





# Deathmatch Island Competitor Induction

## Edition 1.0

Congratulations. You have been selected to participate in Deathmatch Island. Winning will mean wealth, fame, and freedom. You may be experiencing some confusion and memory loss. This is normal following the Selection and Recruitment Process. This guide will introduce you to yourself.

As a Competitor Player:

- Portray a real person caught up in strange events. Play with heart.
- Remember your Initial Motivation. Use it.
- Compete with the other player competitors. There will be one sole winner.
- Embody the Deathmatch Island directives: Outbrave, Outsmart, Outtalk, Outlast.
- Play to win.

## Competitor Registration

1. Determine your competitor's **Occupation**. Roll 1d4 to select a table, then roll 2d8 on that table to determine your character's Occupation. The first d8 is the column, the second d8 is the row. Your Competitor's Occupation die is **d6**.
2. Your Occupation also determines your **favoured Capability**, which starts at **d8**. Your other Capabilities are **d6**.
3. Record your Competitor's Name (optional random tables follow). Your Name die is **d6**.
4. Roll a d100 and record your **Competitor ID**. Reroll until you each get a unique number.
5. Record a sentence or two about your competitor's **distinguishing features**. Roll on the tables provided or choose your own.
6. Decide a **uniform** for this season, as a group.
7. Ask for a **Welcome Letter** and **Initial Motivation** from the Production Player. Use the Initial Motivation to inform roleplaying and decision-making, and help prompt answers to flashback questions. It's up to you how your character's motivation changes over the course of the season.
8. When everyone is ready, introduce your competitors. After conducting ice-breakers, record **2 Trust** with each other competitor on your team.

## Initial Motivations

- 1 **Sabotage**. You're here with a secret purpose—you want to find out more about Deathmatch Island, and stop it once and for all. Keep this close to your chest—if Production finds out, they'll eliminate you with extreme prejudice.
- 2 **Survival**. You just want to get out here and get home. You need to get home.
- 3 **Victory**. You desperately need to win this game. You'll do anything to win this.
- 4 **Just Vibes**. You find it hard to take all this seriously, and you just want to have a good time and enjoy yourself. These may be your last days on earth, after all.
- 5 **Fame**. Winning the game doesn't matter—what matters is dominating the spotlight. You want the most followers at the end of this.
- 6 **Money**. You desperately need money, and lots of it.
- 7 **Bitterness**. Events in your life have left you with a deep and abiding bitterness inside. When the chips are down, you have a tendency to punish those closest to you.
- 8 **Connection**. You're missing emotional connection in your life, and whether consciously or subconsciously, you know this is a place you can find it.
- 9 **Confidence**. In your former life you had a lack of confidence; something was holding you back. A challenging situation like this is your chance to find your inner strength.
- 10 **Redemption**. There are things in your past that you regret, that you're ashamed of. A situation like this is your chance to redeem yourself.
- 11 **Conspiracy**. You're just the kind of person who connects the dots, who asks questions. You can't help yourself—you need to see behind the curtain.
- 12 **Control**. You have a deep need to be the one in charge. You always want to be the leader, and if you can't be the leader, you want to pull the strings.

## Eyes (1d20)

1. Sad
2. Piercing
3. Cold
4. Warm
5. Calm
6. Smiling
7. Dark
8. Glacial
9. Faded
10. Distant
11. Tired
12. Searching
13. Twitchy
14. Beautiful
15. Haunted
16. Glittering
17. Watery
18. Large
19. Beady
20. Hard

## Hair (1d20)

1. Shaved
2. Tied back
3. Cascading
4. Shaggy
5. Striking
6. Dyed
7. Tidy
8. Boring
9. Sleek
10. Neat
11. Undercut
12. Messy
13. Sharp
14. Practical
15. Fashionable
16. Bangs
17. Perfect
18. Lank
19. Thick
20. Spiky

## Build (1d20)

1. Brawny
2. Compact
3. Bulky
4. Rugged
5. Athletic
6. Average
7. Gaunt
8. Wiry
9. Ripped
10. Sinewy
11. Relaxed
12. Beefy
13. Soft
14. Towering
15. Delicate
16. Muscular
17. Large
18. Elegant
19. Angular
20. Willowy

