DRAFT ◆ NIGHT

3077

Forget the eco-disasters and corporate-state coups, it's *Draft Night* for the world's most popular (and profitable) sport!

Join up to 64 other players in competing to define the culture of *Earth's Proudest Pastime* and draft the best players to win the World Championship!

Draft Night is a real-time sci-fi sports draft [megagame](#) that has been adapted for an online setting. The game itself will take place during the initial pre-season draft. The season and post-season championship tournament will be simulated at the end of the event.

STATE OF THE LEAGUE ADDRESS FOR THE YEAR 3076

It's certainly dark out there. Robot rebellions, the Moon Wars, techno-pollution, computerized bioviruses, World Government censorship, the breakdown of our peace talks with the High Umpires of Space Cricket, high taxes, looming internet sentience…

It's at times like these that I find solace in this glorious sport and the League that represents it — and I know I'm not alone. It's important to remember that the League not only offers gainful employment and the chance for athletic glory, but also community, belonging, and, dare I say it, entertainment to over 40% of the World's population.

It's with entertainment in mind that I'm proud to announce, in partnership with our friends at Buff-NESS™ Incorporated, a series of sweeping reforms…

[GUNSHOT]

These were the final words of the Commissioner for the League for the year 3076, before their untimely assassination at the hands of a Space Cricket fanatic.

The radical Commissioner's controversial reforms around elongating the Triple-Score Zone, increasing corporate ties with League sponsors like Buff-NESS Incorporated, and increasing game spectacle were not implemented. The Commissioner spot remains temporarily vacant.

Contents

LEAGUE STRUCTURE

Without getting into the details, here are broad notes concerning the structure of the league:

- The League is made-up of 16 teams divided into four divisions loosely based on geography (Eurasia East, Eurasia West, North America, and Southern Division)
- During Draft Night, each franchise is run primarily by two to five influential franchise powerbrokers *('players')* (see 'Team Franchise Structure' below)
- While each franchise employs tens of thousands, only five professional athletes take the field each game: two *Tackles*, two *Guards*, and one *Captain*. Franchises must draft athletes to fill all five positions each season.
- Each team has two contractually acknowledged rivals – one within the team's division and one outside the team's division.
- Each team plays each other team in its division twice during the regular season
- Each team plays three of four teams in other divisions once during the regular season

- The top two teams from each division qualify for the post-season tournament (*The World Championship*).

TEAM FRANCHISE STRUCTURE

On Draft Night, three main players from each team wield significant influence over the future of their franchise.

As has become *Draft Night* tradition, the **Owners** of all the franchises of the League (collectively referred to as 'the Cabal') have agreed to take time out of their busy schedule running international corporations and galivanting across the globe to meet and discuss the pressing issues facing the League – and to agree on policies to enact for the upcoming season. Collectively, the Owners' Cabal can decide on matters of League financing, the rules of the sport, and policies concerning the general operation of the League. Internally, Owners also have final say over the budget of their franchise (which can make or break a season).

General Managers ('GMs') are the heart-and-soul of each franchise and are the final decider on which athletes the franchise drafts on *Draft Night*. GMs oversee the trading of players, trading of drafting spots, and the hiring of coaches.

The **Sabers**[1] are the brains of the team. They analyze the athlete stats and advise the GM as to which athletes are the best draft picks, and also can tap into the League Supercomputer's databanks to retrieve critical data or model scenarios which may not relate to the sport on the field directly.

> `MATH WARNING:` Sabers tend to talk about stats and athlete performance a lot. Normal, number-fearing people of this planet should avoid associating with these nerds.

Many franchises also have influential **Vice Presidents** (VPs) of various departments. Other franchises have nosy and self-glorifying Vice Presidents of little actual importance. VPs assist the rest of their team during *Draft Night* and are frequently witnessed handling off-the-record negotiations, keeping track of team finances, or going on coffee runs.

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[1] Short for 'sabermetrician', also known as a 'sports statistician'. At various points during the League's history, Sabers became so skilled in predicting the results of the season that it created a computing arms race. Steps have been taken to collectively limit their access to computing power and increase unpredictability in the sport.

THE LEAGUE ATHELTES

The athletes are off at the *Draft Night* Press Event which is a well-orchestrated circus for the broader public. Everything that needs to be known about the athletes has been measured and catalogued by the League Supercomputer. Sabers, GMs, and VPs have access to the specs which are catalogued on a public spreadsheet. Anyone can download and manipulate the data as they see fit.

ATHLETE STATS

Previously, the dramatic escalation in capabilities and use of supercomputing technology led to increasingly lopsided, predictable, and otherwise un-fun sporting seasons. Strict controls around the use of such advanced computing and statistics now means every franchise know roughly the same amount of knowledge about all athletes' capabilities.

