

DEATHMATCH ISLAND OF MISFIT TOYS

CHARACTER CREATION

- Choose **Occupation** (toy type) - determines Favored Capability
- Dice Scores
 - Occupation - D6
 - Favored Capability - D8 (cannot be REDACTED)
 - Name - D6
- Instead of Ice-Breakers, do **Trust Building p63**
 - Each player marks 1 Trust with every other competitor
 - Memory can be used as Advantage
- Initial Motivation - Why are you trying to be delivered?
 - Want off island?
 - Forced into it?
 - Really want to bring a child joy?
 - Don't remember?
- Check off the top three boxes of injury track.

INTRO VIDEO

Santa appears on the screen. The video is pixelated and static-y. Christmas music plays in the background, snapping you to attention in a strange way.

“Greetings Mifits. It’s that magical time of the year again. Young children all over the world are getting ready to receive their Christmas gifts, and one of you lucky toys will finally get the chance to warm a child’s heart. There are supplies scattered all over the island to help you in your fight for survival, as well as challenges that will provide even greater rewards. Twenty of you will enter, but only one will remain. The rest will be made into coal for the naughty.”

ISLAND NODES

1. **Redacted** - Cave that’s protected by a yeti. It ends up being a fake Yeti robot or hologram. This cave was used by players who tried to break the game
 - Danger Level 4; yeti guard (d8); one way in (d6)
 - Rewards - N-1 Redacted (tier 1) | 2 Redacted Tier 2 | map (+adv) | 2 recon
2. **Challenge** - Ice skating rink from the Peanuts. Ice is cracking, animatronic Peanuts skating around at high speeds (bumper car wires above guiding them). Need to reach supplies in the middle.
 - Danger Level 4; *Exhausting*, slippery (d6); guard Peanuts (d8)
 - Rewards - N+1 close combat weapons | N climbing gear | 1 survival

3. **Encounter** - Christmas tree farm, presents under some trees. Large and labyrinthine. Encounter happens here
 - Danger Level 3; *Risky*
 - Rewards - N+1 survival gear | 2 luxury | 1 crossbow
4. **Encounter** - Reindeer stable. Loud, with animatronic reindeer in the stables. Presents hidden in the stables. Encounter happens here.
 - Danger Level 4; *Risky*
 - Rewards - N-1 Pistols, N Luxury Items | 1 assault rifle
5. **Encounter** - Christmas Feast - tables laid out with massive amounts of food, presents all over.
 - Danger Level 3; *Risky*
 - Rewards - N+1 climbing gear | N small luxuries | 1 pistol
6. **Redacted** - Bunker for the Krampus forces, evidence of previous people being brainwashed, plans for army. Hoof prints. There's a hatch with a candy cane antenna.
 - Danger Level 4; Christmas Music-psych trigger (d6), turrets (d8), *Dangerous*
 - Rewards - N Redacted tier 1; 2 Redacted tier 2, special advance; map (adv)
7. **Encounter** - Shopping mall with a big Santa place in the middle of a few stores. Supplies are found in the stores, but they are locked. Encounter happens here
 - Danger Level 4, *Risky*
 - Rewards - N+1 luxury, N survival gear, 1 sniper rifle
8. **Challenge** - large Christmas tree shaped climbing wall. Get to the top and place your star while fighting up there. Ornaments are handholds, but some are glass that will shatter when you grab them
 - Danger Level 4; tall (d6); false handholds (d8), *Exhausting*
 - Rewards - N-1 pistols | N close weapons | 2 recon gear
9. **Encounter** - Santa's workshop. Scraps parts for toys all over. Conveyor belts, supplies to be taken. Encounter happens here
 - Danger Level 4; *Risky*
 - Rewards - N+1 recon, N climbing, 1 rocket launcher
10. **Challenge** - Children's playground, all decked out with Christmas lights and decorations. Get on the equipment and the snow melts away - the floor is lava (just hot floor)
 - Danger Level 4; hot floor d8, brutal d6, *Exhausting, Dangerous*
 - Rewards - N-1 pistols, 1 sniper rifle, 1 crossbow
11. **Challenge** - Combat sledding. Massive hill, sleds, prizes at the bottom. First team to end gets the prizes. Landmines scattered about, barbed wire
 - Danger Level 4; landmines (d8); barbed wire (d6), *Exhausting*
 - Rewards - N-1 shotguns, 2 pistols, 1 luxury good
12. **Redacted** - Crashed Santa Sleigh. Can barely see through the weird blizzard surrounding it. Mayday recording from Santa playing, saying he tried to rescue the toys, but K's forces stopped him. Hoof prints around it, elf guards nearby
 - Danger Level 5; elf guards (d8); localized blizzard (d6); *Dangerous*
 - Rewards - N+1 Redacted tier 1; 3 Redacted tier 2; special advance

TEAMS

Red-Pill Gang - Want to dominate the island, because there's no participation trophies.

