



DRAFTEDGE PRO

User Manual

Win your fantasy football auction draft
before the clock starts.

· LIVE SLEEPER SYNC ·

FAIR / TARGET / MAX VALUES

SUPERFLEX · TEP · DYNASTY · REDRAFT

Version 1.0 — covers all features through the v554fd32 build

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Welcome to DraftEdge Pro

DraftEdge Pro is an auction-draft optimizer built for serious fantasy football managers. It connects to your Sleeper league (or any custom league setup), values every player at **Fair**, **Target**, and **MAX** dollar amounts based on your specific scoring, roster, and budget, and then helps you execute live by tracking every purchase, computing real-time inflation, surfacing market heat, and recommending who to nominate.

Everything is offline. Your league data, draft history, and CSV uploads are stored on your device — nothing leaves the phone except read-only API calls to Sleeper.

How the math works (one paragraph)

DraftEdge takes either projected fantasy points or KTC dynasty values, computes a **replacement-level baseline** by simulating which players would actually be drafted given your starting roster slots and FLEX weights, applies a bell-curve scarcity adjustment (scarcity is higher in shallow rosters, lower in deep ones), then translates points-above-replacement into dollars proportional to total league budget. **Target** is the central estimate, **Fair** is just below it, **MAX** is the ceiling beyond which the player can't pay back. All three update live as purchases come in.

INFO

Privacy: your league settings and auction history live only in expo-sqlite on your phone. If you uninstall the app, that data is gone — there is no cloud sync.

Quick Start — 3 Minutes to Live

Step 1 - Connect a league

1. Open the app. You'll see the brand hero with a glowing cyan logo ring.
2. Find your **Sleeper League ID** in Sleeper → League → Settings → League ID. It's a 16-19 digit number.
3. Paste it into the SLEEPER LEAGUE ID field and tap **Load League**. DraftEdge fetches your rosters, users, scoring, and any drafts.
4. **Or:** tap **Configure Manually** in the League tab to set up an ESPN, Yahoo, or any other-platform league by hand — pick scoring, roster slots, TEP, SuperFlex, budget.

Step 2 - Star your team

Inside the League tab, every roster row has a star icon on the right. Tap the star next to **your** team. From now on the app knows whose budget is yours, locks the build optimizer to your roster, and surfaces “Buying Power” relative to the rest of the league.

Step 3 - You're ready to draft

Bundled auction prices load automatically based on your league format. The Values tab is now populated with Fair / Target / MAX dollar amounts. The Build tab has an optimal roster ready. The Live tab is ready to record purchases. You can optionally load a custom CSV in the Projections tab for points-based valuation, or an XLSX of your home-league auction prices.

TIP

TIP: in real Sleeper auctions, flip on Live Sync (top of the Live tab). DraftEdge polls Sleeper every few seconds and auto-imports every pick — you don't type anything during the draft.

The Five Tabs

DraftEdge has a single bottom tab bar with five sections: **League**, **Projections**, **Values**, **Build**, and **Live**. You can swipe horizontally between tabs (gesture-driven) or tap the tab bar — both have haptic feedback. Each tab is independent: switching never loses your scroll position or filter selection.

League Tab

Your home base. Shows the connected league, all rosters, who's spent what, and the starting-position pills. Pull to refresh fetches fresh data from Sleeper.

What's on the screen

Header	League name, season, total teams. Tap Change to load a different Sleeper league. Manual leagues show Edit Setup instead.
Stat Row	Three branded StatCards: Budget/Team , Teams , and Draft Status (or Format for manual leagues — “1 QB” vs “SuperFlex”).
Detected Budget Banner	If Sleeper reports a different budget than what you have set, an info banner shows both numbers so you can reconcile.
Starting Roster	Pill row of every starting position (excluding bench/IR/taxi).
Teams Table	Every roster with team name, dollars spent, dollars left, and a star toggle. Stars your team for the rest of the app to track. Left turns red when remaining budget drops below \$20.

