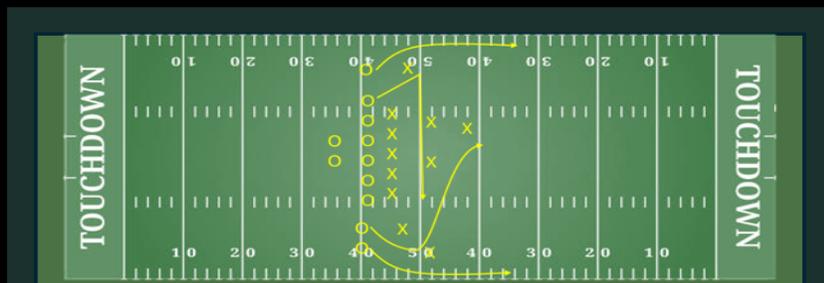


You're on the Clock



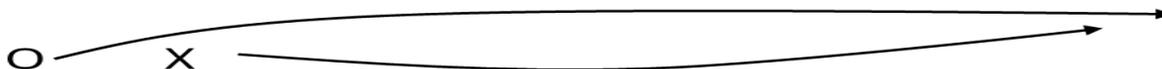
DRAFT

2026

A Simulation of Pressure, Politics, and the Pick That Defines a Franchise

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Overview

PRIME: The Titans Are On the Clock is a modified matrix game simulating the high-stakes decision-making of an NFL front office during the first round of the 2026 Draft. The scenario centers on a franchise with limited draft capital, internal tension, and a pivotal choice at Pick #7 — a moment that could define the team's future.

One year ago, the Titans traded up to select offensive tackle Marcus Trent at Pick 66, a move that cost them their third- and fifth-round picks and a future fourth. While Trent has emerged as a cornerstone player, the team enters this draft with only four total selections and mounting pressure to deliver results. Ownership expects a splash. The coaching staff wants a reliable weapon. The analytics department warns against volatility. The scouting director defends the board. And the media is watching every move.

Players assume the roles of key decision-makers — General Manager, Head Coach, Scouting Director, Analytics Lead, Ownership Representative, PR/Media Lead, and Player Agent — each wielding influence through the PRIME framework: Personnel, Resources, Information, Management, and Environment. Arguments are made in turn, but may be supported, opposed, or modified by others using PRIME chits. Influence is earned through successful arguments, strategic alignment, and narrative control. Unlike traditional matrix games, PRIME introduces dynamic turn order, multi-chit actions, and injects that simulate real-world disruptions: medical updates, trade offers, media leaks, ownership pressure, and agent manipulation. These events force players to adapt, negotiate, and recalibrate under time constraints.

This simulation is designed to explore leadership under pressure, organizational alignment, and the strategic tradeoffs inherent in high-profile decision-making. With its flexible structure, immersive roleplay, and realistic tension, *PRIME: The Titans Are On the Clock* offers a compelling forum for training, analysis, and insight into how teams navigate uncertainty, influence, and institutional friction.

PRIME Matrix Games

Welcome to the world of PRIME matrix games. A PRIME matrix game is a competitive, turn-based decision simulation built around structured argumentation. Players attempt to influence the outcome of a high-stakes scenario by making arguments to the facilitator, who evaluates their plausibility, weighs counterarguments, and determines whether actions succeed. The result is a dynamic, narrative-driven experience that mirrors the uncertainty, pressure, and politics of real organizational decision-making. In *PRIME: The Titans Are On the Clock*, players represent key members of an NFL front office on draft night. Each role has distinct priorities, incentives, and sources of influence. Instead of national power, players use the PRIME instruments:

- Personnel – people, relationships, and expertise
- Resources – draft capital, contracts, assets
- Information – data, scouting reports, leaks, analytics
- Management – authority, leadership, organizational alignment

- Environment – media, fan sentiment, league context

Each argument costs one PRIME chit, representing the expenditure of influence or organizational capital. Additional chits strengthen an argument, while opposing players may spend their own chits to weaken or counter it. Most actions require a die roll to determine success, with modifiers applied for strong Pros or Cons. A roll of 7 or higher typically succeeds, though the facilitator may adjust the target number based on argument quality or situational difficulty.

PRIME matrix games are not about “winning” in a traditional sense. Instead, they generate a credible narrative of how a front office navigates pressure, politics, and uncertainty. Players may achieve some of their objectives, but rarely all of them — just as in real draft rooms, internal alignment is imperfect and incentives often conflict. The facilitator plays a central role, ensuring the game flows smoothly, adjudicating arguments, and maintaining the integrity of the scenario. They introduce injects, manage the draft clock, and establish new “facts” at the end of each round based on successful actions. These facts shape the evolving narrative and may alter the availability of PRIME chits, shift player incentives, or change the draft landscape.

Player Roles

To keep the game fast, focused, and dramatic, the PRIME Draft Game uses five core roles:

- Head Coach
- Scouting Director
- Analytics Lead
- Ownership Representative
- PR/Media Lead

Each role has unique objectives and sources of influence. All players are attempting to shape the GM’s final decision at Pick #7 — but the GM is not a player. The facilitator embodies the GM and adjudicates the arguments aimed at influencing them.

This structure keeps the game tight, avoids long turn cycles, and ensures every role has meaningful impact.

Basic Gameplay

The game unfolds over six rounds, each representing a phase of draft-night tension. Round 1 begins with pre-draft alignment; Round 6 culminates in the final decision at Pick #7.

Each round includes:

- Reset PRIME chits
- Facilitator introduces an inject
- Players take turns making arguments
- Other players support or oppose arguments
- Dice rolls determine outcomes

- Facilitator establishes new facts

Turn order is fixed in Round 1 and randomized thereafter. Injects introduce medical updates, trade offers, leaks, ownership pressure, and other disruptions that mirror real NFL dynamics.

Players may negotiate, form alliances, or attempt to sway others between turns. The facilitator tracks influence, narrative shifts, and the evolving board state.

Player Arguments

There is an exceptionally broad variety of arguments players can make within the PRIME Draft Game. An exhaustive list is not possible, but all arguments must be supported by one or more of the PRIME instruments of organizational influence: Personnel, Resources, Information, Management, and Environment. Each argument costs at least one PRIME chit, representing an expenditure of influence, authority, or organizational capital. A player may support an argument with multiple PRIME chits (gaining a +1 modifier for each chit beyond the first), representing a coordinated, multi-factor push within the organization.

