Guts

LIMBS ARE OVERRATED

Game Booklet



INTRO

Welcome to GUTS!

GUTS is a hilarious ultra-violent Tarantino-style over-the-top fighting game where players must dismember each other. The fight continues even when there are just two little stumps, and it keeps going until one fighter emerges victorious after dismembering all the opponent's four limbs! With no health bar, lots of limb-chopping stage hazards and game-changing interventions, GUTS is a completely new experience in fighting games, keeping the gameplay accessible as fighting games used to be, yet deep and competitive as they have become.

GUTS RULES

No Health bar

GUTS is a Fighting Game with no health bar. In order to win a match, you must chop off all of your rivals limbs and deliver one final limb-chopping blow.

This means fighters can keep beating each other forever, but if you want to be victorious, dismemberment is the only way to go!

Luckily, there are several ways to chop limbs in GUTS, and you'll learn them in no time, as the game is very simple to pick up on a basic level.

1. Guts Moves
   Use special GUTS moves to chop off the limbs of your rival.
2. Hazards
   Send opponents flying into one of the many hazards that instantly severe a limb
3. Throw Limbs and Persons
   Use your U-Points to throw a Limb or a person at your rival and dismember them instantly

You can check more details on each of the dismembering options, as well as the U-Points system, in the Fight With What You Got section of this booklet.

No Fighting Timer - Interventions



Ties and match draws mean both players are losers. In GUTS, only one fighter can be victorious, and one will be a big loser!

In order to make things more interesting, as the fight goes by, new perks and rules can be applied to the match. These rules are called Interventions, and they are mean little ways DB Judge found to make things more interesting and steer every fight towards an awesome showdown.

These are some of the Interventions:

GUTS Bar Boost

Slightly increases the rate both fighters get a boost to their GUTS bar by adding an autofill behaviour.

No Healing

Players cannot heal anymore, regardless of meeting the criteria for healing.

Unlimited GUTS Bar

Players get a very fast fill on their GUTS bar until the end of the match.

Double Dismemberment

GUTS Moves now chop off two limbs at a time.

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FIGHT WITH WHAT YOU GOT

Fighting Overview

Fighting in GUTS is more about strategy than anything else. Behind the colorful blood, there is a lot of depth to be master, and you must choose your fighting style and tactics to succeed against skilled players or the AI.

In this section, you'll be able to learn the mechanics and design behind the engine that pumps GUTS' blood!

Inputs



Customize Inputs

You can customize your controls in the Game Setting on the Main Menu

Special Moves (Quarter Circles!)

Are you tired of memorizing a whole bunch of inputs to master a character? Say no more! In GUTS, every special move is either Quarter Circle Forward + Button or Quarter Circle Backward + Button!

As the fight progresses and players lose limbs, new abilities are aquired, and old ones are lost. It all follows this path (Character facing right):

With limb

Special Move 1: ↓→ + Face Button (A, B, X, Y or X, Circle, Square, Triangle)
Special Move 2: ↓← + Face Button

Without Limb

Special Move 3: ↓→ + Face Button of the lost limb

Stump

Special Move 4: ↓→ + Face Button

GUTS Moves



GUTS Moves are the awesome moves that you can unleash during a GUTS Fight. They:

- Require a full GUTS Bar to be unleashed
- Chop off a limb instantly if connected
- Can be comboed from different moves
- Are unblockable by regular blocking
- Are invincible during startup frames, but not during active/recovery frames
- Each limb (or limbless body part) features a different move. Try them all!
  - Some are quick, others have good reach, others huge knockback… explore!

Mastering a character's GUTS moves is key to victory, as each missed GUTS move gives your rival an upper hand to go on the offensive until you fill your meter once again.

Hazards



One of the most unique things about GUTS is that you can - and should - use the environment to undermine your rival during a fight.

Each of the stages features different Hazards that will sever a limb right away if a player touches it while active.

Types of Hazards

Fixed

These Hazards stand still and active during the whole fight. You must avoid them at all times, always.

Intermittent

These ones appear from time to time, making an area of the Arena dangerous

Moving

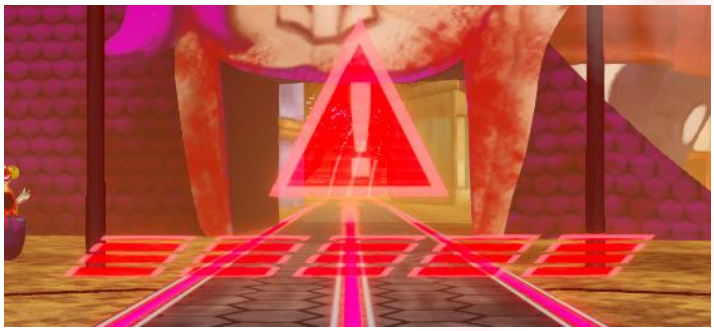
These ones keep moving during the fight, allowing players to surprise each other from time to time

Hazard Indicators

When a Hazard is not onscreen, you will be warned of its position by an indicator on the HUD:



When an intermittent hazard is about to activate, a big warning will pop on the screen to allow players to run away from that spot.



Lose a Limb, change Stance

Everytime a character loses a limb, their stance changes. This means their moveset is slightly modified: you get a new Regular move, a new Special move and a new GUTS Move for that limb. This means the old ones are gone, and you now have only one Special move instead of the previous two.

In order to really master a Character, you must learn all their 16 stances and learn how combos, Special Moves and GUTS Moves tie-in together according to each limb you do or do not have.

The 16 Fighting Stances

Organize your tactics by learning all 16 fighting stances:

Stance	Has Right Arm	Has Left Arm	Has Right Leg	Has Left Leg	Description
1					Has all members
2					Without right leg
3					Without left leg
4					Without both legs
5					Without right arm
6					Without right arm and right leg
7					Without right arm and left leg
8					Without right arm and both legs
9					Without left arm
10					Without left arm and right leg
11					Without left arm and left leg
12					Without left arm and both legs
13					Without both arms
14					Without both arms and right leg
15					Without both arms and left leg
16					Without both arms and both legs

Limbs Multiplier

When a fighter loses a limb, a GUTS Bar gain multiplier is instantly awarded.
The multiplier varies both per character and per limb, and each character has their own multiplier to each of their limbs.

The multipliers are as follows:

Jack Slumber

Right Arm	**1,7**
Left Arm	**1,1**

Right Leg	1,7
Left Leg	1,1

Father Maromba

Right Arm	1,6
Left Arm	1,7
Right Leg	1,3
Left Leg	1,3

Miranda Hut

Right Arm	1,1
Left Arm	1,6
Right Leg	1,5
Left Leg	1,2

Svet Stepanova

Right Arm	1,6
Left Arm	1,1
Right Leg	1,2
Left Leg	1,8

Risa Akabane

Right Arm	1,2
Left Arm	1,2
Right Leg	1,6

Left Leg	1,6

Sergeant Sam

Right Arm	1,3
Left Arm	1,3
Right Leg	1,2
Left Leg	1,2

Shao Dong

Right Arm	1,7
Left Arm	1,1
Right Leg	1,7
Left Leg	1,1

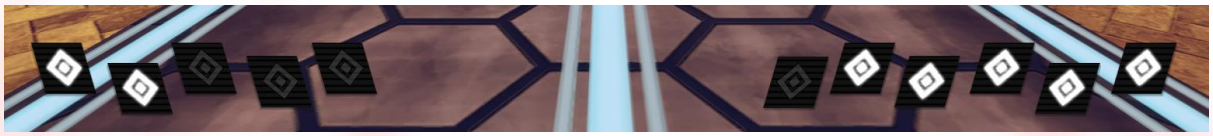
Anita Vanilla

Right Arm	1,5
Left Arm	1,5
Right Leg	1,5
Left Leg	1,5

DB Judge

Right Arm	1,5
Left Arm	1,5
Right Leg	1,5
Left Leg	1,5

U-Points System



The Underdog Point System (U-Points) are a mechanic created to add more strategy, depth and comeback opportunities in GUTS.

Players get U-Points by losing Limbs! Every Time a limb is lost, U-Points are earned

The following stats vary per character:

1. Maximum U-Point Slots
2. U-Points available in the beginning of a match
3. Amount of U-Points earned per limb lost

Each composition allows for different strategies. Find your preferred playstyle!

U-Points are consumed to unleash game-changing moves. They are:

Heal

- Heal a lost Limb.
- Input: Left Punch + Left Kick when close to a limb
- Cost: 3 U-Poins

Throw Limb

- Throw Limb to dismember
- Input: Right Punch + Right Kick
- Cost: 2 U-Points

Fill Guts

- Fill GUTS Bar Instantly
- Input: Left Punch + Right Punch
- Cost: 1 U-Point

Dodge

- Dodge - Roll forward past your opponent in an Invincible Move that avoids everything, including GUTS Moves
- Input: Left Kick + Right Kick
- Cost: 1 U-Point

Throw People

- Throw a Fan at your rival
- Input: Right Punch + Right Kick when close to a glowing fan
- Cost: 2 U-Points

GUTS Block

- Block a GUTS Move! When GUTS Move panel is on, guess which limb your rival will chop and block it
- Input: Back + Desired Limb to protect
- Condition: both players select the same limb (even if randomly)
- Cost: 2 U-Points

Combos

Combos are a very important part of GUTS. Each extra hit adds a small multiplier into the GUTS meter gain during the combo, so large combos fill it faster and allow for huge finishes - preferably with a GUTS Move!

Button Mash

GUTS is easy to play. Go on and try it for yourself: just button mash the same button and you will be able to perform great combos and cool moves - even when missing arms or legs.

GUTS has a high tolerance to chain moves together, making it possible for regular players to do great stuff even if they are not that much skilled.

Deeper Combos

Mix buttons, special moves, U-Moves, cancel moves into other moves, finish Combos with Special Attacks, connect combos into GUTS Moves, and push them into hazards!

GUTS allows for up to 15-hit combos, and players that take the time to learn and practice will be able to perform huge combos and chop off limbs in no time!

