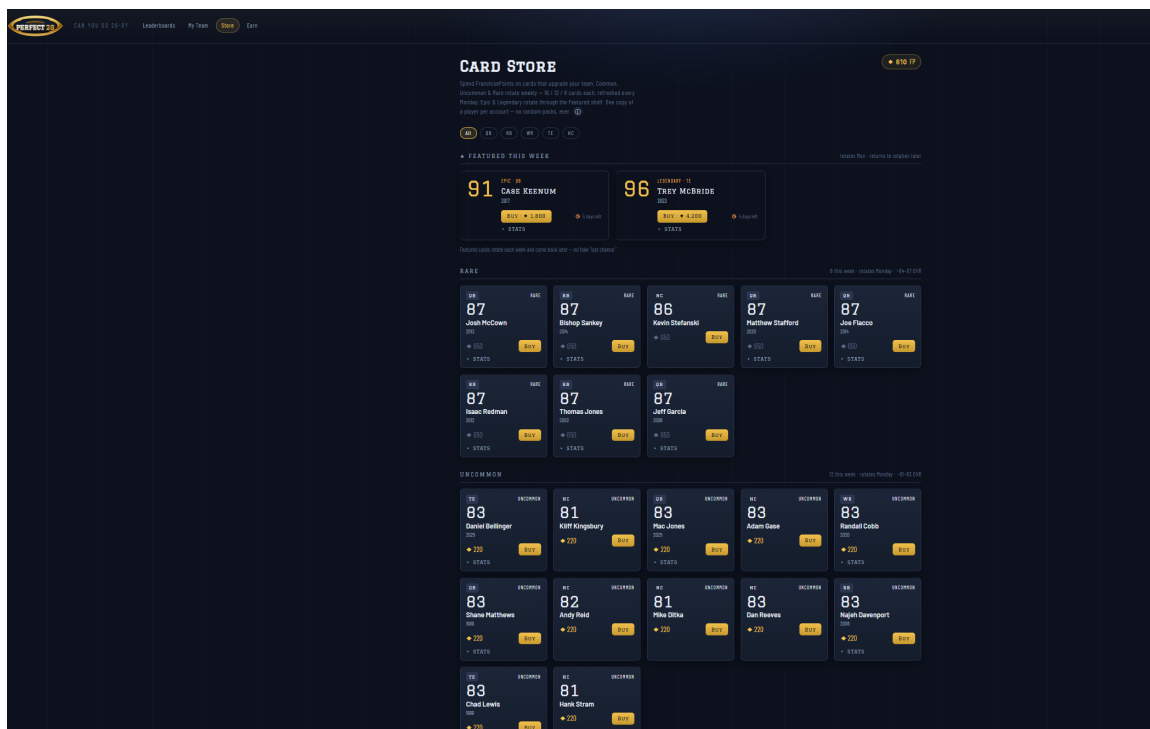


Fig. 1.17: The Card Store shows your FP balance, position filters, featured cards, and the current standing rotation.

The overview screenshot shows the FP balance chip near the top, the position filters below the introduction, featured cards near the top of the shelf, and the Common/Uncommon/Rare standing rotation below.

#### 1.1.1.5.1 Rotation

The Store has two main areas:

##### Featured this week

Epic and Legendary cards rotate through the featured shelf. The current default featured count is 2.

##### Standing rotation

Common, Uncommon, and Rare cards rotate weekly. The current default weekly counts are 16 Common, 12 Uncommon, and 8 Rare.

Rotations refresh on Monday. Featured cards can return later, so the store is a rotation, not a random pack or a fake last-chance system.

### 1.1.1.5.2 Position Filters

The position selector narrows the store to currently stocked positions. Use **All** when you want the whole rotation, or choose a position such as QB, RB, WR, TE, OL, DEF, or HC when you are looking for a specific roster upgrade.

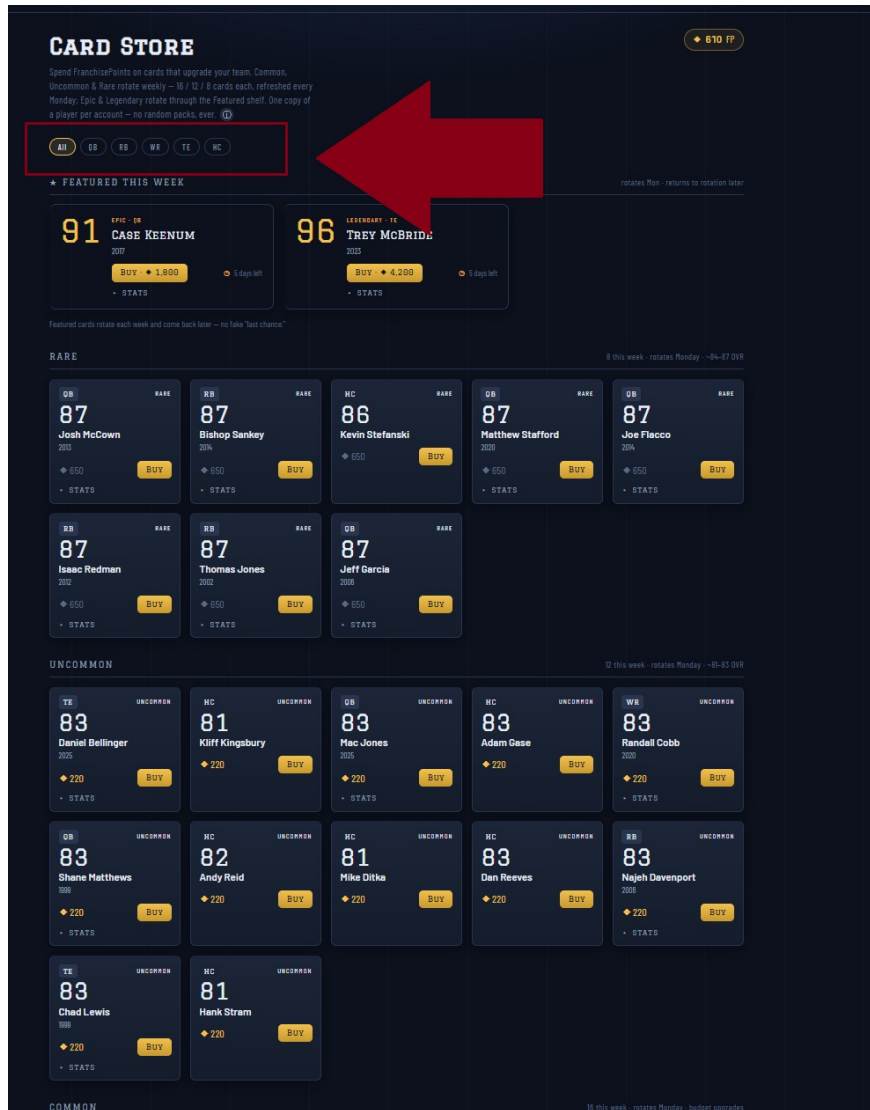


Fig. 1.18: Position chips filter the current store inventory.

