



DROP DEAD GORGEOUS

SOCIAL DEDUCTION GAME FOR 6-10 PLAYERS

REVISED RULEBOOK DRAFT - CORE RULES UPDATE

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Draft status: Core systems have been updated to reflect the current design decisions. Card-specific effects, the optional Snitch rule, and a few edge cases will be finalized after the complete card review.

WELCOME TO DROP DEAD GORGEOUS

The lights are blinding. The music is thumping. Cameras are flashing from every angle. You are not just on the catwalk - you are competing in a cutthroat world of high fashion where ambition runs high and trust runs thin.

In Drop Dead Gorgeous, players are fashion models competing for prestigious contracts. Bid for position on the Catwalk, build your portfolio, bluff your rivals, survive murder attempts, and try to expose the killer before the final walk.

The twist: surviving is not the only way to win. Eliminated models keep the money and Contracts they earned. At the end of the game, the model with the highest combined value of cash on hand and Contracts wins - active or eliminated.

Object of the Game

Finish the game with the highest combined total of:

- Cash shown on your Platinum Credit Card
- The printed value of all Contract cards you still own

Contracts that were discarded to pay costs do not count. Cash can never exceed \$20k.

Round Structure

#	Phase	What Happens
1	Contract Phase	Preview contracts, bid for Catwalk position, pay, then choose Contracts.
2	Influence Phase	Refresh or improve your Pouty Face defense.
3	Jealousy Phase	Build and deal the Murder Deck based on Catwalk position.
4	Murder Attempt	The murderer secretly chooses a target through the Murder Envelope.
5	Accusation Phase	Active models vote on the killer; ghosts may cast one unanimous vote.
6	Round Clean-Up	Reset cards and prepare for the next round.

Optional Grand Entrance

Set the tone before play begins: put on music and let each player strut an imaginary catwalk, introduce their model, and share a name, backstory, vibe, or signature look. Then get ready to slay the competition.

COMPONENTS

- 1 Catwalk Board
- Contract Card deck
- Character Cards for the models in play
- 10 color-matched Player Pawns
- Agent Card deck
- Pouty Face Card deck
- Murder Deck: Quiet Night cards plus exactly 1 Murder Weapon card
- 1 Murder Envelope
- 1 Runway Roster reference card/board
- 1 Platinum Credit Card cash tracker per player, with a marker from \$0k to \$20k
- Color-matched necklaces and player pouches
- Tombstone markers for eliminated models
- Optional color-matched Snitch Cards

Production note: Quiet Night cards, the Murder Weapon card, and Character Cards must use the same card size and card back so no one can identify what another player places into the Murder Envelope.

GAME SETUP

1. Choose characters. Each player selects a model and takes the matching Player Card, pawn, necklace, pouch, and Platinum Credit Card.
2. Set every Platinum Credit Card to \$20k. This is both the starting cash and the maximum cash a player may hold.
3. Give each player the Character Cards for every other character currently in the game. Never keep your own Character Card.
4. Deal 2 Agent Cards and 1 Pouty Face card to each player. Players may look at their own cards.
5. If using the optional Snitch rule, give each player their matching Snitch Card.
6. Place the Catwalk Board in the center of the play area. Place the Runway Roster nearby and mark every participating model as Active.
7. Shuffle the Contract, Agent, and Pouty Face decks and place them near the board. Set the Quiet Night cards, Murder Weapon card, Murder Envelope, and Tombstones within reach.
8. Determine the first Bidding Track order by placing all player pawns in a bag and drawing them one at a time. Place them in the drawn order. This random draw is used only for Round 1.

Platinum Credit Card - Universal Cash Rule

All cash transactions use the Platinum Credit Card. There are no cash chips. Spending lowers your tracker; gaining cash raises it. Cash is tracked in \$1k increments from \$0k to \$20k. Any amount gained above \$20k is lost.

CONTRACT PHASE

In the Contract Phase, models compete for Catwalk position and the right to choose from the available modeling contracts. A higher position can earn first choice - but it also increases the chance that you will receive the Murder Weapon later in the round.

1. Preview the Contracts

1. Draw Contract cards equal to the number of active players.
2. Reveal all of them face up so everyone can see the potential jobs available that round.
3. Turn those Contracts face down, shuffle them, and remove 1 Contract face down without revealing it. That Contract has been cancelled for the round.
4. Keep the remaining Contracts face down until Catwalk positions are finalized.