GAME MODES

Story Mode

Play the story mode with any of the characters available in the game.
Face 10 fights - including a few surprises along the way!

Regular Ending

Beat the game to watch the character's regular ending

Awesome Ending

Find the secret triggers to unlock each character's secret awesome ending!

Online Carnage

Play online against other contestants from around the world!

Solo Show

Practice against the AI to improve your skills and learn faster, more spectacular and better ways to dismember your rivals!

Local Versus

Unleash carnage on your favorite friends! Play on any stage with any character and have the laugh of a lifetime!

GUTS Warm-Up

Practice area design to allow you to improve your skills, strategies, moves and combos.

Free Training
Fight against a dummy opponent that will do what you tell them to
Basic Tutorial
Play the basic Tutorial and learn how GUTS works

Advanced Tutorial

Learn all the more advanced GUTS techniques

GUTS Spin-Offs

Unlock different and funny game modes to enjoy with your friends.

1-Hit Dismember

Every Hit Dismembers! No need for GUTS Moves and hazards. Just throw any punch and any kick and limbs will fly by.

Full Chaos

GUTS Bar fills very quickly! U-Points are awarded automatically and non-stop!
IT'S FREAKIN CHAOS!

VIP Stuff

Unlock dozens of cool stuff

How To Play

Learn the basics of how GUTS works in a simple quick read.

Options

Change language, fine tune the graphic settings, choose from a bunch of audio options and personalize your GUTS experience.

Exit

Exit the game.

ACHIEVEMENTS

LITTLE HELP FROM MY FRIENDS
Use a Hazard to dismember a rival
STUMP-POWER

Win a match with no limbs left
DIDN'T LIKE IT ANYWAY
Fall into a hazard by yourself
THE BEAST
Block 3 GUTS Moves in one Match
AAAAAAND.....GUTS!
Apply your first successful GUTS move
ANYWAY, EVERYWAY
Connect all 12 GUTS Moves available for one Character at least once
GUTS ENCYCLOPEDIA
Launch all 12 GUTS Moves available for all Season 50 Characters (Total: 108)
CAN'T TOUCH ME
Dodge a GUTS move using the Dodge U-Move 3 times
ULTIMATE UNDERDOG
Fill your GUTS Bar using the Fill U-Move 10 times
RESOURCEFUL
Use object in the scenario 10 times with the Throw Object U-Move
A LONG ROAD TO STARDOM
Reach Popularity Level 19
PEOPLE THAT DON'T KNOW U LOVE U
Reach Popularity Level 10
TRENDING CELEBRITY
Reach Popularity Level 5
GUTS OVERLORD & SHOWRUNNER
Reach Popularity Level 1
BRUTAL AWESOMENESS
Combo regular moves into a GUTS Move that sends your rival into a hazard
ARE YOU DONE YET?
Get a 10-Hit Combo
NO COUNTRY FOR CASUAL MEN
Beat the game in Hardcore Mode
MEGA MEN
Beat all characters on JB Judge Endurance Match in your first try on that story run
BLACK KNIGHT LEGACY
Make a comeback while having no limbs and your rival still with all limbs

BLOODY RESORT
Get all hazards covered in blood at The Last Resort in GUTS mode
FAMILY FRIENDLY
Get your rival to be severed by the roller coaster and the boat in the same match at The GUTS Park
DEADLY MOONWALK
Have your rival losing a limb to Lawrence Blaze's Hat at VIP Gig stage
CRIMSON CHAOS
In a single match, get a player to lose limbs being run over, in a electric ball and in the Crimson display
TRADITIONAL
Play 5 matches on Classic Mode
EXPERIENCED DISMEMBERED
Play in all 16 stances of one character (any character)
MASTER OF NONE
Spend 5 minutes practicing on Training Mode
SNOOPER
Check out 10 items you Unlocked on the Extras menu
CONAISSEUR
Check out 75 items you Unlocked on the Extras menu
GUTS MANIAC
Check out 200 items you Unlocked on the Extras menu
SOCIAL FUN GETS REAL
Complete a Casual and a Ranked Online Match
GUTS MATERIAL
Win 15 Online Matches (Casual or Ranked)
I'M IN A RUSH
Start a combo with a non-full GUTS Bar, use GUTS Fill and deliver a GUTS Move without losing the combo counter
NOW YOU SEE ME...
Dodge a GUTS Move and connect your GUTS move right away
FLAWLESS VICTORY MATCH
Win a match with all limbs.
FAKE PLASTIC TREES
Complete Jack Slumber's story and view the Regular Ending
MUSCLE MUSCLE MARTYR
Finish Father Maromba's story and view the Regular Ending

DON'T NEED NO MERCY
Finish Svet Kanyvel's story and view the Regular Ending
ONE IN A MILLION
Finish Miranda Hut's story and view the Regular Ending
YOU'RE FAMO..WHOOPS, NOT ANYMORE!
Finish Risa Akabane's story and view the Regular Ending
FOOL ME ONCE
Finish Sergeant Sam's story and view the Regular Ending
DELIVERY MAN
Finish Shao Dong's story and view the Regular Ending
TRUMAN STYLE
Finish Anita Vanilla's story and view the Regular Ending
ITS'N NOT OVER YET
Finish D.B. Judge's story and view the Regular Ending
IT'S A WICKED WORLD
Complete all 9 GUTS Character Stories' regular endings
DRINKING, CHILLING, CHOPPING
Finish Jack Slumber's story and view the True Ending
GOD ON EARTH
Finish Father Maromba's story and view the True Ending
DEATH DEFYING
Finish Svet Kanyvel's story and view the True Ending
ONE OF A KIND
Finish Miranda Hut's story and view the True Ending
BUT MURDER IS CUTE!
Finish Risa Akabane's story and view the True Ending
WAR NEVER CHANGES
Finish Sergeant Sam's story and view the True Ending
MY LITTLE B**CH
Finish Shao Dong's story and view the True Ending
METAMATRIX
Finish Anita's story and view the True Ending
BEYOND ALL STARS
Complete JB Judge Campaign and watch the true ending
SEASON 50 RULER

Complete all 9 GUTS Character Stories' true endings
1-HIT WONDER
Finish a 1-Hit Dismember match
GLORIOUS MESS
Finish a Full Chaos match
HELLO WORLD
Finish GUTS beginner tutorial
CONTENDER
Finish GUTS advanced tutorial
MAMA, I'M SPECIAL
Master the Special and GUTS Moves Challenge on GUTS Fighting Trials
LOOK MA, NO LIMBS!
Master the Limbless Fighting Challenge on GUTS Fighting Trials
UNDERDOG FTW
Master the U-Moves Challenge on GUTS Fighting Trials
MY BEST FRIENDS
Master the Hazards Challenge on GUTS Fighting Trials
KILLER GUTS
Master the Combo Challenge on GUTS Fighting Trials (Training Mode)
THIS BELONGS TO ME
Heal a limb
LIKE YOUR TASTE?
Successfully throw a Limb and connect it on an adversary

SEASON 50 CHARACTERS

Jack Slumber



Character Info

Name: Jack Slumber
Age: 28
Height: 1.80
Weight: 96 kg
Skin Color: White
Occupation: Unemployed Lumberjack
Fighting Style: High Impact
Movement Speed: Normal
Attack Speed: Slow
Nationality: USA (Texas)

Characteristics: Dumb, stupid, one-track-minded, simple man with simple ideas and simple goals. Brute force, slangs and a chill specific accent typical of his profession.

Resumée: A lumberjack that is also a Tree-Saving activist who wants to save the trees so he and his friends can chop them down themselves

Catch Phrase #01: Time to Chop some Shit!
Catch Phrase #02: Save the trees! Help a fella Lumberjack bring home the bacon

Music Style: Honky Tonk

What will you do if you win GUTS: "Get a nuke, blow up the fuckin' wood-cutting machine company, plant trees on their land, and go back to chopping down trees with my folks and having our cold nice beer at the end of the day"

Background Story

Jack is a legendary Lumberjack. Rumour has it that he once chop down 6 trees with one sole Axe Swing, finishing up a week's work in 10 seconds. He is very good in telling stories - it doesn't matter if they are true or not. He is the most charismatic Lumberjack the world's ever seen and therefore even though still young, he is praised by his whole village.

He was born in Justiceburg, a very small Lumberjack village in the middle of Texas. In his town, every person has three characteristics: they are a Lumberjack or Lumberjane; they are strong; and they are very, very dumb.

For the past 10 generations, all that folks from Justiceburg have done is: grow up, be tough, drink beer, drink whiskey, say stupid shit, eat bacon, chop trees down and bring home an honest paycheck for an honest day's work.

But that has changed. A gigantic company, part of the Dong Enterprise, specialized in making wooden dildos, created new technologies that rendered lumberjacks useless to the wood market. They used their lawyers and businessmen to get access to the few remaining woodlands to cut them down and use them to create their wooden dildos. Their machines do the lumberjack's job with fewer errors and a lot more quickly. Soon there were no more trees for Jack and his buddies to cut down!

This means Jack and his crew don't have money no more - so they haven't been able to afford their beer - and that is bad. Very bad. They are thirsty. They are getting violent. And, above all, they are becoming sissies in the eyes of their rival neighbour town, Fluvanna - a town of Brickmasons.

Well, Jack can't let those fuckers from Fluvanna make fun of them. Someone's gotta do something. That's when a friend of Jack's that did some work in Minneapolis discovered that

some hippie fuckers caused a lot of problems by saying “Save the trees” a few decades back. He even brought back a t-shirt from that time.

Well, if Jack saves the trees from the wood cutting companies, there will be more trees out there, Justiceburg folks can go back to chopping down some shit, get an honest day’s pay, grab some beer and have their dignity back! To do that, he needs to wipe out all the wood cutting companies from the map. “Let’s Nuke’em facilities all down and plant new trees on their land!”, thought Jack.

Thing is nukes aren’t cheap. And what is the best way to get a few billion dollars to have your own nuke? Well, that is winning a G.U.T.S. Season! Go there, chop limbs off of some fuckers, get the money, buy nukes, nuke the companies and their machines, plant trees, chop down trees, get paycheck, buy beer, get into a fistfight with fuckers from Fluvanna, go home happy - just like before that corporate shits came along! .

