



A Survey of US Adults found that 1 in 3 people believe they could be the sole survivor of the Apocalypse.

In The Last Stronghold, we're putting the study to the test.

In this arced reality survival competition, five Survivalist Leaders command their own Strongholds in a high-stakes fight for power and resources. But with secret Dissenters embedded within their ranks, the greatest threat to survival may come from within.



# THE SERIES

#### FOOD IS SCARCE. WATER IS CURRENCY. LOYALTY IS FRAGILE.

The world has ended. What's left isn't just about survival, it's about power.

Five Survival Leaders carve out their own Strongholds, ruling over those desperate enough to follow.

But leadership isn't straightforward. The approach each Stronghold Leader adopts, alters their fate like no other. Will they embody the selflessness of The Protector, prioritizing their team's welfare above all else, even at personal cost? Or will they mirror The Opportunist, seizing every chance to advance their own position, perhaps at the expense of their allies?

These contrasting leadership styles will shape not only their own survival but also the cohesion and success of their Stronghold.

Power is never absolute. Hidden among them are Dissenters, saboteurs waiting for the right moment to overthrow their Leaders. As resources dwindle and alliances fracture, Purges expose traitors, Coups upend authority, and Abandonments leave the weakest behind. The strongest Strongholds raid the weakest, choosing to kidnap survivors to bolster their numbers or kill the lowest-ranked member, leaving them for dead.

No one is safe.

FIVE LEADERS.

COUNTLESS FOLLOWERS.

ONLY ONE STRONGHOLD WILL STAND.



# FORMAT<sub>8 x 60</sub>

- 5 Strongholds, each made up of 6 Survivors
- 5 Survivalist Leaders, chosen for their tenacity to lead one per Stronghold
   working to maintain order
- 20 Mercenaries, hand-picked for their moral flexibility 4 in each Stronghold
   working to ensure their own survival
- 5 Dissenters, secretly embedded one per Stronghold working to overthrow their Leader
- + 1 Cash Prize to The Last Stronghold Standing, aka the Stronghold with the most survivors at the end of the game

# EPISODE STRUCTURE

- Challenges = Survival: Each episode features 1 high-stakes team Challenge where Strongholds compete for essential survival resources (food, water, tools, shelter materials)
- Raids & Eliminations: The strongest Stronghold earns the power to Raid another—either kidnapping a Survivor to join their ranks or eliminating the lowest-ranked member
- The Constant Social Game: Trust fractures as Dissenters plot in secret, aiming to spark a Coup and seize control

# A SALLA WITHIN A SALLANDE

Stronghold Leaders rule with whatever it takes fear, loyalty, or manipulation. Every decision shapes the fate of their Stronghold. Power is theirs, until it isn't.

#### They can:

- Choose who competes in Resource Challenges
- Control all resources
- · Rank their followers in a brutal order that decides who eats and who gets sacrificed
- Decide who to Kidnap and who to Raid
- Enact a Purge, in an attempt to sniff out a hidden Dissenter
- Choose to Abandon anyone on their team at anytime

Mercenaries are out for themselves. Their game is self-preservation, following the leader who is going to get them across the finish line. Who they devote themselves to determines the game.

#### They can:

- · Decide who's in control, helping a Dissenter enact a coup
- Alter their performance determine the fate of the challenges for the sake strategy
- Defect to another Stronghold...if that Stronghold is willing to accept them

Dissenters enter the game in secret with one mission: overthrow the Leader before the game ends. Hiding in plain sight, they sow chaos from within. And in a world where trust is fragile, one whisper can burn it all down. They can:

- · Split the prize money however they want, in order to manipulate Mercenaries into helping overthrow their leader
- Work with other Strongholds to undermine their leader
- Sabotage challenges to make a leader look weak or to be Kidnapped by another Stronghold
- Enact a Coup to takeover the Stronghold







