

CAST

CHARACTER

NOTES:

CHARACTER

NOTES:

CHARACTER

NOTES:

CHARACTER

NOTES:

COMPETITOR PLAYER ALLIES/NOTES

FLASHBACK MOTIFS/NOTES

REDACTED END GAME HITS

THEORY CRAFTING (NOTE THAT ONE OF EACH IS PRE-MARKED AT START OF SEASON)

- | | | | | |
|--|---|--|--|--|
| Political Project
<input checked="" type="checkbox"/> <input type="checkbox"/> → Dossier on a political figure
<input type="checkbox"/> <input type="checkbox"/> → Bundle of fake passports
<input type="checkbox"/> <input type="checkbox"/> → Briefcase full of cash
<input type="checkbox"/> <input type="checkbox"/> → Report from Intelligence Agency
<input type="checkbox"/> <input type="checkbox"/> → United Nations satellite phone
<input type="checkbox"/> <input type="checkbox"/> → List of military targets
<input type="checkbox"/> <input type="checkbox"/> → Illuminati ring/symbol
<input type="checkbox"/> <input type="checkbox"/> → Bag full of burner phones
<input type="checkbox"/> <input type="checkbox"/> → Corpse of dead spy/agent
<input type="checkbox"/> <input type="checkbox"/> → Military tracking device | Entertainment
<input checked="" type="checkbox"/> <input type="checkbox"/> → Deathmatch Island "script"
<input type="checkbox"/> <input type="checkbox"/> → Casting dossier on competitor
<input type="checkbox"/> <input type="checkbox"/> → Hidden camera
<input type="checkbox"/> <input type="checkbox"/> → Memo from a producer
<input type="checkbox"/> <input type="checkbox"/> → Secret observation room
<input type="checkbox"/> <input type="checkbox"/> → Corpse of VIP guest
<input type="checkbox"/> <input type="checkbox"/> → Evidence of "set" manufacture (paint, polystyrene, etc.)
<input type="checkbox"/> <input type="checkbox"/> → NPC breaks character for a moment, suggesting they're an actor | Big Experiment
<input checked="" type="checkbox"/> <input type="checkbox"/> → A report on a similar island with different variables (control island)
<input type="checkbox"/> <input type="checkbox"/> → Inscrutable ECG read-out
<input type="checkbox"/> <input type="checkbox"/> → An academic whitepaper
<input type="checkbox"/> <input type="checkbox"/> → Sensor Station
<input type="checkbox"/> <input type="checkbox"/> → Corpse of a dead scientist in lab coat
<input type="checkbox"/> <input type="checkbox"/> → Albino rabbit on the loose
<input type="checkbox"/> <input type="checkbox"/> → Broken glass tube with name of competitor on slip of paper | Weird
<input checked="" type="checkbox"/> <input type="checkbox"/> → Corpse that bears close resemblance to a competitor
<input type="checkbox"/> <input type="checkbox"/> → Window that looks out on infinite black space
<input type="checkbox"/> <input type="checkbox"/> → Fluorescent red slug
<input type="checkbox"/> <input type="checkbox"/> → An alien plant growing
<input type="checkbox"/> <input type="checkbox"/> → Polaroid of a city in ruins. The Eiffel Tower is visible, toppled.
<input type="checkbox"/> <input type="checkbox"/> → Photo of one of the Player Competitors in an unexpected place or time | Other Interventions
<input type="checkbox"/> → Private conversation between a player and a friendly NPC. They propose an inner circle, a secret pact.
<input type="checkbox"/> → Private conversation between a player and an enemy NPC. They propose a secret alliance.
<input type="checkbox"/> → Concealed switchblade reward found by one player (alone). Gives Advantage against someone who is not aware you have it hidden.
<input type="checkbox"/> → A reward dilemma for a single competitor. Small Luxury (each) to share with whole team OR one rocket launcher and a special Advance to be used by YOU only. |
|--|---|--|--|--|



Deathmatch Island Production Handbook

Edition 1.0

Thank you for choosing to work for the DMI Production family. What you do here will make a real difference in our competitors' lives.

