



SOCIAL DEDUCTION GAME

*IN THE CUT-THROAT
BUSINESS OF HIGH
FASHION, MODELS
ARE COMPETING
FOR THE MOST
PRESTITGIOUS
CONTRACTS, AND
THEY'LL STOP AT
NOTHING TO GET
THE JOB.*



**GOOD LOOKS WITH
BAD INTENTIONS!**



MEEPLE
MANIA GAMES

A SOCIAL DEDUCTION GAME FOR 6 - 10
PLAYERS, DESIGNED BY: JOHN GARCIA &
ILLUSTRATED BY FILIPE SABINO FOR
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STRUT YOUR STUFF!

Drop Dead Gorgeous – Rulebook



Welcome to Drop Dead Gorgeous

The lights are blinding. The music's thumping. Cameras are flashing from every angle. You're not just on the catwalk—you're in the middle of a cutthroat world where ambition runs high... and trust runs thin.

In Drop Dead Gorgeous, you and your fellow players are high fashion models competing for prestigious contracts. You'll do whatever it takes to land the most lucrative contracts, gain influence, and strut your way to stardom. But beware—someone at the table is willing to go even further. Every round, a player may secretly become the murderer, and someone could be eliminated before the final walk.

This isn't a quiet game of strategy. It's a game of performance, bluffing, bold choices, and drama. Exactly where you're sitting doesn't matter—this game is meant to be played sprawled out on the living room rug, around the kitchen table, or cozied up on the couch with your friends. Move around. Laugh. Accuse. Pose. Make your space the runway.

To help bring your character to life, this game includes:

- Matching color necklaces, so everyone can easily identify each model.
- A personal pouch (clutch) for each player, to hold your chips and cards conveniently, wherever you sit or strut.

So get into character, keep your secrets close, and don't be afraid to stir up some scandal. Only one of you will leave this industry truly... Drop Dead Gorgeous.

Optional Grand Entrance

Set the tone for drama right from the start. Play some loud, energetic music and let each player take a turn strutting down an imaginary catwalk. When they reach the end, they introduce their model character—share their name, backstory, vibe, or signature look. It's a fun and fabulous way to kick off the game and bring each persona to life.



Game Setup

Step-By-Step

Follow these steps to set up a fabulous—and fatal—game of Drop Dead Gorgeous:

1

Choose Characters

- Each player selects a player card and takes the matching colored pawn, ‘fancy’ necklace & purse (or murse!).
- Unused characters are placed back in the box.

2

Receive Player Materials

Each player receives:

- A set of Character Cards matching all characters currently in the game (discard your own).
- Place your Player card face up on playing table, and put the matching necklace around your neck.
- 20 chips, each worth \$1,000 and one Accusation Token of their color.
- 1 Color-Matching Snitch Card (optional rule)

3

Prepare the Decks

- Shuffle each deck and place them near the board:
 - Agent Card Deck – Cards that boost or sabotage during bidding
 - Pouty Face Deck – Most are useless; a few can save your life
 - Murder Deck – Murder Weapon and all ‘No Murder Attempt’ cards.

4

Set the Board

- Place the Catwalk Board in the center of the table.
- Put the Murder Envelope, and Tombstone Markers within easy reach.

5

Deal Agent & Pouty Faced Cards

- Deal 2 Agent Cards and 1 Pouty Face card to each player
- Players may view their cards, but can only play 1 card per round.

6

Determine Starting Catwalk Order

- At the start of the first round, place all player pawns into a bag.
- Draw one pawn at random—this player will bid first for catwalk placement. Place their pawn at the front of the bidding track and continue until everyone has a pawn on the bidding track.

This is the only time players are chosen randomly for the bidding track. Future rounds will be based on their catwalk track position.



Final Setup Checklist

Players have selected a character and matching necklace.

