#### **3077 SEASON PROFITS**

# Johannesburg Great Lakers **JGL**

# Team Lineup

Captain:
North Guard:
South Guard:
Left Tackle:
Right Tackle:

#80 Emmanuel Alers [Ramrod] (Popular)
#64 Georgiann Molder [Lockheed] (Superstar)
#65 Pyotr Osipov [Vicar] (Superstar)
#29 Tikhon Sokolo [Mosquito] (Popular)
#78 Muslih Khatibi [Roadrunner] (Superstar)



Performance: +14.485643 +20.38025852 +4.459747938 +20.52328286 +20.10681215

## Coach & Strategy

Name: Whitney Closson Performance: +15

Salary: \$12z Season Strategy: Defensive

Franchise Improvements Budget: \$19z

Franchise Improvements Performance Bonus: +18

Team Personality Cohesion: Great!
Long-Term Infrastructure Upkept?: Yes
Next Season Inrastructure Age: Classic

Performance Enhancing Cigars? Yes

## Preseason Rankings

Franchise	Total Raw Athlete Performance	Rank	Total Performance	Rank	Total Spent (\$z)	Efficiency (Performance per \$1z)	Rank
Beijing United (BJU)	84.1	<mark>4</mark>	135.1	<mark>2</mark>	96	1.41	<mark>3</mark>
Jakarta Tobacco Monopoly (JTM)	51.6	15	88.6	14	65	1.36	4
Mumbai Moguls (MM)	69.9	11	94.9	13	91	1.04	15
Osaka Underground (OSU)	70.7	10	113.7	9	103	1.10	14
French Revolution (FRV)	63.4	12	112.4	11	88	1.28	8
Hong Kong Riot (HKR)	75.2	8	124.2	8	105	1.18	10
London Elite (LEL)	71.8	9	112.8	10	97	1.16	12
Murmansk Convoy (MCV)	90.0	1	127.0	7	108	1.18	11
Anaheim VC (AVC)	87.6	<mark>2</mark>	128.6	6	97	1.33	5
Charlotte M-I Complex (CMC)	61.0	13	82.0	16	104	0.79	16
Mixcoatl Mexico City (MXC)	86.8	3	134.8	<mark>3</mark>	85	1.59	<mark>1</mark>
Toronto United (TU)	51.1	16	95.1	12	74	1.28	7
Johannesburg Great Lakers (JGL)	80.0	<mark>5</mark>	139.0	1	109	1.27	9
Pride of Lagos (POL)	76.4	7	130.4	5	88	1.48	<mark>2</mark>
Riyadh Energy (RYE)	60.6	14	87.6	15	76	1.15	13
São Paulo Interestelar (SPI)	79.9	6	132.9	4	101	1.32	6

#### **3078 REPORT**

## Hype Stats

Div. Rival: POL

Div. Rivalry Hype Funds: 3z

Total Div. Hype Funding: 9z Div. Rivalry Intensity Bonus:

+\$47

3078 Div. Rivalry Profit: \$26z

Inter-Div. Rival: TU

Inter-Div. Rivalry Hype Funds: \$6z Total Inter-Div. Hype Funding: \$12z Inter-Div. Rivalry Intensity Bonus:

+\$77

3078 Inter-Div. Rivalry Profit: \$19z

Franchise	Reg. Season Wins	Reg. Season Loses	Post-season	Wins over Division Rival	Wins over Interdivision Rival
Beijing United (BJU)	12	3	yes	<b>@</b>	
Jakarta Tobacco Monopoly (JTM)	2	13	no	<b>©</b>	
	5	10	no		
Osaka Underground (OSU)	6	9	yes	<b>®</b>	<b>@</b>
French Revolution (FRV)	10	5	yes	<b>@ @</b>	<b>@</b>
Hong Kong Riot (HKR)	11	4	yes	<b>®</b>	<b>@</b>
	6	9	no		<b>@</b>
Murmansk Convoy (MCV)	10	5	yes	<b>®</b>	
Anaheim VC (AVC)	6	9	yes	<b>@ @</b>	
Charlotte M-I Complex (CMC)	4	11	no		<b>@</b>
Mixcoatl Mexico City (MXC)	12	3	yes	<b>@ @</b>	
Toronto United (TU)	3	12	no		
Johannesburg Great Lakers (JGL)	11	4	yes	<b>@</b>	<b>©</b>
Pride of Lagos (POL)	9	6	no		<b>©</b>
Riyadh Energy (RYE)	2	13	no		
São Paulo Interestelar (SPI)	11	4	yes	<b>@</b>	<b>©</b>