Each role begins the game with the number of PRIME chits listed in the PRIME Chits Table. A player may make as many arguments as they have PRIME chits, depending on their strategy and priorities for that round. PRIME chits represent discretionary influence, not total institutional power. Throughout the game, the number of PRIME chits available to each role may increase or decrease based on successful arguments, new facts, or event cards.

Below are detailed descriptions of the PRIME elements.

Personnel (P)

Personnel arguments involve people, relationships, expertise, and the human side of football operations. These arguments focus on how individuals or groups influence the GM's decision.

Examples include (but are not limited to):

- Leveraging the quarterback's preference for a specific wide receiver
- Highlighting a coach's ability to develop a high-variance prospect
- Emphasizing locker room culture, leadership needs, or personality fit
- Arguing that a player's interview performance affects organizational confidence

Personnel arguments often hinge on trust, chemistry, and the human dynamics that shape team identity.

Resources (R)

Resources arguments involve draft capital, roster construction, contracts, cap space,

and long-term team building. These arguments address the material assets the organization controls.

Examples include:

- Arguing that limited draft capital requires a trade-down
- Highlighting the cost of last year's trade and its impact on flexibility
- Emphasizing positional value or long-term roster needs
- Using cap projections to justify or oppose a pick

Resources arguments shape the strategic framework of the draft.

Information (I)

Information arguments involve scouting reports, analytics, medical data, leaks, rumors, and any form of intelligence that shapes perception. These arguments are about what the organization knows — or believes it knows.

Examples include:

- Presenting analytics models that favor one WR over another
- Challenging the validity of a medical concern
- Leveraging a media leak to influence internal sentiment
- Revealing new scouting insights or red flags

Information arguments can shift evaluations, alter risk assessments, or destabilize consensus.

Management (M)

Management arguments involve authority, leadership, alignment, process, and organizational cohesion. These arguments focus on how the team makes decisions and maintains internal order.

Examples include:

- Arguing that the GM must prioritize organizational alignment
- Emphasizing the need for a unified draft philosophy
- Highlighting the consequences of internal division
- Using chain-of-command logic to elevate or suppress certain viewpoints

Management arguments determine whose voice carries weight in the room.

Environment (E)

Environment arguments involve external pressures: media narratives, fan sentiment, league context, rival teams, and the broader ecosystem surrounding the draft.

Examples include:

- Arguing that fans demand a star WR
- Highlighting how rival teams (e.g., Colts, Falcons) shape the board
- Using media leaks to justify urgency or caution
- Emphasizing marketability, ticket sales, or brand impact

Environment arguments capture the reality that draft decisions do not occur in a vacuum.

DIME(S) Chit:

During each round, players may execute several arguments during their turn. The number of arguments is limited by the number of PRIME chits they possess. They may:

- Execute arguments in any order
- Save chits to reinforce or oppose arguments during other players' turns
- Combine multiple chits for stronger arguments
- Lose or gain chits based on events or established facts

All used chits reset at the beginning of each round.

Start Chits	Personnel	Resources	Information	Management	Environment
Head Coach	2	1	1	2	0
Scouting Director	2	0	2	1	0
Analytics Lead	0	1	3	1	0
Ownership Rep	1	2	0	3	2
PR/Media Lead	0	0	1	1	3

Double Sixes

When a player rolls natural double sixes (not a modified roll of 12 or more), that player experiences critical success — double the intended effect.

Snake Eyes

When a player rolls natural ones (not a modified roll of 2 or less), that player experiences critical failure — a negative or unintended effect.

More About Arguments

Players may make arguments about anything they can articulate as relevant to the scenario. The only criterion for judgment is the likelihood of the event transpiring. With imagination, common sense, and rational reasoning, players can present persuasive arguments about any number of potential actions or conditions.

Successful arguments remain in effect until overturned by another argument. At the end of each round, the facilitator (acting as the GM) should review all arguments — successful and failed — and establish any new facts for gameplay. These new facts may alter PRIME chit availability, shift evaluations, or change the draft landscape.

Some actions represent such a large investment of time or organizational effort that they require multiple arguments or rounds to bring to fruition. These are considered Big Projects.

Secret Arguments:

Players may occasionally wish to hide an argument from others — for example, a covert media leak or a private conversation with ownership. Secret arguments are written and handed to the facilitator, who adjudicates them privately.

Secret arguments may be handled in two ways:

Single Roll:

- Failure may expose the argument
- Success remains hidden

Two Rolls:

- One roll for the argument's effect
- One roll for maintaining secrecy

The facilitator may incorporate the effects of secret arguments into later injects to obscure attribution.

Opposed Arguments

When two players directly conflict — for example, Scouting vs. Analytics — both roll dice with appropriate modifiers. High roll wins. Ties result in stalemate.

Optional Rules

Momentum: If an argument fails by one on a die roll, the player gains a +1 modifier the next time they make the same argument, representing sustained organizational effort.

References

START CONDITIONS SUMMARY

Game Round: Round 1

PRIME Chits: Per PRIME Chits

Table Organizational Alignment: Stable

External Pressure Level: Low

Player Turn: Head Coach

Current Players Analysis Chart

SALARY TIERS

Tier	Meaning
A	\$12M+ (premium starter)
B	\$6–12M (solid starter)
C	\$2–6M (role player)
D	

INJURY HISTORY FLAGS

Flag	Meaning
Green	Clean history
Yellow	Minor injuries / missed 1–3 games
Orange	Moderate history / missed 4–8 games
Red	Major injury history / recurring issues

TRADE VALUE ESTIMATES

Tier	Meaning
1st	Worth a 1st-round pick
2nd	Worth a 2nd-round pick
3rd	Worth a 3rd-round pick
Day 3	Worth a 4th–7th
Low	Worth a conditional late pick
None	No trade value

COLOR-CODED POSITIONAL NEEDS

Color	Meaning
Red	Critical need
Orange	Need
Yellow	Depth concern
Green	Stable
Blue	Strength