Each player has:

- A set of Character Cards (1 per character in play)
- 20 chips (\$1,000 each) **NOTE: Whenever money is rewarded, it comes from your own used chips. If no chips are available you do not get any additional money.**
- 1 Snitch Card (if playing with optional ‘Snitch’ rule).
- 2 Agent Cards & 1 Pouty Face card.
- All decks shuffled and placed next to game board.
- Murder Envelope, Murder deck and Tombstones ready
- Round 1 bidding track positions based on random draw.



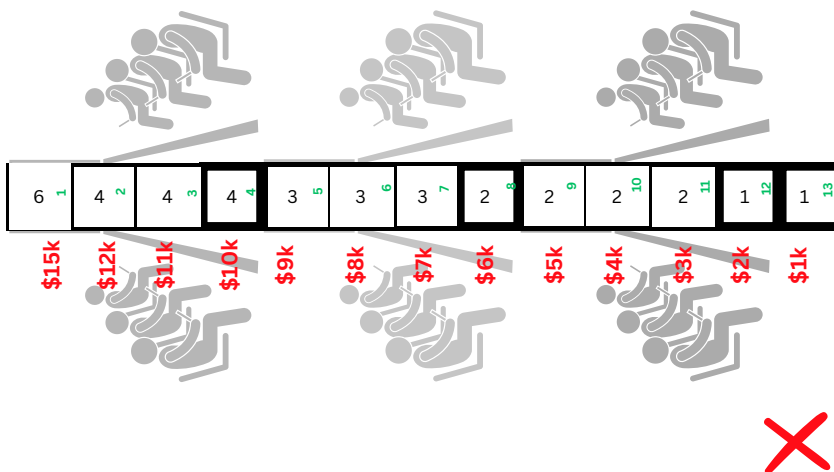
Contract Phase

🎯 Objective:

In this phase, players compete for modeling contracts by selecting spots on the Catwalk. The higher your bid, the earlier you choose from the available contracts—but that also makes you more visible and, perhaps, more suspicious.

Players also have Agent Cards—tactical tools that can be used to gain an edge, throw off a rival, or manipulate the board. Take special notice of when your cards can be played.

1. Draw contact cards equal to the number of players, and reveal face up on the table.
2. Reshuffle cards, and discard one face-down. Leave deck face down in the center of the table.
3. Deal Agent Cards: Each player begins the game with 2 Agent Cards (in subsequent rounds, deal 1 so each player starts each round with 2 Agent cards)
4. Players may use only one Agent Card per round during this phase. Play Agent Cards (Check if card can be played before or after your player's turn)
5. In Bidding Track order, players select a space on the Catwalk by placing their pawn
6. Pay using chips or contract cards at half value (rounded down, no change). Once all the players have placed their pawn on the Catawalk, **only the player in highest position of Catwalk pays full amount.** All others pay half, rounded up. If a player played a contract to to bid, that card is discarded permanently and does not count toward endgame score.
7. No two players may share a space.
8. Once order is finalized, turn over contract cards. Starting with player in that is closest to the front of the catwalk, choose 1 contract card. Last player does not receive a contract, but gains an extra Influence card in the next phase.
9. Finishing Catwalk order, is the next turns Bidding Track order.



Playing a previously earned contract card- If you can't afford to pay the space on the catwalk, with chips (money), you can add a previously earned contract. This is worth half its face value, rounded down. So a \$15k contract is worth 7K. Any contract cards played in this manner are discarded, and there is no 'change' given.



Contract Phase

Phase 1 in Further Detail:

Agent Cards provide sabotage, advantages, or chaos and can be played at any time during the Agent Phase, here are some examples:

Discount Diva – Pay \$2k less for a bidding space.

Slip & Fall – Force a rival to lose their contract.

Power Walk – Gain \$2k instantly.

Catwalk Confidence – Choose your spot on the bidding track before others.

Last-Minute Callback – Take the discarded contract if you end up with none.

