

3077 SEASON PROFITS

Hong Kong Riot HKR Team Lineup



Captain:	#42 Elephant (Unknown)	Performance:	+38.48
North Striker:	#35 Pixie (Popular)		+23.46
South Striker:	#72 Jocky (Popular)		+5.78
Left Tackle:	#1 Cosmonaut (Disliked)		+28.66
Right Tackle:	#10 Vandal (Unknown)		+22.63

Coach & Strategy

Name: Hortencia Lazer	Performance: +4
Salary: 10 zillion	Season Strategy: Aggressive
Franchise Improvements Budget: 16	
Franchise Improvements Performance Bonus: +17	

Franchise	Season Wins	Season Loses	Post Season?	Div. Rival Wins*	InterDiv. Rival Wins*
Beijing United (BJU)	4	11	no	0	0
Mumbai Moguls (MM)	6	9	yes	2	0
Jakarta Tobacco Monopoly (JTM)	10	5	yes	2	1
Osaka Underground (OSU)	4	11	no	0	1
French Revolution (FRV)	8	7	no	2	0
Hong Kong Riot (HKR)	9	6	yes	1	1
London Elite (LEL)	9	6	yes	0	1
Murmansk Convoy (MCV)	9	6	yes	2	0
Anaheim VC (AVC)	7	8	no	2	1
Mixcoatl Mexico City (MXC)	8	7	yes	1	0
Charlotte M-I Complex (CMC)	9	6	yes	0	1
Toronto United (TU)	4	11	no	1	1
Johannesburg Great Lakers (JGL)	8	7	no	0	0
Riyadh Energy (RYE)	9	6	yes	3	0
Pride of Lagos (POL)	7	8	no	2	0
Towering São Paulo (TSP)	9	6	yes	0	1

Hype Stats

Div. Rival: MCV	Inter-Div. Rival: 9
Div. Rivalry Hype Funds: 5z	Inter-Div. Rivalry Hype Funds 9z
MCV Hype Funding: 4z	BJU Hype Funding: 4z
Div. Rival Profit: 14z	Inter-Div Rivalry Profit: 36z

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Hong Kong Riot (HKR) HKR

3077 Season Budget

Athletes & Coach Salary:	31
Franchise Improvements:	16
Merchanising:	13
Profiteering:	7
Hyping Division Rival Games:	5
Hyping Inter-Divisional Rival Games:	9
Opening-Day Hype:	0
Other Initatives and Investments:	0

3077 Profits

Unused Saber Credits:	3
Overspent Penalty:	0
Salary Cap Penalty:	0
"Wins" Bonus profits:	9
Merchandising Profits:	18
Profiteering Profits:	10
Athlete Popularity Bonus:	10
Net Media Coverage Bonus:	2
Post-Season Prize Money:	2
Division Rivalry Hype Profits:	14
Inter-Divisional Rival Hype Profits:	36
Opening Day Hype Profits:	10
Other Profit:	0
Profit Redistribution:	0

Notes

- Other Profit Notes:
- Other Notes:

3077 Summary

Starting Budget:	83
Final Budget:	113
Fractional Change:	0.361445783
Rank in Absolute Profit:	2
Rank in Relative Profit:	4
Performance Acquired:	150.01
Performance per \$zillion spent:	1.851975309
Rank in Performance per \$zillion spent:	9