## Detail (1d20)

1. Jewellery
2. Striking nose
3. Notable scar
4. Unusual face
5. Striking eyebrows or facial hair
6. Pleasant scent
7. Tattoo
8. Wears a hat
9. Limp
10. Damp hands
11. Wears glasses
12. Chewed fingernails
13. Understated
14. Gold tooth
15. Crooked nose
16. Eyepatch
17. Stained hands
18. Twitch
19. Perfect teeth
20. Strong hands

Occupation Table 1

1d8 for column, 1d8 for row

1	2	3	4
1 <b>Account Manager</b> Social Game	<b>App Developer</b> Snake Mode	<b>Aspiring Writer</b> Snake Mode	<b>Big Pharma Sales Rep</b> Snake Mode
2 <b>Accountant</b> Snake Mode	<b>Architect</b> Snake Mode	<b>Astronaut</b> Challenge Beast	<b>Black Ops Soldier</b> Deathmatch
3 <b>Actor</b> Social Game	<b>Armored Car Guard</b> Deathmatch	<b>Attorney</b> Snake Mode	<b>Bodybuilder</b> Challenge Beast
4 <b>Ad Executive</b> Snake Mode	<b>Army Ranger</b> Deathmatch	<b>Auto Customizer</b> Challenge Beast	<b>Bounty Hunter</b> Deathmatch
5 <b>Aerobics Instructor</b> Challenge Beast	<b>Army Tanker</b> Deathmatch	<b>Banker</b> Social Game	<b>Bowling Alley Owner</b> Social Game
6 <b>Air Force Veteran</b> Deathmatch	<b>Army Veteran</b> Deathmatch	<b>Bar Manager</b> Social Game	<b>Boxer</b> Challenge Beast
7 <b>Alpine Guide</b> Challenge Beast	<b>Art Student</b> Social Game	<b>Bartender</b> Challenge Beast	<b>Bricklayer</b> Challenge Beast
8 <b>Anesthesiologist</b> Challenge Beast	<b>Art Teacher</b> Social Game	<b>Basketball Coach</b> Challenge Beast	<b>Bus Driver</b> Social Game
5	6	7	8
1 <b>Business Analyst</b> Snake Mode	<b>Cattle Rancher</b> Challenge Beast	<b>Club Promoter</b> Social Game	<b>Competitive Shooter</b> Deathmatch
2 <b>Business Consultant</b> Snake Mode	<b>Cheer Coach</b> Challenge Beast	<b>Coast Guard Officer</b> Deathmatch	<b>Company Exec</b> Snake Mode
3 <b>Butcher</b> Social Game	<b>Chef</b> Snake Mode	<b>Coconut Vendor</b> Social Game	<b>Construction Worker</b> Challenge Beast
4 <b>Caretaker</b> Social Game	<b>Chemist</b> Snake Mode	<b>Coffee Barista</b> Social Game	<b>Consultant</b> Snake Mode
5 <b>Carnival Worker</b> Deathmatch	<b>Chicken Farmer</b> Deathmatch	<b>College Administrator</b> Snake Mode	<b>Content Creator</b> Social Game
6 <b>Carpenter</b> Challenge Beast	<b>Chief Lifeguard</b> Challenge Beast	<b>Combat Engineer</b> Deathmatch	<b>Copier Salesperson</b> Social Game
7 <b>Case Manager</b> Social Game	<b>Chiropractor</b> Snake Mode	<b>Commercial Diver</b> Challenge Beast	<b>Corporate Trainer</b> Social Game
8 <b>Cat Burglar</b> Deathmatch	<b>Civil Rights Attorney</b> Snake Mode	<b>Commercial Fisher</b> Challenge Beast	<b>Corrections Officer</b> Challenge Beast