- GI Joe Rogan - podcaster d6, loud d8, soldier for the cause d8, talks in circles d6
- He-Manosphere - barbarian d8, strong d8, misogynist d6, has the power d8 (Dangerous)
- Robincel - sidekick d6, flexible d8, detective d8, boy wonder d6
- Cybertruck Transformer - car d8, electric d8, "bullet proof" d6, oddly shiny
- ENCOUNTERS:
 - Challenge - act very agro, will be very aggressive in trying to hurt you
 - Encounter 1 - Threatening Game Dev Barbie, kill or join - stop them or sneak?
 - Encounter 2 - In-fighting - Rogan and He-Manosphere are going at it.

Paranoid Weirdos - Have figured out that this game is a trap, no one is getting delivered. Trying to arm themselves for conflict with the guards.

- Baba Yaga Dream Hut - walking home d6, witchy d8, tall d6, cursed d10
- M-Preg Sonic - father to be d6, fast d10, pregnant d8, many rings d6, off-putting d8
- Cheshire Cat Hookah - smoke D6, talks in riddles D8, unsettling grin D6
- Talkboy w/Alien Autopsy Tape - whistleblower d6, observant d8, mimic d6, upsetting noises d10
- ENCOUNTERS:
 - Challenge: Talk about needing the supplies to fight back. Want to break the game
 - Encounter 1: Have possessed Magic 8 ball captive, going to use him to test things
 - Encounter 2: Sonic is trying to take all others and merge them into mech

Random Survivors - Bonded together because they are terrified and don't want to die

- Poly Pocket, full of teeth - teeth d8, terrible noise d6, hidden compartments d8
- Splorp (a Gak knockoff) - shapeshifter D8, way too sticky D6, odd smell D6,
- Middle-Aged Freakish Samurai Lizards (Dali) - sword fighter D8, cold-blooded D6, intimidating d8
- Nintendo Unsuccessful Peripheral Frankenstein
- ENCOUNTERS
 - Challenge - terrified of you, begging you not to hurt them.
 - Encounter - Trying to get Danzig lunchbox to protect them, offering stuff
 - Encounter - Hiding from one of the manosphere guys who is stalking them

Spare Characters to Show Up / Be Killed

- Game Dev Barbie
- Possessed Magic 8 Ball
- Glen Danzig lunchbox
- Pull-My-Finger Oscar

AFTER 4 NODES...

Klaxon sounds, deathmatch time. We will see if we do the whole procedure, but likely just Deathmatch. Manosphere team killing survivors, weirdos taken out by guards. Will come down to your team and the Manosphere team, and any others you've recruited.

ENDGAME

WHAT'S REALLY HAPPENING: This is not a contest that is actually being held by Santa. Krampus runs this and is using it to build an army for his war against Christmas. Any winners will be brainwashed. Any rebels will be dealt with by Krampus himself.

Trust Building and Flashbacks - Do another round of Trust Building and flashbacks. Both competitors mark Trust with each other after each question and answer.

Go Your Separate Ways - Christmas music sounds and puts them all into a trance. They are grabbed by "Elves" and taken to their own individual small, windowless room. What is going through the head of each competitor? Everyone marks one advance

Standoff - Each competitor leaves the waiting room and is released into the labyrinth. Give them voting cards - Play to Win or Break the Game.

Standard End Game - Scout: Players choose capability, rolling against each other (no Production). Winner gets D10 advantage and decides groups || Scramble: Each group rolls against each other, winners go to finale || Finale: Always a Deathmatch roll. NOTE: Backstabber bonus - D10. If two Break the Game are paired off, do not have to fight. If only Break the Game are left, switch to Redacted Endgame.

Redacted End Game - Scout: Redacted vs Production; winner gets D10 advantage || Scramble: Declare threats; Seize - some players try to get behind the scenes; Defend, some players try to negate threats. || Finale - Roll vs Production, losers die, winners "do damage" to the game. Three hits to win.

- **Krampus:** 2d8 Dangerous, Exhausting, Merciless D8, Armed kill-squads D10, subliminal Christmas music D10, evil reindeer D6, +6 Danger [what do these look like]

Epilogue - Everyone narrates a little scene one year later - what is their character doing? What would their family be doing if they didn't survive?