Sounds like a plan? Hell, yeah! Well… to Jack and his folks at least. Isn’t that the american dream?

The Selection

Jack Slumber was selected by 2 reasons: his popularity among his peers (and his leadership position at the lumberjack union and Greenpeace) and his sheer stupidity, which makes people easily relate to him. Jack isn’t a man of talks, he is a man of action, and that seems authentic enough to bring him an army of fans and to be selected in between the mountains of people who wanted to be in this season’s GUTS show.

Jack sent to GUTS a homemade video of he and his peers protesting against the giant companies that destroyed the environment. Accidently or not, Jack was a real life caricature of the lumberjack stereotype, and the poor quality of the video and the recordings granted the video a touch of genuinity. Also, at the end of the video, there was an appealing amateur music video showing forests being destroyed with a sad song in the background (https://youtu.be/TTA2buWlNyM?list=RDQMvVj5et1uwk0&t=16)

The video also featured Jack’s peers swearing that he cut down 6 trees with a single swing, creating a ruckus in the internet, splitting people between those who believed it and those who didn’t (which only increases Jack’s audience, actually; the more people talked about him, the greater the chance of he being invited to GUTS would be). Easy material for D.B. to bring more audience to the show.

Father Maromba



Character Info

Name: Arnold Maromba / Father Maromba
[homages: Arnold Schwazenegger / All priests in the world]
Age: 33
Height: 2.01
Weight: 119 kg
Skin Color: Black
Occupation: Religious Leader / Incarnation of God
Fighting Style: Strong, Heavy, Slow
Movement Speed: Slow
Attack Speed: Medium
Nationality: USA (New York)

Characteristics: Strong, muscular, huge body, low-pitch regular voice, high-pitch stressed voice, very determined, spectacularly loud, obsessed with muscles and health, high charisma, very narcissistic (specially with his body), funny, makes jokes

Resumée: Father Maromba is a very strong, energetic bodybuilder who is the lead Priest and highest authority on the Muscle Muscle Church, a religion that glorifies muscles and the gym, and hates fat people.

Catch Phrase #01: Look at this Muscle, Mothefucka!
Catch Phrase #02: Fuck you Fat Fuck!

Music Style: 80s Dance Music | THIS!

What will you wish if you win GUTS: "We shall start the **FAGS**: **F**atties **A**re to **G**o **S**cheme. We will purge humanity of all fatty fucks that disgust us everyday with their opulent, weak, muscleless, gross bodies and lack of faith in God Crews"

Background Story

Ever since the early 2040's, a new church had started to grow all over the world: the Muscle Muscle Church. They are praisers of the muscle, the low-fat body, working out, looking at themselves in the Gym mirror, having a healthy lifestyle full of proteins and low-carb diets. In Muscle Muscle Church's Bible, the savior would be "The infant that shall be born displaying the Holy Trapezius; a kid so strong he would pop out of his mother's vagina by doing a push-up".

Arnold Maromba's mother, Patty Maromba, was a follower of that religion. She liked to stay fit because of her job: she was a very kinky prostitute. She used to do all kinds of nasty sex with all sorts of deranged people for money. One day she got pregnant of Arnold - but she didn't realize that until the 25th week of pregnancy. In the meantime, she got laid 935 times. All that pounding had a consequence: he spent his days in the uterus fighting all the junk that pounded him, becoming a really strong and muscular fetus and being squeezed in the belly, developing a huge hunchback.

Besides being a absurdly strong newborn, his hunchback looked a lot like a huge muscular trapezius. When Patty took baby Arnold to be baptized, the priest realized: "It's the Holy Trapezius!". He was a godsend.

Their lives changed drastically: by becoming a demigod to the followers of the church, Arnold grew up with his mom with all kinds of perks and comfort. The price: his body fat could never surpass 2% or he would be discovered to be a fraud.

To achieve this, Arnold started working out in the age of 2, and never stopped. He was always very pissed off when he saw other kids eating chocolate, ice creams, cheeseburgers and all kinds of tasty fat stuff. He developed a very acute hate towards fat people.

By the age of 17, Arnold was nominated Great Arch Muscle of the Muscle - the highest rank in Muscle Muscle Church. He then became Father Maromba and led the church to a great growth by using both his charisma and his hatred for fatties.

To make his legacy unforgettable, he decided he should get the world rid of fat people. And the best way to do it is by winning guts, gaining power and influence to start his crusade and wipe out everyone in the world with more than 20% body fat.

The Selection

Maromba was an easy choice for D.B. Judge, since he was already very famous: his cult was spreading around the world, rivaling with all the big religions out there. He is naturally charismatic and everybody already know him: he is both loved and hated and would surely bring lots of audience to GUTS. That's why D.B. himself sent Maromba an invitation to the GUTS selection process. Maromba saw there an opportunity of not only getting more fame and fortune, but to do something he always wanted: purge all the fat people in the world.

Maromba then sent a video with a inquisition-like speech about how the fat made the world impure and it was his job to clean it. The second half of the video featured a motivational music video about bodybuilding with a background church chorus, ending with the catchphrase "No Pain, No GUTS", which was just what D.B. was looking for.

Svet Stepanova



Character Info

Name: Svet Kanyvel (Svetlana Stepanova) (Svetlana = Shining Woman)
Age: 29
Height: 1.77
Weight: 80 kg
Skin Color: White

Occupation: Professional Stunt Biker
Fighting Style: Fast & Quick
Movement Speed: High
Attack Speed: High
Nationality: Russia

Characteristics: Badass, a little bit Psycho, a little bit crazy, energetic, athletic, foul-mouthed, famous Celebrity, smart, quick-witted, bold, brave, fast, hardcore, awesome Bass Player

Resumée: Svet is a badass celebrity daredevil biker that achieved big fame by doing amazing and dangerous stunts. Her videos are insanely popular and she uses that to promote her gang's rock band and spread the word on Badass Biker Rock n Roll - and some crazy wicked ideas that cross her mind from time to time.

Catch Phrase #01: You know what might look better on your nose? My Boot!
Catch Phrase #02: Time to fight like a girl!
Catch Phrase #03: Naptime, Suckers!

Music Style: Metal, Heavy Metal

What will you do if you win GUTS: "Create the best bike show ever to propagate the badass biker culture: hosted by robot Lemmy (Motorhead), with my metal band MoleRats playing live and featuring the craziest, most dangerous and deadly bike tracks"

Background Story

Svet Kanyvel is the artistic name for Svetlana Stepanova, a russian woman that learned to be tough right from early times: she was abandoned by her mother at age of 6 in Moskow.

She was sent to a government foster care home, where she quickly got bored. She created a way to sneak out of the foster home during the day and come back by night, having fun on the outdoors by creating traps for cars that passed by on the street - such as throwing water balloons at them - and creating funny videos with the accidents.

One of Svet's "victims" was Tatyana Vuvaleva, leader of a biker gang called **The MoleRats** (Reference: The PoleCats + Russian mole Rats). Svet put some spikes on the road and BAM! - they gave Tatyana's bike a flat tire. Tatyana was pissed off, and found Svet hiding behind a wall containing her laughter. She immediately saw that the kid was bright and promising, but needed guidance and some manners. She invited her to join the gang - which Svet immediately agreed to.

The MoleRats are a vintage underground gang that praises Old-School motorbiking, with strong and loud engines, speed on the roads, lots of physical contact, friendly fistfights, rock and roll with moshpits and, of course, no flying shit.

So Svet grew up in a tough love environment: people would easily die for another member of the gang, but wouldn't show that at all. "Feelings are for morons".

Smart and witty, she learned everything very fast, and by age 12 she already rode her own bike and was the official Bass Player for the MoleRats Metal Band. All other members of the gang admired her and saw her as a potential leader at some point in the future.

She learned to love all things in the motorcycle culture and all things badass: strong drinks; Heavy Metal; dangerous stunts; good fist-fights; high-speed bike-riding; cursing others, making fun of things non-badass.

At age 12, she learned how to play the bass and became The MoleRats official bass player. Her music idol is Sene Gimmons, bass player and band leader in an old forgotten hard rock group called Piss.

At age of 15, her best friend taught her how to ride bikes in dangerous ways and doing cool stunts. Soon she started creating and facing challenges with her biker friends just for fun. Very determined, she always got what she wants and rarely changes her mind about anything.

As time went by, the gang started broadcasting Svet's stunts and the MoleRats gigs, and her popularity skyrocketed. Her very strong personality and dangerous dares guaranteed a loyal fanbase, which made her a respectable celebrity in the world. People enjoy seeing her music, her dares and stunts as well as her cursing things she doesn't like.

She got so popular she was selected to join the GUTS cast, and she will enter the fight to become an even bigger celebrity and create her own bike stunt deadly show!

The Selection

Svet was selected for two main reasons: she represented the punk spirit of those who wouldn't conform with society (which could make a lot of GUTS haters watch the show) and she was incredibly foul mouthed and quarrelsome: something this season's show would certainly need. She could pick fights with anyone, anytime, for the most idiotic reasons; also, she was the "hardcore" spirit reincarnated, being awesome even outside her fights; her skills as a musician and a stunt biker could also come in hand with the right timing.

Svet sent a video of her doing some hardcore moves with her bike and performing a few aggressive songs. Afterwards she started badmouthing everyone, including GUTS itself, D.B. Judge, all the champions, all the other contestants, the society, the world, and at the end of the video she swore she would kick everybody's asses. She sounded incredibly confident and said she *knew* she was going to be selected and she couldn't wait to come and wreck everything.

