



**A GAME FOR 4-6 PLAYERS
BY GRAHAM RUSSELL**

YOU'VE BEEN SELECTED for the most rigorous, cutthroat reality competition on TV! As a contestant, you'll compete in challenges and work with and against the other competitors for a shot at fame and fortune. You won't win if you go it alone, but don't get too friendly! You'll have to do a bit of backstabbing to emerge victorious.

COMPONENTS: 6 Contestant cards, 48 game cards

SETUP

Each player randomly receives one **Contestant** card. Set aside remaining **Contestants**. Shuffle the remaining cards, then deal three to each player. The player who most recently watched a reality show is the leader for the first **Episode**.

CARD TYPES

Contestant cards represent who you are in the show. Each has an ability that gives you a unique advantage over other players. **Contestants** also have different values for the game's six **Skills**. These determine how capable you are of helping to complete the game's **Challenges** and **Trials**.

All other cards make up the deck. These cards have different uses:

Cards in your hand can be played for their **Effect** during the **Negotiation Phase**, or to **Boost** during the **Attempt Phase**. If at any time a player has more than five cards in hand, he or she must immediately discard down to five.

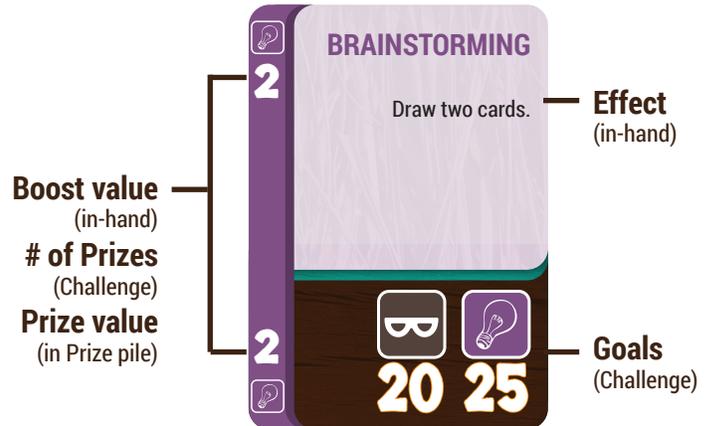
When a card is flipped and becomes the **Challenge**, what matters is the bottom half of the card. The **Goals** of the **Challenge** are represented by **Skill** symbols with numbers beneath. To succeed, the totals of all participants' **Skills**, **Boosts** and **Bonus Flips** must meet or exceed these totals. The number in the left bar represents the number of **Prizes** won if the **Challenge** succeeds.



Highest Skill
(used for scoring)

Ability

Skills



Effect
(in-hand)

Boost value
(in-hand)

of Prizes
(Challenge)

Prize value
(in Prize pile)

Goals
(Challenge)

When cards are in the **Prize** pile (placed behind a **Character** card), the value is represented by the number in the left bar. Cards in the **Prize** pile cannot be hidden.

SPECIAL CARDS



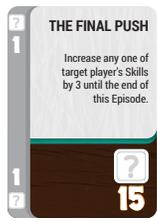
Trial cards take the place of **Challenges**, and pit players against each other individually. Play works similarly to a **Challenge**, with one **Negotiation Phase** for everyone to play **Effects** as usual, but each player, starting with the person to the left of the leader and proceeding clockwise, gets an individual **Attempt Phase** to decide whether to participate, then use **Boosts** and **Bonus Flips** to increase his or her **Skill** total. As with **Challenges**, players who don't participate draw a card. The player with the highest total puts the **Trial** card in his or her **Prize** pile and starts the next **Episode** as the leader.



OR Challenges let you choose one of the two **Goals** to attempt to reach. The choice must be made before **Boosts** and **Bonus Flips** are played.

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SPECIAL CARDS (cont.)



? cards can be used to **Boost** any one **Skill** of the player's choice. ? **Goals** can be met by any one **Skill** of the leader's choice. (The choice must be made before **Boosts** and **Bonus Flips** are played.) ? **Prizes do not** get two bonus points during scoring for matching a character's best **Skill**. ? **Trial** allows each player to choose which **Skill** to use at the beginning of his or her **Attempt Phase**.



When the **ALL** icon is used for a **Goal**, this means that all six **Skills** must meet or exceed this value for the challenge to succeed. (Cards with the **ALL** icon are ? cards, as indicated in the sidebar, and follow those rules for **Boosts** and **Prizes**.)

PLAYING THE GAME

The game is played through a series of **Episodes**.

1: FLIP PHASE

Flip the top card of the deck and place it in front of the leader. This card indicates a **Challenge's Goals** and **Prizes**. (If it is a **Trial**, see "Special Cards" for rules.)

2: NEGOTIATION PHASE

It's the leader's job to pull together an alliance of participants to succeed in the **Challenge**. Players may ask for a share of the **Prizes** in exchange for their participation. This can be as simple as asking for "one **Prize**," or as complicated as requesting "second pick and last pick." Once agreed to, these deals are binding, and the leader can't agree to any deal that's impossible (like promising two players first pick, or giving away more **Prizes** than available).

During this time, all players, including those not yet participating in the **Challenge** itself, may play cards in their hands for **Effects**. These have various uses. Once an **Effect** is complete, put it in the discard pile. If an **Effect** causes another player to become leader, put the **Challenge** card in front of the new leader. All previously-negotiated deals and participation-forcing effects are negated, and the new leader forms an alliance from scratch. (**Effects** unrelated to participation remain.)

Once the leader is done negotiating and all players who wish to play **Effects** have done so, proceed to the **Attempt Phase**.

3: ATTEMPT PHASE

Now, participants may play **Boosts**. To use a **Boost**, play a card. Its value is added to the group total for the **Skill** represented by the card's symbol and color. Once players are done playing **Boosts**, the leader gets a **Bonus Flip**. To use a **Bonus Flip**, turn over the top card of the deck and add its **Boost** value to **all Skills**. All **Boosts** and **Bonus Flips** are then put in the discard pile.

4: RESOLUTION PHASE

If the participants have met all **Goals**, the leader reveals a number of cards from the top of the deck equal to the **Challenge's Prize** value and distributes them according to the negotiated deals. If not already promised otherwise, the leader decides which prizes go where. (If any **Goals** aren't met, no prizes are awarded.)

Put the **Challenge** card(s) in the discard pile. Any players who **didn't participate** may **draw a card**. The player to the left of the leader becomes the new leader, and play continues with a new **Episode**.

GAME END AND SCORING

When the deck runs out, shuffle the discard pile to form a new deck and continue. When a player **tries to draw a card and can't**, the game immediately ends. If there **aren't enough cards left** in the deck and discard pile to **award all Prizes** for a **Challenge** at the beginning of the **Resolution Phase**, the game immediately ends and no prizes are awarded.

Players add up their **Prizes'** value, plus **two points** for each prize that matches the contestant's highest **Skill**. The player with the most points wins!

QUESTIONS?

This game is still in development, so some rules may be unclear. To ask the designer for clarifications (or report errors), email fittest@colorninja.com.

CREDITS

Game design, graphic design: Graham Russell
Lead playtesters: Nathan Davis, Jeremy Freeman, Emily Hoffman, Ross Knight
Special thanks: Chris Kirkman, D. Brad Talton