●= Free Steak for the GM @ Big Jim's

## League Rivalry Intensity Rankings

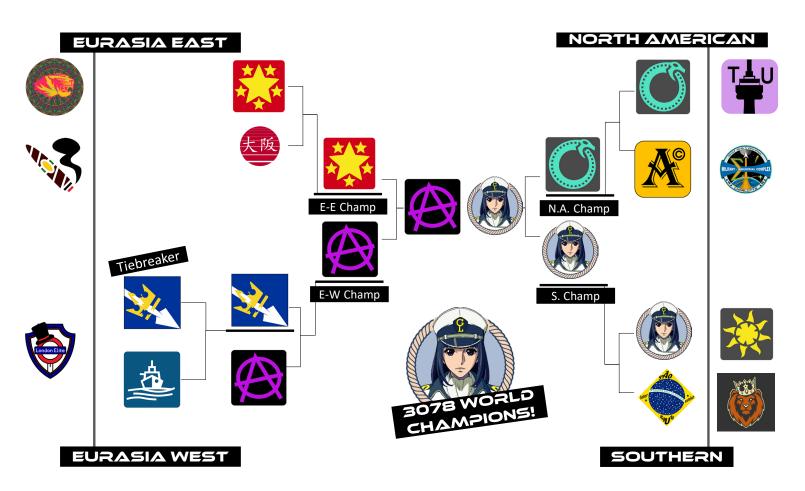
17	Inter- Divisional	3078 Inter- Divisional		1500 B	-63d	0	0/	E STATE OF THE STA	ET.	Biell
-100	Rivalry	Rivalry Win	3078 Inter-	Total Rivalry	3079 Inter-		3078			ļ.
000	Rankings	Bonus	Div. Rank	Hype (3078)	Div. Rank	Divisional	Divisional			
	JGL vs. TU	7	1	12	1	Rivalry	Rivalry Win	3078 Div.	Total Rivalry	· 1
	CMC vs. MCV	7	2	11	2	Rankings	Bonus	Rank	Hype (3078)	Rank
			_		2	🚆 LEL vs. FRV	4	1	9	1
	HKR vs. BJU	6	4	ь	3	JGL vs. POL	4	3	9	2
	JTM vs. POL	6	3	1	4	AVC vs. CMC	1	ว	6	2 📜 🖡
	MM vs. LEL	4	6	9	5		4	2	U	3
-	SPI vs. MXC	5	5	0	6 🕌	g BJU vs. MM	3	4	5	4
			5	U	0	MCV vs. HKR	3	6	8	5
	AVC vs. FRV	2	8	7	7	JTM vs. OSU	3	5	1	6 📜 🖡
1	RYE vs. OSU	3	7	1	8	W	2	7	10	7
-46	1			11/4		RYE vs. SPI	2	/	10	/
	1000		-		THE STATE OF	MXC vs. TU	2	8	0	8
3	1	A South	A A	5/1	Contract of the Contract of th	ment of South lighted) will lik				CENT I