Play your Agent Card before or after selecting your spot, depending on its effect.

Choose Bidding Spaces

Pawns are placed on the Bidding Track based on their previous Catwalk position.

In Bidding Track order (determined by last round), each player selects one space on the Catwalk, and pays its cost (\$0k to \$15k) to the bank. Only player in highest position pays full amount, all others pay half, rounded up.

No two players may choose the same space.

Players may pay with Chips (\$1k each) or Contract Cards, worth half their face value (rounded down, no change given).

Example: A \$30k contract = \$15k in bidding value.

Contracts used this way are discarded and no longer count toward final score.

Contract Selection

In Catwalk order (from highest cost to lowest), players choose a contract from the face-up pool. The last player to choose a Catwalk space receives no contract and is placed in the last catwalk position, but receives a bonus Pouty Face card this round.

Example of Play:

With 6 players:

Contracts revealed: \$50k, \$40k, \$30k, \$20k, \$15k

Ava plays Power Walk and earns +\$2k

Cole uses a \$30k contract to pay for a \$12k bidding space

Basil plays Slip & Fall on Jade, preventing her from taking a contract even if she wins a bid

After selections, contracts are chosen in order, and the last player (Nova) gets nothing.

Influence Phase

During the influence phase, players begin to eye their competition.

Shuffle and deal a Pouty Face Card to each player (except during 1st Influence Phase)—used later to bluff or defend against murder.

If the player already has a card (from a previous round), they can keep the new card, or discard it. Max Pouty Cards in hand is always 1.

The last player of each Contract Phase, that did not receive a contract, gets an advantage receives an additional card from the top of the Pouty deck, but must still draw down to 1. These cards can provide a way to escape a murder attempt.

📖 Step-by-Step:

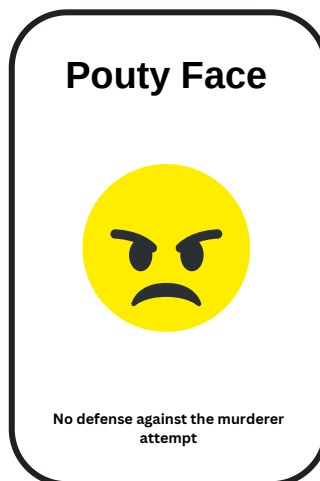
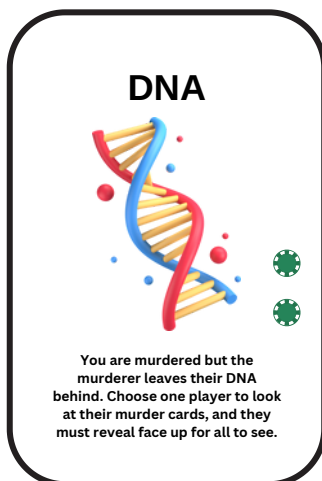
1. Shuffle and deal Pouty Face Cards (except in first Influence Phase of the game).

- Each player receives 1
- If you already have one, keep one and discard one.
- The player who didn't receive a contract this round draws 2 and keeps one.

1. Types of Pouty Cards

- Standard Pouty Face – No effect
- Defense Cards – Survive or redirect murder (e.g. Brush It Off, Cry for Help)
- Players keep their card secret until needed.

Pay the Cost: Each Pouty Faced card has a potential cost associated with playing it. Each green coin symbol on the card represents a cost of \$1k (chip). If player does not have the resources, they can't play the card. Contract cards cannot be played to pay for Pouty Faced cards.



Jealousy Phase

Objective:

Based on players' catwalk positions, deal out Murder Attempt Cards—one of which contains the Murder Weapon. The player who receives that card becomes the secret murderer for the round and chooses a target.

Step-by-Step Breakdown

1. Build the Murder Deck

Each catwalk position has a value from 6 (front of the catwalk) down to 1 (last position).