At the start of *Draft Night*, the League Supercomputer informs each team's **Saber** a number of facts regarding each other athlete's stats which detail how the stat results for each athlete relate to their overall performance[2]. Information on stats can be general:

- `"Upper"` *BB*[3] `stats are better than other results.`
- *`Tibia Diameter`* `is not significantly indicative of performance.`
- *`Chakras`* `higher on the body level are good.`

Or the information on players' stats can be specific:

- `Athletes either have an "Upper", "Upper-middle", or "Middle"` *BB* `stat.`
  - `"Upper" players have +0% performance.`
  - `"Upper-middle" players have -3% performance`
  - `"Middle" players have -6% performance`
- *`Tibia Diameter`* `of players ranges from 0.5 to 5.5.  The players with the smallest` *`Tibia Diameter`* `(0.5) corresponds to 1% better performance when compared to the players with largest` *`Tibia Diameter`* `(5.5).`
- `There are seven` *`Chakras`*`, ranging from "Root" to "Crown". The` *`Chakras`* `associated with higher parts in the body correspond to better performance.`

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[2] Performance is an abstract metric of how much the athlete can contribute to the team's chance of winning games. Don't overthink it! For those with math backgrounds, the performance of players is always linearly related to continuous variables. For those without math backgrounds, please ignore the previous sentence.

[3] Since we're all knowledgeable League Insiders, I won't waste anyone's time footnoting what the BB stat or any other stat-related acronym stands for.

o   "Root", "Sacral", and "Solar" Chakras = +0% performance
o   "Heart" and "Throat" Chakras = +2% performance
o   "Third Eye" and "Crown" Chakras = +4% performance

During each draft round, the team's Saber can request from the League Supercomputer more information on one stat. If they request information on a stat for the first time, they will receive general information. If information is requested on a stat which the team has already received general information on (from the League Supercomputer), then the team is given specific information on the stat.

LEAGUE POLICIES & INITIATIVES

The League is a powerful cultural force with many enemies and lots of internal disagreement over the future of the sport and the league. The Owners' Cabal is responsible for agreeing on what to do regarding these issues and can agree to adopt policies or initiatives to address three categories of problems: financial, sports-related, or cultural.

Owners will be further briefed on the details of League policies and initiatives and on their potential cultural and financial impacts. What is important for all players to know is that policies which change the rules of the sport can also influence the performance of individual players. Since the rules of the sport are so esoteric and the League's influence all-encompassing, these changes to the rules of the game are often extreme and sound nonsensical to outsiders, but they can profoundly affect how the sport is played.

> For example, the League can mandate that all players undergo mandatory Chakra realignment towards players' "Root". This would pull all players' Chakras one step towards the "Root" and thus effect their on-field performance.

> Another example, the League can handicap cyborg players. This would lower the performance of players with high '%Robot' stats.

However, the majority of what the Owners discuss will be cultural and financial issues. GMs, Sabers, and VPs may find the Owner frustratingly uninterested in the actual performance of the team. Owners seem more interested in their pocketbook than their trophy shelf.

TEAM FINANCES

Each team will start out with a certain amount of capital. Teams with larger media markets receive higher amount of starting capital.

Throughout *Draft Night*, teams can trade money with one another freely at the approval of the Team's Owner. All transactions will be tracked and catalogued by the League Supercomputer. Money transactions can also be designated to occur post-season which will cut into future profit but not affect the franchise's current available cash.

The amount of revenue each franchise receives is dependent on the team's budget, the team's media market size, and the team's won-loss record for the season. The budget template explains the effect of each budget item on the team's performance and the franchise's revenue.

It is possible for teams to go bankrupt. All promised post-season payments are made up until the point which the lending team becomes bankrupt. Transactions are adjudicated in the order at which they are made. Complex financial situations and post-season transaction promises will be smoothed out by the League Supercomputer to the best of its ability.

LEAGUE FINANCES

The League has for generations instituted generous profit-sharing arrangements between the wealthiest franchises and the less wealthy.

These profit-sharing arrangements are credited with providing stability in the league but are a persistent drain on the franchises with the largest media markets.

Profit-sharing agreements can be proposed or changed on the agreement of the Owner's Cabal like any other policy.

The League as a whole does not have a large spending account of its own and must depend on the Owners to frequently chip in their part to finance the more grandiose initiatives of the League.

How Draft Night is Played

Draft Night will be played over Discord and various collaborative google products (Google Forms and Google Spreadsheets)

A human will represent the *League Supercomputer* and will verify all trades and keep final records.

Sabers will be given a plug-in-and-play spreadsheet which can be used as a tool to determine which athletes are the best draft candidates. While advanced analysis could be done to get an edge on the other teams in determining which athletes are the best, the plug-in-and-play spreadsheet should be enough for most players. A brief crash course on the spreadsheet will be offered for anyone who desires it.