The red arrow points to the filter chips. Use them when you need a specific lineup upgrade instead of scanning every card in the weekly rotation.

## 1.1.1.5.3 Buying Cards

Each card shows its rating, position, rarity, season context, price, and a **Buy** button. The default store prices are:

- Common: 80 FP
- Uncommon: 220 FP
- Rare: 650 FP
- Epic: 1,800 FP
- Legendary: 4,200 FP

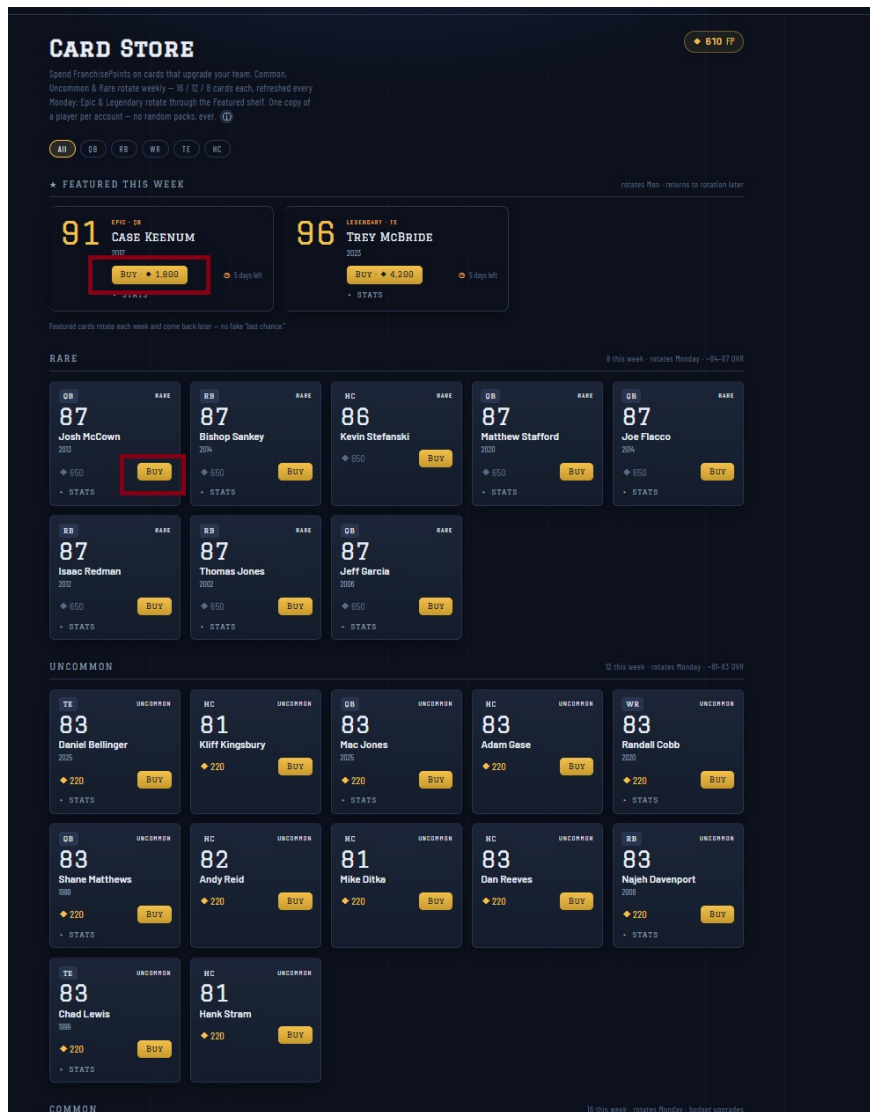


Fig. 1.19: Use Buy when you have enough FranchisePoints for the card.

The red boxes mark the **Buy** controls. Featured cards show the full price inside the button, while standing-rotation cards show the price on the card and use a compact **Buy** button.

**Note**

Each account can own one copy of a player. If a card is already owned, the store marks it as owned instead of offering another copy.

**1.1.1.5.4 What to Buy First**

Buy cards that solve a lineup problem. A higher rating is useful, but the best purchase is often the one that fills a weak starter slot or gives you a better bench option at a scarce position.

Use **Stats** before buying when the card has expanded stat detail. Player cards, defense units, and coaches can matter differently depending on what your published team already needs.

**1.1.1.6 Earn FranchisePoints**

FranchisePoints are the currency used in the Card Store. Use [perfect-20.com/earn](https://perfect-20.com/earn) to see which missions are available for the day and week.

**See also**

Spend points in the *Card Store* and use upgraded cards in *My Team*. The live pages are *Store* and *My Team*.

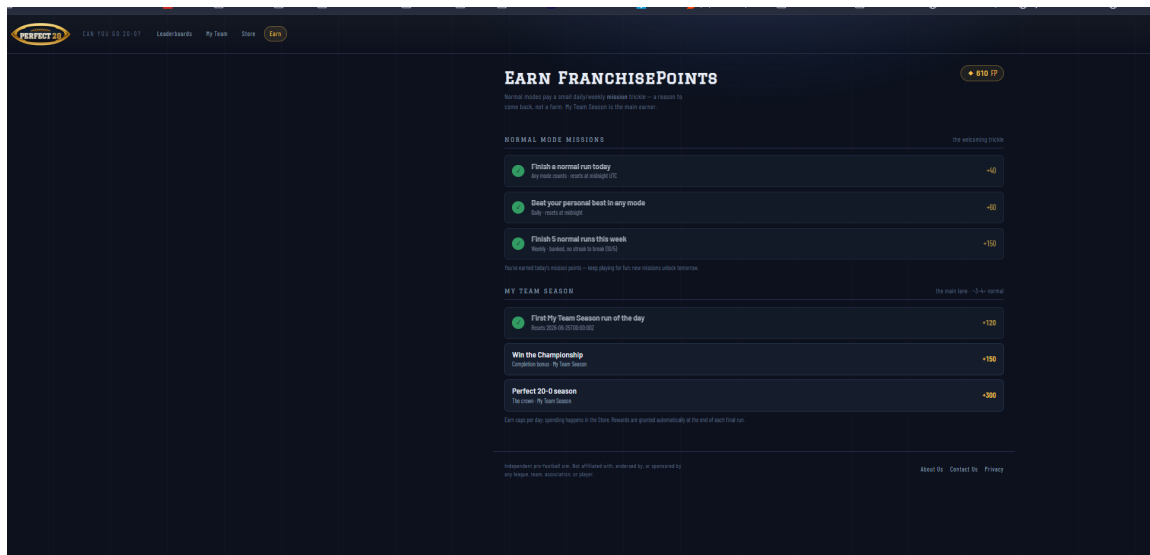


Fig. 1.20: The Earn page separates normal-mode missions from the higher-value My Team Season lane.