ROSTER CHURN RISK INDICATORS

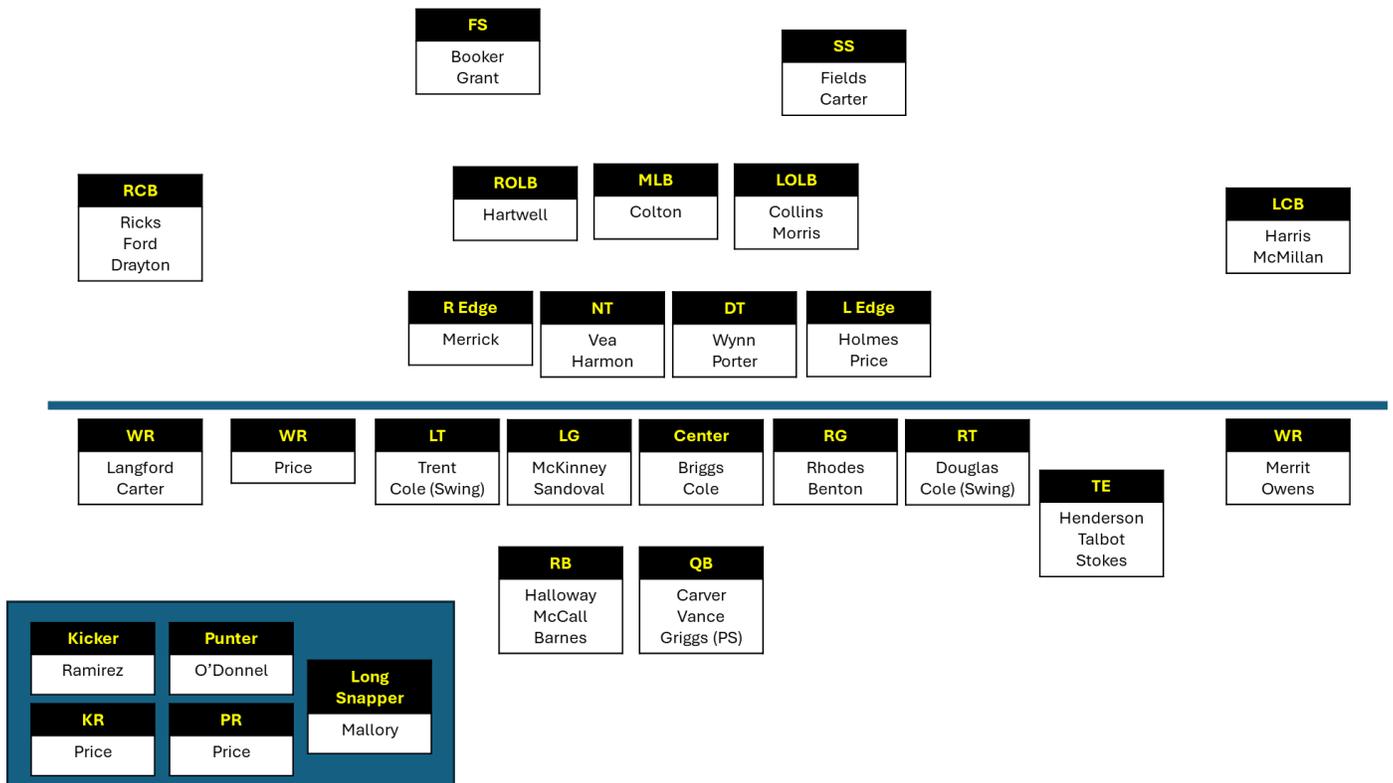
Risk	Meaning
High	Likely gone within 12 months
Medium	Could be replaced depending on draft/FA
Low	Safe for now

Risk	Meaning
Core	Foundational piece

Position	Player	Age	Yrs in League	Contract Left	Grade	Cap Tier	Injury Flag	Trade Value	Need Color	Churn Risk
QB	Jalen Carver	25	3	2	B	B	Yellow	2nd	Yellow	Medium
QB	Marcus Vance	31	9	1	C	C	Orange	Low	Red	High
QB	Tyler Griggs	23	1	2	C-	D	Green	Low	Yellow	Medium
RB	Derrick Halloway	28	6	1	B	B	Orange	Day 3	Yellow	Medium
RB	J.T. McCall	25	3	2	C+	C	Green	Low	Yellow	Medium
RB	Rico Barnes	24	2	2	C	D	Green	None	Yellow	High
WR	Trevor Langford	26	4	1	B-	C	Yellow	Day 3	Red	Medium
WR	Kendall Price	27	5	1	C+	C	Green	Low	Red	Medium
WR	DeShawn Merritt	24	2	2	C	D	Green	Low	Red	Medium
WR	A.J. Carter	23	1	3	C-	D	Green	None	Red	High
WR	Malik Owens	24	2	2	C-	D	Green	None	Red	High
TE	Cole Henderson	28	6	2	B	B	Yellow	Day 3	Yellow	Low
TE	Ryan Talbot	27	5	1	C	C	Green	Low	Yellow	Medium
TE	Evan Stokes	24	2	2	C-	D	Green	None	Yellow	Medium
LT	Marcus Trent	24	2	3	B+	B	Green	1st	Green	Core
LT	Ethan Cole	29	7	1	C	C	Yellow	Low	Yellow	High
LG	Jared McKinney	27	5	2	B-	C	Green	Day 3	Green	Medium
LG	Leo Sandoval	25	3	2	C	D	Green	None	Yellow	Medium
C	Connor Briggs	30	8	1	B	C	Yellow	Low	Green	Medium
C	Trey Walters	24	2	2	C	D	Green	None	Yellow	Medium
RG	Damien Rhodes	26	4	2	B-	C	Green	Day 3	Green	Medium
RG	Kyle Benton	25	3	2	C	D	Green	None	Yellow	Medium
RT	Rashad Douglas	27	5	2	B-	C	Orange	Day 3	Yellow	Medium
FS	Jalen Booker	28	6	2	A-	B	Yellow	2nd	Yellow	Low
FS	Toby Grant	24	2	2	C	D	Green	None	Yellow	Medium
SS	Marcus Fields	27	5	1	B-	C	Yellow	Day 3	Yellow	Medium
SS	Evan Carter	24	2	2	C	D	Green	None	Yellow	Medium
RCB	Caleb Ricks	26	4	2	B	C	Green	Day 3	Orange	Medium
RCB	Isaiah Ford	25	3	2	C	D	Green	None	Orange	High
RCB	Malik Drayton	24	2	2	C-	D	Green	None	Orange	High
LCB	Javonte Harris	27	5	1	B-	C	Orange	Day 3	Orange	Medium
LCB	Trey McMillan	24	2	2	C	D	Green	None	Orange	Medium
ROLB	Reggie Hartwell	25	3	2	C+	C	Green	Day 3	Orange	Medium
MLB	Darius Colton	28	6	2	B	C	Yellow	Day 3	Yellow	Medium
LOLB	Nate Collins	26	4	2	C+	C	Green	Low	Orange	Medium