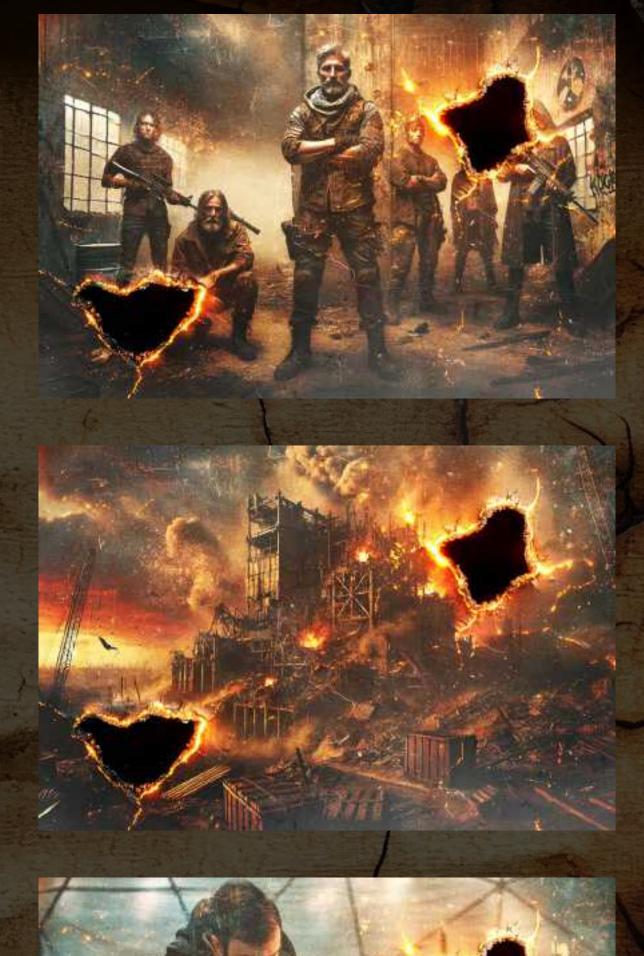


# THE STRONGHOLD STRUCTURE

- Six people make up an initial Stronghold
- One Stronghold Leader (SL) The ruler who manages resources, ranks members, and makes key decisions
- Four Mercenaries A mix of everyday people, from an unemployed video gamer to a schoolteacher who brings logic and structure
- One Dissenter Hidden within each Stronghold, working secretly to undermine and overthrow the Leader
- To remain a Stronghold, it must have at least 3 members (including the SL)
- If a Stronghold falls below 3 members, it collapses, and remaining survivors are absorbed into other Strongholds

# THE STRONGHOLD ORDER

At the start of each episode, Stronghold Leaders must rank their Stronghold order set, from strongest to weakest. This is how SLs prioritize their members, determining who gets the best resources, who competes, and who is most at risk of being abandoned. This is done publicly, creating plenty of drama and room for the Dissenter to sow chaos.