As a Production Player:

- Portray a ruthless gameshow on a mysterious island.
- Describe each new situation. Listen to the competitors. Respond to their contributions and build on them.
- Be patient walking through contests and assembling dice pools.
- Introduce non-player competitors that the players will care about.
- Don't sweat the details.
- Don't hold back.

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.

Example Internal Comms (e.g. in restricted areas)

- 1 SAFETY STARTS WITH S BUT IT BEGINS WITH YOU.
- 2 THE SECOND RULE OF PRODUCTION: ENJOY PEPSI-COLA™!
- 3 REMEMBER—WE DON'T TALK ABOUT SEASON #172.
The unfortunate events of that season do not reflect Production values or Competitor spirit. *LET'S MOVE ON™*
- 4 COMPETITORS ARE DISPOSABLE. YOU ARE DISPOSABLE.
ONLY DEATHMATCH ISLAND LIVES FOREVER.
- 5 TAKE HEART—THE DIRECTORS ARE ALWAYS WATCHING.
- 6 DON'T MAKE TROUBLE—MAKE ENTERTAINMENT.

Example Competitor Comms

- 1 GRIND NOW. SHINE LATER. PLAY TO WIN.
- 2 GOOD THINGS HAPPEN TO THOSE WHO WIN.
- 3 GIVE 110% ALL THE TIME—
HUSTLE BEATS TALENT WHEN TALENT DOESN'T PLAY TO WIN.
- 4 INVEST IN YOUR DREAMS. PLAY TO WIN.
- 5 YOU WON'T GET FOLLOWERS IF YOU'RE ALWAYS FOLLOWING.
- 6 DON'T GIVE UP AFTER THE FIRST FAILURE—PLAY TO WIN.

How is the Host's identity concealed?

- | | |
|---|--|
| 1 Backlit silhouette, never fully visible | 10 A ceramic mask |
| 2 Low-resolution video with a pixelated face | 11 Dated and grainy footage, clearly from decades ago. And yet this anachronistic host references the players by name. |
| 3 Deeply shadowed hood | 12 Theatre mask, e.g. Ancient Greek or Noh Theatre |
| 4 Rubber caricature mask (a former president, or one of the competitors, etc.) | |
| 5 Full-face gas mask | |
| 6 Fencing mask | |
| 7 Carnival mask | |
| 8 A photogenic assistant conveys their messages, while the Host stands off in the distance out of focus | |
| 9 The Host is a different variations on a theme each time they appear (e.g. always an old white guy with a moustache, but a different old white guy with a moustache each time) | |

Example Host Lines

- 1 WELCOME TO DEATHMATCH ISLAND.
- 2 THIS CHALLENGE IS ON.
- 3 IN THIS GAME, YOU ONLY HAVE ONE LIFE. USE IT WISELY.
- 4 THE ISLAND HAS SPOKEN.
- 5 CONGRATULATIONS, PHASE TWO IS COMPLETE.
- 6 WANT TO KNOW WHAT YOU PLAYED FOR?

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 chyron 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 .

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  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.**

INJURIES

When you mark a on the Injuries track, you have also suffered a notable Injury. Roll 1d20 on the following table, or choose a result, or come up with your own.

1	Sprained ankle	11	Wounded leg
2	Broken nose	12	Broken hand
3	Slashed scalp	13	Impaled thigh
4	Severed ear	14	Broken foot
5	Ringing head	15	Big open wound
6	Concussion	16	Broken limb
7	Dislocated knee	17	Internal injuries
8	Shattered elbow	18	Severe blood loss
9	Crushed wrist	19	Broken ribs
10	Wounded arm	20	Lost eye

DEATH

If you mark the last box on the Injuries track, your competitor will die during this contest. Describe how during your confessional.

After the contest, describe one final flashback and do the Rite of Passage for the competitor. Reveal your Initial Motivation to the other players.