- Add up the catwalk numbers of all occupied positions.
 - Example: If 6 players occupy the first 6 positions, the total will be: 6, 4, 4, 4, 3, and 3 cards, → Total = 24
- Draw one less than that total (23), Murder Attempt Cards from the Murder Deck.
- Add 1 Murder Weapon Card to the deck, and discard one other card from the deck. The total cards is now equal to the total from the catwalk positions.
- Shuffle thoroughly.

💧 This deck now contains 23 No Murder Attempt Cards + 1 Murder Weapon, and one of the players will become the killer!

2. Deal the Cards

- Each player receives a number of cards equal to the value of their catwalk position.
 - Position 1 → 6 cards
 - Position 2 → 4 cards
 - And so on...
- Players may look at their cards, but must keep them secret.

🧠 The higher your catwalk position, the more cards you receive—and the greater your odds of being the murderer.

For example:

- Cards are dealt as above.
- Ava checks her hand... and finds the Murder Weapon. She's the killer this round.

Strategy Tips:

- Do you risk climbing to the top of the catwalk for the best contract... knowing it puts blood on your hands?
- Lower positions feel safer... but leave you contract-poor and vulnerable.





Murder Attempt

Objective:

The player who received the Murder Weapon Card secretly selects another player to eliminate. All other players submit a 'No Murder Attempt' card. The murder attempt is revealed, and the target has one chance to defend.

1. Prepare the Envelope

- Starting with the player in catwalk position 1, pass the Murder Envelope clockwise around the table or group.
- Each player secretly selects either a No Murder Weapon card (if they are not the murderer), or another player's character card they want to eliminate, if they do have the murder weapon card.

 Only **the player holding the Murder Weapon Card chooses a target and places their target's Player Card in the envelope.**  All other players must place a No Murder Attempt card (anything except the Murder Weapon or another player card).

2. Reveal the Envelope

- Once all players have submitted a card, the envelope is opened by the player in catwalk position 1.
- All cards are revealed.
- Once a Player Card is revealed:
 - That player is the target of the murder attempt.
 - They now have one chance to play a Pouty Card to defend.

3. Defending Against Murder

- If the targeted player has a Pouty Face defense card, they may play it (and any associated resource), now to survive.
 - Examples:
 - Bodyguard – Pay bodyguard \$5,000 to kick the murderer's butt. Murderer gets away but you live on!
 - Rich Uncle – Your Rich Uncle pays murderer \$10,000 ransom. Card is kept by murderer and counts as \$10,000.
 - Stand Your Ground – Your gun range practice paid off - you shoot your attacker - murderer is dead!
- If their Pouty Face cards has no valid defense, they are eliminated and removed from the game.



Murder Attempt

🔒 Eliminated players keep their contact cards. This total will count in final scoring, and the player can still win.

NOTE: If no player is eliminated this round, than two players will be eliminated next round by whoever receives the murder weapon. Each player will place two cards in the murder envelope (be sure that if a player is in the last catwalk position, they receive two cards instead of one. No more than 2 players can ever be attacked in one round.

💧 Example of Play

- Tamara was dealt the Murder Weapon.
- She selects Pierre as her target and places Pierres's Player Card into the envelope.
- All other players submit "No Murder Attempt" cards.
- The envelope is opened... and Pierre's card is revealed.

Can Pierre survive?

- Pierre reveals his Pouty Face Card... it's a basic pouty card. No help.
- Pierre is eliminated.
- His pawn is removed from the catwalk, and a tombstone is placed on his card.
- His contract cards remain face-down, to be counted at the end.

🔔 Strategic Tips:

- Each player should try and draw attention to themselves as being wrongly accused as the murderer will earn you money in the form of a slander lawsuit. The wrongly accused murderer gains \$1k from each player that voted for them.

Accusation Phase

Objective:

1. After the murder attempt, players must accuse the killer. If they're right, they're rewarded. If they're wrong... they will have to pay.