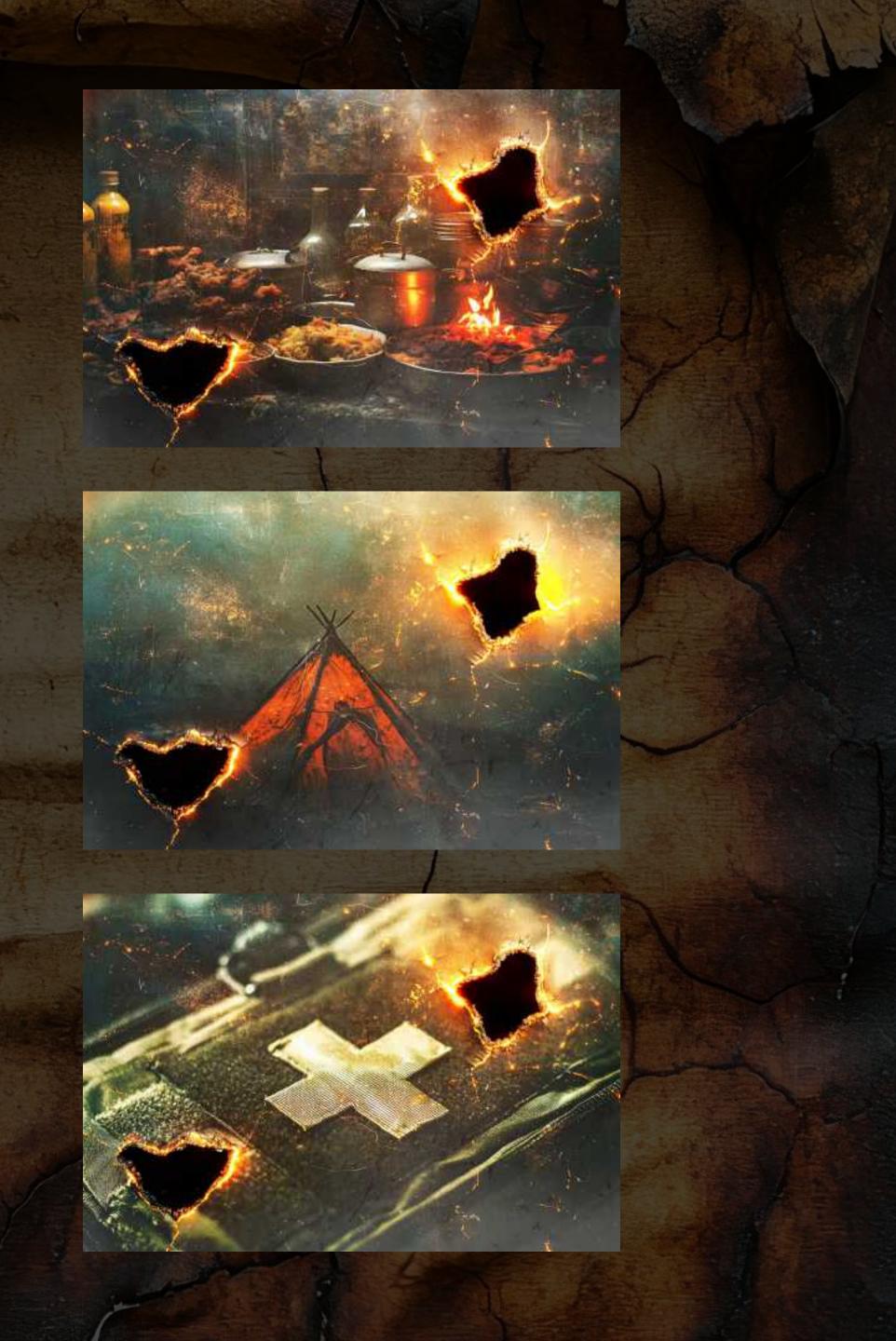
# THE RESOURCE METER

Throughout the season, Stronghold's must keep a keen eye on their resources, via *The Resource Meter.* This is a real-time survival tracker that determines a Stronghold's ability to sustain its members. It is impacted by challenge performance, Raids, number of survivors within the Stronghold, and natural depletion over time. *If a Stronghold's meter drops too low, someone must be abandoned.* 

Each Stronghold's Resource Meter is based on three essential survival categories:

- Food & Water
- Shelter & Energy Covers the ability to withstand environmental conditions
- Medical & Supplies

Strongholds must carefully manage resources — hoard too much and risk becoming a raid target, lose too many and risk abandonment. Leaders must decide who is worth keeping. Do they ration supplies evenly or keep the strongest alive at the cost of others? Dissenters will use low-resource situations to their advantage, manipulating the Mercenaries' desperation to organize a Coup.



# THE RESOURCE CHALLENGES

Every challenge is a fight for survival. Stronghold Leaders handpick their competitors, knowing that victory means vital supplies — and the power to RAID:KIDNAP OR KILL a rival Stronghold.

Winners get stronger. Losers grow desperate. As resources vanish, the lowest-ranked face elimination, and every decision in the arena could shift the balance of power. These challenges don't just test strength—they expose weakness.

# TWO TYPES OF CHALLENGES

### TYPE ONE: Leaders Do Not Compete, They Strategize (More Social & Strategic Power Plays)

- · Leaders assign their strongest survivors to compete in challenges
- · They must decide who to risk and who to protect, making their ranking system crucial
- This allows Leaders to play from the sidelines, focusing on resource management, manipulation, and controlling their Stronghold
- + Dissenters have more opportunities to undermine them by turning competitors against them
- · Any Mercenaries not chosen for battle are left at basecamp, free to scavenge for additional resources or strategize with another Stronghold's members