If your competitor dies before Island Three, you may take over a new competitor to continue the story. Choose one of the following:

- **An existing non-player competitor** who decides to join the player team.
- **A new competitor** who hasn't been seen on screen yet, that the rest of the player team will find alone and keen to join up.
- **An intruder competitor**, who has just landed on the island, even more confused than the rest of you.

Follow the same process to create your new competitor as you did to create your first one. Your new competitor may keep any Acquisitions that your previous one had left over. Make sure they get a new Initial Motivation from the Production Player.

You may advance your Injuries track as far as you like and take the Advances now to represent your previous experience.

Describe how your competitor meets and joins the player team.

ACQUISITIONS

Acquisitions represent items that are not officially sanctioned for competitor-use by Deathmatch Island Production. They work the same as regular Acquisitions, with the following two exceptions:

- You can only use Acquisitions in a non- contest if you also use Fatigue to roll your die as a second Capability.
- In contests, **only** Acquisitions can be used. Any regular weapon or equipment Acquisitions become remotely disabled by Production.

In other words, Acquisitions can only ever be used in contests when you're rolling your die.

At the end of the season, **any unused** Acquisitions are hidden on the arrival boat, **for your next team of competitors to start the game with.**

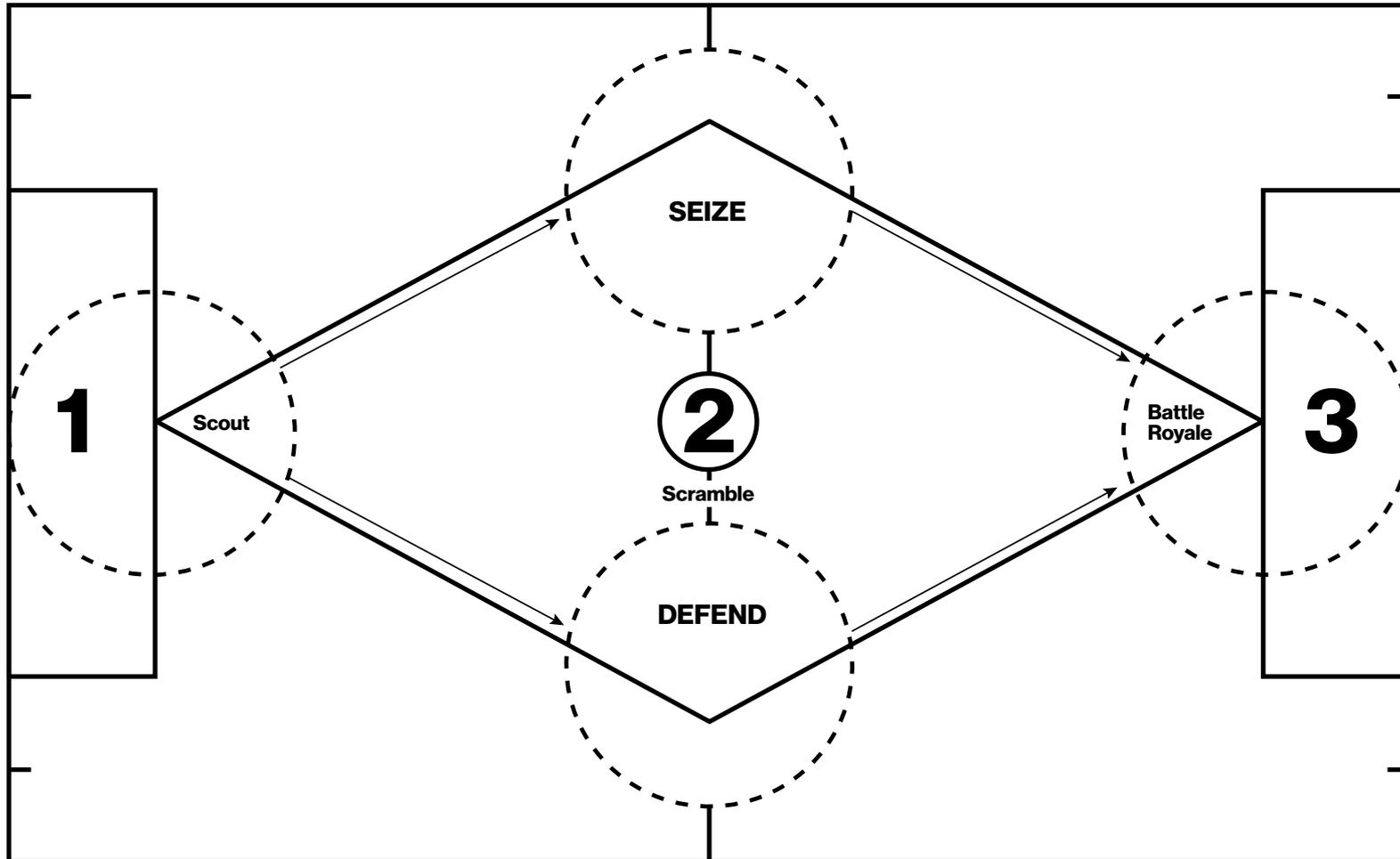
Acquisitions include a wide range of weapons and equipment that are useful for breaking the rules of the game and going out of bounds. This may mean stolen Deathmatch Island Production equipment or it could mean improvised contraband. When you acquire a Acquisition, you can roll 1d20 on the following table, or choose from the table, or come up with your own.