Team Owners are responsible for turning in their team's budget for the upcoming year, and the rest of the team is responsible for making sure the Team Owner does in fact turn it in.

Game Schedule

Draft Night will take place over three days with the third day being designated for a player debrief and the announcement of the season results, the World Championship results, and how much money each Franchise made. Below is the schedule. The schedule is attempting to be kind and encompass players from different time zone and is a "24/7" game, where players are expected to be communicating with each other throughout the event – even during the non-draft rounds. However, this does not mean players will be always online and should be encouraged to take breaks, go eat sandwiches, file your taxes, etc.

Attendance is strongly encouraged for all players for the Closing Debrief. For Owners, attendance to the two Voting Sessions of the Owners' Cabal is mandatory. Owners who cannot attend the Owners' Voting Sessions should send another player (VP recommended) in their place.

Busy GM players can setup their draft picks with the moderator in a manner that best fits their schedule (please include back-up draft picks if the Franchise's primary pick gets drafted.

Below is the Draft Night Event Schedule. Times listed in Eastern Standard Time (EST).

Day	Event	Time (EST)
Pre-Event	Rules, Role Briefings, and Team Briefings distributed; Discord populated with players	-
Day 0 (Thurs.)	*League Supercomputer booted* up: official trades now allowed; Sabers provided initial stat information	5pm
Day 1 (Fri.)	Draft Round 1 *(Extended round; Draft slots last 10 min. instead of 5 min.)*	5pm
Day 2 (Sat.)	Draft Round 2	11am
	Owners' Cabal Voting Session 1	12pm
	Draft Round 3	1pm
	Draft Round 4	3pm
	Draft Round 5	5pm
	Owners' Cabal Voting Session 2	5pm
	Deadline for: Franchise Budgets, GM coaching decisions, athlete trades, and League Policies decided by the Owners' Cabal	Midnight
Day 3 (Sun.)	*Closing Ceremonies*: debrief, and announcement of the most profitable franchise and christening of *World Champions*!	5pm

Franchise Trades & Transactions

While future iterations of Draft Night will have automated record keeping and transaction software, transactions will be kept track of manually during this event by the League Supercomputer. Public transactions will be published in the Discord. Private transactions will be catalogued and published after the event is finished. Stipulations in public transactions are binding while those in private transactions are not. All agreements which officially trade athletes are automatically considered *public*.

All agreements with monetary stipulations require the approval of the Franchise's Owner while all transactions which deal with the trading of athletes or draft slots requires the approval of the GM.

Legacy Mechanics

Draft Night was designed with legacy mechanics in mind. Multiple seasons using the same franchises in the same broader narrative universe is possible. *Draft Night* may end up being played multiple times throughout the covid quarantine.

Pre-Game Setup

- ☐ Sign-Up to the event via this [Google Form](#)
- ☐ Sign-Up to an individual Franchise and player role via this [Public Google Spreadsheet](#)
- ☐ Read Introduction (this document)
- ☐ Read the rules briefing for your role (Owner, GM, Saber, VP)
- ☐ [Download Discord](#) and create an account
- ☐ Join [Draft Night 3077 Discord Channel](#)
- ☐ Introduce yourself to your Franchise on your Franchise's Discord channel!
- ☐ Read Franchise Briefing (posted in your Franchise's Discord Channel)
- ☐ Smack talk other Franchises via the #smack-talk channel
- ☐ Post about any thoughts, comments, concerns, questions about the upcoming event on the Discord channel (tag "@League Computer") or email them to info@megagamecoalition.com

Credits

Draft Night 3077 was designed by Peter Nixon and Trenton Greyoak. Thanks to the members of the [Megagame Coalition](#) for their generous community, enthusiasm, and for the use of their website for this event.

The design was inspired by the *O.W.L.* fantasy draft gaming event by Stefan Salva Cruz – for which it shares a number of superficial and some game mechanic similarities. Thanks to Stefan for the inspiration and input.

Draft Night satirically looks at contemporary sports culture through the lens of dystopian sci-fi tropes, tonally similar to the [What will Football Look Like in the Future](#) series by SB Nation, the [Blernsball segments of Futurama](#), or bloodsport movies like [Rollerball](#). It also highlights the important role of statistics in sports, in a similar manner to the [Moneyball: The Art of Winning an Unfair Game](#) by Michael Lewis (adapted into a [movie](#)). The broader background universe is a non-descript, kitchen-sink, sci-fi dystopia in the vein of [Shadowrun](#),

the Cyberpunk franchise, and others. Themes concerning the societal impact of technology are similar to those seen in the new season of West World and Black Mirror. Consuming any of this media before the event is not required or encouraged from a game play perspective.

While the draft and sports elements in Draft Night are inspired by the drafts and functions of real-world sports leagues, any likeness to real-world individuals is coincidental.