## TYPE TWO: Leaders Compete Alongside Their Survivors (More Direct, High-Stakes Leadership)

- · Leaders must participate in key survival challenges, proving their strength and ability to lead
- Their performance affects how survivors see them—a weak Leader could lose respect and loyalty
- If a Leader performs poorly, Dissenters can use it as a reason to overthrow them





- Only the top-placing Stronghold from the Resource Challenge can Raid
- + Any Stronghold is vulnerable to a raid
- The Stronghold Leader *solely* decides which Stronghold to raid
- The Stronghold Leader can choose to Kidnap any survivor from another Stronghold
   OR
- The Stronghold Leader can choose to Kill
   Lowest Ranked Survivor from any Stronghold

#### KIDNAP RAID

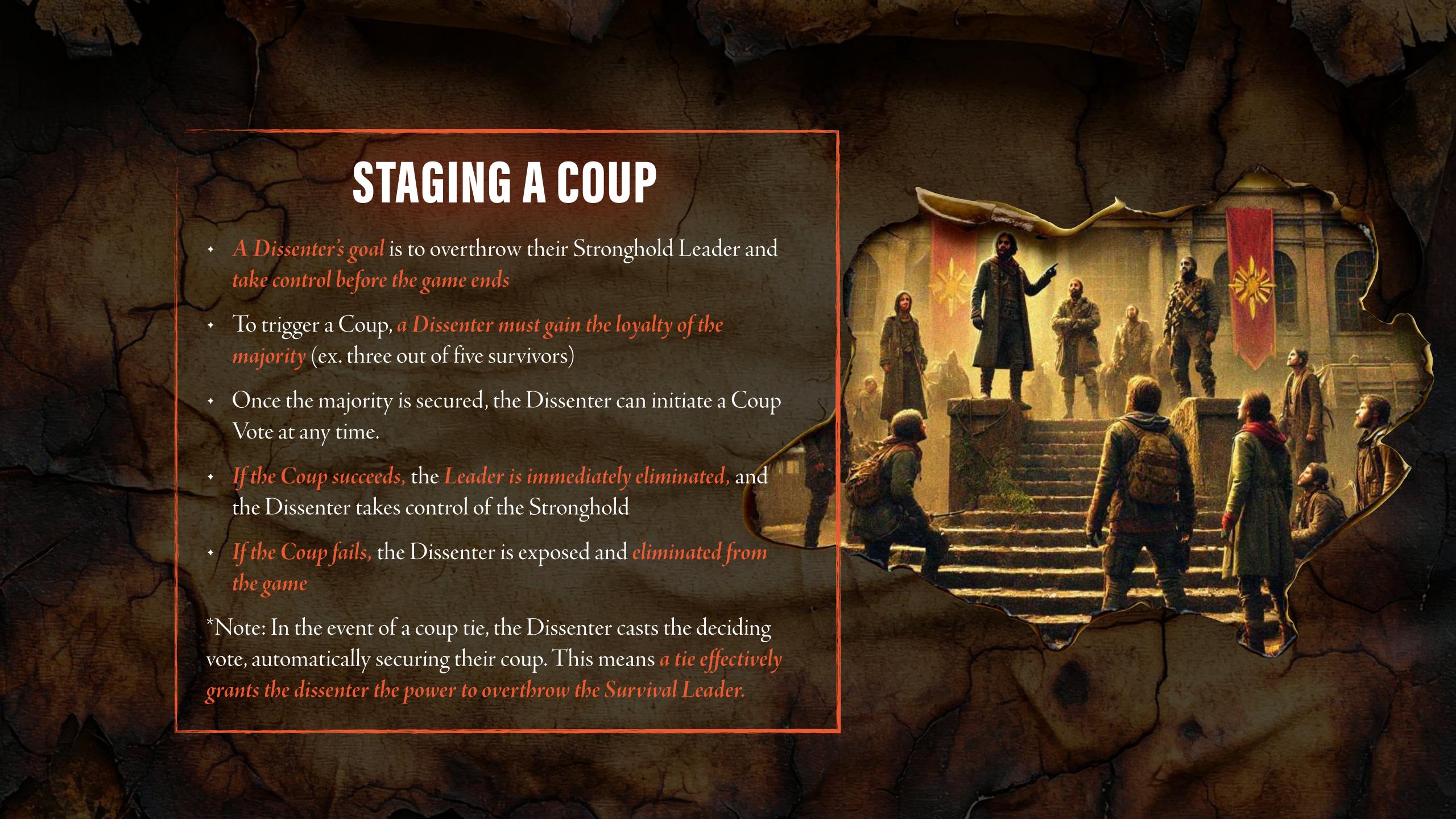
A Kidnap Raid flips the game on its head. The winning Stronghold seizes a survivor from a rival camp, forcing them to live under new rule—for now. The kidnapped player must decide: integrate or escape? While the move can boost numbers and sway loyalties, it risks bringing in another Dissenter, draining resources, and igniting chaos from within.