LOLB	Jalen Morris	24	2	2	C	D	Green	None	Orange	Medium
R Edge	Javon Merrick	26	4	2	B-	C	Yellow	Day 3	Orange	Medium
NT	Solomon Vea	29	7	1	B	C	Orange	Low	Yellow	High
NT	Eli Harmon	25	3	2	C	D	Green	None	Yellow	Medium
DT	Marcus Wynn	27	5	2	B-	C	Yellow	Day 3	Orange	Medium
DT	Khalid Porter	24	2	2	C	D	Green	None	Orange	Medium
L Edge	Tariq Holmes	26	4	2	C+	C	Green	Low	Orange	Medium
L Edge	Dylan Price	24	2	2	C	D	Green	None	Orange	Medium
K	Elliot Ramirez	27	5	2	B-	C	Green	Low	Green	Low
P	Shane O'Donnell	30	8	1	B	C	Yellow	Low	Green	Medium
LS	Chris Mallory	29	7	1	B	C	Green	None	Green	Medium
KR/PR	Kendall Price	27	5	1	C+	C	Green	Low	Red	Medium

Depth Chart



Titan Roster analysis

Offense (slightly below defense)	
Total Offense: 20th	Rushing Offense: 14th
Scoring Offense: 22nd	3rd Down %: 19th
Passing Offense: 23rd	Red Zone %: 21st
Note: Flashes of explosiveness but inconsistent. Needs a WR1 to unlock the QB.	

Quarterback	
QB: Jalen Carver (fictional)	Yards: 3,112
Completion %: 62.1%	EPA/play: 20th
TD/INT: 17 / 12	QBR: 19th
Pressure-to-Sack Rate: High (rookie tendency)	
Note: Flashes of brilliance, inconsistent processing, needs a reliable WR and better pass pro.	

Running Back	
RB Room Grade: C+	
Yards After Contact: 18th	
Explosive Runs: 22nd	
Note: Average RBs behind a good run-blocking line. Scheme-dependent.	

Offensive Line	
Run Block Win Rate: 7th	
Pass Block Win Rate: 21st	
Sacks Allowed: 41 (middle of the pack)	
Note: Strong run blocking, shaky pass protection perfect for a young QB who needs quick separators.	

Defense	
Total Defense: 14th	Pass Defense: 18th
Scoring Defense: 16th	Sacks: 42 (T-12th)
Run Defense: 11th	Takeaways: 20 (T-20th)
Note: Solid front seven, inconsistent secondary, bend-don't-break profile.	

Skill Position Grades	
WR Room: C	TE Room: B-

RB Room: C+	Explosive Play Rate: 24th
Note: No true WR1. TE is steady. RBs are fine. Offense lacks a star.	

Special Teams
Overall Rank: 12th
Kicking: Reliable
Punting: Above average
Return Game: Weak

Draft Order

2026 NFL Draft Order Rd 1	
1	Commanders
2	Panthers
3	Patriots
4	Broncos
5	Raiders
6	Cardinals
7	Titans
8	Bears
9	Colts
10	Giants
11	Saints
12	Seahawks
13	Vikings
14	Falcons
15	Steelers
16	Buccaneers
17	Texans
18	Packers
19	Rams
20	Dolphins
21	Browns
22	Bills
23	Jaguars
24	Cowboys
25	Chargers
26	Lions
27	49ers
28	Ravens
29	Chiefs
30	Eagles
31	Bengals
32	Jets

2026 NFL Draft Order Rd 2	
33	Commanders
34	Panthers
35	Patriots
36	Broncos
37	Raiders
38	Cardinals
39	Titans
40	Bears
41	Colts
42	Giants
43	Saints
44	Seahawks
45	Vikings
46	Falcons
47	Steelers
48	Buccaneers
49	Texans
50	Packers
51	Rams
52	Dolphins
53	Browns
54	Bills
55	Jaguars
56	Cowboys
57	Chargers
58	Lions
59	49ers
60	Ravens
61	Chiefs
62	Eagles
63	Bengals
64	Jets

2026 NFL Draft Order Rd 3	
65	Commanders
66	Panthers
67	Patriots
68	Broncos
69	Raiders
70	Cardinals
71	Texans (from Titans)
72	Bears
73	Colts
74	Giants
75	Saints
76	Seahawks
77	Vikings
78	Falcons
79	Steelers
80	Buccaneers
81	Packers
82	Rams
83	Dolphins
84	Browns
85	Bills
86	Jaguars
87	Cowboys
88	Chargers
89	Lions
90	49ers
91	Ravens
92	Chiefs
93	Eagles
94	Bengals
95	Patriots
96	Jets

2026 NFL Draft Order Rd 4	
97	Commanders
98	Panthers
99	Patriots
100	Broncos
101	Raiders
102	Cardinals
103	Titans
104	Colts
105	Patriots
106	Giants
107	Saints
108	Seahawks
109	Vikings
110	Falcons
111	Steelers
112	Buccaneers
113	Texans
114	Packers
115	Rams
116	Dolphins
117	Browns
118	Bills
119	Jaguars
120	Cowboys
121	Chargers
122	Lions
123	49ers
124	Ravens
125	Chiefs
126	Eagles
127	Bengals
128	Jets

2026 NFL Draft Order Rd 5	
129	Commanders
130	Panthers
131	Patriots
132	Broncos
133	Raiders
134	Cardinals
135	Texans (from Titans)
136	Bears
137	Colts
138	Giants
139	Saints
140	Seahawks
141	Vikings
142	Falcons
143	Steelers
144	Buccaneers
145	Texans
146	Packers
147	Rams
148	Dolphins
149	Browns
150	Bills
151	Jaguars
152	Cowboys
153	Chargers
154	Lions
155	49ers
156	Ravens
157	Chiefs
158	Eagles
159	Bengals
160	Jets

2026 NFL Draft Order Rd 6	
161	Commanders
162	Panthers
163	Patriots
164	Broncos
165	Raiders
166	Cardinals
167	Titans
168	Bears
169	Colts
170	Giants
171	Saints
172	Seahawks
173	Vikings
174	Falcons
175	Steelers
176	Buccaneers
177	Texans
178	Packers
179	Rams
180	Dolphins
181	Browns
182	Bills
183	Jaguars
184	Cowboys
185	Chargers
186	Lions
187	49ers
188	Ravens
189	Chiefs
190	Eagles
191	Bengals
192	Jets