Occupation Table 2

1d8 for column, 1d8 for row

1	2	3	4
1 <b>Country Music Singer</b> Social Game	<b>Dentist</b> Social Game	<b>Drill Sergeant</b> Challenge Beast	<b>Farmer</b> Challenge Beast
2 <b>Creative Director</b> Social Game	<b>Detective</b> Deathmatch	<b>Economics Professor</b> Snake Mode	<b>Fashion Stylist</b> Snake Mode
3 <b>Crossfit Coach</b> Challenge Beast	<b>District Attorney</b> Snake Mode	<b>Electrician</b> Challenge Beast	<b>Fast Food Worker</b> Social Game
4 <b>Customer Service</b> Snake Mode	<b>Divorce Attorney</b> Snake Mode	<b>Elementary Teacher</b> Social Game	<b>Fighter Pilot</b> Deathmatch
5 <b>Cyber Security</b> Snake Mode	<b>Doctor</b> Social Game	<b>English Teacher</b> Social Game	<b>Filmmaker</b> Social Game
6 <b>Dairy Farmer</b> Challenge Beast	<b>Document Manager</b> Snake Mode	<b>Entrepreneur</b> Snake Mode	<b>Financial Sales</b> Social Game
7 <b>Dancer</b> Challenge Beast	<b>Dog Trainer</b> Challenge Beast	<b>Exec. Assistant</b> Social Game	<b>Firefighter</b> Challenge Beast
8 <b>Data Scientist</b> Snake Mode	<b>Dolphin Trainer</b> Challenge Beast	<b>Factory Worker</b> Challenge Beast	<b>Fishing Boat Captain</b> Challenge Beast
5	6	7	8
1 <b>Fitness Instructor</b> Challenge Beast	<b>Graphic Designer</b> Social Game	<b>Health Worker</b> Social Game	<b>Inherited Wealth</b> Snake Mode
2 <b>Flight Attendant</b> Social Game	<b>Grocery Clerk</b> Challenge Beast	<b>Heavy Metal Band</b> Snake Mode	<b>Intelligence Operative</b> Deathmatch
3 <b>Forest Ranger</b> Challenge Beast	<b>Guidance Counselor</b> Social Game	<b>Hiking Guide</b> Challenge Beast	<b>Intern</b> Snake Mode
4 <b>Former Child Actor</b> Snake Mode	<b>Gun Range Owner</b> Deathmatch	<b>Hotel Doorman</b> Social Game	<b>Ivy League Student</b> Snake Mode
5 <b>Freelance Writer</b> Snake Mode	<b>Gym Owner</b> Challenge Beast	<b>Hunting Guide</b> Deathmatch	<b>Jazz Musician</b> Social Game
6 <b>Goat Farmer</b> Challenge Beast	<b>Gym Teacher</b> Challenge Beast	<b>Hustler</b> Deathmatch	<b>Jeweler</b> Snake Mode
7 <b>Government Agent</b> Deathmatch	<b>Gymnastics Coach</b> Challenge Beast	<b>Ice Cream Scooper</b> Social Game	<b>Judge</b> Snake Mode
8 <b>Graduate Student</b> Snake Mode	<b>Hairdresser</b> Social Game	<b>Influencer</b> Social Game	<b>Law School Student</b> Snake Mode