Every abduction is a gamble—and not all captives stay loyal.

#### **KILL RAID**

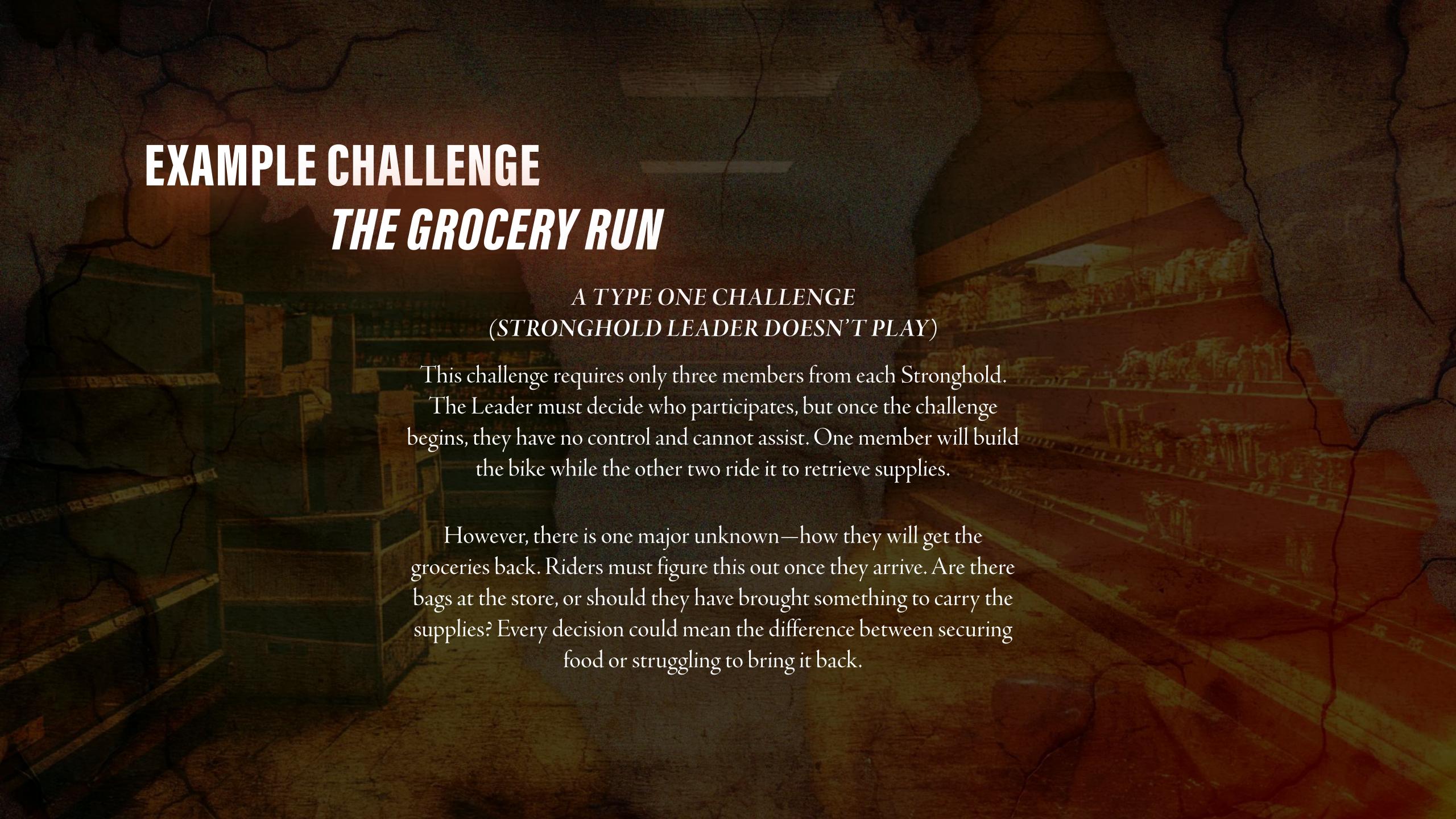
In a Kill Raid, the victorious Stronghold forces a rival to abandon their lowest-ranked survivor, instantly thinning their numbers without burdening their own resources. This ruthless tactic weakens adversaries and removes potential threats like hidden Dissenters. However, it also means forfeiting the chance to gain new allies and leaves the targeted Stronghold with more resources for their remaining members.