The screenshot shows two earning lanes. Normal-mode missions are the smaller daily and weekly rewards at the top, while My Team Season rewards are grouped below as the stronger collection-based earning path.

**1.1.1.6.1 Normal Mode Missions**

Normal modes provide a steady mission trickle. The current mission values shown in the app are:

- Finish any normal run today: +40 FP
- Beat your personal best in any mode: +60 FP

- Finish 5 normal runs this week: +150 FP

Completed rows are checked off. Daily missions reset at midnight, and the weekly normal-runs mission tracks progress toward its weekly target.

### 1.1.1.6.2 My Team Season

My Team Season is the main earning lane. The current values shown in the app are:

- First My Team Season run of the day: +120 FP
- Win the Championship: +150 FP
- Perfect 20-0 season: +300 FP

#### Note

Rewards are granted automatically at the end of a final run. Earn caps apply per day, so the page is a progress board rather than a manual claim screen.

### 1.1.1.6.3 How to Use the Page

Use [Earn](#) as a planning page:

- Check your FP balance before going to the Store.
- Finish the daily normal-mode missions when you want steady progress.
- Use My Team Season when you want the strongest FP return.
- Return after weekly reset when the normal-runs mission refreshes.

### 1.1.1.7 Profile

The Profile page combines account settings, My Team stats, FranchisePoints history, career performance, favorite picks, mode scores, and recent runs. Open [perfect-20.com/profile](https://perfect-20.com/profile) to review it.

#### See also

Profile explains what happened after the run. Use it with [My Team](#), [Earn FranchisePoints](#), and [Quick Reference](#). The related live pages are [My Team](#) and [Earn](#).

The top screenshot shows the editable display name, leaderboard visibility checkbox, My Team stat tiles, the FranchisePoints ledger, career score cards, and favorite-pick panels.

#### 1.1.1.7.1 Account Settings

The profile form controls your display name and leaderboard visibility.

##### Display name

Up to 40 characters. The app accepts letters, numbers, spaces, apostrophes, hyphens, and periods.

##### Leaderboard visibility

The **Show me on leaderboards** checkbox controls whether the account appears publicly when leaderboard surfaces are available.

Use **Save** after changing either setting.

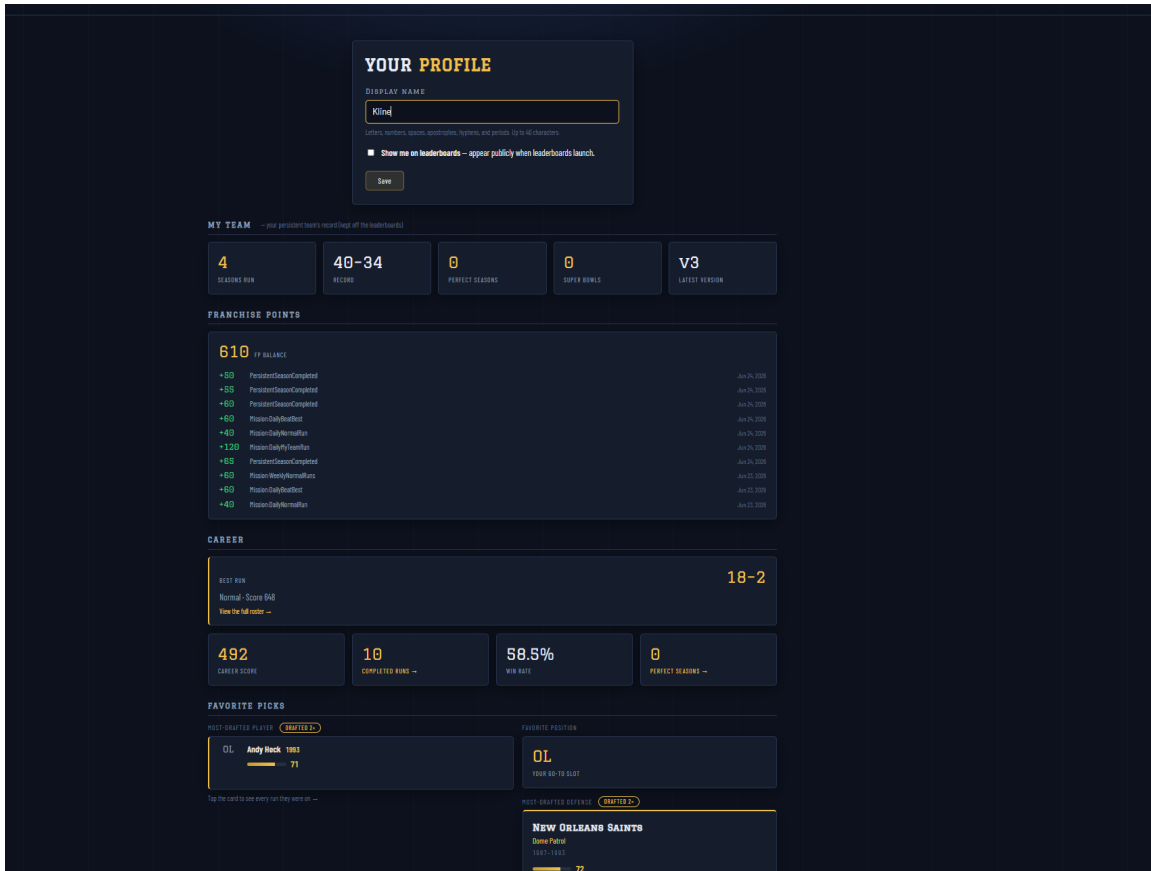


Fig. 1.21: The top of Profile handles account settings, My Team stats, FP history, career summary, and favorite picks.

### 1.1.1.7.2 My Team Stats

The My Team panel is separate from the public leaderboard career. It tracks persistent-team activity, including seasons run, record, perfect seasons, Super Bowls, and latest published version.

This matters because My Team Season and Normal Multiplayer are collection-based runs. They are useful for team progress even when they are kept off the main public leaderboard totals.