Franchise	wk1	wk2	wk3	wk4	wk5	wk6	wk7	wk8	wk9	wk10	wk11	wk12	wk13	wk14	wk15	Season Wins	Season Losses	Post Season?
BJU	FRV	MM	@MXC	@MM	@JTM	@POL	@OSU	JGL	HKR	@LEL	@AVC	CMC	OSU	RYE	JTM	4	11	No
MM	HKR	@BJU	@CMC	BJU	OSU	@TSP	@JTM	RYE	LEL	@MCV	@MXC	TU	JTM	POL	@OSU	6	9	Yes
JTM	LEL	@OSU	@TU	OSU	BJU	@JGL	MM	POL	MCV	@FRV	@CMC	AVC	@MM	TSP	@BJU	10	5	Yes
OSU	MCV	JTM	@AVC	@JTM	@MM	@RYE	BJU	TSP	FRV	@HKR	@TU	MXC	@BJU	JGL	MM	4	11	No
FRV	@BJU	HKR	@RYE	@HKR	@LEL	@CMC	@MCV	AVC	@OSU	JTM	@JGL	POL	MCV	MXC	LEL	8	7	No
HKR	@MM	@FRV	@POL	FRV	MCV	@TU	@LEL	MXC	@BJU	OSU	@RYE	TSP	LEL	AVC	@MCV	9	6	Yes
LEL	@JTM	@MCV	@TSP	MCV	FRV	@AVC	HKR	CMC	@MM	BJU	@POL	JGL	@HKR	TU	@FRV	9	6	Yes
MCV	@OSU	LEL	@JGL	@LEL	@HKR	@MXC	FRV	TU	@JTM	MM	@TSP	RYE	@FRV	CMC	HKR	9	6	Yes
AVC	JGL	@MXC	OSU	MXC	@CMC	LEL	TU	@FRV	TSP	@POL	BJU	@JTM	@TU	@HKR	CMC	7	8	No
MXC	RYE	AVC	BJU	@AVC	@TU	MCV	CMC	@HKR	POL	@TSP	MM	@OSU	@CMC	@FRV	TU	8	7	Yes
CMC	POL	@TU	MM	TU	AVC	FRV	@MXC	@LEL	RYE	@JGL	JTM	@BJU	MXC	@MCV	@AVC	9	6	Yes
TU	TSP	CMC	JTM	@CMC	MXC	HKR	@AVC	@MCV	JGL	@RYE	OSU	@MM	AVC	@LEL	@MXC	4	11	No
JGL	@AVC	@RYE	MCV	RYE	POL	JTM	@POL	@BJU	@TU	CMC	FRV	@LEL	TSP	@OSU	@TSP	8	7	No
RYE	@MXC	JGL	FRV	@JGL	TSP	OSU	@TSP	@MM	@CMC	TU	HKR	@MCV	@POL	@BJU	POL	9	6	Yes
POL	@CMC	@TSP	HKR	TSP	@JGL	BJU	JGL	@JTM	@MXC	AVC	LEL	@FRV	RYE	@MM	@RYE	7	8	No
TSP	@TU	POL	LEL	@POL	@RYE	MM	RYE	@OSU	@AVC	MXC	MCV	@HKR	@JGL	@JTM	JGL	9	6	Yes

E-E

Mumbai Moguls (MM)

Jakarta Tobacco Monopoly (JTM)

E-W

Hong Kong Riot (HKR)

London Elite (LEL)

Murmansk Convoy (MCV)

Jakarta Tobacco Monopoly (JTM)

Murmansk Convoy (MCV)

N.A.

Mixcoatl Mexico City (MXC)

Charlotte M-I Complex (CMC)

SO.

Riyadh Energy (RYE)

Towering São Paulo (TSP)

Charlotte M-I Complex (CMC)

Riyadh Energy (RYE)

Division Championships

Semi-Finals

Finals

3077

World Champions!

Murmansk Convoy (MCV)

World Champion Contender

Riyadh Energy (RYE)

3077 REPORT



Preseason Rankings

Franchise	Raw Athlete Performance	Rank	Total Raw Performance	Rank	Season Record (W/L)	Highest Post Season Achievement
Beijing United (BJU)	101.25	13	133.25	12	4/11	
Mumbai Moguls (MM)	83.76	16	117.76	15	6/9	Div. E-E Contender
Jakarta Tobacco Monopoly (JTM)	125.18	4	158.18	4	10/5	Div. E-E Champion
Osaka Underground (OSU)	122.05	5	139.05	11	4/11	
French Revolution (FRV)	116.56	12	145.56	10	8/7	
Hong Kong Riot (HKR)	119.01	8	150.01	6	9/6	Div. E-W Contender
London Elite (LEL)	118.92	9	157.92	5	9/6	Div. E-W Contender
Murmansk Convoy (MCV)	129.06	3	162.06	3	9/6	World Champion
Anaheim VC (AVC)	116.7	11	149.7	7	7/8	
Mixcoatl Mexico City (MXC)	146.48	1	164.48	2	8/7	Div. N-A Contender
Charlotte M-I Complex (CMC)	91.65	15	122.65	14	9/6	Div. N-A Champion
Toronto United (TU)	118.33	10	97.33	16	4/11	
Johannesburg Great Lakers (JGL)	121.1	6	146.1	9	8/7	
Riyadh Energy (RYE)	119.83	7	146.83	8	9/6	World Contender
Pride of Lagos (POL)	100.89	14	132.89	13	7/8	
Towering São Paulo (TSP)	139.85	2	175.85	1	9/6	Div. S. Contender