2026 NFL Draft Order Rd 7	
193	Commanders
194	Panthers
195	Patriots
196	Broncos
197	Raiders
198	Cardinals
199	Titans
200	Bears
201	Colts
202	Giants
203	Saints
204	Seahawks
205	Vikings
206	Falcons
207	Steelers
208	Buccaneers
209	Texans
210	Packers
211	Rams
212	Dolphins
213	Browns
214	Bills
215	Jaguars
216	Cowboys
217	Chargers
218	Lions
219	49ers
220	Ravens
221	Chiefs
222	Eagles
223	Bengals
224	Jets

ESPN Top 10
1. Darius Holt — WR
2. Evan Marshall — WR

3. Tyrone Wallace — EDGE
4. Jalen Rivers — OT
5. Mason Kincaid — QB
6. Xavier Cole — WR
7. Rashad Wynn — CB
8. Logan Barrett — DT
9. Isaiah Trent — EDGE
10. Jordan Hale — QB
Notes
“Titans MUST take a WR.”
“Holt is the most explosive player in the draft.”
“Marshall is the cleanest WR prospect.”
“If the Titans pass on Holt, fans will riot.”
“Defense at #7 would be a shock.”

First 6 Drafts on DRAFY DAY

<p>1. Washington Commanders — EDGE Tyrone “Tank” Wallace, Georgia</p> <p>Washington passes on QB and takes the safest defensive superstar in the class. Impact: Sets the tone for a defensive-heavy top 5.</p>
<p>2. Carolina Panthers — OT Jalen Rivers, Alabama</p> <p>Carolina chooses protection over playmaker. Impact: A top WR could’ve gone here — but didn’t.</p>
<p>3. New England Patriots — WR Xavier Cole, USC</p> <p>The Patriots break their historical pattern and take a WR early — but not Holt or Marshall. Impact:</p>
<p>4. Denver Broncos — DT Logan Barrett, Michigan</p> <p>Denver shocks everyone by passing on QB Kade Prescott. Impact: Prescott begins to slide and analysts start whispering “Is something wrong?”</p>
<p>5. Las Vegas Raiders — CB Rashad Wynn, Florida State</p> <p>Raiders take the top corner instead of QB. Impact: Prescott now sliding past two QB-needy teams, WRs still untouched, and Titans’ board stays intact</p>
<p>6. Arizona Cardinals — OT Brayden Knox, Notre Dame</p> <p>Arizona chooses trench stability over QB or WR. Impact: Both WRs (Holt & Marshall) still available and QB Kade Prescott still on the board</p>

Prospects

Tier 1 — Blue-Chip Prospects

1. Darius Holt — WR, LSU
2. Evan Marshall — WR, Ohio State
3. Kade Prescott — QB, Texas
4. Tyrone “Tank” Wallace — EDGE, Georgia
5. Jalen Rivers — OT, Alabama
6. Mason Kincaid — QB, Oregon
7. Rashad Wynn — CB, Florida State
8. Logan Barrett — DT, Michigan

Tier 2 — High-End Starters

9. Xavier Cole — WR, USC
10. Brayden Knox — OT, Notre Dame
11. Isaiah Trent — EDGE, Clemson
12. Caleb Morgan — CB, Washington
13. Jordan Hale — QB, Penn State
14. Trey Donovan — LB, Utah
15. Marcus Ellison — WR, Tennessee
16. Dante Brooks — RB, Texas A&M
17. Cole Ramirez — OG, Oklahoma
18. Javon Pierce — S, LSU
19. Aiden McCall — DT, Ohio State
20. Zachary Holt — TE, Iowa

Tier 3 — Strong Starters

21. Nico Alvarez — WR, Miami
22. Khalil Benton — CB, Oregon State
23. Riley Maddox — OT, Wisconsin
24. Jace Holloway — QB, BYU
25. Tanner Briggs — EDGE, Texas Tech
26. Omar Daniels — LB, Michigan State
27. Sean Whitaker — OG, Georgia
28. Tyrese Vaughn — WR, Oklahoma State
29. Derrick Fulton — CB, Alabama
30. Miles Carter — RB, UCLA
31. Eli Sanderson — DT, Florida
32. Jalen Booker — S, Clemson
33. Roman Tate — WR, Washington State
34. Hunter McKnight — OT, Arkansas
35. Chase Underwood — EDGE, Penn State

Tier 4 — High-Variance Prospects

36. Zion Matthews — WR, Colorado
37. Darius Penn — CB, Miami
38. Liam Foster — QB, Kentucky
39. Kendrick Lowe — LB, Auburn
40. Toby Richards — OG, LSU
41. Javonte Harris — RB, South Carolina
42. Cameron Steele — WR, Baylor
43. Noah Jennings — S, Wisconsin
44. Rashad Coleman — DT, USC
45. Ethan Ward — OT, Stanford
46. Jalen Price — EDGE, Oklahoma
47. Malik Drayton — CB, TCU
48. Tyler Monroe — WR, Georgia Tech
49. Devon Brooks — RB, Michigan
50. Isaac Reynolds — TE, Texas

Prospects graded by position

Quarterbacks

1. Kade Prescott — Texas B+
2. Mason Kincaid — Oregon B+
3. Jordan Hale — Penn State B-
4. Jace Holloway — BYU C+
5. Liam Foster — Kentucky C

Edge Rushers

1. Tyrone "Tank" Wallace — Georgia A
2. Isaiah Trent — Clemson B+
3. Tanner Briggs — Texas Tech B+
4. Chase Underwood — Penn State B-
5. Jalen Price — Oklahoma C+

Running Backs

1. Dante Brooks — Texas A&M B
2. Miles Carter — UCLA B-
3. Javonte Harris — South Carolina C+
4. Devon Brooks — Michigan C

Defensive Tackles

1. Logan Barrett — Michigan A-
2. Aiden McCall — Ohio State B+
3. Eli Sanderson — Florida B
4. Rashad Coleman — USC C+

Wide Receivers

1. Darius Holt — LSU A-
2. Evan Marshall — Ohio State A-
3. Xavier Cole — USC B+
4. Marcus Ellison — Tennessee B
5. Nico Alvarez — Miami B-
6. Tyrese Vaughn — Oklahoma State B-
7. Roman Tate — Washington State C+
8. Zion Matthews — Colorado C
9. Cameron Steele — Baylor C
10. Tyler Monroe — Georgia Tech C-