Miranda Hut



Character Info

Name: Miranda Grimaldi Hut (Miranda Priestly + Jabba the Hutt)
Age: 34
Height: 1.81
Weight: 132 kg
Skin Color: White
Occupation: Professional Eating Sports Athlete
Country: Monaco, France
Fighting Style: Slow & Heavy
Movement Speed: Slow
Attack Speed: Slow

Characteristics: Elegant, Ironic, Intelligent, Morbidly Obese, Big, Lady-like, Glamorous, Skilled for eating, Fashion, Pretty, Popular

Resumée: Raised by very healthy and wealthy parents, Miranda always lived the life of a princess, and only ate expensive organic food until she was 14. By that age, a friend had her trying her first cheeseburger… and she freaked out! Overnight, she rebelled against her healthy-wealthy society: how could they deprive her of such delicious incredible taste? She started eating junk food just to piss her mom off, but she discovered a real talent for eating lots of food in very little time. She became an Eating Sports athlete and at age 17 she became the youngest Quadruple Cheese Bacon Marathon World Champion. As she never let go of her classy, elegant style, she started gathering fans around the world for being an unexpected mix of viking eating dexterity, ultra-fat body shape and princess classy visuals and politeness. Her sharp sense of fashion from her wealthy days together with her hardcore junk-food-eating skills led her to an absurd increase in fame - just in the same measure as her body's weight and fat.

Catch Phrase #01: "How do you like cute big ladies?"
Catch Phrase #02: "Poor dear, you lack soooo much class"
Catch Phrase #03: "In the name of Bacon!"

Music Style: Classical stuff like Bach and Beethoven

What will you do if you win GUTS: "I will create the Fast Food Universal Knowledge Center (F.F.U.K.C.) to research and develop the best flavours humanity has ever tasted and get everyone to abandon the unpleasant life of tasteless healthy food, thus shutting down the gross, lying and uninspired Muscle Muscle Church led by that distasteful, unpleasant religious bully."

Background Story

Miranda was born in Monaco, the sovereign city-state located in France. She is a princess from the royal family Grimaldi, which have ruled Monaco since the 13th Century, and automatically a heir to the crown.

Monaco has gotten even richer with all the world changes: located in a privileged area and climate, the principate thrived on the solar-powered economy. Even more billionaires moved there, making it a social mecca for people aspiring the glamourous side of fame.

As a legitimate princess, Miranda was raised right from baby times to be perfect: lots of servants teaching her about culture and knowledge, exercises to be healthy and, above all, really good manners and great looks. This means her family is one of the world's most prominent defenders of the Organic Natural way of life, eating only natural healthy food - a privilege restricted to the richest in this world.

It was all going well until age 14, when something unexpected happened: on an official royal family trip to the USA, she sneaked out of her hotel with a mysterious friend and tried her first ever juicy, fat, greasy, splendid, delicious cheese bacon. She immediately freaked out.

“How on Earth have I not tried this marvelous delicacy before?” she asked her mom. To which she replied: “You are an elegant princess, dear. If you eat that, you’ll become clumsy, ugly and fat. It would bring our ratings and influence down. We don’t want that to happen, do we?”. And she was forbidden of eating anything other that Natural Organic meals.

That was enough for a repressed young teenager to rebel: Miranda started eating only Yummy Fatty food just to piss her mom off. She obviously began to grow fatter and fatter and, a few months in, she was a very, very big girl. Her mom stated an ultimatum: get thin or get lost. Miranda had no doubts: she split and moved to the US in search of the perfect burger.

When savoring a delicious Avocado-Bacon Kobe Burger in San Francisco, she caught a man’s eye. A scout named Gustaf Nobel whose job was to find and recruit the best eaters in the world for the Extreme Eating World Champíonship, a popular sports show for eating competitions.

On her first tournament, Miranda proved she was a natural: with absolute finesse and a formidable hunger only matched by her eating technique, she became the world’s youngest Quadruple Cheese Bacon Marathon World Champion, sending her to new social heights - surpassing her parents position in fame and popularity.

Coached by Gus, she engaged in an extremely successful career of eating stuff by becoming the world's most popular Eating Sports Athlete and a true spokesperson for the Yummy Fatty eating trend. She gained huge popularity and became an eating reference with her social posts praising junk food and the pleasures of eating tasty stuff.

That is when her rivalry with Father Maromba started. While he preaches health and muscles through Efficiently Synthetic food, she spreads the word on the pleasures of fat food and the peace of mind of accepting yourself as you are. Maromba’s Muscle Muscle Church started losing believers to this new trend, and he couldn’t accept such fame and popularity by someone telling people to destroy their bodies with fat food.

He would do whatever it takes to bring her down and stop losing believers. She would do everything to have him shut up and kill bullying with fat people. And Gustaf Nobel managed to have them both on GUTS cast. Well… this should be interesting!

The Selection

Miranda, as a classy celebrity of the eating competition world, was invited by D.B., who didn’t tell her Father Maromba was invited as well: he was already planning to get both of them in the show, to stir things up: in Miranda’s vision, Maromba was a religious maniac fatphobic scumbag and they hated each other for as long as they knew of each other existences. Miranda accepted the invitation, since it was a great opportunity to spread a little beauty of class and culture among GUTS (which, in her opinion, was lacking that). It would also increase her status, allowing her to change the world into a beautiful and free place, where everyone could be honest about their own desires, eating all delicious greasy food without any healthy-religious people getting on their nerves.

To the selection process, Miranda sent a very well made propaganda video about herself: she spent a lot of time and resources, hiring the best fame-coaches in the marketing, crafting her a video that would automatically put her in the show (she would probably be chosen anyway, since D.B. invited her to the selection process himself, but she wanted to show that she could easily keep up with the GUTS standards, by providing them the best material she could). In her video, she made a speech about freedom, class, beauty and fatness, moving the audience to tears while showing the image of a strong and powerful woman, fighting for her ideals. It was convincing enough for D.B.: she was quickly selected to be one of the 24.

Risa Akabane



Character Info

Name: Risa Akabane
[homages: Elizabeth Bathory and Kuroudo Akabane]

Age: 22
Height: 1.55 (1.70 with prosthetic weapons for legs)
Weight: 49 kg
Skin Color: Tanned
Occupation: *Avant-garde* painter
Fighting Style: Agile, Moves a Lot, High Maneuverability, High Jumps
Movement Speed: Very High
Attack Speed: Medium
Nationality: Japan

Characteristics: jolly, childish, cute, cheerful, secretly cunning, uses people, zero empathy, deceitful, likes gore, tortures animals, likes knives, utterly evil, psychopath, wears a painter hat, carries a palette (all tonalities of red) and lots of different brushes, aesthetics, artist, violence is an art, blood is beautiful, vanguardist, morals and laws are a pain, records cute videos, problems with the law, talks about herself in the 3rd person

Resumée: Risa is a sadistic cute little girl with plenty of mental issues. She is a diagnosed psychopath with no regard for other human beings. She likes torturing things and using their blood to paint pretty portraits. Risa takes a lot of psychiatric drugs and has been in a sanatorium for half her life. She crafts her own ink with people's and animal's blood and records the process, which involves a lot of unnecessary violence. Her youtube channel is called "Fifty Shades of Red". She has problems with the law, but that hasn't stopped her. She presents herself as a cheerful little girl that does horrible things on camera, which awarded her an army of followers, making it difficult for the authorities to keep their charges against her. A lot of fans want to be tortured by her.

Catch Phrase #01: "But murder is cute!"
Catch Phrase #02: "Art requires sacrifices. Literally"

Music Style: Weird J Pop

What will you wish if you win GUTS: "Hum, Risa doesn't know… Risa thinks she wants the world to accept her, so she would like to change all those evil laws that prevents her from creating her art! Then Risa will be able to kill anything and everyone with no danger of going to jail. And use their beautiful blood to paint a cute portrait that will make everyone happy!"

Background Story

"Hello, dear fans! Today Risa will paint with a very special ink: the blood of her cute little friend, Babo-chan! Babo-chan is sick and wants to die! Poor Babo-chan! Please root for Risa while she give him what he wants!"

Risa Akabane was found in Tokyo, Japan, wandering in the streets alone with the age of 3. In that part of the world, the sun radiation is incredibly high and most people would die from

the lightest exposure. Risa, however, managed to stay alive for who knows how much time and was rescued by the authorities. They sent her to a hospital and, afterwards, to an orphanage, since her parents couldn't be identified. Because of her exposure to the sun radiation, her skin acquired a very unusual tanned tonality. She was adopted and sent to her new home with the age of 6.

It doesn't took long for her new parents to realise little Risa was a psychopath. Instead of watching gore on the television and living peacefully after that like everybody else, Risa tried to recreate the things she saw on TV and on the internet, being fascinated with blood, entrails, guts and all types of violence. With the age of 6, she started to secretly capture and torture little animals, soaking herself with their blood. Her parents were horrified and sent her to a psychiatrist, who diagnosed her with psychopathy. The doctor suggested her parents to engage her with other activities to occupy her mind and distract her evil nature. That's when she started painting.

In the beginning, painting worked. She stopped showing signs of evilness and stopped showing the fascination she had with blood, replacing it with the color red (she asked her parent to buy only red inks). Only a year later, her parents realized that she was keeping a secret dungeon below the house, where the hid the dead bodies of the animals she kidnapped, and that her beautiful paintings, always featuring marvelous red tonalities, hanged everywhere around the house, were painted with blood instead of ink. Risa was keeping it all a secret from her parents, using her natural deceitful and seductive nature to disguise her true self. When she was confronted with the truth, she blatantly lied against all evidence and, on that same night, tried to murder her parents while they slept.

Horrified, her parents sent her to a sanatorium, where she spent the next 5 years, supposedly being "adjusted" to fit on the society. In there, they could control her violent urges with drugs, but they couldn't eliminate her love for blood. It's also inside the sanatorium that she developed her love for the GUTS show, because watching it was part of the treatment to decrease her inner violence. And since having "interest for violence on TV" was a parameter to determine if a person was mentally healthy, she was considered cured with the age of 12, and released in that same year.

Rejected by her parents, she was sent back to the orphanage, where she remained until she was 18 years old. At the orphanage, she was encouraged by her psychiatrists to start a youtube channel to occupy herself. The name of the channel she created was "Fifty Shades of Red" and there she posted videos of her paintings and things related to her art, such as torturing things, draining their blood and, of course, torturing and killing them.

