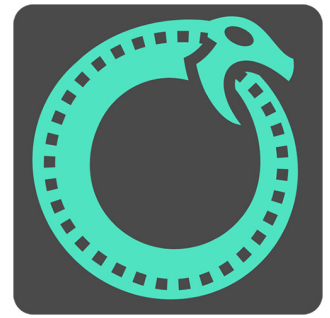


# Mixcoatl Mexico City

## **MXC**

### Team Lineup



```
Performance:
+22.60141037
+6.650097031
+23.90200643
+15.09594437
+18.58229083
```

Captain:	#104 Paulino Gonsales [Jaguar] (Unknown)
North Guard:	#35 Akash Saran [Sorcerer] (Unknown)
South Guard:	#109 Elian Elijah [Tesla] (Unknown)
Left Tackle:	#24 Fyodor Egorov [Blackjack] (Popular)
Right Tackle:	#77 Carolann Tokar [Ford] (Popular)

## Coach & Strategy

Name: Viktor Downes	Performance: +5
Salary: \$5z	Season Strategy: Aggressive

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? No

## Preseason Rankings

Franchise	Total Raw Athlete Performance	Rank	Total Performance	Rank	Total Spent (\$z)	Efficiency (Performance per \$1z)	Rank
Beijing United (BJU)	84.1	4	135.1	2	96	1.41	3
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	2	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	3	85	1.59	1
Toronto United (TU)	51.1	16	95.1	12	74	1.28	7
Johannesburg Great Lakers (JGL)	80.0	5	139.0	1	109	1.27	9
Pride of Lagos (POL)	76.4	7	130.4	5	88	1.48	2
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: TU