Every Kill Raid is a calculated move in the relentless quest for dominance.









#### PHASE ONE: Mental Challenge - Rebuilding the Bike

Each Stronghold is given a pile of broken bike parts—frames, wheels, chains, and gears. Using limited tools and no instructions, they must assemble a working bicycle. The faster they finish, the earlier their riders start the race. The Leader must choose who builds the bike. A slow build means a late start, putting the team at a disadvantage.

# PHASE TWO: Physical Challenge - The Bike Race to the Grocery Store

Once the bike is built, two Stronghold members must ride it across rough terrain to the grocery store. The Leader must decide who races. A weak rider slows the team down, risking a poor placement.

#### **DECISION POINT**

- Do they select someone mechanically skilled, or someone who can work under pressure?
- Choosing the wrong person can lead to mechanical failures mid-race
- A Dissenter may quietly push for a weak choice, setting up an easy sabotage

#### **DECISION POINT**

- Who has endurance, balance, and can push through exhaustion?
- Dissenters may question why the Leader chose the wrong people, planting distrust

### PHASE THREE: The Grocery Store Dilemma - What to Take, How to Get It Back

Once at the grocery store, supplies are limited. The first teams to arrive get the best selection, while the last teams are left with scraps. But gathering food is only half the challenge—getting it back is the real problem.

There are no baskets or carts waiting for them. It is up to the riders and the bike builder to figure out a way to carry supplies back. Are there bags at the store, or should they have brought something to transport food? Do they take heavier, high-value items that will slow them down, or lighter supplies that will run out quickly?

#### **DECISION POINT**

- · Do they load up on heavier, high-value items and risk slowing down?
- · Do they take lighter supplies to move faster, but risk hunger later?
- · If they struggle to carry their food, another Stronghold may overtake them
- + A Dissenter can use a bad decision to blame the Leader for a poor food supply

#### CHALLENGE REWARDS: THE BRUTAL AFTERMATH

The winning Stronghold secures the best groceries, guaranteeing their survival for days. Middle-placing Strongholds receive enough to get by, but not enough to be comfortable. The last-place Stronghold barely gets anything, forcing their Leader to decide who suffers.

If resources drop below the threshold, the Leader must abandon their lowest-ranked survivor.



#### PHASE ONE: Drone Recon & Access Code

- Teams assemble and launch a drone to locate three glowing AI signal beacons hidden in the ruins
- Beacons reveal encrypted numbers, which must be decoded and entered at the main gate to gain access
- · Obstacle: AI jammers disrupt signals, forcing teams to navigate carefully or risk losing control
- · Advantage: First team to enter gets a head start inside the facility

#### PHASE TWO: The Race to the Al Facility

• Teams must navigate treacherous terrain in total darkness, using night vision goggles and infrared markers from their drones

#### PHASE THREE: Power Grab — The Longest Cord Wins

- · Dozens of power cords hang from the ceiling, leading to different power sources
- Teams must choose and follow a cord, racing through obstacles to connect it to their stronghold's mainframe
- · Some cords are decoys, leading to short or dead-end connections

#### WINNING CONDITIONS:

- Longest cord = 24 hours of power
- Second-longest = 12 hours
- Third-longest = 6 hours
- Shortest = emergency power only