Season Profits

Franchise	Starting Money	Ending Money	Rank in Absolute Profit	Percent Change	Rank in Relative Profit	Spending Efficiency	Rank in Spending Efficiency
Beijing United (BJU)	87	43.5	14	-50%	14	1.51	13
Mumbai Moguls (MM)	84	48	12	-43%	12	1.29	15
Jakarta Tobacco Monopoly (JTM)	85	52	11	-39%	11	1.88	6
Osaka Underground (OSU)	75	95	5	27%	5	1.85	8
French Revolution (FRV)	85	81.5	8	-4%	8	2.35	3
Hong Kong Riot (HKR)	83	113	3	36%	3	1.85	9
London Elite (LEL)	77	90	6	17%	6	2.05	5
Murmansk Convoy (MCV)	82	115	1	40%	2	1.84	10
Anaheim VC (AVC)	96	79	10	-18%	10	1.58	12
Mixcoatl Mexico City (MXC)	74	27.5	16	-72%	16	2.25	4
Charlotte M-I Complex (CMC)	97	126	4	30%	4	1.64	11
Toronto United (TU)	73	35.5	13	-51%	15	1.20	16
Johannesburg Great Lakers (JGL)	69	100	2	45%	1	2.44	2
Riyadh Energy (RYE)	78	66.5	9	-15%	9	1.88	7
Pride of Lagos (POL)	90	46.5	14	-48%	13	1.48	14
Towering São Paulo (TSP)	84	94	7	12%	7	2.93	1

Spending Efficiency is the Total Raw Performance divided by the total money spent (not including monetary penalties and fines)

THANKS!



Draft Night 3077 was designed by Peter Nixon and Trenton Greyoak with design and artistic input from Stefan Salva Cruz. Thanks to the members of the Megagame Coalition for their generous community, enthusiasm, and for the use of their website for this event. Thanks to my fellow Supercomputers: Stefan Salva Cruz, Noah Allington, Sam Bassett, Trenton Greyoak (the Internet), and Lee Keiser II (Deputy Commissioner).

The design was inspired by the *OWL* 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.

The Megagame Coalition is a group of North American Megagame Designers and Organizers who are passionate about megagames and about supporting each other's projects. Follow the [Megagame Coalition on Facebook](#) and join our [Discord Server](#) if you'd like to hear about future events or join in the megagame mega-discussions!

Future Online Megagames

OWL League



The Occult and Witchcraft Ludmancy League (or **OWL League** for short) is a fantasy sports simulation set in a contemporary magic setting (e.g. Harry Potter, or The Magicians).

Seven former amateur sport clubs have been selected to compete for magical greatness. Teams of two to three players representing individual franchise's Lord/Lady ('Owner'), Hand of the Lord/Lady ('General Manager'), and Head Sage ('Coach') will draft athletes and prioritize the team's financial and sport objectives. In addition to those running the franchises, other player roles (such as the Commissioner, the High Masters, and more) will act as powerbrokers for the whole League. Unlike Draft Night, O.W.L. League will emulate the whole season, pushing players to strategically rest their athletes ('Magicians') in pursuit of seasonal goals as well as week-to-week victories.

O.W.L. hopes to provide an immersive multi-week experience with opportunities for player-driven role-play and emergent game-play elements. The culture which will emerge will not only define the meta for the sport but also the League's culture, as well as the culture of the broader narrative universe, as player-improvisation and role-play fills in the missing gaps. OWL League will launch later this Spring.

One Dead Archduke.

One Dead Archduke is an online day-by-day political simulation of the July Crisis – the series of diplomatic failures triggered by the assassination of Franz Ferdinand which cascaded into World War I. Players will represent the mighty powerbrokers of Europe facing the resounding internal and external pressures of July 1914. Will this single act of terrorism lead to war?

The last multiple weeks, with one day in the real world generally being one day in the game. Communication barriers will be strict between players and stricter between players of different nations. Players will notably be rewarded for generating assets for the game which fulfill role-playing purposes like letters, diplomatic cables, manifestos, contracts, and more. Not only will these assets effect the game but also serve to record the games events.

In summary, players will seek to resolve the internal and external disputes of Europe in favor of their nation and in a method that fulfills their more self-centered goals within difficult communication barriers informed by historical contexts.