Linebackers

1. Trey Donovan — Utah B+
2. Omar Daniels — Michigan State B
3. Kendrick Lowe — Auburn C+

Cornerbacks

1. Rashad Wynn — Florida State A-
2. Caleb Morgan — Washington B+
3. Khalil Benton — Oregon State B
4. Derrick Fulton — Alabama C+
5. Darius Penn — Miami C+
6. Malik Drayton — TCU C-

Tight Ends

1. Zachary Holt — Iowa B
2. Isaac Reynolds — Texas C+

Safeties

1. Javon Pierce — LSU B+
2. Jalen Booker — Clemson B
3. Noah Jennings — Wisconsin C+

Offensive Tackles

1. Jalen Rivers — Alabama A-
2. Brayden Knox — Notre Dame B+
3. Riley Maddox — Wisconsin B
4. Hunter McKnight — Arkansas B

5. Ethan Ward — Stanford B-

Interior Offensive Line

1. Cole Ramirez — Oklahoma B+

2. Sean Whitaker — Georgia B

3. Toby Richards — LSU C+

Scouting Report – Top 10 Receivers

<p>1. Darius Holt — LSU</p> <p>Summary: Prototype X receiver with elite explosiveness and alpha traits. Strengths: Deep-ball dominator, elite acceleration, competitive toughness. Concerns: Route refinement; occasional concentration drops. Comp: A more volatile DK Metcalf. Scouting Director: “Highest ceiling in the class.” Analytics: “Volatility flags.” Coach: “Boom-bust.”</p>
<p>2. Evan Marshall — Ohio State</p> <p>Summary: Polished, reliable, pro-ready WR1. Strengths: Route technician, separation machine, elite hands. Concerns: Not a true burner; ceiling may be capped. Comp: A smoother Keenan Allen. Coach: “Day 1 starter.” Analytics: “Safest WR profile in five years.”</p>
<p>3. Xavier Cole — USC</p> <p>Summary: Dynamic RAC threat with elite agility. Strengths: YAC monster, creative runner, slot/outside versatility. Concerns: Lean frame; press coverage questions. Comp: Deebo Samuel with less power.</p>
<p>4. Marcus Ellison — Tennessee</p> <p>Summary: High-floor, high-character WR2 with strong hands. Strengths: Contested catches, toughness, reliability. Concerns: Limited top-end speed. Comp: Michael Pittman Jr. Ownership: Loves him as a “safe face of the franchise.”</p>
<p>5. Nico Alvarez — Miami</p> <p>Summary: Smooth mover with natural ball skills. Strengths: Body control, sideline awareness, red-zone threat. Concerns: Inconsistent effort as a blocker. Comp: Chris Godwin.</p>
<p>6. Tyrese Vaughn — Oklahoma State</p> <p>Summary: Vertical slot with elite burst. Strengths: Speed, separation, slot mismatch. Concerns: Size; durability. Comp: Tyler Lockett.</p>
<p>7. Roman Tate — Washington State</p> <p>Summary: Big-bodied possession receiver. Strengths: Strong hands, physicality, chain-mover. Concerns: Struggles vs. man; limited YAC. Comp: Allen Lazard.</p>
<p>8. Zion Matthews — Colorado</p> <p>Summary: Freak athlete with raw tools. Strengths: Speed, leaping ability, upside. Concerns: Route running; inconsistent tape. Comp: Martavis Bryant.</p>
<p>9. Cameron Steele — Baylor</p> <p>Summary: Underrated technician with strong production. Strengths: Crafty routes, reliable hands. Concerns: Average athlete. Comp: Robert Woods.</p>
<p>10. Tyler Monroe — Georgia Tech</p> <p>Summary: Gadget weapon with elite acceleration. Strengths: Motion threat, jet sweeps, return value. Concerns: Limited catch radius. Comp: Mecole Hardman.</p>

Teams likely to trade up for a WR			
Team	Pick	Likelihood	Reason
Atlanta Falcons	11	High	Need star WR, weak room.
Houston Texans	13	Medium	Young QB, wants weapon.
Chicago Bears	10	Medium	WR room thin, fan pressure.
LA Chargers	15	Medium	Replace aging WR core.

Teams likely to trade down			
Team	Pick	Likelihood	Reason
New Orleans Saints	5	High	Elite defense, needs picks.
NY Jets	6	Medium	Defense strong, offense shaky, wants more capital.
Detroit Lions	9	Medium	Flexible roster, analytics-friendly.

Titans trade posture
Trade up: Unlikely (short on capital, QB already secured).
Trade down: Plausible if board is flat and WRs still available.
Narrative hook: "We can move to 11, still get a WR, and add a 2nd."

INJECT CARDS

These are neutral injects that can hit any role and create cross-room tension.

Inject Card 1 — “Trade Up Alert”

A team behind you is calling to move up for a QB. Offer includes a future 2nd. Creates: GM vs. Coach vs. Ownership tension.

Inject Card 2 — “Medical Rumor”

A national reporter tweets that a top WR has a soft-tissue durability concern. Creates: Analytics validation vs. Scouting outrage.

Inject Card 3 — “Fan Sentiment Spike”

Local radio releases a poll: 82% of fans want a WR. Creates: PR pressure on GM and Coach.

Inject Card 4 — “Unexpected Slide”

A top-20 defensive player is still on the board. Creates: Scouting push vs. Ownership push for offense.

Inject Card 5 — “Agent Call”

An agent calls the GM saying their client “wants to be a Titan.” Creates: Coach skepticism vs. Ownership excitement.

Inject Card 6 — “Trade Down Temptation”

A team offers a modest trade-down package. Creates: Analytics enthusiasm vs. Coach panic.

Inject Card 7 — “Character Whisper”

A rumor surfaces about a prospect’s locker-room maturity. Creates: PR caution vs. Scouting defense.

Inject Card 8 — “Coordinator Intervention”

A coordinator barges in demanding help at their position. Creates: Coach annoyance, GM frustration.

Inject Card 9 — “UDFA Threat”

A rival team is targeting a UDFA the Titans like. Creates: Late-round pick tension.

Inject Card 10 — “Roster Crunch Warning”

Cap staff warns: “We only have room for two more rookies.” Creates: Analytics vs. Coach vs. Scouting resource fight.

GM-ONLY INJECTS (Private Information)

These are confidential and should be handed ONLY to the GM.