Occupation Table 3

1d8 for column, 1d8 for row

	1	2	3	4
1	<b>Legal Secretary</b> Social Game	<b>Marketing Executive</b> Snake Mode	<b>Mortician</b> Snake Mode	<b>Nanny</b> Social Game
2	<b>Life Coach</b> Snake Mode	<b>Martial Arts Teacher</b> Challenge Beast	<b>Motivational Speaker</b> Snake Mode	<b>Nature Guide</b> Challenge Beast
3	<b>Limousine Driver</b> Snake Mode	<b>Massage Therapist</b> Social Game	<b>Multimedia Artist</b> Social Game	<b>Neurologist</b> Snake Mode
4	<b>Machine Gunner</b> Deathmatch	<b>Military Intelligence</b> Deathmatch	<b>Musician</b> Social Game	<b>News Anchor</b> Snake Mode
5	<b>Magician's Assistant</b> Deathmatch	<b>Military Police</b> Deathmatch	<b>Music Producer</b> Social Game	<b>Nuclear Engineer</b> Snake Mode
6	<b>Mail Carrier</b> Deathmatch	<b>MilSim Enthusiast</b> Deathmatch	<b>Music Teacher</b> Social Game	<b>Nurse</b> Social Game
7	<b>Makeup Artist</b> Social Game	<b>MMA Fighter</b> Challenge Beast	<b>N/A, No Memories</b> Deathmatch	<b>Nutritionist</b> Challenge Beast
8	<b>Marathon Runner</b> Challenge Beast	<b>Model</b> Social Game	<b>Nail Salon Manager</b> Snake Mode	<b>Office Assistant</b> Social Game
	5	6	7	8
1	<b>Office Manager</b> Snake Mode	<b>Personal Trainer</b> Challenge Beast	<b>Pilot</b> Snake Mode	<b>Private Investigator</b> Deathmatch
2	<b>Oil Rig Worker</b> Challenge Beast	<b>Pest Controller</b> Snake Mode	<b>Plastic Surgeon</b> Snake Mode	<b>Produce Clerk</b> Social Game
3	<b>Olympic Athlete</b> Challenge Beast	<b>Photographer</b> Snake Mode	<b>PMC Mercenary</b> Deathmatch	<b>Professional Assassin</b> Deathmatch
4	<b>Organized Crime Boss</b> Deathmatch	<b>Physical Therapist</b> Social Game	<b>Poker Player</b> Snake Mode	<b>Professional Cyclist</b> Challenge Beast
5	<b>Organized Crime Enforcer</b> Deathmatch	<b>Physician</b> Social Game	<b>Police Officer</b> Deathmatch	<b>Professional Gamer</b> Snake Mode
6	<b>Paramedic</b> Challenge Beast	<b>Physics Teacher</b> Snake Mode	<b>Pop Star</b> Social Game	<b>Professional Wrestler</b> Challenge Beast
7	<b>Paratrooper</b> Deathmatch	<b>Physiotherapist</b> Challenge Beast	<b>Postal Worker</b> Social Game	<b>Programmer</b> Snake Mode
8	<b>Pastor</b> Social Game	<b>Piano Teacher</b> Challenge Beast	<b>Prisoner</b> Deathmatch	<b>Project Manager</b> Social Game

Occupation Table 4

1d8 for column, 1d8 for row

	1	2	3	4
1	<b>Property Developer</b> Snake Mode	<b>Retired Nurse</b> Social Game	<b>Roofer</b> Challenge Beast	<b>Septic Tank Servicer</b> Challenge Beast
2	<b>Quarterback</b> Challenge Beast	<b>Retired Police Officer</b> Deathmatch	<b>Sailor</b> Challenge Beast	<b>Sheep Farmer</b> Challenge Beast
3	<b>Quartermaster</b> Deathmatch	<b>Retired Sniper</b> Deathmatch	<b>Sales Manager</b> Snake Mode	<b>Sheriff</b> Deathmatch
4	<b>Radio Host</b> Snake Mode	<b>Retired Special Ops</b> Deathmatch	<b>Sandwich Artist</b> Snake Mode	<b>Shoe Salesman</b> Social Game
5	<b>Real Estate Agent</b> Snake Mode	<b>Retired Teacher</b> Social Game	<b>School Bus Driver</b> Snake Mode	<b>Singer</b> Social Game
6	<b>Retail Salesperson</b> Social Game	<b>River Rafting Guide</b> Challenge Beast	<b>School Principal</b> Snake Mode	<b>Social Worker</b> Social Game
7	<b>Retired Naval Captain</b> Deathmatch	<b>Road Repair Worker</b> Challenge Beast	<b>Scoutmaster</b> Challenge Beast	<b>Software Developer</b> Snake Mode
8	<b>Retired Navy Infantry</b> Deathmatch	<b>Rocket Scientist</b> Snake Mode	<b>Security Officer</b> Deathmatch	<b>Sports Radio Host</b> Snake Mode
	5	6	7	8
1	<b>Spray Tan Worker</b> Social Game	<b>Swimsuit Model</b> Challenge Beast	<b>Urologist</b> Snake Mode	<b>Water Tank Technician</b> Challenge Beast
2	<b>Stay-at-Home Parent</b> Social Game	<b>Tax Accountant</b> Snake Mode	<b>Used Car Salesperson</b> Snake Mode	<b>Wedding Videographer</b> Social Game
3	<b>Steelworker</b> Challenge Beast	<b>Television Writer</b> Snake Mode	<b>Veterinarian</b> Social Game	<b>Wildlife Photographer</b> Challenge Beast
4	<b>Student</b> Challenge Beast	<b>Therapist</b> Snake Mode	<b>VIP Bodyguard</b> Deathmatch	<b>Writer</b> Snake Mode
5	<b>Stunt Performer</b> Challenge Beast	<b>Toymaker</b> Social Game	<b>Visual FX Producer</b> Snake Mode	<b>Yoga Instructor</b> Challenge Beast
6	<b>Surfing Instructor</b> Challenge Beast	<b>Truck Driver</b> Challenge Beast	<b>Volleyball Player</b> Challenge Beast	<b>Youth Mentor</b> Social Game
7	<b>Survivalist</b> Deathmatch	<b>T-Shirt Designer</b> Social Game	<b>Waiter</b> Social Game	<b>Youth Pastor</b> Snake Mode
8	<b>SWAT Officer</b> Deathmatch	<b>Street Knife-Fighter</b> Deathmatch	<b>Warehouse Worker</b> Challenge Beast	<b>Zookeeper</b> Challenge Beast