Div. Rivalry Hype Funds: 0z

Total Div. Hype Funding: 0z

Div. Rivalry Intensity Bonus: +\$2z

3078 Div. Rivalry Profit: \$4z

Inter-Div. Rival: SPI

Inter-Div. Rivalry Hype Funds: \$0z

Total Inter-Div. Hype Funding: \$0z

Inter-Div. Rivalry Intensity Bonus: +\$5z

3078 Inter-Div. Rivalry Profit: \$5z

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

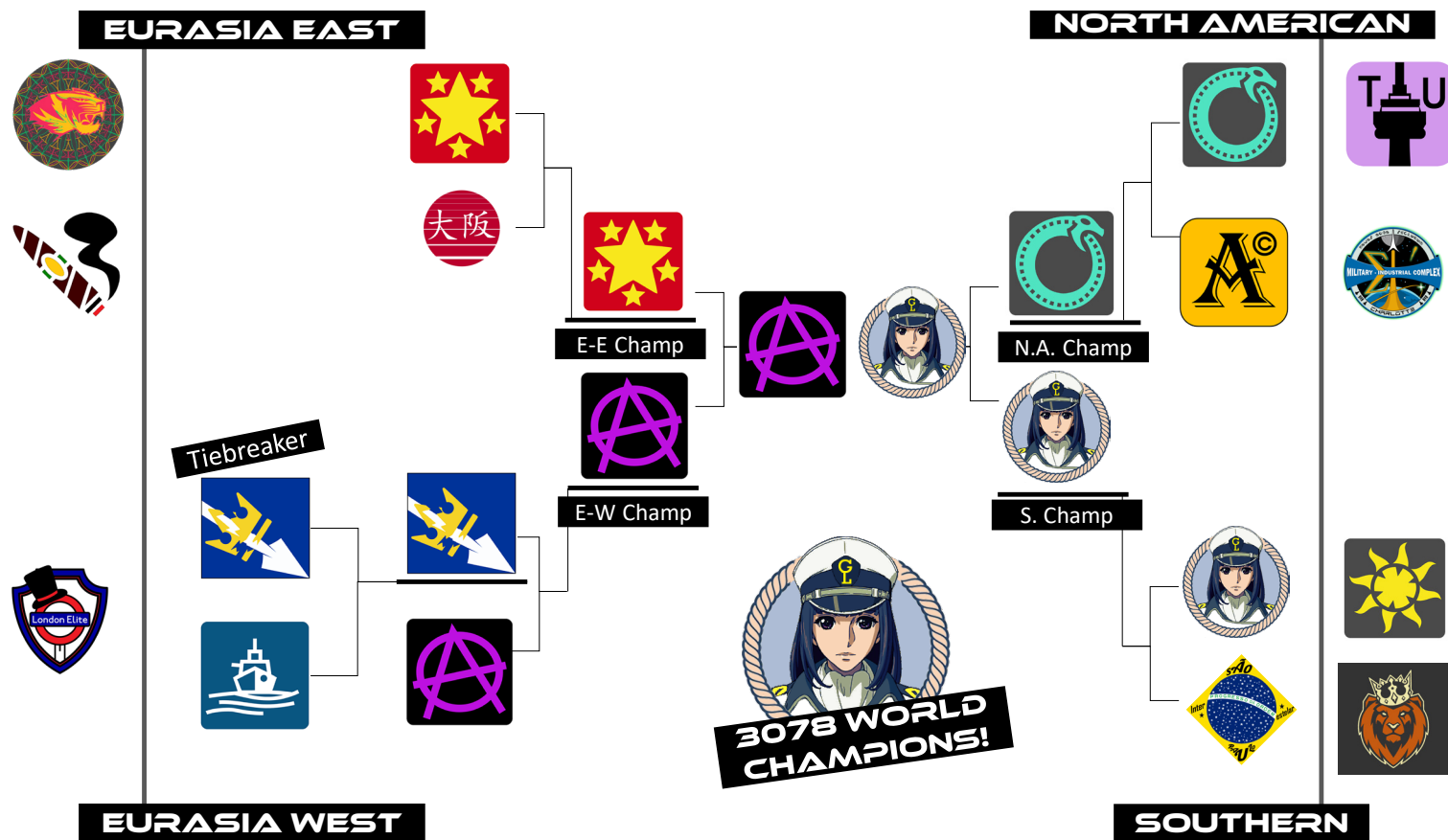
= Free Steak for the GM @ Big Jim's

## League Rivalry Intensity Rankings

Inter-Divisional Rivalry Rankings	3078 Inter-Divisional Rivalry Win Bonus	3078 Inter-Div. Rank	Total Rivalry Hype (3078)	3079 Inter-Div. Rank	Divisional Rivalry Rankings	3078 Divisional Rivalry Win Bonus	3078 Div. Rank	Total Rivalry Hype (3078)	3079 Rivalry Rank
JGL vs. TU	7	1	12	1	LEL vs. FRV	4	1	9	1
CMC vs. MCV	7	2	11	2	JGL vs. POL	4	3	9	2
HKR vs. BJU	6	4	6	3	AVC vs. CMC	4	2	6	3
JTM vs. POL	6	3	1	4	BJU vs. MM	3	4	5	4
MM vs. LEL	4	6	9	5	MCV vs. HKR	3	6	8	5
SPI vs. MXC	5	5	0	6	JTM vs. OSU	3	5	1	6
AVC vs. FRV	2	8	7	7	RYE vs. SPI	2	7	10	7
RYE vs. OSU	3	7	1	8	MXC vs. TU	2	8	0	8

Realignment of Southern Division Rivalries (highlighted) will likely effect standing

## 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 capital 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

Mixcoatl Mexico City (MXC)

**MXC**

3078 Season Budget

## Bonus Corner

(Promised) Bonus to GM: 1  
(Promised) Bonus to Saber: 0  
(Promised) Bonus to VP: 0  
Bonuses Triggered?: YES

Athletes & Coach Salary: 34  
Shift to Hedge Fund: 2  
Short-Term Investments: 19  
Long-Term Infrastructure Upkeep: 5  
Merchanising: 12  
Profiteering: 5  
Hyping Division Rival Games: 0  
Hyping Inter-Divisional Rival Games: 0  
Other Initatives and Investments: 3  
Dedicated to League-wide Initatives: 4

## 3078 Profits

Overspent Penalty: -1.5  
Salary Cap Penalty: 0  
Merchandising Profits: 36  
Profiteering Profits: 15  
Athlete Popularity Bonus: 6  
"Wins" Bonus profits: 12  
Net Media Coverage Bonus: 0  
Post-Season Prize Money: 7  
Division Rivalry Hype Profits: 4  
Inter-Divisional Rival Hype Profits: 5  
Unused Saber Credits: 5  
Other Profit (see Notes): 4  
Loan Repayment: -37.5

## Notes

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

## 3078 Summary

Starting Budget: 75  
Final Budget (before Loan Repayments): 102.5  
Percent Change: 37%  
Final Budget (after Loan Repayment): 65  
Percent Change: 44%  
Performance per \$zillion spent: 1.586255871  
Rank in Performance per \$zillion spent: 1



[A message from Peter]

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 :)



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Talks!  
Social Games!  
& More!**

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OF HANG  
OUT &  
PLAY!**

**OMG-CON**  
Online Megagame Con! - Sept. 11-13

*Hosted by the Megagame Coalition & the Global Megagame Community!*

\*Not officially announced (yet)

The poster features a pink computer monitor with a surprised face, set against a blue and yellow geometric background. The text is in various colors and fonts, including pink, white, and black.



**As Thou Commands (Playtest)**

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 address 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.

**Player-Defined Narrative ·  
Medieval · Rules-Lite**

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The diagram shows a hierarchy: Monarch's Council at the top, followed by Lesser Nobility, and then Interests of the Kingdom at the bottom. Arrows indicate the flow of influence and policy-making between these levels.

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