1	Inscrutable gadget	11	Set of keys
2	Encrypted walkie-talkie	12	Smoke grenade (orange smoke)
3	Key fob	13	Chaff grenade (electronic interference)
4	Geiger counter	14	Cryptographic codebook
5	Wristwatch	15	GPS tracking terminal
6	Swipe card	16	Concealed melee weapon (e.g. baton)
7	USB drive	17	Improvised firearm (zip gun)
8	Gas capsules	18	Plastic explosives
9	Tranquilizer darts	19	Unofficial contraband firearm
10	Grapple Gun	20	Organism in jar

FURTHER IMPRESSIONS

- 1 **Slugs everywhere.** Bright, fluorescent red.
- 2 **Dead team from a previous run is back,** alive, competing again. They don't remember the previous events.
- 3 **One of the existing challenges has been swapped out.** Keep the challenge dice values and rewards but change the description (use a children's game, a sports game, etc.).
- 4 **Penguins everywhere.**
- 5 **A former competitor turned resistance dissident** is encountered. They are paranoid and edgy. If befriended, they can give an Advantage die in contests.
- 6 **Strange light** emanating from somewhere on the other side of the island. Looking at it is soothing and hypnotic.
- 7 **Storm.** Torrential rain and gale winds.
- 8 **Rumbling, grinding noise** of heavy machinery deep below the island.
- 10 **Snow storm** on Island One. **Oppressive heat** on Island Two. **Warm rain** on Island Three.
- 11 **Private jet plummets from the sky** and crashes on the island. Add a new node representing the crash site. The occupants are all dead; one of them is a top politician.
- 12 **Clones of the player competitors.** They claim that you are the clones.