## First Names 1

1d8 for column, 1d8 for row

	1	2	3	4	5	6	7	8
1	Ahmed	Calvin	Edgar	Huck	Jimmy	Monty	Ransley	Sebastian
2	August	Chatri	Elvis	Ira	Kai	Omar	Roman	Sullivan
3	Banyu	Colby	Enzi	Izem	Leopold	Orion	Romeo	Tariq
4	Beckett	Crisanto	Ephraim	Jabari	Lincoln	Orson	Roshan	Ted
5	Bill	Crow	Faraji	Jackson	Lionel	Oscar	Rudy	Van
6	Bowie	Dexter	Fox	Jagger	Matteo	Ozzy	Rufus	Waldo
7	Brooks	Dorian	Gus	Jaxon	Maverick	Pratam	Ryder	Watson
8	Byron	Easton	Ham	Jett	Milo	Randy	Sanford	Zane

## First Names 2

1d8 for column, 1d8 for row

	1	2	3	4	5	6	7	8
1	Achara	Beulah	Cora	Farida	Ione	Minerva	Priya	Suzanne
2	Aisha	Birdie	Danika	Farah	Joy	Missy	Ramona	Taraji
3	Amethyst	Branwen	Debb	Gretchen	Kartika	Nellie	Rosalina	Tiffany
4	Anais	Briar	Deborah	Habiba	Luna	Opal	Ruby	Tina
5	Ashanti	Calliope	Diana	Harlow	Mabel	Ophelia	Sawyer	Violet
6	Bea	Candice	Dorcas	Hattie	Mae	Pearl	Sonja	Willow
7	Beatrix	Charity	Drusilla	Hazel	Mila	Piper	Sparrow	Wren
8	Betsy	Connie	Eloise	Hilda	Millie	Poppy	Stella	Zahra

## First Names 3

1d8 for column, 1d8 for row

	1	2	3	4	5	6	7	8
1	Ace	Bay	Channing	Harley	Kris	Parker	Roshan	Sawyer
2	Ash	Bailey	Chase	Harper	Levi	Pemberley	Rudra	Shannon
3	Andi	Bellamy	Chihiro	Intan	Lyric	Quinn	Rylan	Sutton
4	Ari	Blake	Dallas	Jayden	Marion	Raven	Sage	Vesper
5	Asa	Bobbie	Darcy	Jordan	Megumi	Rayne	Sakae	Willow
6	Aspen	Brooke	Dylan	Jude	Minseo	Ren	Salem	Whitney
7	Avery	Carson	Elliot	Kai	Morgan	River	Saffron	Yujin
8	August	Casey	Frankie	Kieran	Murphy	Rory	Sasha	Yuki