Why this matters: Everyone knows which contracts might be available, but no one knows which one was cancelled. The most prestigious contract may be gone before bidding even begins.

2. Play Agent Cards

A player may play at most 1 Agent Card per round. Follow the timing printed on the card - some effects occur before choosing a Catwalk space, others after. Agent effects may change costs, positions, Contracts, or other parts of the phase.

3. Choose Catwalk Positions

1. In Bidding Track order, each active player chooses one unoccupied Catwalk space and places their pawn there.
2. No two players may occupy the same Catwalk space.
3. You may choose only a position you can afford. When choosing, you must be able to cover the full printed cost using your Platinum Credit Card, Contracts at bidding value, or a combination of both.

4. Pay for Position

After every player has chosen a Catwalk space, determine the highest occupied position and resolve payment:

- The player in the highest Catwalk position pays the full printed cost of that space.
- Every other player pays half the printed cost of their chosen space, rounded up to the nearest \$1k.

Using Contracts as Payment

A player may pay with cash, Contract cards, or any combination of both. Multiple Contracts may be used in one payment. Each Contract is worth half its printed value, rounded down, when used as payment. Any Contract used for payment is immediately discarded and no longer counts toward final scoring. No change is given for excess Contract value.

5. Reveal and Choose Contracts

1. Reveal the remaining face-down Contracts.
2. Starting with the player highest on the Catwalk and continuing downward, each player chooses 1 Contract.
3. The final player on the Catwalk receives no Contract that round.
4. The final Catwalk order becomes the Bidding Track order for the next round.

Last-place advantage: The player who receives no Contract gets an advantage during the upcoming Influence Phase: beginning in Round 2, that player draws 2 Pouty Face cards instead of 1 and keeps one.

INFLUENCE PHASE

During the Influence Phase, models prepare for the danger ahead. Pouty Face cards are kept secret and may provide a way to survive, expose information, redirect an effect, or simply do nothing at all.

Round 1

Each player already received 1 Pouty Face card during setup, so no new Pouty Face cards are drawn during the first Influence Phase.

Beginning in Round 2

1. Each active player draws 1 Pouty Face card.
2. If you already have a Pouty Face card, draw the new card, then choose 1 to keep and discard the other.
3. The player who received no Contract during the Contract Phase draws 2 Pouty Face cards instead of 1, then chooses 1 to keep.
4. Maximum hand size is always 1 Pouty Face card.

Paying a Pouty Face Cost

If a Pouty Face card has a cash cost, that cost may be paid with the Platinum Credit Card, one or more Contracts at half their printed value rounded down, or a combination of both. Any Contract used for payment is immediately discarded and no longer counts toward final scoring.

Card text controls: Specific Pouty Face effects will be finalized during the full card review. When a card is played, resolve its printed effect exactly as written before continuing to the Accusation Phase.

JEALOUSY PHASE - BUILD THE MURDER DECK

Catwalk position determines how many Murder Deck cards each player receives. The more visible your model is, the better the Contract access - and the greater the chance you may become the murderer.

1. Determine the Deck Size

1. Each occupied Catwalk position shows a Murder Card value.
2. Add together the Murder Card values of all occupied positions. This total is the exact number of cards needed in the Murder Deck for the round.
3. Build the deck using that total number of cards: include exactly 1 Murder Weapon card and fill all remaining slots with Quiet Night cards.
4. Shuffle thoroughly.

2. Deal by Catwalk Position

Deal each active player the number of Murder Deck cards shown by their Catwalk position. Players may look at their own cards, but all Murder Deck cards must remain secret.

The player who receives the Murder Weapon becomes the murderer for the round and must attempt a murder.

Important secrecy rule: After the Murder Envelope is resolved, players keep every remaining Murder Deck card hidden in hand until the Accusation Phase is completely finished. Nothing is returned, revealed, or collected early.

MURDER ATTEMPT

The Murder Envelope allows the killer to choose a target without a moderator, without closing anyone's eyes, and without revealing which player submitted the murder.

1. Pass the Murder Envelope

1. Starting with the player highest on the Catwalk, pass the Murder Envelope from active player to active player.
2. Each active player secretly contributes exactly 1 card to the envelope.

2. What Each Player Submits

- The murderer secretly places 1 opponent's Character Card into the envelope. This is the intended murder target.
- Every other active player places 1 Quiet Night card into the envelope.
- The murderer keeps the Murder Weapon card hidden in hand. It is never placed in the envelope.
- The murderer may not choose a Quiet Night instead. A murder attempt is mandatory.