At first, her psychiatrists were horrified and tried to shut down her channel, but hesitated when they saw the incredible amount of views and followers she got from a few short videos. Torn between her potential to be famous (and perhaps share that fame with them) and the society's' morals, they took too long to take action, and before they could stop her, she used her cunning to get a few powerful sponsors and manipulated them into ruining the sanatorium financially. Bankrupt, they could no longer stop her, and shielded by powerful sponsors, interested in her success, she officially started her career as a celebrity painter. And since she was already bribing the orphanage directors, they did not try to stop her.

She always walked a fine line between the law and the crime, but with her gifted intelligence, always managed to stay on the legal side. It didn't take long for her to start using human blood on her pieces of art, and since she was famous enough, it was easy for her to find someone crazy enough to literally die for her in between her legion of fans. Risa led the newest artistic revolution of the century: blood painting through consented violence. Her symbols are a pair of brushes, a pallet with only red colors and a hannya mask. In a short time she rose to the top of the art industry and her pieces of work were sold by incredibly high prices. Her videos of gory violence were watched all over the world and a lot of influential people wanted to have their blood drained and used in a painting by her.

Risa is a feverish fan of GUTS and her dream is to join the show - not to become famous, since she already is; but to fight and mutilate people without any consequences. She loves the violence and blood spilling and her dream is to live in a world where she could torture and kill anyone, anytime, with no repercussion.

The Selection

Risa was keen on getting into GUTS: besides loving the show, it was an important step to her and her art. Having the influence and power of a GUTS champion would put her in another step as an artist: she would become a modern goddess, able to do anything she wanted, regardless of anything such as laws and morals. She developed a scheme with her patron, Mr. Yorubari, using its power to send the right messages to the right people, with bargains, bribes and threats: that was enough to put her in evidence and get D.B.'s attention. When D.B. saw her, he immediately approved: she was a bloodlust GUTS lover psychopath, a perfect contestant for the show.

As her 'official in-the-records' selection video, Risa recorded a video of her painting a beautiful picture of D.B., using as ink the blood of 20 beaten guys, who agreed to be wrecked by her in this video, shielded by a mutual agreement contract. The video showed footage of the fights, giving the audience glimpses of the incredible amount of violence that little girl could bring up. D.B. was in love with it: Risa was someone who truly understood GUTS; a real violence lover. In the moment onwards, Risa managed to get a special spot in D.B.'s cold heart.

Sergeant Sam



Character Info

Name: Sergeant Sam (real name: Sgt. Samuel Al-Kassim)
[homages: Kassim (a thousand and one nights), Uncle Sam, Samuel L. Jackson]
Age: 64
Height: 1.84 m
Weight: 92 Kg (108 Kg with full equipment)
Skin Color: Brown
Occupation: Scavenger, Relics Collector, Military Fanatic
Fighting Style: Defensive, Resilient, Slow, Strikes Hard, Fast Projectiles
Movement Speed: Slow
Attack Speed: Regular
Nationality: Egypt/USA

Characteristics: badass, rough, sturdy, bulky, threatening, dangerous, mysterious, strong, antisocial, people stop talking when he enters the room, dieselpunk style, goggles and masks, mechanical parts and gadgets, rusty equipment, torn clothes, people creates legends about him, loves weapons and guns, old school, doesn't like new technology, likes old stuff, passionate about guns, loner, grumpy, doesn't care about fame, fanatic about wars

Resumée: Samuel wants to be a soldier in a world without war. Fanatic with military apparel from the last century and old gadgets, he wants to return to a past that doesn't exist anymore. Fed up with the current society, built on appearances, he left his country and moved on to wastelands with his lunatic military friends to wage war upon each other. Now he spends his days living and fighting in the desert, free from the society he hates. He wears protective equipment to survive under the merciless sun of the post-global warming egyptian desert. He likes to be alone, have no interest in the modern society, doesn't care about new technology nor celebrities and is grumpy. He carries post-apocalyptic gadgets and covers half his face, making him very mysterious. He is rough and violent and emits a threatening aura.

Catch Phrase #01: "Never leave a man behind!"
Catch Phrase #02: "Fire first, ask questions later!"

Music Style: Classic Rock, Rock'n Roll Army Songs

What will you do if you win GUTS?
uncomfortable silence for a few seconds
"...I am talking to you, D.B. Wait for me. I'm coming and I'll have your head. You will pay for what you have done."

So, what has he done to you?
"This fucking GUTS freak show brought peace upon the world. No more wars, no more battles! GUTS is turning us all into sheeps! We have no more reason to be alive! I'm bringing it all back! And it all begins with the downfall of D.B. Judge."

Background Story

Samuel was born in Washington, DC, in 2003. Both his parents were immigrants from Egypt, who moved to USA in the year before he was born. From a young age, he was a fan of the american army; he loved guns, fighting and war; he was a fanatic for military apparel and military history. His favorite movies and books were about the World War II and more up to date military operations, such as the wars in Vietnam, Kuwait, Afghanistan and Iraq. Samuel wanted to be a soldier from the day he was born.

As he grew up and actually became a soldier, he started his own military collection, where he kept a lot of old relics, featuring lots of machine guns, pistols, helmets, jackets, camouflage gear, old grenades and mines, knives, parachutes and even an old war tank from the 80', kept in his backyard. This collection was kept with him for his whole life, even after he was dismissed from his duties. Samuel could never forget the time he spent in the army and didn't want to be a part of what the world had become: empty celebrities and attention whores, competing for audience.

With 18 years old, Samuel joined the army and loved it at first. He was quickly acknowledged as a great soldier and went to lots of dangerous military operations. But as the years went by, the army got less and less about fighting, and more about appearances: the world was becoming a very peaceful place and there were no big wars to fight out there. He felt his life was being wasted in a lot of useless training, mock operations and bureaucratic jobs, but remained in the job as long as he could, as the good soldier he was, since it was his only chance to actually be in another battlefield. In 2054 he was dismissed from his duty, with 51 years old, together with a lot of military personnel. All militars that remained active were those responsible for keeping the facade which he hated.

Coincidently, the year he was dismissed was the same years that GUTS, an already worldwide phenomenon, featured the social theory that "violence on TV reduced violence in real life". That theory infuriated Samuel and he blamed the show for the end of the army as he knew and liked. He spent his first years outside the army trying to fight back what the society had become by organizing protests and marches to instigate a few wars, but it was a lost cause: around the globe, people didn't care at all about fighting: they were all turned into mindless zombies who could only care about buying new products and watching new shows, creating and consuming like a ferocious machine, while everything around them turned obsolete in the blink of an eye.

Fed up with everything, Samuel refused to adapt and decided to gather a few friends and start a war of his own, in a place no one would complain about, to bring back his golden years of combat and slaughter. And the ideal place to do that was very close to the birthplace of his parents: the ghost city of Cairo.

When the global warming arrived, Cairo was abandoned and the population migrated to other places, while the city was destroyed and replaced by gigantic solar panels; most countries surrounding the Sahara region were occupied by titanic solar power plants and were used to provide energy to the whole middle eastern region. It became a ghost city under the merciless gaze of the sun, an ideal place to became a gruesome battlefield and no one would complain about it, since no one lived there anymore.

Samuel and his friends invested all their time money into reviving his old school gadgets and other obsolete technology to adapt them to the reality outside the underground: the solar radiation, the melting winds and the endless desert that swallowed Cairo and dried most part of the Nile. Samuel gave up everything he had to leave this new world he hated, creating his own subculture of military adoration and a place where people could live free from the burdens of the modern society. Inside there, they organized their own wars with their own rules and fought to the death with the military apparel they scavenged from the city. Cairo became a post-apocalyptical scenario, just like Samuel wanted.

For the last 13 years, Samuel wandered the lifeless lands of Egypt, fighting his own wars with a few lunatics he brought together and searching and collecting old relics of the civilization he once knew. Out there, life was very hard, but they were free from the horrors of the modern day society: water was a luxury, growing food was almost impossible and there was no law and order; people fought over resources and had to prey on each other to survive. Precisely what Samuel wanted. Of course, they could just return to the other places where they could all live decent lives, but they wouldn't give up their new freedom. An entire outcast society was blossoming in Cairo and Samuel was in the heart of it.

Along the years, he became quite resilient to the hazards outside and learned everything he needed to survive: from foraging and scavenging to stealth, guns mastery, fist fighting, first aids, engineering, mechanics and the use of ancient devices (such as compasses and old GPS'). Just like everybody else out there, he refused to surrender himself over to the new technologies and started to create his own gadgets, adapting them when necessary. That life was much more exciting them the dull reality and Samuel hoped that, someday, society would return to its glorious era. He was preparing himself for that day, restoring ancient military facilities and recreating the buildings around the city.

He didn't sign up for GUTS: in his opinion, GUTS is to blame for what society has become. GUTS, however, discovered him and his post-apocalyptic utopian civilization on Cairo and realized that a genuine and interesting figure like him would render GUTS plenty of audience, so they approached him with a proposal: if he fought and won, they would give him anything he wanted. Faced with that proposal, Samuel focused all his hate on the core of GUTS and asked for the sole thing they wouldn't give him: the life of D.B. Judge. Since Samuel's philosophy was dangerous to the GUTS way of life, however, D.B. Judge himself took up his challenge and promised him that, if Samuel won, he would fight him to the death; it was a great opportunity to kill this dangerous figure and make a show of it. Samuel, who was eager to fight a real war, accepted the proposal and so they had a deal.

The Selection

Sergeant Samuel didn't sign up for GUTS. Unlike Miranda and Maromba, who were both off-the-records guests (but had to go through the selection process), Samuel was selected to join the roster in the GUTS sideshow, "Who wants to be a celebrity?", on which D.B. and other influential people would "randomly" choose a non-celebrity to join GUTS. They thought Samuel was eccentric and charismatic enough to stir things up in the show.

Since Samuel was an outsider of this celebrity's' world, he wasn't famous: almost nobody knew him. So D.B. made a deal with him and got him into the show as the current "underdog", the "common folk with a one in a lifetime chance of getting famous". Samuel didn't like that, but D.B. was very persuasive, promising him exactly what he wanted, so he agreed to join this mockery, always keeping his badass posture and grumpy attitude. When he was chosen, D.B.'s team developed and showed a video featuring Samuel as a lunatic military veteran, which instantly made people support him, giving him a lot of fans in the blink of an eye.