### 1.1.1.7.3 FranchisePoints Ledger

The FranchisePoints panel shows current FP balance and recent ledger entries. Positive rows are earned points. Negative rows can appear when points are spent in the Store.

Common entries include mission rewards, completed My Team runs, and passive opponent rewards when that feature is enabled.

### 1.1.1.7.4 Career and Favorites

Career shows your best run, career score, completed runs, win rate, and perfect season count. Favorite Picks show your most-drafted player, position, defense, and coach once enough run history exists.

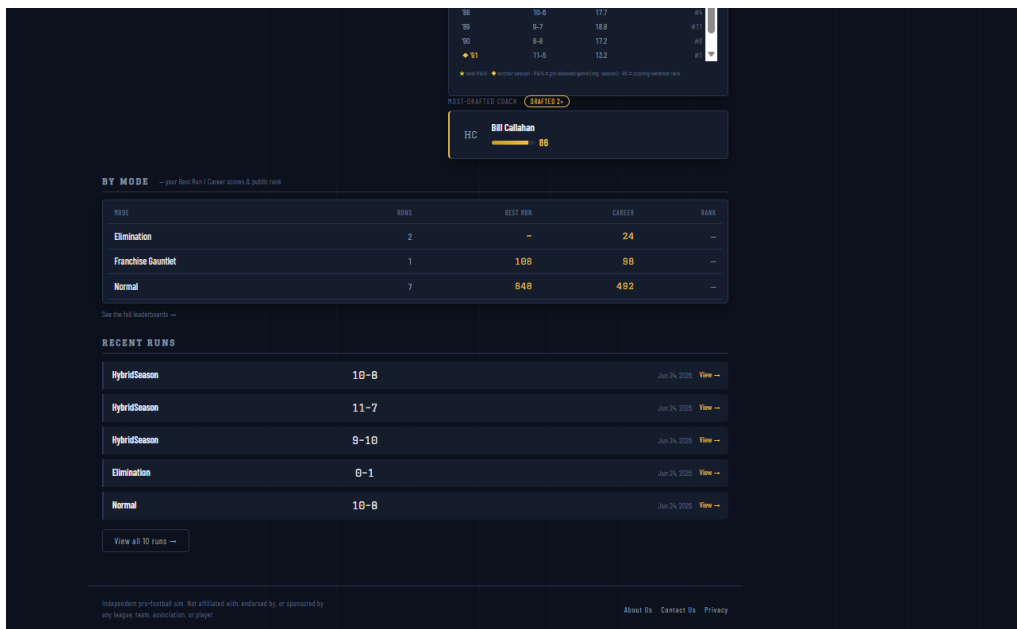


Fig. 1.22: Lower Profile sections break down mode scores and recent runs.

The lower screenshot shows the mode-by-mode table and recent runs list. Use these areas when you want to jump back into a completed attempt or see which mode is producing your best score.

### 1.1.1.7.5 By Mode and Recent Runs

The lower Profile area groups your results by mode and lists recent runs. Use these sections when you want to answer practical questions:

- Which mode has my best score?
- Which mode have I played most?
- What was the record of my latest Normal Multiplayer or My Team run?

- Which completed run should I open for the full roster?

Use **View** or **View all runs** when you need the full attempt detail.

### 1.1.1.8 Draft Room

The draft room is where most of the game happens. You are not picking from the whole database. You are reacting to the team-season roll in front of you. Open [Perfect 20](#) and start a run when you want the screens in this page to match your own draft.

#### See also

Draft priorities change by mode. While playing at [perfect-20.com](#), compare *Normal*, *Knowledge Mode*, *Normal Multiplayer*, and *Gauntlets*. For collection-backed drafts, prepare the team first at [perfect-20.com/me/team](#).

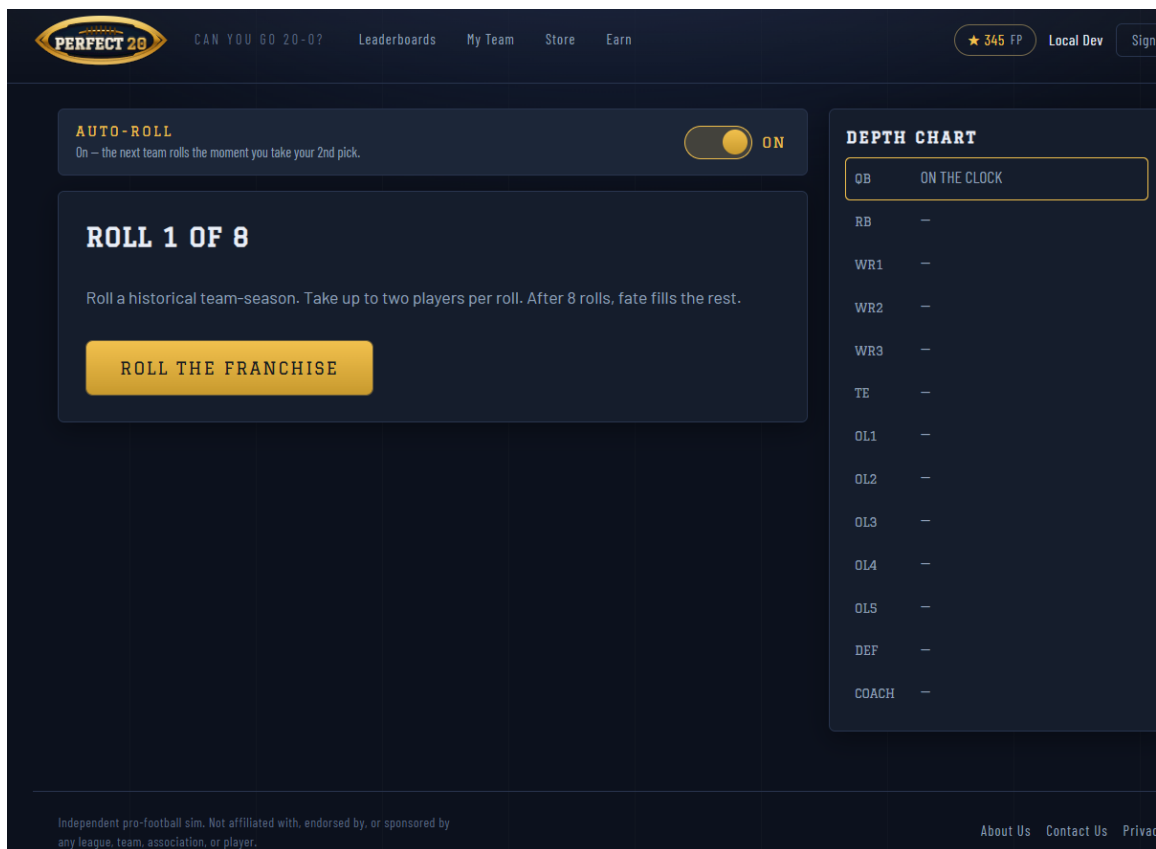


Fig. 1.23: Roll 1 of 8 starts with an empty depth chart.