Phase Two

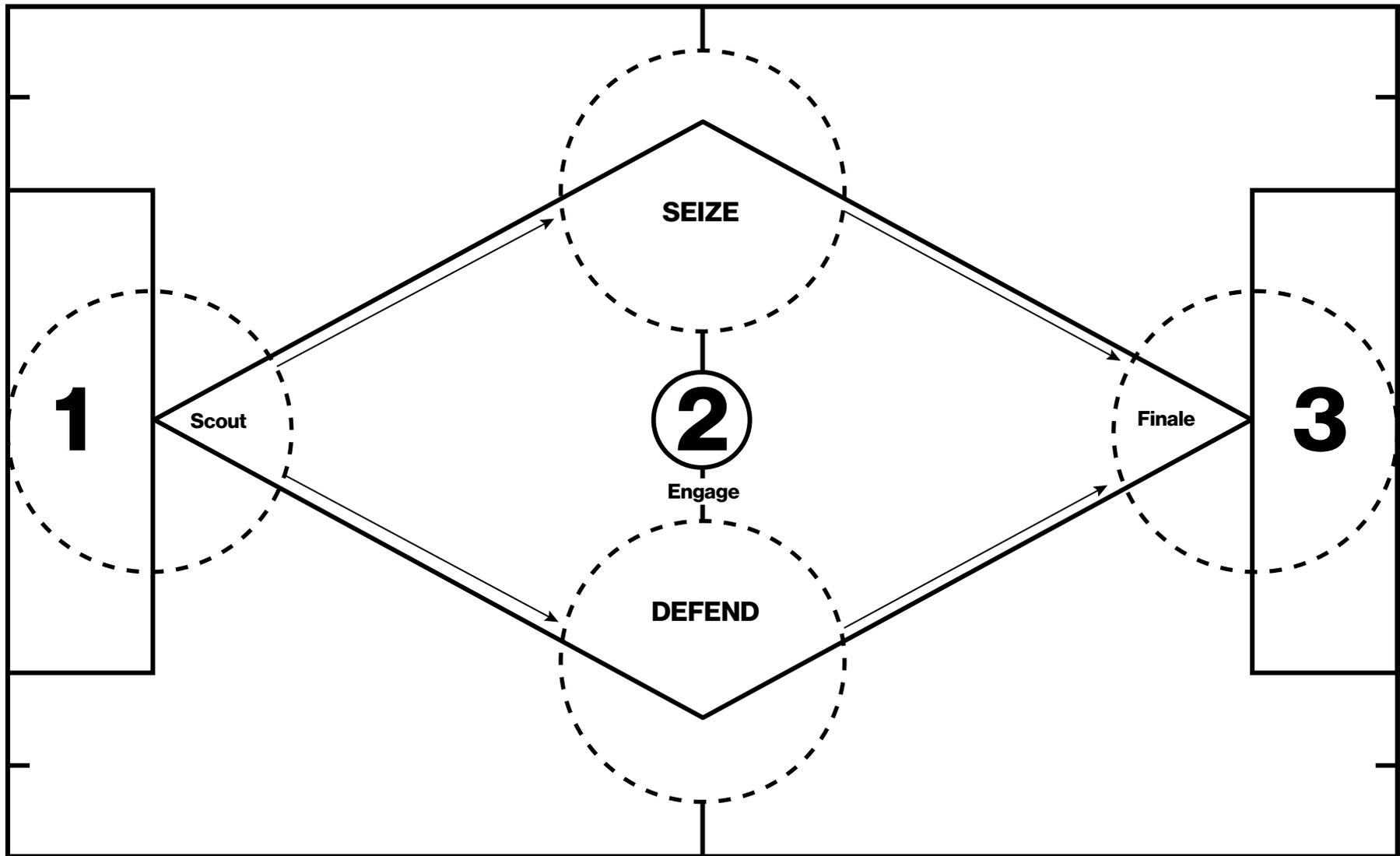


1. Scout. Spy on the enemy alliance and survey potential battlegrounds for the big confrontation. The winner earns a 1d10 Advantage die, which they may use once during Phase Two.

2. Scramble. Each Competitor Player must choose to either Defend against a threat or Seize control. The winner of the Seize contest gets to choose a bonus Capability for the Battle Royale, and decides the fates for those present.

3. Battle Royale. The concluding contest. The Battle Royale is always a Deathmatch contest, and only a fraction of the remaining competitors will progress to the next island.