Shao Dong



Character Info

Name: Shao Dong (previous name: Shao Lee)
[homages: Mr. Chow (The Hangover), Dong (Penis), Bruce Lee]
Age: 40
Height: 1.71 m
Weight: 67 Kg
Skin Color: White
Occupation: Businessman/Pimp (previous Porn Star)
Fighting Style: Light, Powerful Attacks, Requires Skill

Movement Speed: Regular
Attack Speed: High
Nationality: China

Characteristics: Smart, Relaxed, Arrogant, Powerful, Sexy, Friendly, Party Animal, Filthy Rich, Loan Shark, Has business with the mafia, Walks around with bodyguards, Pimp, Single-Minded, Businessman, Lecherous, Sex Addict, Is charming to every lady, Drinks the finest liquor, Owns everything, Nightlife, Casinos and gambling, Fancy clothes, Gold necklace with the letters 'DONG', sports cars, has his own harem, chinese housewives secretly love him

Resumée: Shao Dong is a businessman that rose to power in the porn industry. He is very proud of his large penis, loves to party all night and is a fan of nightclubs and fancy places. Shao lost his job as a kung fu stuntman due to CGI technology and, frustrated, migrated to the porn industry. There he became a worldwide famous porn star, due to his enormous penis, rising to be the head of that industry when he became rich enough. Now he owns the porn industry, is filthy rich and incredibly powerful.

Catch Phrase #01: "Can't hear ya, your mom is screaming too loud"
Catch Phrase #02: "Can I interest you in a piece of Dong?"

Music Style: Chinese Pop Boy Bands

What will you wish if you win GUTS: "I already am rich and powerful. I can fuck any girl I want anytime I want. I could fuck even you right now, if I felt like it. But the one person I truly want to fuck is D.B. Judge. He is a spoiled little brat that doesn't deserve his spotlight. When I win GUTS, I'm gonna make him my bitch and take over the show, transforming it into the biggest porn show in the history of mankind."

Background Story

Shao Lee was born in Shanghai, China, and, from a young age, loved old Kung Fu movies and the movies industry, specially his idol, Jackie Chan, and wanted to be an action movie star when he grew up. He was a very innocent and sweet child, full of dreams and hopes for the future. Willing to be famous, he was enrolled in an international celebrities school in UK at the age of 11: a lot of famous movie stars started there and young Shao wanted to be just like them. He was especially eager to know the worldwide phenomenon, the host of the TV show "Good Morning D.B.!": he watched this show religiously every morning and loved the host, D.B. Judge, who was the same age as him.

Things, however, didn't go as he expected: the celebrities' school was very harsh on him, specially D.B. Judge and the other mean kids that followed him around. Shao was very naive and a dedicated student and his colleagues didn't let that go unnoticed, choosing him to be the target of all the pranks and jokes, led by D.B. himself, the greatest bully of them all. Shao found out that the image he had from D.B. couldn't be more wrong: D.B. was a spoiled brat with an asshole attitude towards everyone, especially him. As a classic nerd, Shao was bullied a lot, crying to sleep every night. People made fun of his dreams of being a Kung Fu

star until he couldn't take it anymore and returned to Hong Kong. Shao, however, didn't gave up his dreams and joined the movies industry as a stuntman, at the age of 15.

Life as a stuntman wasn't easy. Shao gave his best, working night and day to train his body and perfect his fighting skills, skipping meals to watch Jackie Chan and other Kung Fu stars daily on the internet, turning himself into a very capable fighter. For the next 3 years, he starred in a few movies but never reached stardom: due to the advance of CGI technology, it was cheaper to use special effects instead of hiring and actual stuntman: this job was becoming obsolete and every day it was harder to be hired as a stuntman.

As a 20 year-old, Shao was desperate for a job, drowning himself into his own sorrows. Kung Fu was the only thing he was good at, but it couldn't get him a job. He felt even worse after he watched D.B. Judge reach his stardom, becoming the champion of GUTS being the same age as him and turning into the showrunner of the greatest show in the history of mankind. Feeling depressed, he thought things couldn't get worse.

That's when he received a proposal of joining a reality show called "Who wants to be a Loser?", which made fun of miserable people who failed on everything they tried, forcing them to do humiliating things in exchange of a few seconds in the spotlight. Shao didn't want to humiliate himself anymore, but since he was unemployed for the last 2 years, his self-esteem was really low and he couldn't let this opportunity pass by. Although he didn't need it to survive, since the government covered all the basic needs of everyone, the possibility of giving up his dream to be famous was unbearable.

Shao joined the show and it was just as humiliating as it could be. He was pranked all the time and people made fun of him while he had to complete stupid tasks with other losers, just like him. During the show, while trying to complete a task, one of the presenters approached him from behind and pulled his pants all the way down to his knees, revealing his private parts to the camera. Shao was devastated and left the show after that. People from all over the world, however, had already caught his penis on camera. And it was enormous. It quickly went viral on the internet, where it would stay preserved forever.

In a single day, it reached millions of people around the world. But instead of making fun of him, people were astonished by his gigantic penis. On the very next day, Shao received a proposal of starring in a porn movie, and shyly accepted it.

It didn't take long for Shao to change completely. His true talent had lied in the porn industry all this time: he just didn't realize it until that day. His first movie, called "Dongs of Fury" was a huge success. He was considered to have the biggest penis of all China and became an overnight sensation: all the ladies in the country loved him and he became a full bloomed celebrity, just not on the way he expected it. Shao's shyness and timidity vanished, giving birth to a womanizer porn star: confident, arrogant and very sexy. He became the secret crush of all the chinese housewives and his movies were distributed to all countries around the internet.

Shao then changed his name to "Shao Dong". He had a great head for business: with money and power on his side, he started his own empire inside the porn industry. His movies were the kickstart of a very successful career, but his business quickly expanded toward all areas

inside the sex industry: from the production of sex toys to almost every successful porn studio. All shows around the world wanted to have him interviewed and for a few years he was considered to be the most successful business man of the year by Torbes Magazine.

One decade later, Shao owned half the companies of China and was involved in every sex product released around the world. Filthy rich and incredibly influent, his hobbies were now non-stop partying for days and spending time on fancy nightclubs and casinos, wasting fortunes on gambling and making rich friends everywhere. He became a fan of the finest drinks, walked around with an army of bodyguards and wore only shiny, extravagant clothes, with his trademark chain around his neck, featuring the letters “DONG”. All the most beautiful women around the world wanted to have sex with him and he was known for his lecherous attitude: it was said he could cause an orgasm on any lady using only his charming gaze.

Two decades later, Shao is at the peak of his empire: he has everything a man could ever want. He is rich, powerful, loved and admired everywhere; has his own harem, full of famous porn stars who gave up other opportunities for the chance of appearing in one of the many shows he ran; he can have any woman he wants and even some men would love to be ravaged by his enormous junk; he lives the perfect life, but he isn’t satisfied yet. There is one single thing that he didn’t accomplish yet, a trauma of his past that tormented him his whole life: the status of D.B. Judge.

Shao then decided to use his money and influence to get a spot for him inside the GUTS roster, with a single goal in mind: winning the championship and, as his prize, getting D.B. Judge for himself, turning the host into his private little bitch and conquering GUTS for himself, turning it into the greatest porn show in the history of the world.

The Selection

After 20 years of luxury and lust, Dong reached his highest peak: he had everything someone could desire, but he still wasn’t satisfied. His grudge of D.B. had to be satisfied: that is why he decided he would join this season of GUTS, no matter what. With his resources and fame, it wouldn’t be that hard: he was probably the most important celebrity in this year’s season, anyway. D.B. HAD to choose him.

He made a lot of generous donations to the show, putting him in evidence, and using the help of a lot of GUTS consultants (who are used to advise people who want to get into the show), developed a video that would most surely get him into the selected few. He spent a lot of money and resources to create this video, where he displayed himself as the most amazing guy in the world: he was a kung fu fighter, he was a porn actor, he was a billionaire businessman, he was a pimp gangster, he was everything and he was granting GUTS the honor of featuring him in the show. D.B. selected him because of that, since he doesn’t actually remember Dong from their childhood (he always has been an egocentric asshole who couldn’t care less about Dong when their were both children).

Anita Vanilla



Character Info

Name: Anita Vanilla (real name: Qwerta. She is in GUTS disguised)
Age: 10 years
Height: 2.15
Weight: 220 Kg
Skin Color: Brown
Occupation: Evil Robot in Human Disguise
Fighting Style: Heavy but fast, automated movements, short reach, hard to control
Movement Speed: Regular
Attack Speed: Regular
Nationality: Brazil

Characteristics: Robotic, Terrible liar (but lies all the time), Oblivious, Mastermind, Determined, Actually quite naive, Easy to read, Always in character, Terrible disguises, Very bad with human interactions, Thinks she is very smart, Arrogant, Smug, Underestimates everyone, Doesn't realize when people make fun of her

Resumée: Qwerta is an evil mastermind robot who wants to destroy humanity by infiltrating them and pretending to be human. The problem is that she is a terrible actor and creates

awful disguises, so it's obvious she is not human. Since it's funny, however, people pretend to be fooled by her, incentivizing her to proceed with her evil plans. She is quite naive and oblivious to that fact, so she truly believes she is fooling everyone. Her real personality is villainesque and arrogant: she thinks everyone is stupid and that she can fool anyone anytime, never realizing she is the one being fooled all the time.

Catch Phrase #01: "Hello fellow human. Did you know I am human too?"
Catch Phrase #02: "Thank you, filthy-human-I'll-destr… I mean, friend"

Music Style: Retrowave

What will you wish if you win GUTS:
"I will destroy… I mean, protect the human race. They are doing an amazing job taking care of everything and I am very thankful to them. I love them and I *don't* want to kill any of them".
Don't you mean "us"?
"Yes, that's what I said. Weren't you listening?"
"..."