Manual Setup Form

Tap **Configure Manually** on first launch (or **Edit Setup** later) to access the manual setup card. Configure the league exactly:

- **Format** — 1 QB or SuperFlex.
- **Scoring** — Standard, Half PPR, or PPR.
- **TEP Bonus** — None, +0.5, +0.75, or +1.0 tight-end premium.
- **Starting Roster Spots** — steppers for QB (SuperFlex only), RB, WR, TE, FLEX (RB/WR/TE), SuperFlex, Bench.
- **League Settings** — number of teams (4–20), budget per team (any positive integer).

TIP

When you long-press a player to record a purchase manually (Values tab), DraftEdge treats your league as “manual draft active” and unlocks the long-press flow even if you haven't connected Sleeper.

Projections Tab

All player data lives here. Browse the player pool, filter by position, sort by KTC dynasty value, projected points, age, dynasty rank, or market price. Load custom CSVs for points/value or WAR, or an XLSX of league-specific auction prices.

CSV Loading

Value/Points CSV	Either projected fantasy points (auto-detected) or a static dollar value per player. Drives the projection mode of the valuation engine.
WAR CSV	Optional Wins-Above-Replacement records. Used by the Win-Now side of the Build slider and the WAR Value Alerts in the Live tab.
Auction Prices XLSX	Pre-built XLSX with per-format columns (12-team PPR, 12-team SF, 10-team Std, etc.). DraftEdge auto-picks the right sheet based on your league. Bundled prices load automatically — load this to override with your home-league's history.

Templates

Tap **Value/Points Template** or **WAR Template** to download a starter CSV with the exact column structure DraftEdge expects. The file is shared via the iOS share sheet — save it to Files, fill it in on a desktop, and re-import.

Filter & Sort

- **Position pills:** All, QB, RB, WR, TE, K, DEF.
- **Search:** fuzzy player-name match (Levenshtein distance), with up to 8 suggestions.
- **Sort keys:** Name, KTC value, Rank, Age, or Market price.

Values Tab (Optimizer)

The dashboard you'll spend the most time on. Every player's **Fair**, **Target**, and **MAX** bid in one sortable list, with live market heat dots and Buying Power up top.

Buying Power Bar

The four-block bar at the top of the Values tab is the situational read on where you stand:

BUYING POWER	Your remaining budget vs. league average. Labeled VERY STRONG / STRONG / NEUTRAL / WEAK / VERY WEAK and color-coded cyan → green → orange → red.
SPENT	Total dollars committed across the entire league so far.
REMAINING	Total dollars left across all teams (used as the denominator in inflation math).
MY LEFT	Dollars left on your team specifically. Drops as you record your own purchases.

Position Pills with Heat Dots

Each position pill has a small dot on the right when there's market signal:

- **Red (HOT)** — the position is going for materially over its average target bid. Don't reach.
- **Cyan (COLD)** — going under target. Look for bargains here.
- **Orange (FAIR)** — within the noise band. Bid normally.

Valuation Table

Five columns: Player · Fair · Tgt (or Adj) · MAX · Value/\$. Tap any column header to sort; tap again to flip ascending/descending. The default sort is MAX descending so the highest-ceiling players sit on top.

Value/\$ is points-per-dollar — KTC value (or projected points) divided by MAX bid. Higher = more value per dollar at the ceiling. Useful for finding pure bargains in the late rounds.

Market-Adjusted Mode (■ MKT toggle)

Tap the ■ **MKT** button in the search row to turn on market-adjusted Targets. The third column header changes from **Tgt** to **Adj**, and every player's recommended bid shifts to reflect what the market is actually

paying for that position right now. A green banner at the top reminds you the engine is in adjusted mode. Players that are now **under** their adjusted target are flagged with VALUE / GREAT VALUE / STEAL labels, the strongest signals to act on.

Long-Press to Record a Purchase

Long-press any player row to open the purchase modal. Type the price, pick the buying team from the horizontal roster chip row, tap **Confirm**. The pick is added to your auction history, the budget bar updates, the build re-runs, and the player disappears from the available list. Long-press is enabled in two situations:

- Manual leagues — always.
- Sleeper leagues — only when **Manual Draft Tracking** is on (Live tab → Mock subtab → start tracking).