#### **3078 REGULAR SEASON**



3078 Regular Season										Win	Lo	se			
Franchise	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Beijing United (BJU)	FRV	ММ	@МХС	@MM	@JTM	@POL	@OSU	JGL	HKR	@LEL	@AVC	СМС	OSU	RYE	JTM
Jakarta Tobacco Monopoly (JTM)	LEL	@OSU	@TU	osu	BJU	@JGL	ММ	POL	MCV	@FRV	@СМС	AVC	@ММ	SPI	@BJU
The Mumbai Moguls (MM)	HKR	@BJU	@СМС	BJU	osu	@SPI	@JTM	RYE	LEL	@MCV	@МХС	TU	JTM	POL	@osu
Osaka Underground (OSU)	MCV	MTL	@AVC	@JTM	@ММ	@RYE	BJU	SPI	FRV	@HKR	@TU	MXC	@BJU	JGL	ММ
French Revolution (FRV)	@BJU	HKR	@RYE	@HKR	@LEL	@СМС	@мсv	AVC	@osu	JTM	@JGL	POL	MCV	МХС	LEL
Hong Kong Riot (HKR)	@ММ	@FRV	@POL	FRV	MCV	@TU	@LEL	MXC	@BJU	OSU	@RYE	SPI	LEL	AVC	@MCV
London Elite (LEL)	@JTM	@MCV	@SPI	MCV	FRV	@AVC	HKR	CMC	@ММ	BJU	@POL	JGL	@HKR	TU	@FRV
Murmansk Convoy (MCV)	@OSU	LEL	@JGL	@LEL	@HKR	@МХС	FRV	TU	@JTM	ММ	@SPI	RYE	@FRV	СМС	HKR
Anaheim VC (AVC)	JGL	@МХС	osu	мхс	@СМС	LEL	TU	@FRV	SPI	@POL	BJU	@JTM	@TU	@HKR	СМС
Charlotte M-I Complex (CMC)	POL	@TU	MM	TU	AVC	FRV	@мхс	@LEL	RYE	@JGL	JTM	@BJU	МХС	@МСV	@AVC
Mixcoatl Mexico City (MXC)	RYE	AVC	BJU	@AVC	@TU	MCV	СМС	@HKR	POL	@SPI	MM	@OSU	@СМС	@FRV	TU
Toronto United (TU)	SPI	СМС	JTM	@СМС	мхс	HKR	@AVC	@мсv	JGL	@RYE	osu	@ММ	AVC	@LEL	@МХС
Johannesburg Great Lakers (JGL)	@AVC	@RYE	MCV	RYE	POL	JTM	@POL	@BJU	@TU	СМС	FRV	@LEL	SPI	@OSU	@SPI
The Pride of Lagos (POL)	@СМС	@SPI	HKR	SPI	@JGL	BJU	JGL	@JTM	@МХС	AVC	LEL	@FRV	RYE	@ММ	@RYE
Riyadh Energy (RYE)	@МХС	JGL	FRV	@JGL	SPI	osu	@SPI	@ММ	@смс	TU	HKR	@МСV	@POL	@BJU	POL
São Paulo Interestalar (SPI)	@TU	POL	LEL	@POL	@RYE	ММ	RYE	@OSU	@AVC	МХС	MCV	@НКВ	@JGL	@JTM	JGL

#### 3078 POST-SEASON



#### **3078 REPORT**

## Season Profits



Franchise	Starting Capital (Loan Amt)	Post-Season Capital (Pre-Loan Repayment)	Net Profit	%Change	Post Season Capital (post-Loan Repayment)	Net Profit (after Loan Repayment)	%Change (after Loan Repayment)
Beijing United (BJU)	57 (+30)	110	23	26%	72.5	15.5	27%
Jakarta Tobacco Monopoly (JTM)	66 (+0)	73	7	11%	73	7	11%
Mumbai Moguls (MM)	57 (+28)	92.5	7.5	9%	57.5	0.5	1%
Osaka Underground (OSU)	94	85	-9	-10%	85	-9	-10%
French Revolution (FRV)	96	116	20	21%	116	20	21%
Hong Kong Riot (HKR)	107	144	37	35%	144	37	35%
London Elite (LEL)	95	81	-14	-15%	81	-14	-15%
Murmansk Convoy (MCV)	106	92	-14	-13%	92	-14	-13%
Anaheim VC (AVC)	83	81	-2	-2%	81	-2	-2%
Charlotte M-I Complex (CMC)	114	102	-12	-11%	102	-12	-11%
Mixcoatl Mexico City (MXC)	45 (+30)	102.5	27.5	37%	65	20	44%
Toronto United (TU)	48 (+22)	60	-10	-14%	32.5	-15.5	-32%
Johannesburg Great Lakers (JGL)	97	148	51	53%	148	51	53%
Pride of Lagos (POL)	60 (+20)	68	-12	-15%	43	-17	-28%
Riyadh Energy (RYE)	82	69	-13	-16%	69	-13	-16%
São Paulo Interestelar (SPI)	102	85.5	-16.5	-16%	85.5	-16.5	-16%

Expect 3079 starting capital to change from current post-season cpaital by +/-\$20z based on taxes, income from media-market size, and League Profit Redistribution.