Standard End Game

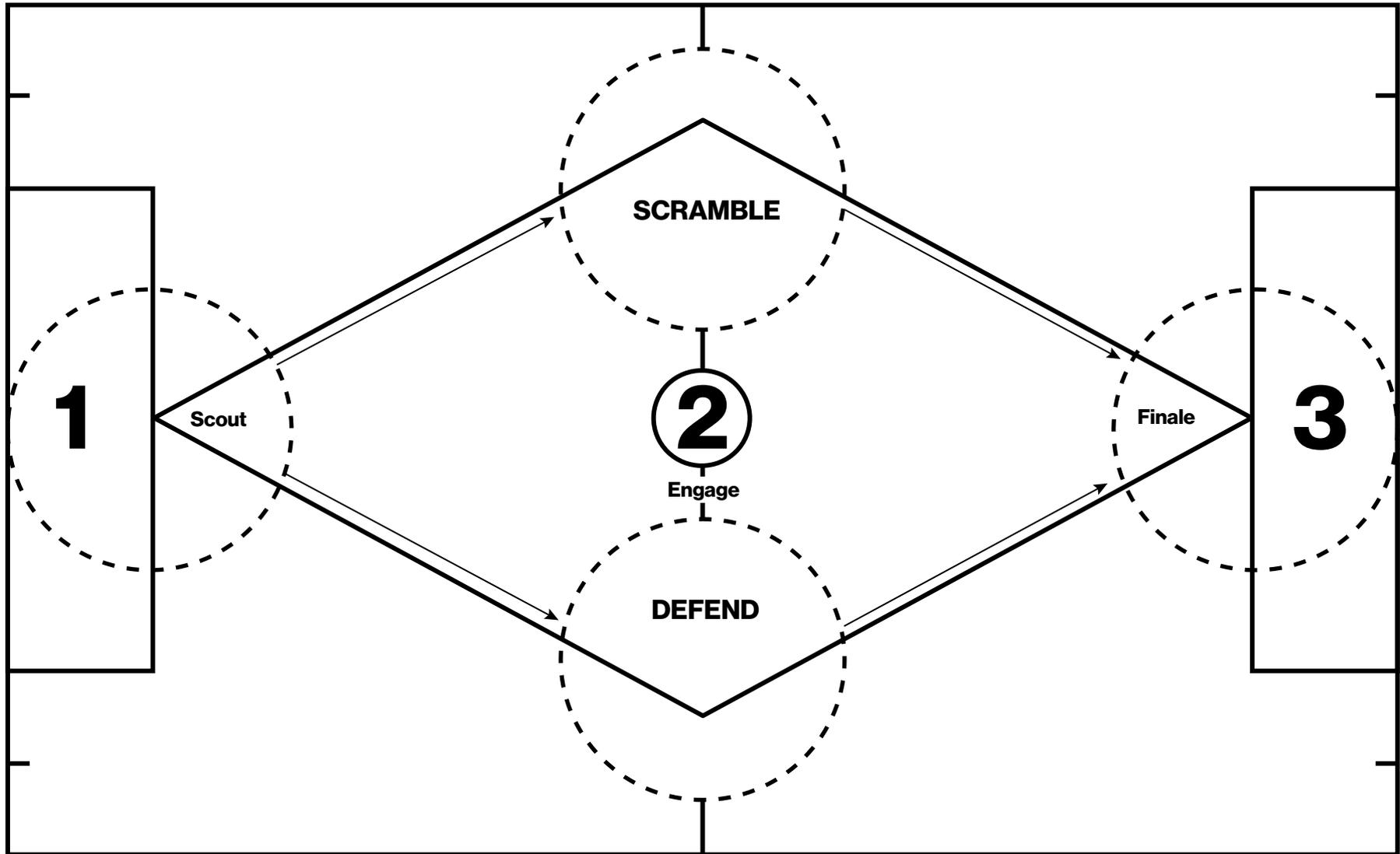


1. Scout. The winner earns a 1d10 Advantage die, which they may use once during the End Game, and chooses how to divide the competitors for the next stage.

2. Engage. Choose domain based on approach. Best competitor from each group survives and goes through to the finale.

3. Finale. Two competitors, one Deathmatch contest, can't use Trust. Whoever is best is sole survivor and winner of Deathmatch Island.

End Game



1. Scout. The winner earns a 1d10 Advantage die, which they may use once during the End Game.

2. Engage. Choose to either SCRAMBLE (determine stakes and relevant capability for Finale) or DEFEND (counter threats).

3. Finale. Domain is chosen by the winner of the Scramble. The chips are down, time is out—can you finish this?