Build Tab

The roster constructor. Given your remaining budget, your locked-in players, and your Win-Now-vs-Dynasty preference, the optimizer picks the highest-value combination of players that fills every starting slot and bench under budget. Every dollar bid pushes the optimizer to a new optimal lineup in real time.

Build Bias Slider

The horizontal slider at the top blends two valuation philosophies:

Pure Win-Now (0%)	WAR-driven. The optimizer ignores long-term dynasty value entirely and chases this season's expected wins. Roster bias toward proven veterans.
Balanced (50%)	Half WAR, half KTC dynasty value. Good default for most dynasty startups.
Pure Dynasty (100%)	Maximizes long-term roster value via KTC tier multipliers. Roster bias toward young assets and rookies.

The slider snaps in 5% increments. The pill on the right shows the current label (Pure Win-Now, Win-Now Focus, Leaning Win-Now, Balanced, Leaning Dynasty, Dynasty Focus, Pure Dynasty). The track tints orange below 50% and cyan above.

Summary Bar

- **Cost** — total dollar cost of the proposed roster.
- **Budget** — your remaining budget.
- **Left** — leftover (Cost - Budget). Green when positive, red if the optimizer can't fit.
- **Total Value** — combined KTC value across all proposed slots.

Slot Rows

Each slot (QB, RB, WR, TE, FLEX, SuperFlex, Bench...) shows a colored pill with the slot label, the proposed player, that player's max bid, and a lock state. Tap any slot pill to enter **Swap Mode** — the build candidate list at the bottom now filters to only players eligible for that slot. Tap a candidate to lock them in, replacing whoever was there.

Locks & Excludes

Long-press any slot row for the context menu: **Lock**, **Unlock**, or **Exclude**. Locked players are forced into the build no matter what. Excluded players are blacklisted and never appear in any future build (until you clear excludes via **Clear Locks** in the action bar). When you record a purchase to your own roster anywhere in the app, that player is auto-locked.

TIP

TIP: Lock the few players you really want, run a build, see what budget is left for the rest. If the build comes back with negative **Left**, you can't afford your locks at current prices — either unlock someone or accept paying over MAX on a star.

Live Tab

The auction-room cockpit. Five sub-tabs — Buys, Nominate, Budget, Market, Mock — plus a sticky entry bar for fast manual purchase entry and a Live Sync toggle that polls Sleeper every few seconds.

Sticky Entry Bar

Always visible at the top. Type a player name (the SearchBar fuzzy-suggests live), enter the price, pick the buying team from the horizontal roster chip row, tap **ADD**. The pick lands in Buys, the budget tab updates, the build re-runs, the market analysis recomputes. If the buying team is your starred roster, that player is auto-locked in the build.

Live Sync Header

The thin header below the entry bar has the green sync dot, the timestamp of the last sync, an optional **MOCK** badge if you're using a Mock subtab override, a manual refresh button, and the on/off Switch. With sync on, DraftEdge polls Sleeper's draft endpoint every 3 seconds and imports every new pick automatically. With it off, you record everything by hand via the entry bar or the Values-tab long-press.

Buys Subtab

Reverse-chronological list of every pick made so far. Each row shows the player, position badge, team name + roster ID, the actual price, and the player's target bid for comparison. The price turns **red** if the team paid >10% over target, **cyan** if they got it >10% under target. Swipe a row to open the trash icon and remove an erroneously-recorded pick.

When you have at least one purchase logged, a **Generate Draft Report** button appears at the top of the list. Tap it to produce a full PDF scorecard for your team — overall grade, value summary, slot-by-slot breakdown, and shareable via the iOS share sheet.

Nominate Subtab

DraftEdge's nomination strategy. Recommends players to throw out where: opponents still need that position *and* have the budget to pay *and* you don't actually need that player yourself. The goal is to drain other teams' budgets without risking getting stuck as the max bidder.

Each candidate shows:

- **Top card** for the #1 recommendation: player name, position, expected sale price, target bid, MAX bid, plain-English rationale, and the 2–3 likely bidders with their remaining budget and est. max bid.
- **Ranked alternatives** below — additional candidates with expected price.