Reveal the Suspects

1. Active players have their character card face up in front of them.
2. This gives everyone a clear view of the current suspects.


Open Discussion


1. Allow one minute for players to talk, plead, accuse, and defend themselves. Use a timer if necessary.
2. The player who was murdered (if applicable) may participate, as their ghost is still raging mad, and wants to catch their killer!


Make Accusations (Play Snitch Card)

1. Once a minute has passed, the players place their accusation token on that player's face up character card.
2. Players may not choose themselves.
3. Optional: A Player with a Snitch Card, can play it at this time forcing one player to reveal their motive (prove they don't have the murder weapon).
4. When all players have made their choice, there will be an accusation.
5. Ghost Vote: All eliminated players combine and agree to make 1 Ghost Vote. They place the Ghost Vote on any active player.
6. If there is a majority, that player is accused.
7. If tied, the Ghosts decide the tie-breaker.

Reveal the Truth

1.  If the Accusation Is Correct:
 2. The murderer is arrested.
 3. They are eliminated but keep all their contract cards, and can still win the game (but from jail which is no fun).
 4. All players who voted correctly receive a \$5k bonus (take used chips and add back to your hand. If chips are exhausted, you receive no further bonus).

1.  If the Accusation Is Incorrect:
 2. The accused player collects \$1k from each player who accused them.
 3. Then, the real murderer reveals the Murder Weapon Card, and play continues.

 Being falsely accused might hurt your feelings... but it helps your wallet.

NOTE: Bonuses are marked on the scoresheet, and included in end of game scoring.

All cards are returned to each player, any eliminated players receive a tombstone on their card, and the next round starts. This continues until only 3 players are left. The player with the most money in contract cards is the winner, and gets to strut their stuff on last time on the catwalk!

DROP DEAD GORGEOUS!

💧 Example of Play:

1. Tamara murdered Pierre
2. The group argues. David and Mario think it's Marilyn. Crystal suspects Tamara.
3. Marilyn gets the majority vote.
4. Marilyn reveals: not the murderer.
5. She collects the \$1k chips from David and Mario
6. Tamara then reveals the Murder Weapon. Gasps

📌 Strategy Tips:

1. If you're the killer, act just suspicious enough to avoid attention... or play it bold and loud to flip the blame.
2. If you were almost targeted, push suspicion onto the player with the highest catwalk position—they got more murder cards, after all.
3. Sometimes you want to be wrongly accused to cash in on payouts.

👄 The Final Round – How the Game Ends

When only three players remain, the game enters its final round.

Play continues as normal—bidding, drawing cards, and possibly committing murder. But during the Accusation Phase, only the murdered player, if there is one, will make an accusation.

- They must choose one of the two remaining players as the killer.
- If they're correct, the murderer is caught and accuser gets a \$5K bonus!
- If they're wrong... the final two players enter the ultimate showdown:

👠 Catwalk Strut Face-Off – The Walk Off!

On the count of 3, the two remaining players must perform a 10-step catwalk strut—for real, with full drama and flair.

All eliminated players (ghosts) then vote on who served it best.

- The winner of the strut steals one contract card of their choice from the other player.
- The game ends immediately after the walk-off.

DROP DEAD GORGEOUS!

Round Clean-Up

After the Accusation Phase, perform the following steps to reset for the next round:

1. Update Character Decks

- Each player discards any Character Cards that represent eliminated players.
- Remember: you never hold your own Character Card—only those of surviving opponents.

2. Reset the Murder Deck

- Collect all Murder Cards, including the Murder Weapon Card and all No Murder Attempt Cards used that round.
- Leave them aside to form the Murder Deck for the next round.

3. Refresh Agent Cards

- If a player has 3 or more Agent Cards, they must discard down to 2 (their choice).
- Players with:
 - 0 Agent Cards → draw 2
 - 1 Agent Card → draw 1
- Maximum hand size: 2 Agent Cards

Ghost Rule – Voting from Beyond the Runway


When a player is eliminated, they become a ghost—and while they can no longer strut the catwalk or collect contracts, they still have a voice during the Accusation Phase.