#### 1.1.1.8.1 How a Roll Works

1. The game deals one historical team season.
2. You may take up to two players from that roll.
3. Picked players fill their depth-chart slots.
4. When you roll again, the previous team is gone.

You can take zero players from a weak roll. You can also take two players from a strong roll, but that spends the roll immediately.

### 1.1.1.8.2 The Depth Chart

The depth chart tracks the roster you are building:

- QB
- RB
- WR1, WR2, WR3
- TE
- OL1, OL2, OL3, OL4, OL5
- DEF
- COACH

Offensive players are drafted first. Defense and coach are selected later.

### 1.1.1.8.3 Auto-Roll

Auto-Roll moves to the next team as soon as the current roll is spent. Turn it on when you want a faster draft.

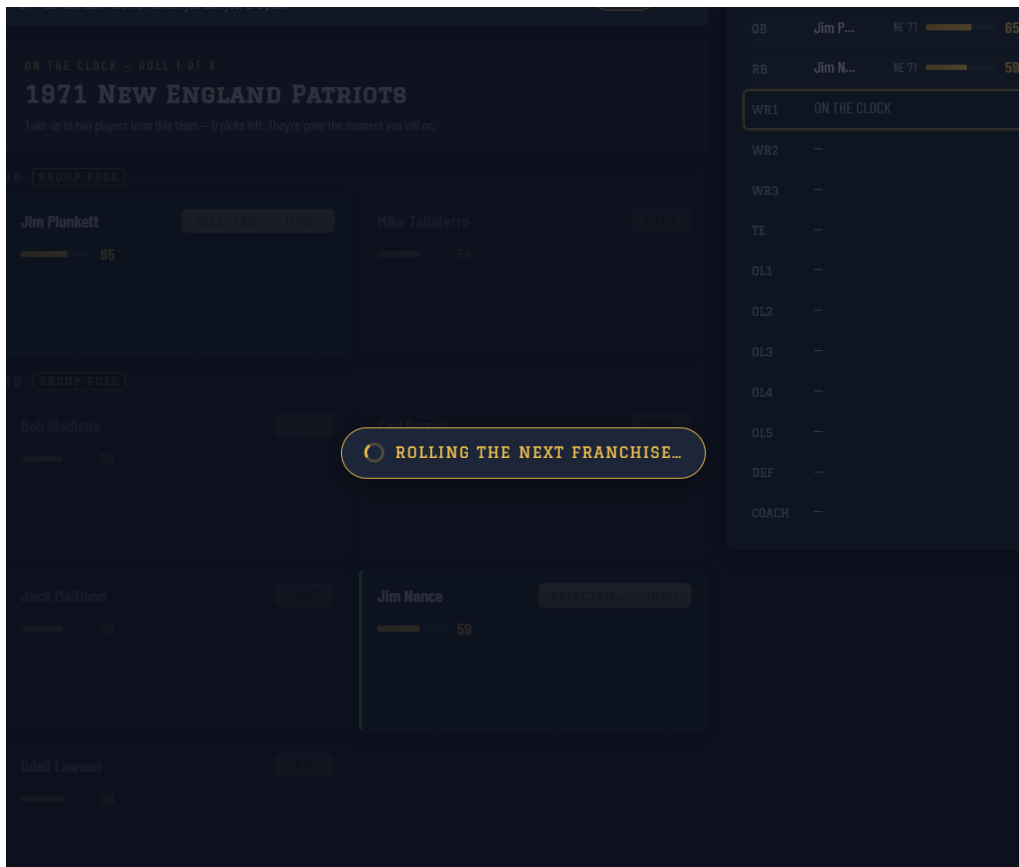


Fig. 1.24: The loading overlay appears while Perfect 20 rolls the next franchise-season.

### 1.1.1.8.4 Knowledge Mode Draft Room

Knowledge Mode hides ratings and player stats. The cards still show enough identity to make a football-knowledge pick: name, position, and team-season context. Ratings appear as **Classified**.