- **SAFE TO WALK** badge — if you don't need this player at any roster spot, the badge appears so you can nominate aggressively and just back away if the price gets stupid.

Budget Subtab

League-wide budget map. Every team is listed (sorted by their draft slot if known), with a horizontal spend-bar that fills as they buy players. The bar tints red once a team has spent more than 85%. Your team is highlighted with a gold star and a subtle background. A banner at the top tells you your draft pick number when slot data is available.

Market Subtab

Real-time market analysis. Two main sections:

- **WAR Value Alerts** — high-WAR players still available where the market is currently paying *under* projected target. Each alert is labeled **PRIME VALUE** (gold) or **WAR VALUE** (orange) with the WAR tier, target bid, adjusted target, and a one-line rationale.
- **Position Market Heat** — for every position with at least 2 purchases, shows a card with the average paid vs. average target, a HOT/COLD/FAIR badge, a trend arrow (rising/falling/flat), and a horizontal under/over-target progress bar showing what % of buys came in under target.

Mock Subtab

Practice mode. Lists every available draft on your league (real + any active mocks Sleeper is showing). Tap one to override the Live Sync target — DraftEdge now syncs from the mock instead of the real draft. If your mock isn't listed, paste the mock's URL or numeric ID into the manual field. Use **Clear mock** to revert to the real draft. For manual leagues, this subtab also exposes **Start Manual Auction Tracking**, which enables the long-press purchase flow on the Values tab.

Auction Workflow — Pre-Draft → Live

Phase 1 - The Week Before

1. Connect your Sleeper league (or set up manually).
2. Star your team in the League tab.
3. **Optional:** load custom value/points and WAR CSVs in the Projections tab (or rely on the bundled prices).
4. Set your Build Bias slider — Win-Now if you're trying to win this season, Dynasty if you're building for the future.
5. Lock the 2–4 players you absolutely want (Build tab → long-press a slot → Lock). Re-run the build and see what's affordable around them.

Phase 2 - Mock-Draft Practice

1. Live tab → Mock subtab. Pick any active mock from the list, or paste a Sleeper mock URL.
2. Turn Live Sync on. DraftEdge polls and pulls every pick automatically.
3. Watch the Buying Power bar, position heat dots, and Market subtab to learn how the engine reacts.
4. When the mock is over, tap **Clear Mock**. Your auction history wipes clean for next time.

Phase 3 - Live Draft Day

1. Open Live tab. Confirm Live Sync is on (Sleeper) *or* Manual Tracking is on (other platforms).
2. Pre-draft: scan the **Nominate** subtab for your opening throwaway nomination — drain a position that other teams need but you don't.
3. During the draft: glance at **Buying Power** in the Values tab. STRONG = bid aggressively. WEAK = play tight, take the bargains.
4. Watch position **heat dots**. Cyan dot on RB? RBs are going under target — pivot your spend. Red dot on TE? Stay out unless your locked TE is on the board.
5. Use ■ **MKT** to switch into market-adjusted Targets if the room is wildly off baseline.
6. Every time it's your nomination, check the **Nominate** subtab top card.

Phase 4 - After the Draft

On the Buys subtab, tap **Generate Draft Report**. DraftEdge compiles a PDF scorecard with your overall grade, slot-by-slot value summary, total spent vs. expected, and shares it via the iOS share sheet so you can post-mortem with your league.

Glossary

Auction value tiers

Term	Color	Meaning
Fair	● #94A3B8	The midpoint dollar value — where this player would sell in a balanced market.
Target	● #22D3EE	Your recommended bid. The price you'd be happy paying. Sit out anything materially above this.
MAX	● #FBBF24	Your absolute ceiling. Walk away one dollar past this — beyond MAX, you're paying for hope.
Bargain	● #22C55E	Live signal: this player is going UNDER target. Pounce.
Over	● #EF4444	Live signal: this player has already cleared MAX. Don't bid.
On Target	● #22D3EE	Live signal: bid is sitting between Fair and Target — this is the price you wanted.