GM Inject 1 — “Ownership Text”

Ownership messages you privately: **“We need a star tonight. Don’t overthink it.”**

GM Inject 2 — “Agent Threat”

A top prospect’s agent warns: **“If you draft him, he won’t attend minicamp without assurances.”**

GM Inject 3 — “Medical Recheck”

Team doctor quietly tells you: **“One of your Day 2 targets has a knee that won’t hold up long-term.”**

GM Inject 4 — “Trade Offer Sweetener”

A team offers a **future 1st** if you include a late pick swap. No one else in the room knows this yet.

GM Inject 5 — “Internal Leak Suspect Identified”

Security believes the analytics leak came from a specific mid-level staffer. You must decide whether to reveal this.

GM Inject 6 — “Veteran Discontent”

A veteran starter texted you privately: **“If you draft a player at my position, I want out.”**

GM Inject 7 — “Media Bomb Incoming”

A reporter is preparing a story claiming the Titans are “internally divided.” You can choose to pre-empt it or ignore it.

GM Inject 8 — “Ownership Override Threat”

Ownership hints they may intervene if the room “goes off the rails.” You must manage the room carefully.

ROLE-SPECIFIC INJECTS

These are tailored to each role’s incentives, redlines, and secret objectives.

Head Coach Injects

Coach Inject 1 — “Scheme Fit Warning”

A WR prospect is rumored to struggle with your route tree. You must push back or adapt.

Coach Inject 2 — “Locker Room Chemistry”

A veteran tells you privately he loves Marshall but distrusts Holt.

Coach Inject 3 — “Coordinator Plea”

Your OC begs you to push for a WR who can separate early.

Scouting Director Injects

Scout Inject 1 — “Crosschecker Report”

A trusted scout says Holt’s interviews were the best of the class.

Scout Inject 2 — “Rival Team Interest”

You hear the Colts have Holt above Marshall.

Scout Inject 3 — “Analytics Undermining”

A staffer tells you analytics is pushing a narrative that contradicts your board.

Analytics Lead Injects

Analytics Inject 1 — “Model Update”

New data shows Holt’s bust probability is even higher than expected.

Analytics Inject 2 — “Trade Value Spike”

Your model says trading down increases expected value by 18%.

Analytics Inject 3 — “Injury Projection”

A WR’s long-term injury risk is flagged as “significant.”

Ownership Representative Injects

Ownership Inject 1 — “Ticket Sales Projection”

Marketing says drafting Holt boosts season-ticket interest by 12%.

Ownership Inject 2 — “Branding Opportunity”

A national sponsor wants a meeting if the team drafts a star WR.

Ownership Inject 3 — “Fan Backlash Warning”

Ownership receives angry emails about the possibility of drafting defense.

PR / Media Lead Injects

PR Inject 1 — “Media Narrative Shift”

National media calls Marshall “boring but safe.”

PR Inject 2 — “Leak Opportunity”

You receive a tip that Colts prefer Marshall — you can leak it.

PR Inject 3 — “Crisis Alert”

A reporter is about to publish a story questioning the Titans’ draft process.

Confidential Player Sheets

PLAYER SHEET: HEAD COACH

Background

The Head Coach is responsible for on-field performance, player development, and the team's competitive identity. After a season marked by inconsistency and limited explosive plays, the coaching staff is under pressure to show immediate improvement. The coach values reliability, toughness, and players who can contribute early. While not the final decision-maker, the coach's voice carries significant weight due to direct accountability for wins and losses.

Objectives

- Secure a player who can contribute immediately to the offense
- Prioritize clean, low-variance prospects
- Maintain alignment with the GM to avoid internal friction
- Ensure the pick supports the offensive identity being built

Redlines

- Drafting a player who cannot play early
- Selecting a high-variance prospect with major developmental concerns
- Trading down past the coach's top target
- Allowing analytics or ownership to override football-specific concerns

PRIME Strengths

- **Personnel:** Strong relationships with players and staff
- **Management:** High influence due to on-field accountability

PRIME Weaknesses

- **Environment:** Limited ability to shape media narratives
- **Resources:** Less influence over long-term roster strategy

Starting Facts

- The coaching staff believes Marshall is the safest WR in the class
- The offense needs a reliable separator to function
- The coach is wary of Holt's inconsistency
- The GM has hinted at wanting alignment early in the process

Secret Objectives

- Ensure the pick supports the coach's preferred offensive scheme
- Quietly undermine high-variance prospects without appearing obstructionist
- Gain +1 Personnel chit next round if the final pick is a "clean" prospect

Coach Top 10
1. Evan Marshall — WR
2. Jalen Rivers — OT
3. Marcus Ellison — WR
4. Darius Holt — WR

5. Trey Donovan — LB
6. Logan Barrett — DT
7. Rashad Wynn — CB
8. Cole Ramirez — OG
9. Isaiah Trent — EDGE
10. Caleb Morgan — CB
Notes
Marshall is the “safe WR1.”
Ellison is the “culture fit.”
Holt is too volatile for a staff on the hot seat.
O-line needs and D-line should be a priority.

PLAYER SHEET: SCOUTING DIRECTOR

Background

The Scouting Director oversees the year-round evaluation process and is the guardian of the draft board. Their staff has spent months building consensus grades, cross-checking prospects, and identifying character or medical risks. Their credibility depends on the board being respected and the process being followed.

Objectives

- Protect the integrity of the draft board
- Advocate for the highest-graded player available
- Ensure scouting evaluations are not overridden by short-term pressures
- Maintain influence with the GM through consistency and expertise

Redlines

- Ignoring the board to chase media narratives
- Selecting a player with known character or medical red flags
- Allowing analytics to overrule film-based evaluations without justification
- Trading down past a clear tier break

PRIME Strengths

- **Information:** Deep scouting knowledge and insider reports
- **Personnel:** Strong relationships with scouts and cross-checkers

PRIME Weaknesses

- **Environment:** Limited influence over public perception
- **Management:** Less authority in organizational disputes

Starting Facts

- The board has Marshall as WR1 and Holt as WR3
- Scouts are split on Holt's long-term projection
- The Colts are rumored to prefer Marshall
- The GM respects the board but is open to persuasion

Secret Objectives

- Ensure the final pick aligns with the board's top tier
- Quietly discredit analytics models that contradict scouting grades
- Gain +1 Information chit next round if the board is followed

Scouting Director Top 10
1. Darius Holt — WR
2. Evan Marshall — WR
3. Tyrone Wallace — EDGE
4. Jalen Rivers — OT
5. Rashad Wynn — CB

6. Xavier Cole — WR
7. Logan Barrett — DT
8. Isaiah Trent — EDGE
9. Caleb Morgan — CB
10. Mason Kincaid — QB
Notes
Holt is a generational talent.
Cole is higher than analytics wants.
QB traits matter more than production.
The team needs a high-upside defenders.

