

# “X n O Dreams”

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## **Logline**

A small town that lost its high school football program comes back to life when a football gaming competition arrives, who participates and who wins it all becomes the talk of the town

## **Docuseries**

Football gaming for a money prize: Introduction, Training, and Competition Segments

## **Author/Game Designer**

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## **The Game “X n O Football”**

A moveable 3-dimensional football field table using mockup plays, programs, charts, dice, and clocks. Fast-moving team-game play. Participants can function as head coaches, coordinators, players, officials, commentators, analysts and more.

## **A Word By The Author**

Field-testing involving ages 10 through 65 support the story and experiences of people’s reactions to this “special” game from introduction to season competition. Its diverse characterization and continual unpredictable excitement.

## **Supporting Articles**

“Rural Communities Struggle to Adapt to Life Without Football” Source: The Atlantic

“Small-town Michigan high schools dump traditional football” Source: Bridge Michigan

“The Decline Of Football Is Real And It’s Accelerating” Source: Forbes

“School Sports Decline Symbolizes Rural Towns' Struggle” Source: Forbes

“Indiana's Poorest County Might Lose Its Only Football Team” Source: IndyStar

“Silent Saturdays: College towns weigh a fall without football” Source: Yahoo Sports

## **Key Character Profiling**

**Jeffrey:** game designer, enthusiastic and driven, he's been at this for a very long time and wears many hats to keep it all together in both the business and gaming aspects of the game. He is jovial, and talented, but don't disrespect him.

**John:** Jeffrey's brother, he knows how accurately the game pairs with the world of pro football execution and outcome. He knows his NFL stats and is an innate salesperson who does not take no for an answer. He will get the town pumped up but not without the constant distraction of his quarrelsome wife who remains a voice on the phone or facetime before any future appearance.

## **Projected Characters Profiling**

**Ralph:** Faces resistance from his wife and pestering son on his involvement

**Matt:** Ralph's son, sixth grader, believes he is better at gaming than his father will ever be and at first is resentful and unsupportive about his father's involvement

**Jerome:** tried out for the NFL once, was part of the coaching staff at the high school, but now just on janitorial duties

**Jill:** server at the sports bar, loves football, but never gets respect about her game observations

**Cheerleaders:** often talked about disagreeing with the high school coaching staff decisions

**Susie:** bartender, grew up on the sidelines of her father's coaching years

**Sam:** hardware store owner, former college football player with mild but nagging injuries

**Alesha:** planning on college for journalism

## **Highlight**

Viewers become equally familiar with the game as the participants do, and may engage in an

X n O Fantasy Football program once the season starts.

## **Synopsis Pitch**

Having already cleared the event with town hall, Jeffrey and John begin publicizing the event on the streets, talking to sports bars, vendor shops, the local radio station and anyone else they run into. The town starts to buzz about the event especially because it's all about football, something they miss dearly, and it promises a big cash prize for only a small entry fee.

What venues will want to host the event? who will show up? And who will register? are just a few of the upfront questions. Many wonder if anyone from the now defunct football team will get involved including maybe even the cheerleaders?

The event attracts all kinds of football fans from the curious to the fanatic and the cash prize is a significant incentive before anyone ever realizes what it will take to train, compete and win.

Who will show up weighs heavy at the game introduction events with a reasonable gathering of enthusiasts to doubters. But decisions will have to be made to get to the next stage.

Try-outs follow, producing some hard results for some. Learning the game can be humbling, especially when the execution requirements of both the sidelines and field is realized.

Forming teams will challenge loyalty among family and friends, and wait until the young gamers find out the initial rules state "no kids". Will they protest?

Interviews will be held for the officiating team, commentators, analysts and reporter and real-time game auditions reveals the cream of the crop. But now... “what will the unchosen do who still want to be involved?”

The training sessions and pre-season are intense as the viewing audience is learning the game simulataneously with the event participants. This gets the town fired up in gossip, and the local radio station gets more involved. Many begin to recognize exacty what it will take to manage their everyday lives, learn the game, keep the team organized and survive the season to win it all.

Jeffrey and John try to remain neutral having no partiality and must enforce a set of rules to try and avoid issues. After all, Jeffrey knows - all to well - what the game brings out in people and when there’s money on the line, anything can happen!

Once the season begins there is a vibe throughout the town that begins to feel like their former “Friday Night Lights”, except its everyday now, and with half the town actually involved and no longer just the audience.

## **Epilogue**

We do not know who wins the money prize and bragging rights for the ages! What we do know is...for the town, “they will watch regular football in a unity they have never known before.”