## Surname Table

1d8 for column, 1d20 for row

	1	2	3	4	5	6	7	8
1	Ahmad	Bui	Dill	Hardy	Kilgore	Matondo	Powers	Solomon
2	Ako	Burns	Duke	Hart	Klug	Merrick	Prashad	St James
3	Barrel	Calabro	Eckhaus	Hartman	Knapp	Mintz	Quinn	Steele
4	Bartlett	Camacho	Fensby	Hassan	Kogoya	Mohamed	Raza	Summers
5	Bartley	Campos	Floquet	Hatch	Krueger	Moon	Reed	Taniguchi
6	Bates	Cassidy	Fontana	Hatfield	Kwan	Morozov	Richter	Torres
7	Beauregard Castle	Fonua	Havenash	Kwön	Morrows	Rivera	Tremblay	
8	Beckett	Cervantes	Fox	Herschel	Lamb	Moss	Roach	Umemoto
9	Bellamy	Chandler	Fuimaono	Hershey	Lau	Mungoshi	Rojas	Underwood
10	Benedetti	Cheng	Furyk	Herzog	Law	Namgung	Rosa	Usoro
11	Berry	Cheung	Galloway	Hill	Leung	Narayan	Rose	Valencia
12	Biggerstaff	Chopra	Galvan	Hoang	Li	Nguyen	Roy	Vega
13	Birdwhistle	Clements	Garcia	Hoffman	Lim	Nomura	Rymer	Walker
14	Black	Cohen	Garrett	Holt	Love	O'Leary	Sallow	Wilson
15	Boone	Conklin	Giang	Huxley	Lyons	Opatha	Sawadogo	Winter
16	Boonmee	Dankworth	Goma	Jeong	Mack	Ortiz	Segura	Yi
17	Boudreaux	De la Croix	Gray	Juarez	Mariano	Padilla	Sellers	Yurkowski
18	Bread	de Silva	Green	Kade	Martel	Panchak	Sexton	Zanidakis
19	Brown	Devi	Guzon	Kane	Mason	Parata	Singh	Zhang
20	Bui	Di Angelo	Gyo	Kelly	Masters	Porter	Snow	Zheng


## CONTESTS

When an obstacle stands in the way of the competitors, a contest is triggered. Each node on the map that the competitors travel to will involve one contest, usually rolling against a different team of competitors. The contest resolves which side is successful, and they get the rewards on offer.

When a contest is called, the Competitor Players confer with each other, then the leader states their **approach** and **goal**.

The Production Player decides which of the five Capabilities will resolve the contest. Then they roll the **Traits** and any **Advantage** dice for the opponent. They **keep the single highest die and add the current Danger Level** to get a final result.

Each player dictates an announcement of their competitor's entrance into the contest. This could take the form of a written chryon or lower-third caption (as it would appear on screen over footage of their competitor), or it could be the bombastic voice-over of the Host. On your turn, announce your competitor's identity and grab dice as you go: If your **Occupation** applies to the contest, grab that die. Then add your **Name** die and the **Capability** die for the contest when you say your Name.

- You may mark **Fatigue** (○) to include the die from a second Capability in your dice pool.
- You may use an **Acquisition**—if you do, roll a number of d4 equal to the Tier of the Acquisition and remove the . Add the highest d4 result to your total.
- If you ask to spend **Trust** with another competitor, they give you a copy of their Name die (they still use their Name die for their own roll).
- If you have any Advantage dice, include it in your dice pool.


Once everyone has spoken their names, roll your competitor's dice pool and sum your **two highest**, not counting d4s. Then **add the highest number from the d4s** (if any) to your two highest dice to get your competitor's final result.

Compare your result to the Production Player's target number:

- Equal to or greater than: Your competitor succeeds.
- Less than: Your competitor fails. Mark 1 Fatigue. If you cannot mark Fatigue, you must mark an Injury.

The successful Competitor Player with the highest result is **best**, and marks a number of New Follower boxes equal to the target number. The other competitors that **succeed** each earn half that amount (round up). Each competitor that **fails** marks 1 New Follower box, and may take harm.

## REWARDS AND ACQUISITIONS

Every map location has a list of rewards, most of which are Acquisitions. When you gain an Acquisition, you mark a diamond on the competitor sheet with a slash, like this: . There are three types of Acquisition—weapons, equipment, and **REDACTED**.

Before dice are rolled in a contest, a competitor may erase a mark on an Acquisition to roll a bonus d4. Every Acquisition has a Tier, indicated by a number in a circle like this: ③. When you use one, roll a number of d4 equal to the Tier. So if your Acquisition has a ③ beside it, you roll 3d4.