Ghost Voting Rules:

- Ghosts may not speak during open discussions.
- They vote as a unified group, casting one collective vote each round.
- The ghost vote must be unanimous. If all ghosts agree on the same suspect, their vote counts.
- If ghosts cannot agree, no ghost vote is cast that round.

Tiebreaker Power:

- In the event of a tie during accusation voting, the ghost vote breaks the tie if it matches one of the tied suspects.

 Ghosts do not earn chips or contract cards, but they can still influence the outcome—and exact revenge.

DROP DEAD GORGEOUS!

OPTIONAL SNITCH RULE *

OVERVIEW

Snitch Rule

Deal 1 Snitch card to each player to match their player color.

During the 'Accusation Phase' - Only one Snitch Card may be used per round. If multiple players attempt to use a Snitch at the same time, the Snitch goes to the player closest to the front of the catwalk (Position 1 has priority).

*A Snitch card can only be played with 6 or more active players in the game.

Once a Snitch is used, no other players may use theirs that round, even if it fails. The player who used their card must discard it, and cannot be used by that player again.

Snitch Limit:

- Only one Snitch Card may be played per round.
- If multiple players attempt to Snitch at the same time, priority goes to the player in the lowest-numbered catwalk position (closest to Position 1).
- All other Snitch cards are locked out for that round.
- If the Snitch is successful, no accusation phase occurs. If incorrect, the round proceeds normally.



DROP DEAD GORGEOUS!

SOCIAL DEDUCTION GAME



**MEEPLE
MANIA GAMES**

6-10



Adult Age

30-
60



Features:

- No Moderator
- Easy to Learn
- Up to 10 Players
- Social Deduction and Auction Mechanics

Components:

- 1 Catwalk board
- 12 Page rulebook
- 100 Contract Cards
- 100 Character Cards
- 10 Player Pawns, 1 in each color
- 50 Agent Cards
- 50 Pouty Faced Cards
- 200 Chips
- 40 Murder Deck cards (includes 1 Murder Attempt Card)
- 1 Murder Envelope

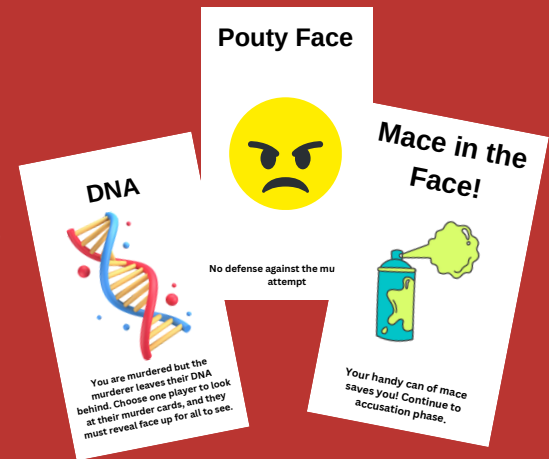
Nothing gets a party started quite like a murder...so what about 10 murders!

Drop Dead Gorgeous is the first social deduction game that doesn't require a moderator! Instead players will place their murder attempt in a secret envelope. This clever mechanic means, everyone gets to play, and no one has to close their eyes as part of the game actions.

Each round players will compete for modeling contracts through a bidding auction mechanic. Once this phase is resolved, all players will participate in a murder attempt phase, but only the player that secretly gets dealt the murder weapon will choose another player to eliminate, until only 2 players are left.

The game ends in a dramatic Catwalk Strut Face-Off that determines who will be the next Supermodel!

It's all about slaying the competition— sometimes literally!



DESIGNED BY:
JOHN GARCIA FOR
MEEPLE MANIA GAMES, LLC
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