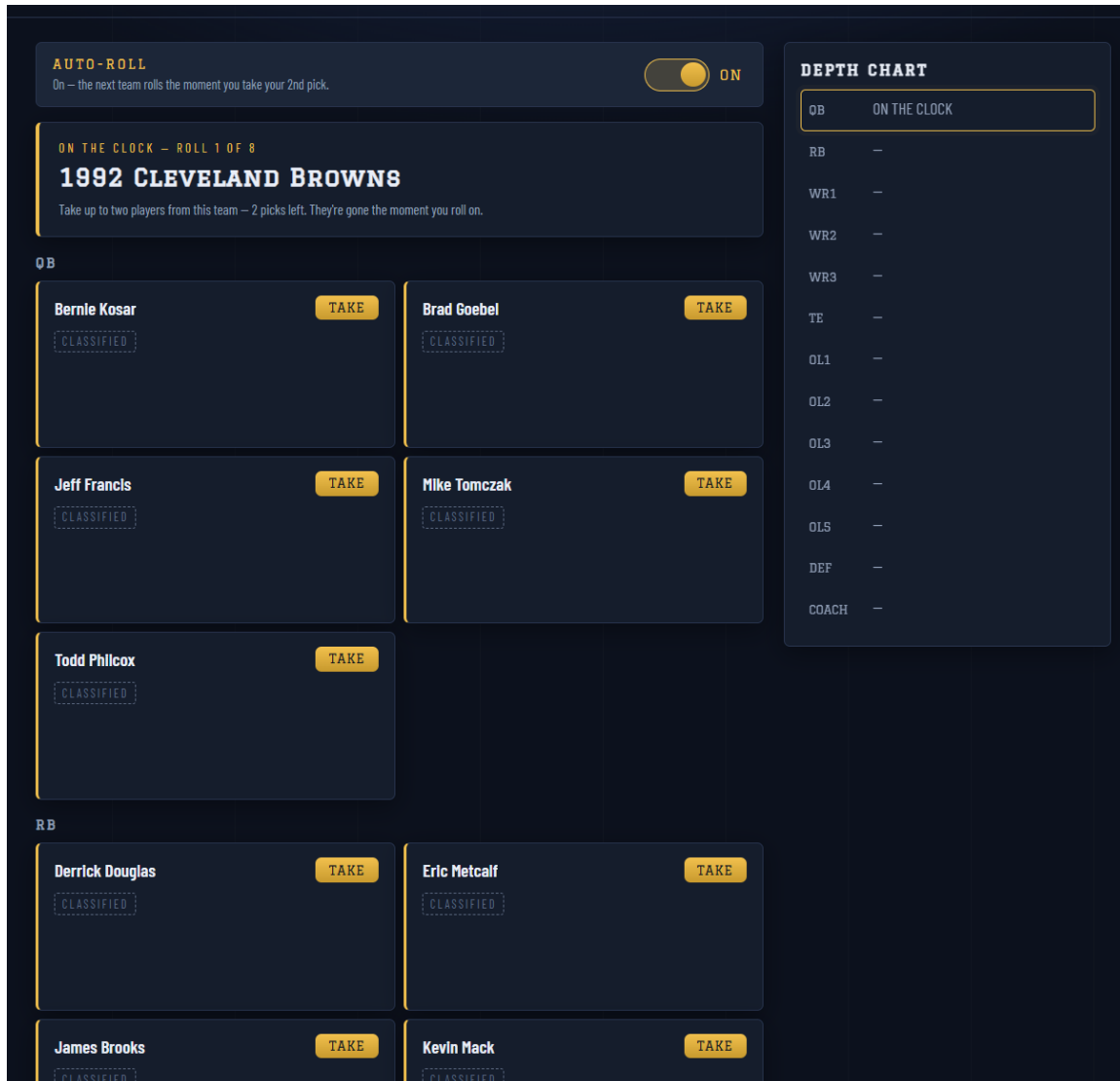


Fig. 1.25: In Knowledge Mode, the 1992 Cleveland Browns roll shows classified ratings.

### 1.1.1.8.5 Drafting Tips

- Do not leave quarterback until fate unless the rolls force it.
- If a roll gives you two starters, taking both is usually worth it.
- If a position group is almost full, think before using a pick there.
- In Knowledge Mode, judge from player recognition and roster fit, not ratings or stats.
- In Normal Multiplayer, remember that the season path can include player-made teams, so roster balance matters more than chasing one huge rating.

### 1.1.1.9 Gauntlets

Gauntlet modes add setup before the draft. The setup determines which schedule or legendary pool your completed roster must survive. Use [perfect-20.com/gauntlet](https://perfect-20.com/gauntlet) to start a gauntlet and keep this page open for the setup decisions.

#### See also

Launch the mode at [perfect-20.com/gauntlet](https://perfect-20.com/gauntlet), then compare *Franchise Gauntlet*, *All-Time Gauntlet*, and *Dynasty* before drafting.

#### 1.1.1.9.1 Pick a Franchise

Franchise Gauntlet begins with a franchise grid. The franchise you choose sets the historical team pool and schedule options for the run.

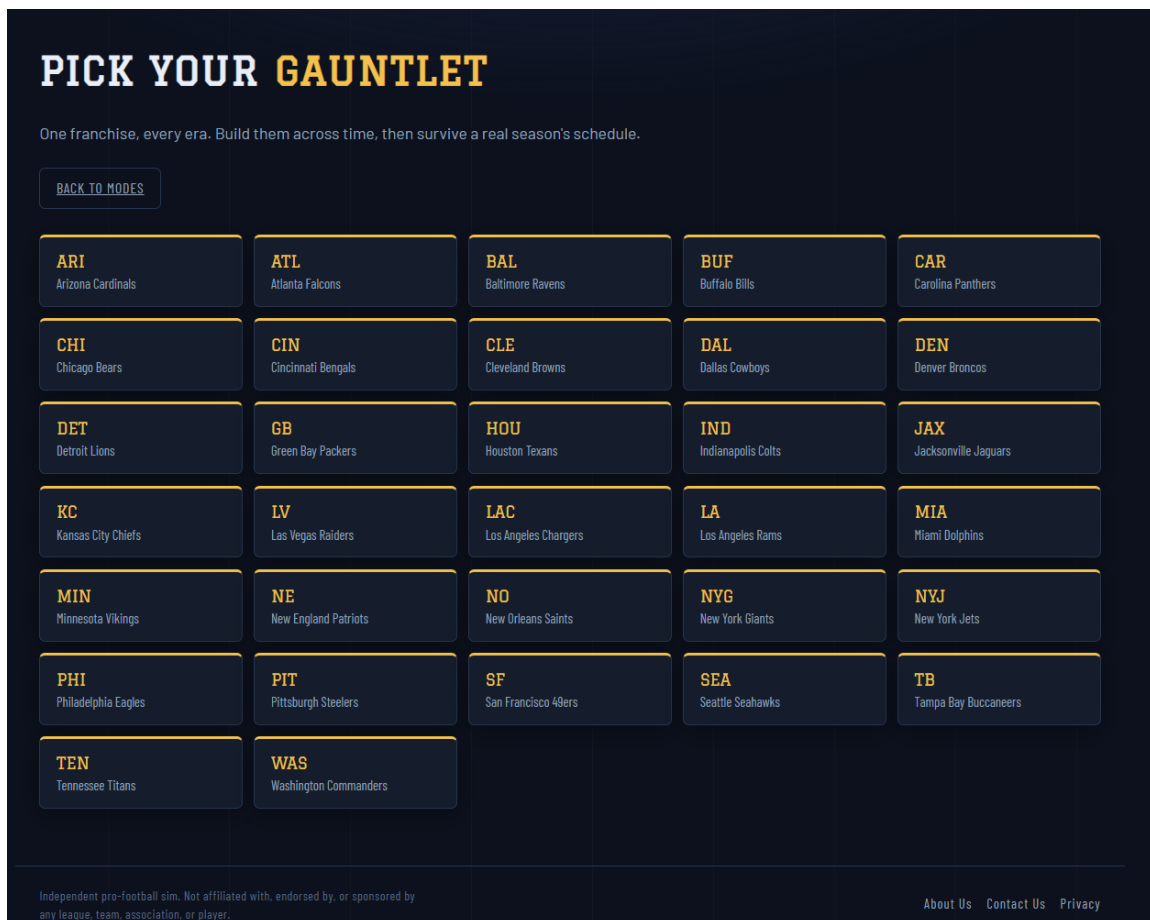


Fig. 1.26: Choose one franchise before selecting the schedule rule.

#### 1.1.1.9.2 Choose a Schedule

After selecting a franchise, choose the schedule rule. This choice controls how the opponent slate is selected before the draft begins.