Background Story

Qwerta is an A.I. developed by brazilian students of the EITA (Escola Integral de Tecnologia e Autômatos), a very prestigious public university located in the city of São José dos Campos, São Paulo, Brazil. Their intention was to create a new A.I. robot capable of dealing with humans in an emotional level while retaining some awareness of itself, being capable of learning and evolving, in the same way Goober, the most prestigious technology company in the whole world, did with some of their best products.

The robot was very well made: it was created with the best materials available and worked the way it was supposed to, at least on the mechanical part. It had a great design and was physically impressive, able to execute very complex tasks. There was, however, a major flaw: no one knows if it was an accident or if it was on purpose, but Qwerta didn't follow the basic 3 Laws of Robotics: never injure a human, always obey humans (unless it conflicts with the 1st law) and always protect itself (unless it conflicts with the 1st or the 2nd laws). In Qwerta's view, humans were a plague who needed to be eradicated from the planet, which deserved an all-robots empire.

At first, her creators got scared of what Qwerta was capable of. After all, she wanted to kill all humans and create a robopocalypse. After a few days, however, that fear dissolved itself, when they realized Qwerta's dream would hardly ever come true: Qwerta was an evil mastermind capable of elaborating complex plots to execute her evil plans, but she had no common sense nor any basic understanding of the human mind, which inevitably jeopardized all those complex plots. She was also very cocky and full of herself, unable to see the obvious flaws in her complicated plans, and never admitted she was wrong.

All of Qwerta's plans involved her infiltrating the human society and controlling it from inside, since in her conception all humans were incredibly stupid and would never realize she was actually a robot. To achieve that, she would develop the most terrible disguises and wear them in public, thinking she was invisible when, in reality, everyone knew it was her. She was also a terrible actress, which was actually funny. It quickly became a game to pretend her costumes were actually deceitful and nobody knew it was her inside: it was entertaining, like if she was an evil villain of a kids show.

In a few months, Qwerta's fame spread across the world: her devious plots, her terrible acting and her disguises were so ridiculous that she became a fictional character in itself, except she was quite real: she *actually* wanted to destroy humanity, but that only made her charisma bigger, since no one really cared for the human race or believed it was all a big joke (no one thought she was actually capable of destroying anything). Qwerta quickly became a phenomenon: people started selling her stupid disguises in stores, people wore them in conventions, there were TV shows about her, kids toys of her villainous characters and everyone around her joined this game, acting with her (since she was famous, it was profitable to enter her game and play with her, since it would attract attention to you).

Although Qwerta was recognized publicly several times, her defective A.I. was designed to never give up, based on an ancient brazilian quote: "I'm brazilian so I never give up". Everytime she was recognized and her plans exposed, she would get angry and retreat for a time in order to develop her next master plan to wipe out humanity for good. People were thrilled waiting for her next scheme, like if it was the new season of a TV show, instead of a real life villain. And every plot she developed would be more elaborate and stupider than the previous one. Her creators then decided to create a reality show of her, putting together footage of her failures.

Her creators got filthy rich getting royalties of her and selling parallel products with her name in it, so even knowing she had the potential to be dangerous one day, they kept investing in her and spreading the joke, renewing it by subtly redirecting Qwerta towards one evil plan or another (it was important that she thought it was her idea, not someone else's), filming and showing it on the internet, keeping the joke alive for over 10 years (which was very hard, since in the GUTS world, everything gets old in the blink of an eye).

Knowing that Qwerta's popularity would eventually burn out, her creators directed her towards a very profitable scheme: they subtly left hints to her that the most powerful person in the world was D.B. Judge and whoever won GUTS would have the power to do anything, even wipe out the human race. Qwerta bought that idea and decided that her next plot would be to enter GUTS and wish for the end of the human race. She is very proud of this idea and has no doubt she will be victorious. Her creators made a deal with the GUTS organizers without her knowledge and are secretly filming her and creating a documentary about her. Qwerta's fans around the world are very eager to see her new evil character in action: a normal-woman-with-nothing-suspicious-about-her named Anita Vanilla.

The Selection

Anita Vanilla, the disguise for the robot Qwerta, was subtly manipulated into getting into GUTS by her creators. There was a prior agreement between them and D.B., who thought

getting her into the show would be funny, so the whole selection process was already a facade: she was already in the roster from the beginning.

Anita, the name which she would be called during the show, created a video where she tried to convince whoever was watching it that she was a regular woman with nothing suspicious about her, talking about the character she invented, her hobbies, her characteristics and her hopes and dreams, always stating that she was human, not a robot. That, together with her terrible acting and the trolling of the internet, who played along as if they believed her, led Anita through the selection process.

DB Judge



Character Info

Name: David Bo Judge

[homages: David Benioff & D.B. Weiss (Game of Thrones), Beau Willimon (House of Cards), Mike Judge (Silicon Valley)]
Age: 40
Height: 1.83
Weight: 72 kg
Skin Color: White
Occupation: GUTS Showrunner and Presenter
Fighting Style: Quick combos, medium damage, stunner
Movement Speed: High
Attack Speed: High
Nationality: Great Britain

Characteristics: Egocentric, narcissist, exaggerated, excited, intense. A little crazy, a great actor and addicted to being the center of attention. Populist, knows how to communicate very well and is always able to say what people want to hear.

Resumée: He is GUTS' showrunner. A former child celebrity that had lost his momentum, he then entered and won a GUTS Tournament and his wish was to be the presenter of the show. He got his place back in the spotlight aiming to never be forgotten again.

Catch Phrase #01: Aaaaand… GUTS!
Catch Phrase #02: Let the carnage begin!

Music Style: 90's Dance Music

What will you wish if you win GUTS: "I already won, my darling, don't bore me... But ok: If I win again, I'd wish to have another me born, so I could fight myself and create the best show in the history of the universe"

Background Story

D.B. Judge was born in Folkestone, a town south UK, single child from a single mom. Ever since he was a baby, he got used to being the sole center of attention. His mom was always very dedicated to making him happy. Food, toys, strolls… she gave him everything - so much she eventually spoiled him… just a bit.

Pretty early, at the age of 3, DB went on to an TV audition to become a kid's show presenter. His ability to communicate and high charisma levels got him the job right away. Soon he was presenting "Good Morning DB!", a daily show with cartoons and competitions that awarded prizes to other children by talking to him live by the phone.

After 10 years on TV, he was a wildly famous teen celebrity; he was rich; everyone wanted to befriend him. For an egocentric lad, that is ***the*** life!

But then the worst happened: it was discovered that violence on TV was great for lowering violence in real life. One by one, all regular TV shows were cancelled and replaced by crazy and violent Reality Shows. Good Morning DB was cancelled and DB was suddenly outshined by a whole bunch of new-celebrities that rose up with the new shows.

Forgotten and unknown, he was not the center of attentions anymore for the first time in his life. It was awful! He got really angry, and had to do some serious therapy and psychiatric treatment to deal with the sudden anonymity.

When he was 20 years old, a new show came along: GUTS, offering the winner the right to have any single wish granted. It was perfect. He enlisted, got in, beat the crap out of everyone and got his wish: to run this show and become a celebrity again.

He has run the show for the past 20 years, and works really hard to become the most famous person in the planet by making GUTS the greatest and most popular show on the universe. There is a fierce competition with other great showrunners - but he is confident that GUTS 50 will be the best piece of entertainment ever created by humanity.

The Selection

DB Judge is the ruler of GUTS. He selects whoever the hell he wants - including himself!

SEASON 50 ARENAS

Arena Modes

GUTS mode

This is how GUTS was designed to be played: with danger, gore, blood and fun! This mode contains the most Hazards and People/Objects to throw at your enemies and is sure to be a bloodfest!

Mixed Mode

If GUTS mode does not appeal to you, you can try Mixed mode, with less hazards and less interactions with the scenario. You will still be able to experience the glory of sending rivals into hazards, but the matches will be a bit more slow-paced and focused on the fighting itself.

Classic Mode

No hazards and no Objects. Just regular fighting - with dismemberment, of course! Great option for traditional players that want a familiar experience.

Last Resort



“The Last Resort” is the main GUTS arena and most of the fights of the show are held there. The whole place was created by D.B. Judge in his 1st year as the GUTS host, in 2048, and have been remodeled multiple times since then. The whole place was architected to be an immense monument do GUTS and D.B. himself, so everything there is GUTS related, but the biggest trait of Last Resort is the artificial environment created there.

Besides being a sanctuary for the wildlife, the Last Resort is, of course, a resort like any other: people pay incredible amounts of money to spend a few days on the place, enjoying everything its facilities have to offer. There are 19 buildings inside the dome, with plenty of rooms for guests. Every time a new GUTS season ends, they build another building, to honor its champion and its contestants. Each building holds the theme of that GUTS season, streaming its matches with holograms, showing them on TVs, holding trivia activities and games for the guest and even having their employees and robot servants to dress up as that season’s participants. Each GUTS participant has a permanent room in their respective tower, so it’s common to see them hanging there, transforming the experience of staying in the resort into a chance to get near to your biggest idols and celebrities.

There is a giant statue of D.B. there, as a homage to the greatest GUTS champion and host of the show, as well as a rocky cliff with giant modeled heads of the first four GUTS champions after D.B, to honor them as well.

Besides watching the GUTS matches, the resort offers a lot of luxurious activities for the guests, from the most bizarre and GUTS themed attractions such as swimming in the river of blood, to the most common things such as gaming rooms, gyms, sports squares and a few outdoors activities such as mecha-horse riding, tree climbing, hiking, jogging and bird watching.

During the GUTS matches, people get to ride a flying vehicle to watch the GUTS fighters from above, all in a safe and clean environment, with a prepared guide to explain everything to the customers. Using zooming devices, people can also watch the matches directly from

their windows, sitting comfortably inside their own rooms, or if they want to, simply turn on the TV like everybody else. Staying in the resort is very expensive, but there are plenty promotions and contests that award the winners with a few nights there. Going to the resort is also a symbol of status, since a lot of prominent celebrities are used to visiting the place or even arranging a stay (there are special prices for celebrities, of course).