3. Reveal the Target

1. After every active player has contributed a card, the player highest on the Catwalk opens the envelope.
2. Reveal all submitted cards. The single Character Card identifies the murder target.
3. The target gets one opportunity to play a valid Pouty Face defense, including any required payment.
4. Resolve the Pouty Face card exactly as printed. If the target has no valid defense, the target is eliminated.

When a Model Is Eliminated

- Remove that player's pawn from the Catwalk.
- Mark that model Eliminated on the Runway Roster and place a Tombstone marker as appropriate.
- Every active player immediately discards that eliminated model's Character Card.
- The eliminated model keeps all remaining Contracts and the cash shown on their Platinum Credit Card. They can still win the game.
- Beginning with the next round, the eliminated player joins the Ghost group for accusation voting.

ACCUSATION PHASE

After the murder attempt is resolved, the surviving models must decide who they believe held the Murder Weapon.

1. Open Discussion

Allow about 1 minute for active players to talk, bluff, defend themselves, and accuse rivals. Previously eliminated ghosts may not speak during this discussion.

If the murder target was eliminated this round, that player does not participate in discussion and does not cast a normal accusation vote. Their only role this round is to break a tie if needed.

2. Cast Accusation Votes

- Each active player votes for 1 active suspect other than themselves.
- The murder target cannot be accused, because that player was the intended victim.
- Previously eliminated ghosts may cast 1 collective Ghost Vote if they unanimously agree on the same suspect. If they cannot agree unanimously, no Ghost Vote is cast.
- The player with the most total accusation votes is accused. An absolute majority is not required.

3. Break a Tie

If two or more suspects are tied for the most votes, the murder target from that round chooses which of the tied suspects is accused. This applies whether the target survived or was eliminated.

4. Reveal the Truth

If the accused player is the real murderer:

- The murderer is caught and eliminated.
- Each active player who voted for the murderer gains \$5k on their Platinum Credit Card, up to the \$20k maximum.
- Ghosts never gain or lose cash from voting.

If the accused player is innocent:

- Each active player who voted for the falsely accused model loses \$1k from their Platinum Credit Card.
- The falsely accused model gains \$1k for each incorrect vote received, up to the \$20k maximum.
- The real murderer reveals the Murder Weapon card. The murderer remains active unless another effect eliminated them.

5. Collect the Murder Deck

Only after the Accusation Phase is completely resolved are all remaining Murder Deck cards collected. Return the Murder Weapon and Quiet Night cards to the Murder Deck supply for the next round.

GHOSTS, THE RUNWAY ROSTER & ROUND CLEAN-UP

Runway Roster

Keep the Runway Roster visible in the center of the table. It shows which character colors are still Active and which have been Eliminated. Update it immediately whenever a player is eliminated.

Ghost Vote

- Previously eliminated players may not speak during open Accusation discussion.
- Ghosts may confer among themselves and attempt to agree on a suspect.
- If every ghost agrees unanimously, they cast 1 collective Ghost Vote.
- If they do not agree, no Ghost Vote is cast that round.
- The Ghost Vote counts as 1 normal accusation vote but never earns or loses cash.

Round Clean-Up

1. Confirm the Runway Roster is current and that all Character Cards belonging to eliminated models have been discarded from active players' Character Card sets.
2. Collect all Murder Deck cards now that the Accusation Phase is finished.
3. Refresh Agent Cards. Each active player ends with a maximum hand size of 2 Agent Cards: 0 cards -> draw 2; 1 card -> draw 1; 2 cards -> draw none.
4. Keep any unplayed Pouty Face card. Maximum hand size remains 1.
5. Use the final Catwalk order as the Bidding Track order for the next round.

Eliminated models still matter: Eliminated players no longer bid, collect Contracts, or participate in normal discussion, but they keep their cash and Contracts for final scoring and may contribute to the unanimous Ghost Vote.

THE FINAL ROUND

When only 3 active models remain, the game enters its Final Round. The Contract, Influence, Jealousy, and Murder Attempt phases are played normally unless a card effect says otherwise.

If a Model Is Murdered

The murdered player becomes the Final Accuser and must choose which of the two remaining active models they believe was the murderer.

If the Final Accuser is correct:

- The murderer is caught.
- The murderer forfeits the Contract they won during that Final Round. That Contract is discarded and does not count toward final scoring.
- Proceed to Final Scoring.

