

## **Deathmatch Island Competitor Orientation**

**Tone** – this is a game that features frequent death. It also is a corporate satire with a black sense of humor. PVP is saved until the very final session. However, the game supports player conflict in other ways.

**Lines and Veils** – Line for non-consensual sexual activity including harassment, harm to domesticated animals, veil for consensual sexual activity, suicide

**Character Creation** steps, note that I have picked the uniform in advance and that trust is reduced to 1 because of the number of players. Put a pin in welcome letter and motivation.

[match motivations to occupations, put competitor numbers on letters]

**Sabotage:**

**Redemption:**

**Fame:**

**Victory:**

**Confidence:**

**The Players Wake Up**, determine the first leader by rolling name die. Describe the boat and the approaching island. Describe their competitor uniform. Uniform has their number large on the back and small on the chest with their name [last name, first name].

**Description of the follower counter.** Orange plastic, embossed DMI logo. Like a fancy ankle monitor. It's where the character would wear a watch, R or L. No obvious way to remove. Follower display has space to go into the millions. It also displays temperature and time.

**The Host appears.** Describe the Host, a middle-aged man with dark hair who resembles Cary Grant crossed with Rod Stewart. He wears a dark suit. The host always appears in grainy monochrome. He is standing on a soundstage that resembles the set of a German Expressionism film—all bent angles and warped perspective. On the back wall is the DMI logo. The host informs the competitors that there is a letter in their pocket.

**Distribute letters with initial motivations.** Read letter, give a couple minutes for the letter and motivation to sink in. Remind players that the motivations are a starting point. They can tie into a larger web of motivations or a character can evolve away from that motivation.

**Start icebreakers**, beginning with the leader. Go in a circle for simplicity.

**Arrive on Island One.** Leader decides where to land the boat.