#### Miscellaneous

- Least Lucky Franchises (Lost the most games it should have won):

  Anaheim VC (6), Murmansk Convoy and Beijing United (4), TU, JGL,

  SPI (3
- Most Lucky Franchises (Won the most games it should have lost): French Revolution (7), Hong Kong Riot (6), Charlotte M-I Complex (4)
- Toughest Division (highest total performance): Southern Division
- Most Competitive Division (Most similar performance between franchises): **Eurasia West Division**

#### **3077 SEASON PROFITS**

Johannesburg Great Lakers (JGL)

(Promised) Bonus to GM: 1
(Promised) Bonus to Saber: 1
(Promised) Bonus to VP: 1
(Promised) Bonus to VP: Y
Bonuses Triggered?: Y

3078 Season Budget

Athletes & Coach Salary: 42

Shift to Hedge Fund: 2

Short-Term Investments: 19

Long-Term Infrastructure Upkeep: 5

Merchanising: 12

Profiteering: 6

Hyping Division Rival Games: 6

Hyping Inter-Divisional Rival Games: 6

Other Initatives and Investments: 4

Dedicated to League-wide Initatives: 4

## 3078 Profits

JGL

Overspent Penalty: -2

Salary Cap Penalty: 0

Merchandising Profits: 36

Profiteering Profits: 17

Athlete Popularity Bonus: 6

"Wins" Bonus profits: 14

Net Media Coverage Bonus: 1

Post-Season Prize Money: 17

Division Rivalry Hype Profits: 26
Inter-Divisional Rival Hype Profits: 19

Unused Saber Credits: 2

Other Profit (see Notes): 4

Loan Repayment: -0

### Notes

• Other Profit Notes: \$2z from OSU QR Merch Adaptation. \$2z for JTM 3077 advertising initiative.

## 3078 Summary

Starting Budget: 97

Final Budget (before Loan Repayments): 148

Percent Change: 53%

Final Budget (after Loan Repayment): 148

Percent Change: 53%

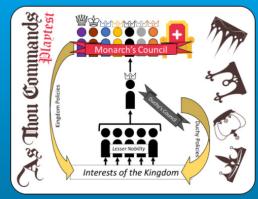
Performance per \$zillion spent: 1.274823344

Rank in Performance per \$zillion spent: 8

Hey guys! Thanks again for signing up and playing. If you had a great time, great! I love it! If you love the idea of megagames but perhaps didn't have the most fun with Draft Night or were disappointed with the finite nature of the results - I definitely recommend checking out other megagames as Draft Night is particularly unique in the community. I definitely recommend the Digital Den of Wolves events going around! Luckily there is a great opportunity to experience some of the other flavors of megagames coming up in mid-September! The event hasn't been formally announced yet but will be announced soon!

Special thanks to the players who left feedback. It's only with the feedback that I can hope to make the 3079 season even better than the 3078 - much that the 3078 was better than the 2077:)





Player-Defined Narrative · Medieval · Rules-Lite

 ★ Sign Up Here

# As Thou Commands (Plautest)

Peter Nixon (Minnesota Megagames)

As Thou Commands is a rules-light mass player experience (megagame) where the players procedurally generate and run a series of fictional feudal Duchies which combine to make-up an entire medieval Kingdom. After collectively crafting a Kingdom's worth of narrative content, the players will run the component Duchies and the Kingdom as a whole through a series of rules-light council sessions – where the scions of prominent noble houses attempt to influence the Duke/Duchess/Liege or King/Queen/Monarch to endorse the policies that increase their wealth, influence, glory, or otherwise support their ambitions.

This is a playtest event where moderators and players will go through the narrative generation process for the megagame and then do a single council session to adress Duchy-level issues. Duke/Duchess/Liege players (chosen ahead of time) will then go through a second council session addressing Kingdom-wide policies. Afterwards there will be a debrief, discussion of the mechanics, and overview of the narrative universe created.

This is a playtest I'll be running that will be very cool :)
Tickets = free; Date = Friday Sept. 11th (likely)