If the Final Accuser is incorrect:

- The two remaining active models enter the Catwalk Strut Face-Off - the Walk-Off.
- On the count of 3, both finalists perform a 10-step catwalk strut.
- Eliminated players vote on who served it best.
- The Walk-Off winner steals 1 Contract card of their choice from the other finalist.
- The stolen Contract now belongs to the Walk-Off winner for final scoring.
- Proceed to Final Scoring.

Final Scoring

Every player - active or eliminated - adds together:

- Cash currently shown on their Platinum Credit Card
- The full printed value of every Contract card they still own

The player with the highest combined total wins Drop Dead Gorgeous and becomes the next Supermodel.

Still to confirm: The exact Final Round procedure if the murder attempt produces no elimination (for example, because of a defense card), and the final-score tie-breaker, will be locked after the card review.

OPTIONAL SNITCH RULE - DRAFT FRAMEWORK

The Snitch rule remains optional and is used only when there are 6 or more active players. The timing framework below is retained from the current rules; exact success/failure language will be finalized when the Snitch card itself is reviewed.

- Deal 1 color-matched Snitch Card to each player during setup if using this rule.
- A Snitch may be played only during the Accusation Phase and only while 6 or more players remain active.
- Only 1 Snitch Card may be used per round.
- If multiple players attempt to use a Snitch at the same time, priority goes to the active player closest to Catwalk Position 1.
- Once a Snitch is used, all other Snitch Cards are locked out for that round.
- The used Snitch Card is discarded and cannot be used by that player again.

Pending card review: The current rulebook refers to a Snitch being successful or incorrect and to revealing a motive, but does not define that resolution precisely. Do not finalize this optional rule until the Snitch card text is reviewed.

QUICK REFERENCE

Rule	Current Locked Version
Starting cash	\$20k on Platinum Credit Card; \$20k maximum.
Contract preview	Reveal one per active player, turn face down, shuffle, cancel 1 unseen.
Catwalk payment	Highest position pays full; all others pay half, rounded up.
Contracts as payment	Half printed value, rounded down; multiple allowed; discard after use.
Pouty Face hand	Start with 1; no Round 1 draw; from Round 2 draw 1, max hand 1.
Murderer	Exactly 1 Murder Weapon in the round deck; holder must attempt murder.
Envelope	Murderer submits target Character Card; everyone else submits Quiet Night.
Accusation	Most votes is accused; target breaks ties.
Ghost vote	1 collective vote only if all ghosts unanimously agree.
Correct accusation	Correct active voters +\$5k, capped at \$20k.
False accusation	Voters for accused lose \$1k; falsely accused gains \$1k per such vote, capped at \$20k.
Winner	Highest Platinum cash + total remaining Contract value, active or eliminated.

ITEMS TO FINALIZE AFTER THE CARD REVIEW

The core game structure is now substantially cleaner. The following items are intentionally left open so the rulebook does not invent card behavior that has not yet been reviewed:

- Exact text, timing, and edge-case resolution for every Agent Card.
- Exact text, timing, and edge-case resolution for every Pouty Face card.
- Complete Optional Snitch success/failure procedure.
- How the existing "no elimination this round" Contract penalty should alter the next round's Contract pool.
- Final Round procedure when no player is eliminated by the murder attempt.
- Final scoring tie-breaker.
- Final component counts after the revised decks and Platinum Credit Cards are locked.

MAJOR UPDATES IN THIS DRAFT

- Replaced physical cash chips with \$0k-\$20k Platinum Credit Card trackers.
- Added the Runway Roster to track active and eliminated models.
- Clarified Contract preview/cancellation, Catwalk affordability, and payment timing.
- Clarified that multiple Contracts can be used as payment and are discarded after use.
- Renamed the non-murder Murder Deck cards Quiet Night cards.
- Clarified identical card backs for Character and Murder Deck cards used with the envelope.
- Clarified that the murderer must attempt a murder every round.
- Clarified that unused Murder Deck cards remain hidden until Accusation is fully resolved.
- Replaced majority voting with most-votes-wins accusation voting.
- Locked the murder target as accusation tie-breaker.
- Kept the unanimous collective Ghost Vote.
- Updated accusation rewards and penalties to the Platinum Credit Card system.
- Locked the Final Round Contract-forfeit and Walk-Off Contract-steal outcomes.
- Locked final victory as highest cash plus remaining Contract value, regardless of elimination.

GOOD LOOKS. BAD INTENTIONS.