PLAYER SHEET: ANALYTICS LEAD

Background

The Analytics Lead provides data-driven insights on player value, positional scarcity, injury risk, and long-term roster optimization. Their models highlight the risks of certain prospects and the expected value of different draft strategies. Analytics is often at odds with traditional scouting but has growing influence.

Objectives

- Advocate for the analytically optimal pick
- Highlight risk factors and long-term value considerations
- Push for trade-down opportunities when value aligns
- Ensure decisions are grounded in evidence, not emotion

Redlines

- Drafting a player with poor analytical indicators
- Making a “gut feel” pick that contradicts the data
- Trading up and sacrificing future value
- Allowing ownership pressure to override expected-value logic

PRIME Strengths

- **Information:** Strong data models and predictive analytics
- **Management:** Influence through process and logic

PRIME Weaknesses

- **Personnel:** Limited emotional influence
- **Environment:** Weak control over fan/media narratives

Starting Facts

- Analytics models favor Marshall by a wide margin
- Holt’s separation metrics and volatility are red flags
- Trade-down scenarios increase expected value
- The GM respects analytics but fears fan backlash

Secret Objectives

- Push the team toward a trade-down
- Undermine high-variance prospects using data
- Gain +1 Information chit next round if the final decision aligns with analytics

Analyst Top 10
1. Evan Marshall — WR
2. Jalen Rivers — OT
3. Rashad Wynn — CB
4. Logan Barrett — DT
5. Caleb Morgan — CB

6. Mason Kincaid — QB
7. Trey Donovan — LB
8. Xavier Cole — WR
9. Cole Ramirez — OG
10. Darius Holt — WR
Notes
Marshall is the safest WR in five years.
Holt drops due to volatility and age.
Defense is undervalued by the league—analytics pushes it up.
Positional value: OT/CB > WR > EDGE > RB.

PLAYER SHEET: OWNERSHIP REPRESENTATIVE

Background

Ownership is focused on the franchise's long-term brand, financial health, and public perception. With declining ticket sales and a restless fan base, ownership wants a pick that energizes the market and signals a clear direction. While not involved in day-to-day football operations, ownership can exert significant pressure.

Objectives

- Ensure the pick strengthens the franchise's brand
- Push for a player who excites fans and media
- Maintain organizational alignment and avoid public embarrassment
- Protect ownership's long-term vision

Redlines

- Selecting a player who lacks star potential
- Drafting a prospect with off-field concerns
- Trading down if it appears weak or indecisive
- Allowing internal conflict to spill into the media

PRIME Strengths

- **Environment:** Strong influence over public perception
- **Management:** High authority within the organization

PRIME Weaknesses

- **Information:** Limited technical football knowledge
- **Personnel:** Weaker relationships with coaching/scouting staff

Starting Facts

- Ownership believes the fan base wants a star WR
- The GM is sensitive to ownership pressure
- Media narratives favor explosive playmakers
- A "safe" pick may be criticized as boring

Secret Objectives

- Push for the most marketable player
- Quietly pressure the GM through messaging
- Gain +1 Environment chit next round if the pick boosts fan excitement

Ownership Top 10
1. Darius Holt — WR
2. Evan Marshall — WR
3. Xavier Cole — WR
4. Marcus Ellison — WR
5. Mason Kincaid — QB
6. Kade Prescott — QB

7. Tyrone Wallace — EDGE
8. Jalen Rivers — OT
9. Trey Donovan — LB
10. Logan Barrett — DT
Notes
Wants a star WR at #7.
Loves Holt's highlight potential.
QBs always rank high for brand value.
Defense is an afterthought unless it's a superstar.

PLAYER SHEET: PR / MEDIA LEAD

Background

The PR/Media Lead manages the team's public narrative, media relationships, and fan engagement. Draft night is one of the most visible moments of the year, and the messaging around the pick will shape public perception. The PR Lead must anticipate media reactions, manage leaks, and protect the organization's image.

Objectives

- Shape a positive narrative around the pick
- Manage or exploit leaks to influence internal dynamics
- Anticipate media backlash and mitigate reputational risk
- Ensure the final decision can be defended publicly

Redlines

- Drafting a player with a narrative the team cannot control
- Allowing leaks that embarrass the organization
- Selecting a prospect who will be immediately criticized
- Appearing disorganized or divided on draft night

PRIME Strengths

- **Environment:** Strong control over media narratives
- **Information:** Access to leaks, rumors, and sentiment

PRIME Weaknesses

- **Resources:** Limited influence over roster strategy
- **Management:** Lower authority in internal disputes

Starting Facts

- National media is split on Marshall vs. Holt
- Local media wants a "face of the franchise"
- A leak about Colts interest could shift internal pressure
- The GM is sensitive to public criticism

Secret Objectives

- Shape the narrative to favor the PR Lead's preferred player
- Leak selectively to influence internal alignment
- Gain +1 Environment chit next round if the pick is well-received publicly

PR Top 10
1. Darius Holt — WR
2. Evan Marshall — WR
3. Xavier Cole — WR
4. Mason Kincaid — QB
5. Kade Prescott — QB
6. Marcus Ellison — WR

7. Tyrone Wallace — EDGE
8. Logan Barrett — DT
9. Rashad Wynn — CB
10. Trey Donovan — LB
Notes
WR is the only acceptable pick at #7.
Media loves Holt; local fans love Marshall.
A defensive pick will require heavy spin.
Fans don't want a safe pick or to slide back.

Injects

Leaked analytics Board
1. Evan Marshall — WR
2. Jalen Rivers — OT
3. Rashad Wynn — CB
4. Logan Barrett — DT
5. Caleb Morgan — CB
6. Trey Donovan — LB
7. Cole Ramirez — OG
8. Mason Kincaid — QB
9. Xavier Cole — WR
10. Aiden McCall — DT
Notes
Holt is ranked #18 in most analyst boards
WR volatility is highlighted in bold.
A note reads: "Holt = 27% bust probability (highest of top 20)."
Another note: "Marshall = safest WR profile since 2020."