The highest d4 result is added to your final tally for the contest (separate to the rest of your dice pool).

## HARM

In any contest, **every time a competitor fails, you mark 1 Fatigue**. If you cannot mark Fatigue, you must mark an Injury or use Trust to have a teammate block the Injury for you.

- **DANGEROUS** contests mean you **mark 1 Injury when you fail** (instead of 1 Fatigue).
- If any **Competitor Player uses a Weapon Acquisition** in a contest, that contest *automatically becomes Dangerous* for them. Pulling out weapons makes everything riskier.
- Deathmatch contests are *always* Dangerous.
- **EXHAUSTING** contests cost 1 Fatigue to enter.
- **RESTRICTED** contests **forbid the use of any Acquisition except **REDACTED** Acquisitions**. Your official Deathmatch Island weapons and Acquisitions become remotely disabled.
- **RISKY** contests mean that for each PC who fails, the team receives one less Acquisition for any rewards in that node (if any). For example, if two Player Competitors fail, the Production Player subtracts two Acquisitions from the node rewards.

## TRUST

When you spend Trust, ask for one for the following:

- **Bolster you:** Your companion describes how they assist your action in a contest and gives you a copy of their Name die.
- **Block harm for you:** They say how they defend you and the harm is avoided (they don't suffer it either).
- **Follow your lead:** Spend Trust with the leader of the team to sway them to your idea or plan.

## SUPPORT

A competitor may choose to sit out of a contest to provide Support. They pass a copy of their Capability die to the Competitor Player of their choosing (who includes it in their dice pool). The supporting competitor gains 1 Trust with the character they support and marks 1 New Follower box.

## FATIGUE AND INJURIES

When you suffer Fatigue and have no boxes left to mark, mark an Injury. When you mark , choose an **Advance**. When you mark your last Injury box, your competitor dies.

## PHASE TWO

Phase Two is the climax of the island, a battle royale where many competitors will die and only a handful will progress to the next island. Phase Two is a series of linked contests, arranged in three stages:

1. **Scout.** Find and reconnect with your allies, spy on the enemy alliance, and survey potential battlegrounds for the big confrontation. The winner earns a 1d10 Advantage die, which they may use once during Phase Two.
2. **Scramble.** Competitors move to seize control of the chaos, as threats and betrayals are revealed. Each Competitor Player must choose to either **Defend** against a threat or **Seize** control. The winner of the Seize contest chooses a bonus Capability for the Battle Royale, and decides the fate of those present..
3. **Battle Royale.** The concluding contest. The Battle Royale is always a Deathmatch contest, and only a fraction of the remaining competitors can progress to the next island.

## BETWEEN ISLANDS

While making the journey from one island to the next, the competitors rest and recover as best they can. Complete the six stages Between Islands:

1. **Debrief.** Make notes about the fates of all the competitors on that island.
2. **Theory Crafting.** Going in turns, each Competitor Player chooses a theory type, and describes a theory about what's really going on with Deathmatch Island and what they saw on the previous island that reinforces that theory. The four theories types are **Political Project**, **Entertainment**, **Big Experiment**, and **Weird**.
3. **Jury Votes.** Each competitor receives a jury vote from every player.
4. **Recuperate.** Clear **2 Fatigue** each. **Mark 1 use of Small Luxuries or Survival Gear to clear another 2 Fatigue.** Take turns describing how you rest and recuperate during the voyage.
5. **Trust Building.** Taking turns, each Competitor Player asks one question to another from the Trust Building Questionnaire. That player answers with a short **flashback** to their life before they came to Deathmatch Island. The Production Player may insert one detail during the flashback. When deciding how to respond to the question, a good place to start is your Initial Motivation. The Competitor Player who had the flashback notes the flashback down as an **Advantage** on their sheet. Your competitor can call on this memory during a contest for a bonus die. Then **both competitors mark Trust with each other.**

# Advice

## See Through Your Competitor's Eyes

Your competitor has a hazy memory when they arrive on Deathmatch Island, so they don't know much more about themselves than you do as the player. Let yourself inhabit that viewpoint, and find out who they are as your competitor does. Be open to being surprised about who your competitor really is, through events on the island and through flashbacks.