**Random Year** chooses one eligible season from the selected franchise and uses that season's real schedule.

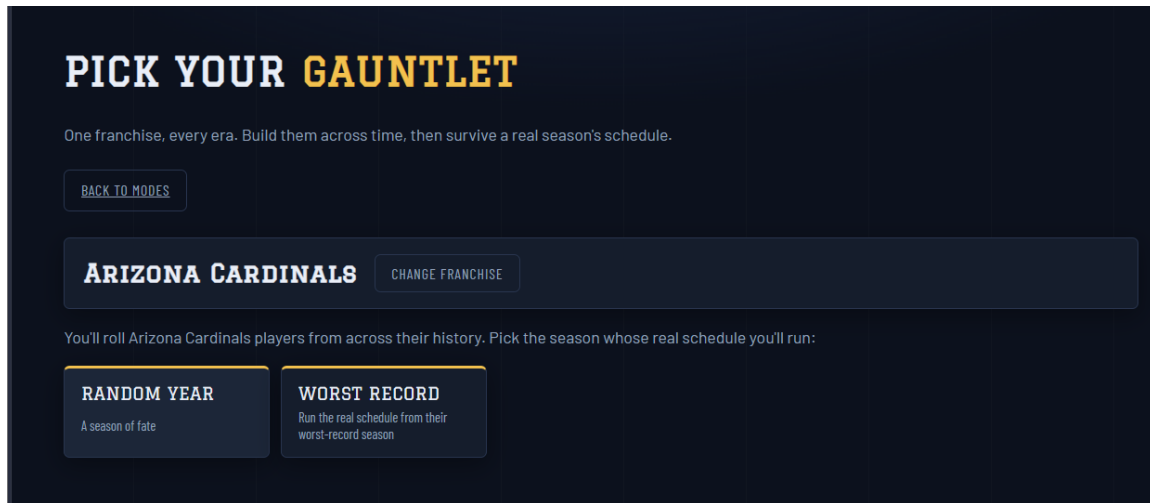


Fig. 1.27: The Arizona Cardinals setup shows Random Year and Worst Record.

**Worst Record** chooses the franchise season with the lowest winning percentage and uses that schedule.

The schedule choice does not mean every draft roll comes from that same year. Draft rolls still come from across the selected franchise history.

#### 1.1.1.9.3 All-Time Gauntlet

All-Time Gauntlet is different from Franchise Gauntlet. It uses a curated pool of legendary team seasons. Your draft rolls and your opponent schedule both come from that kind of historical elite-team pool.

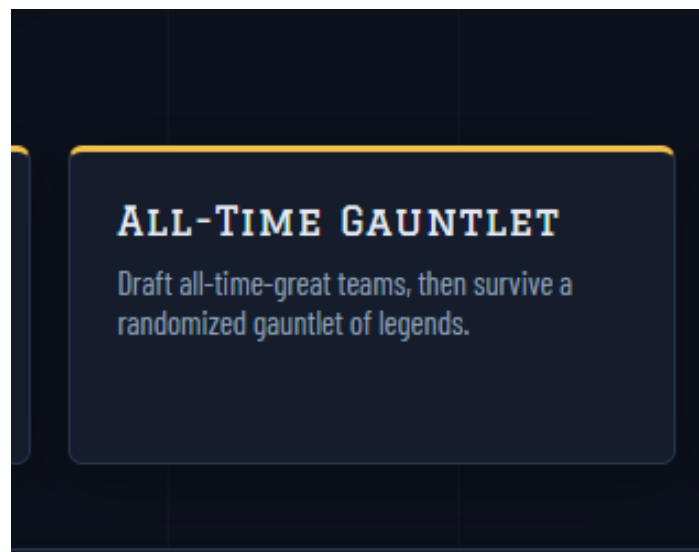


Fig. 1.28: All-Time Gauntlet is about surviving a schedule of legends.

#### 1.1.1.9.4 Dynasty

Dynasty asks whether one core can keep winning across multiple years. Treat the setup as a long-term roster challenge instead of a single-season sprint.



Fig. 1.29: Dynasty is a multi-year title chase.

#### 1.1.1.9.5 Gauntlet Habits

- In Franchise Gauntlet, remember which franchise you chose before drafting.
- In Worst Record, expect the schedule to be fixed for the entire run.
- In All-Time Gauntlet, treat every roll and every opponent as dangerous.
- In Dynasty, avoid building a roster that only makes sense for one season.

#### 1.1.1.10 Quick Reference

Keep this page open when you only need the rules at a glance.

Play Perfect 20 in another tab and use this page as the rules card.

#### See also

For full mode notes, use *Normal*, *Elimination*, *Knowledge Mode*, *Normal Multiplayer*, and *Gauntlets* while playing at [perfect-20.com](http://perfect-20.com).

**See also**

For account and collection pages, use *My Team*, *Card Store*, *Earn FranchisePoints*, and *Profile*. The live routes are [perfect-20.com/me/team](https://perfect-20.com/me/team), [perfect-20.com/store](https://perfect-20.com/store), [perfect-20.com/earn](https://perfect-20.com/earn), and [perfect-20.com/profile](https://perfect-20.com/profile).

**1.1.1.10.1 Run Flow**

1. Pick a mode.
2. Roll a team season.
3. Take up to two players.
4. Repeat until the offense is filled or the roll budget is gone.
5. Choose a defense.
6. Choose a coach.
7. Run the season.

**1.1.1.10.2 Roll Rules**

- You get 8 offensive rolls.
- Each roll is one historical team season.
- A roll can supply up to two drafted players.
- Rolling again abandons the current team.
- Empty offensive slots can be fate-filled if the draft budget runs out.

**1.1.1.10.3 Position Slots**

- QB: one quarterback.
- RB: one running back.
- WR: three receiver slots.
- TE: one tight end.
- OL: five offensive line slots.
- DEF: one defense unit after the offensive draft.
- COACH: one coach after the defense step.

**1.1.1.10.4 Mode Memory****Normal**

Full-season run.

**Elimination**

One loss ends the attempt.

**Knowledge Mode**

Blind draft with ratings and stats hidden.

**Normal Multiplayer**

Normal-style season run that can include published player teams as opponents.

**Franchise Gauntlet**

One franchise history, one historical schedule.

**All-Time Gauntlet**

Legendary team-season pool and legendary opponent slate.

**Dynasty**

Four-year title chase with one core.

**1.1.1.10.5 Collection Memory**

**My Team**

Build a 13-man lineup, publish a team version, and track passive opponent performance.

**Card Store**

Spend FranchisePoints on weekly rotating cards.

**Earn**

Review daily and weekly FranchisePoints missions.

**Profile**

Edit display name, review FP history, check career stats, and open recent runs.