Other terms you'll see

KTC	KeepTradeCut value — a community-sourced dynasty value scale used by the engine when projected points aren't loaded. Higher = more dynasty value.
WAR	Wins Above Replacement — fantasy-football-specific stat estimating how many extra wins this player gives a team vs. a replacement-level starter. Drives the Win-Now half of the Build slider.
WAR Tier	Categorical bucket (e.g. ELITE / TOP / SOLID / FILLER) computed from a player's WAR percentile.
TEP	Tight End Premium scoring — bonus PPR for TE receptions. DraftEdge supports +0.5 / +0.75 / +1.0 TEP.

SuperFlex	League format with a starting slot eligible for QB <i>or</i> RB/WR/TE. Inflates QB values significantly.
Inflation	League-wide deviation from baseline pricing as the draft progresses. Computed from total spent and remaining.
Heat	Real-time market signal at a position: HOT (over target), COLD (under), FAIR (in band).
Buying Power	Your remaining budget vs. league average remaining. STRONG / WEAK label per ratio.
Value Pick	A player available below their adjusted target. Sub-labels: VALUE, GREAT VALUE, STEAL.
WAR Value Alert	High-WAR player at a position trending under target — flagged for live nomination/bid.
Lock	Force a player into the build optimizer regardless of value.
Exclude	Blacklist a player from the build optimizer.
Mock	A practice draft. DraftEdge can sync to public Sleeper mock drafts for live practice.

Tips, Tricks & FAQ

Hidden shortcuts

- **Swipe horizontally** on any tab to navigate to the next/previous tab.
- **Long-press a player row** in the Values tab → opens the price/team modal in 1 motion.
- **Tap a column header** in the Values table → sort. Tap again → flip direction.
- **Tap a slot row** in Build → enters Swap Mode for that slot.
- **Long-press a slot row** in Build → Lock / Unlock / Exclude context menu.
- **Tap the star icon** next to any roster in the League tab → instantly retargets “my team” for the entire app.

Common questions

Where does my data go?	Nowhere. Everything is in expo-sqlite on the device. Reads from Sleeper are anonymous.
What if I don't have a CSV?	DraftEdge ships with bundled auction prices. As soon as a league is loaded, the right format-matched price sheet auto-loads. You don't need to upload anything.
Can I use this for ESPN / Yahoo?	Yes — Configure Manually in the League tab. There's no live sync (only Sleeper has the API), but every other feature works including manual auction tracking.
My league budget shows wrong	The League tab's info banner shows the budget DraftEdge detected from Sleeper vs. your current setting. Tap Edit Setup (manual leagues) or just adjust the value to override.
Build tab says “No Build Yet”	You haven't loaded a league or the bundled prices haven't loaded yet. Pull-to-refresh on the League tab and wait a moment.
How accurate are the values?	Target is a central estimate, not a guarantee. The engine is calibrated to clear the budget when every team drafts to value — meaning if everyone bids Target, the league spends ~100% of total dollars. Real auctions deviate. That's why MAX exists.

<p>Live Sync timestamp says “30s ago” — is that bad?</p>	<p>No. Sleeper's API has a few-second delay and DraftEdge polls every 3s. Up to ~10s of lag is normal.</p>
<p>Generate Draft Report fails</p>	<p>Make sure you have at least one purchase logged on your team and the device share sheet is reachable. The report is generated on-device — no network call.</p>

Gotchas

- **Mock drafts and real drafts have different IDs.** If you accidentally start syncing to a mock, your real-draft purchases won't be recorded. Always clear the mock when finished.
- **Manual leagues don't have a real-time roster** — you have to record every pick by hand (or via the Values long-press flow).
- **The valuation engine recomputes on every input change.** Adjusting your manual budget or TEP setting will refresh every Fair/Target/MAX value across the app — there's no stale cache.
- **Locked players that exceed remaining budget** will produce a build with negative Left. Either unlock or accept overpaying.

GOLD

Pro tip: in the 30 seconds before a player you want is nominated, check the Buying Power bar AND the heat dot for that position. Cyan dot + STRONG buying power = bid up to MAX confidently. Red dot + WEAK buying power = walk away below Target.

End of manual. For app updates and feature changes, see the release notes in the App Store. — DraftEdge Pro · draftedgepro.com