## Remember Your Initial Motivation

Your Initial Motivation has no mechanical impact but it's the crucial pivot that brings your competitor to life.

- Use it to propel your competitor into action. They may not remember much about who they are, but they have this drive from the start. Let it guide them and push them forwards.
- Use it to inspire flashbacks. The Trust Building questions are just a framing device—the real question you're answering during flashbacks is “why does my character have this motivation?”
- Use it for character growth. Your competitor can and should change due to the extraordinary events during the game. The Initial Motivation provides a starting point that you can grow and evolve (or fall from grace) from.

## How Much Does My Character Know?

Your character wakes up in a scary, unprecedented situation. How much do they know about the game as we begin? How should they react?

We open with the team reading their Welcome Letters and engaging in ice-breakers. To some extent, you can assume that they have processed their initial feelings of shock, surprise, disbelief, and confusion off-screen before the game begins; it can be tedious to play all this out at the table.

Assume your characters know this is a deathmatch competition, kill-or-be-killed. They know it is real, and terrifying, and that they have no choice but to take part. They know that they have a “Follower Counter” and gain followers by overcoming obstacles, making friends, and eliminating enemies—and that gaining followers will help them win the game. They know that winning the game brings a huge, life-changing cash prize (and freedom).

If it helps, you can roll for your character's reaction to this situation on the following table (d6). Your Initial Motivation may also inform this.

- 1 **I have no idea where I am or what I'm doing, but I'm excited to find out.**
- 2 **I have no idea where I am or what I'm doing, and I'm terrified.**
- 3 **This is a game, and I'm going to learn the rules.**
- 4 **This is a game, and I'm going to make friends and followers.**
- 5 **I know exactly what we're doing here (and I happen to be completely wrong).**
- 6 **I know exactly what we're doing here (and I happen to be completely right, or close enough).**

## Be Open to Friction

Many players are uncomfortable with competition and conflict between other players. It's totally fine if you don't want to explore those themes either, but at least consider it. There are safety tools to navigate these spaces, and it is an expected part of the game that there might be in-character friction and competition. Consider trying it!

## Think Big Picture

While it's good to spend time in your character's head, when it comes time to do a confessional, step back for a wider view. Picture the whole scene, all the characters involved, and think cinematically. You have the narrative freedom to move the pieces around as you need to. Stretch your legs, go large.

## Be Obvious

All the other players have a lot to think about, including their own characters. If you want to convey something about your character, and about their inner drive and motivation, be obvious about it. Subtlety will be missed.

## Create the Moments You Want to See

Every player is responsible for making the game fun, Production Player and Competitor Players included. If you have a neat idea or a cool visual you'd like to see happen, work towards it yourself. Here are some prompts to help your confessional:

- **How do your Occupation, Capability, or Acquisitions come into play?**
- **Social Game:** What persuasive words do you use? How do you make a personal connection? How is your charisma shown?
- **Snake Mode:** How do you trick them? How is your stealth shown? What cunning ruse do you pull off?
- **Challenge Beast:** How is your strength and agility shown? How is your competitive drive displayed? How do you take our breath away?
- **Deathmatch:** How is blood spilled? How do you display tactics and strategy? How does your coolness under fire manifest?
- **Redacted:** How do you break the rules of the game? How do you make Production's tools work for you? What weird stuff happens? What mental programming or mind-altering drugs kick in? How do you overcome these inhibitions?

## Think of a Great Moment, and Narrate Your Way There

One way to approach your confessional is to start with a single striking moment or visual, and then work backwards to get there. When it's your turn, keep that end point in mind and just describe whatever you need to describe to get there.

## Listen and Incorporate

This game really sings when players actively listen to the confessionals of the others and incorporate the elements into their own confessionals. Listen and bounce off each other—it makes it feel more like a shared fictional space.

## If You Failed, Use Your Confessional to Build Tension and Raise Stakes

When describing a Confessional for a failed roll, it's easy to fall back on describing how your competitor messed up (tripping or missing or whiffing). Try to think beyond this first instinct—failure is a great chance to build tension and raise the stakes for the rest of the confessionals that follow. It's like selling a fall in a wrestling match, you want to take the opportunity to hype up the opponent and make the match even more thrilling. Describe how capable and overwhelming the opposition is.