**1.1.1.10.6 Screens to Recognize**

Use these screenshots to identify the two screens you will see most often while starting a run and filling the roster.

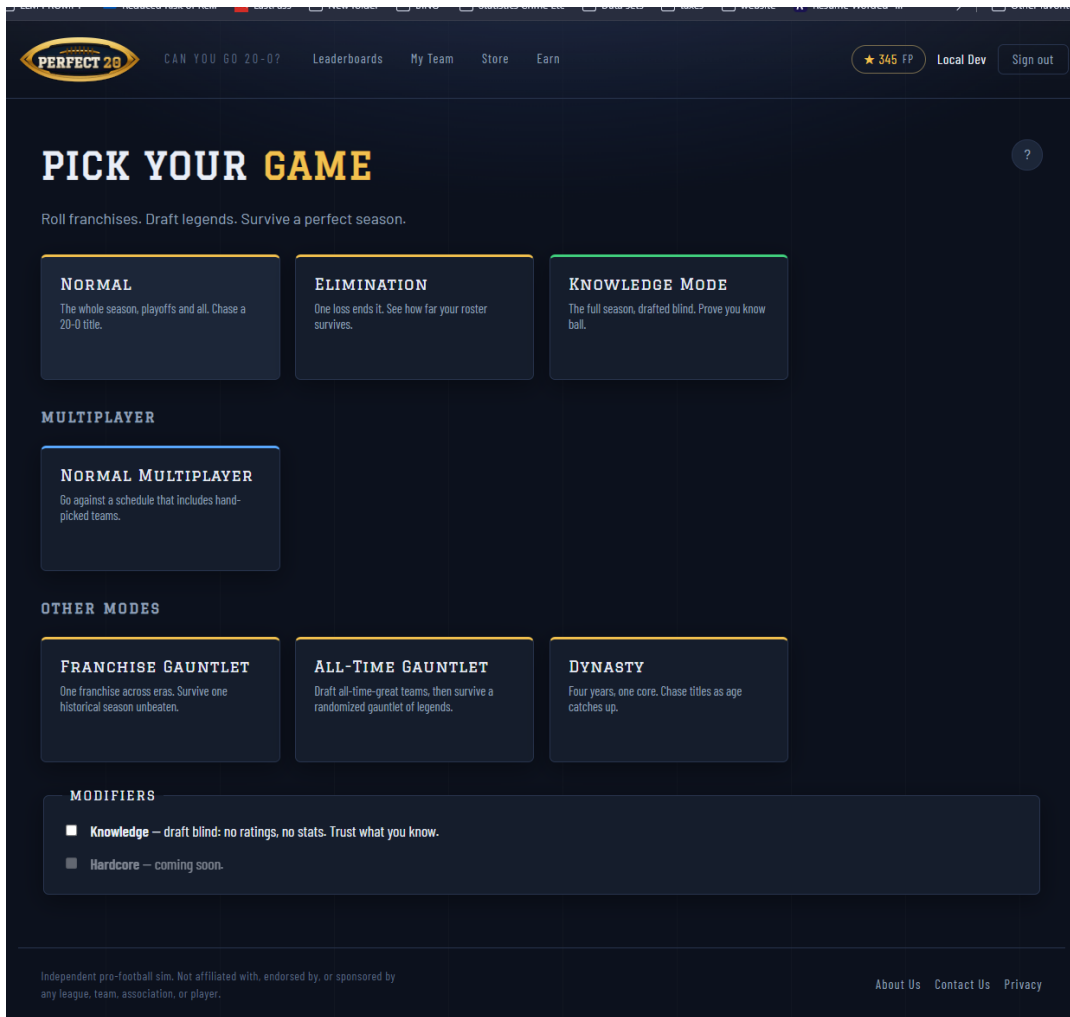


Fig. 1.30: Mode selection.

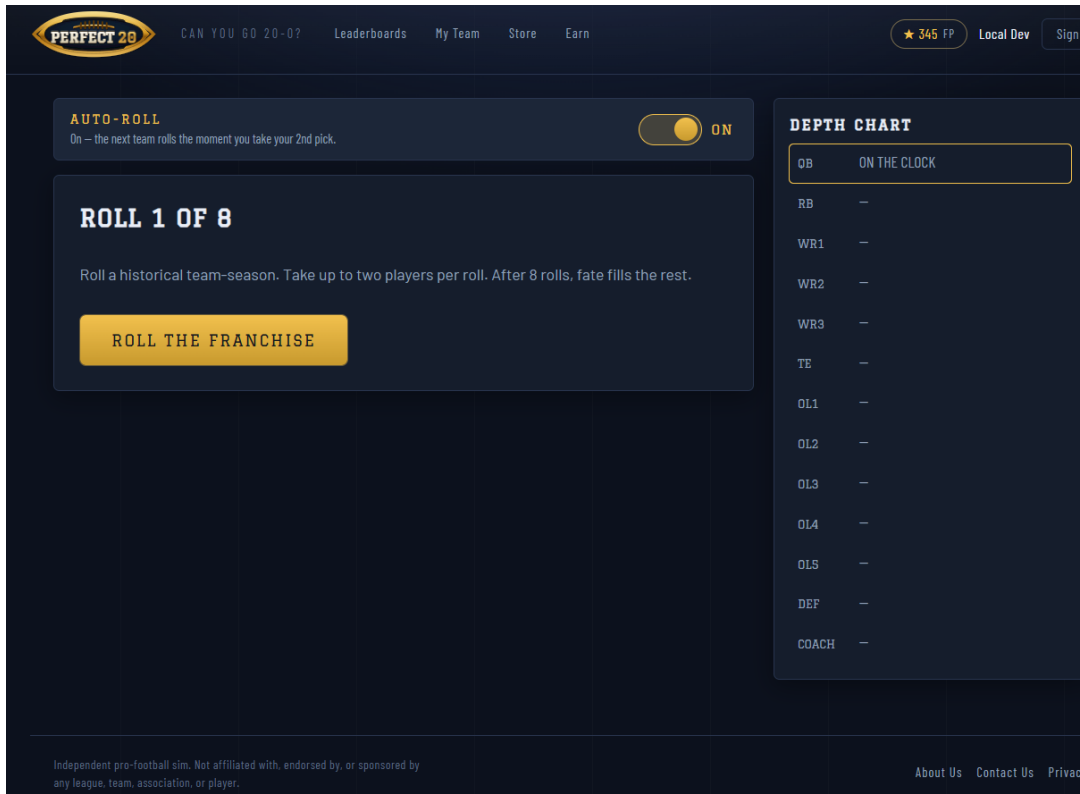


Fig. 1.31: Draft room and depth chart.