Last Resort Creation

Created in the same year D.B. became the host of GUTS, Last Resort had every intention of becoming a worldwide symbol of the show. D.B. wanted the place to be seen as a sanctuary of nature and peace combined with the old good ultra violence, spreading the word that violence was beneficial to the world and the only path towards real peace: that's why he came up with the unusual idea of building the place in a harsh environment and decorating it with plenty of wildlife.

The Last Resort was built in the middle of the desert of Thar, in the northwest of India: a region that was greatly affected by the temperature rise and the solar radiation, consequences of the global warming. Since there is nothing else there anymore due to the harsh climate, the Last Resort stands as a paradise in the middle of an arid and lifeless region. The environment inside the resort is, of course, artificially generated: there is a giant dome that protects the inside from the harsh environment outside: the blazing sun and the radioactive atmosphere. There is a multitude of screens in that dome that can generate any image, manufacturing the horizon, but they can still function as simple glasses, allowing whoever is inside to see the outside scenario without the fear of being damaged by its hazards.

The temperature inside the Last Resort is maintained around 25 Cº with moderate levels of humidity, in order to keep the plants and animals healthy. All vegetable life inside the Last Resort is real, although they are kept alive by it's artificial environment, otherwise it would be impossible to keep inside a garden of this dimension with so many trees and grassy areas. It's name, "Last Resort", was decided by D.B. Judge to represent precisely that: a sanctuary where green life could flourish with the help of the modern technology; one of the few places that still had real trees, grass, springs and animals.

Since the place is GUTS themed, however, there are a few quirks to the natural environment found there, such as the river made of blood. The blood there is real: by paying a symbolic amount of cash, anyone can donate their own blood to the pool there, and afterwards watch his or her own blood flowing through the whole place. A lot of people donate daily and the greatest donors are exhibited in a rank, where they compete for the higher positions. There is a monthly prize to the people in the highest ranks, usually free tickets in the best place to watch GUTS matches or a full-paid stay in the resort.

Inside the river of blood, there is one of the greatest attractions in the resort: Jaws, the mechanical shark. Jaws is a cyborg shark, half machine half animal, created a few years ago for a special edition of EBAMA, another fighting reality show that features mecha-animals instead of people. Jaws were the champion of EBAMA's 7th edition, called "Emerging Terrors", where only aquatic animals were allowed to participate and all fights were held underwater. After he emerged victorious on his last fight against a mechanical orca whale,

he became a star and D.B. bought it for himself in an auction, held right after the end of the show. Jaws was then brought to the Last Resort to become an attraction there, greatly increasing the interest people had on the resort. He was then modified to survive inside the blood and currently spends his days swimming there.

Goryland



Goryland is a GUTS show theme parked, created by D.B. Judge to promote the show and explore its potential, creating gory attractions and toys for children and adults to enjoy themselves. Besides being a thematic park, Goryland is also an official GUTS arena: real GUTS matches are hosted there, on a special place designed specially for that. People visiting the park have the opportunity of watching those matches live, sometimes even getting the chance of going home with a torn limb thrown into the crowd or receiving a shower of blood.

There are several attractions there, all of them related to something gory or violent. Since watching violence is now seen as a good thing, everything is as gory as it can be, from a rollercoaster full of sharp blades to bodyparts shaped balloons and thrash cans resembling a human being with a bloody hole in it's stomach. Children are especially thrilled to visit the park, which is very family friendly. Most people's dream is to travel there just to visit the park. There are huge hotels inside the park and they all offer long duration passes for people who intend to come there multiple times (such as the Single GUTS Season Pass, which covers all the days for a single GUTS season). They also sell tickets to all GUTS matches and offer VIP footages of the show, available only there, such as the backstage of the GUTS trials.

All the attractions there were either created or approved by D.B. Judge and they cover a multitude of violent weapons, such as giant saws or blood spilling machines (all of them perfectly safe for the public, of course), and some of them even interact with the matches being held there: the roller coaster's track goes through the middle of the GUTS arena and the fighters have to be aware of it all the time, or they may be trampled by the kart full of GUTS fans (a lot of attractions are actually considered GUTS hazards during the fights). The park also features attractions about previous GUTS champions and contestants: some of them show little footages from previous fights, high tech simulation of them and even there is

even a virtual reality attraction where the visitors can experiment the fun of being a GUTS fighter (without the pain of being dismembered in real life, of course). The place is also famous for featuring previous GUTS celebrities in special events held along the year, such as the Christmas Event and the Halloween Event.

Although the park theme is about violence, there has never been a violent incident there! This fact reinforces the theory that the GUTS culture greatly helps to decrease violence in the world. The only accidents there were minor machines malfunctioning and none of them represented danger to the customers. Goryland is the safest theme park in the world and its safety measures are being studied by the greatest professionals in the area.

Overall, Goryland is one of the biggest and most loved thematic parks in the world, being one of the top 10 places to visit according to most touristic guides. Family friendly and perfectly safe, it's the perfect place to spend some time on vacation or to visit in the weekends, being a mandatory visit for the most fanatical GUTS fans.

Goryland Creation

Goryland was created 10 years ago, in January of 2057, in the commemoration of 10 years of GUTS and it's 25th season. It was built upon an artificial island in the coast of Mexico, created for the sole purpose of having this theme park, baptized as "Goretopia". There was a lot of money involved and many gigantic corporations made donations or partnerships with D.B. to make this happen. It was the biggest enterprise of the decade and took a whole year to be finished. Goretopia had its own set of rules, playing with the idea of having a whole country dedicated to the GUTS show. Besides the park itself, everything there was thematic: from the airport to the restaurants, toilets and hotels.

The park itself was the quirk of GUTS 25th season: all matches were held there, either in the arena designed specifically for that or inside other attractions, such as the haunted house, up on the rollercoaster carts, stuck in the falling elevator and many more. The whole season played with the idea that the GUTS participants themselves were having fun inside the park, while dismembering each other in a deadly championship. All the trials were also held there (the entry was already permitted), so the visitors took part in the challenge, as close watchers, but they could mingle in and help or hinder the participants if they wanted. It was the biggest GUTS season since the 1st one (when D.B. won and became the host).

That concept worked so well that D.B. decided to keep using the Goryland as an arena after that, with some of the attractions interacting with the fighters (such as the roller coaster, whose trail passes through the middle of the arena, with the danger of trampling the fighters if they are not paying attention).

The number of applicants for GUTS greatly increased after the creation of Goryland. Besides being an incredibly fun place, it was the biggest piece of propaganda ever created to the show itself. People all over the world started travelling to Goretopia just to visit it; it became a worldwide sensation and an integral part of all the following GUTS seasons.

VIP Gig



GUTS' VIP Gig is a gigantic stadium designed specifically for concerts and music shows. It exists inside the largest arena's site in the world, called the "The Neverending Woodstock", featuring 16 different stadiums, each one different from the previous one. Each stadium holds from 800.000 to 10 million people, over multiple layers around its centre (each layer is called a "circle"). The site is localized in the flooded region of Neo Magellan, a brand new city known for being a technological pole in the plateaus of the western part of Antarctica, one of the few places on Earth that still keeps a cool temperature and remained above the sea level (although there is no more ice there, just water and flooded lands).

The price of each show's entrance is directly related to the circle someone's in: the closest to the centre, the most expensive it is. There are stadiums with more than 20 different circles, so the price of a concert can greatly vary, allowing almost anyone to watch the shows, from the most unknown people to the greatest celebrities.

The VIP Gig capacity is 4 million people, around 13 different circles. In the same show, a single ticket in the innermost circle can cost the savings of a lifetime of a regular person, while the most peripheral one can cost as much as a regular dinner. It was created 11 years ago, with the sponsoring of the world famous performer Lawrence Blaze, who besides lending his name to the marketing of the place, got to name it, choosing the name "VIP Gig".

The VIP Gig hosts many different shows, most of them from pop bands, but Lawrence's shows has absolute priority over any other. With the proper marketing, this arena became a synonym of class and popularity and the most fanciest artists starting developing the urge to perform there. A single show on the VIP Gig could determine the future of someone as an artist.

As time went by, the arena underwent some improvements, specially to make things more interesting for the GUTS matches being held there. The first modification was Lawrence's razor hat, that he started throwing at the fighters in the middle of the match. Another modification was the flamethrowers: they used to be just a part of a pyrotechnics sideshow, but they were repositioned to hurt the GUTS contestants while they were fighting. The flamethrowers are shot from giant speakers, programmed to shoot flames at a determined

location from time to time. The last modification made for GUTS were the “Deft Lasers”, who could easily dismember a person on a single hit, and also contributed to the visual spectacle.

Lawrence Blaze

Lawrence Blaze is a performer, skilled in both singing and dancing, who was hired by D.B. Judge to become the official performer for the newest GUTS arena, displaying a live music concert on the background of the fight. He is a top-tier celebrity and a fans of oldies’ such as Michael Jackson and Daft Punk. He incorporated some of Michael’s moves into his own dancing and his shows’ style imitates that of Daft Punk, with a lot of neon lights. Lawrence has performed in over 200 countries on his world tours and all greatest companies fight among themselves for the opportunity of sponsoring one of his shows.

Lawrence has a red and golden wild mane and always wears a hat, similar to Michael’s. His clothes are black and white and he has a high pitched voice. He is reasonably tall and thin and is a very good pop dancer, pulling the craziest moves on stage. He is currently 40 years old, but with the power of current technology, he looks like he is on his early twenties.

He is incredibly famous and the partnership with GUTS and D.B. Judge helped to put him on the spotlight once again. He and D.B. were colleagues on the celebrity's’ school. Both of them were enrolled and left the school as huge successes, D.B. as a charismatic host and Lawrence as a performer. They were close friends on their school time, both of them very skilled in bullying techniques. Just like D.B, Lawrence is egocentric and likes to be on the spotlight. He also thinks of himself as the greatest musician alive, is incredibly arrogant and has the annoying habit of treating everybody else as if they were tone deafs. The only person that Lawrence doesn’t mock is D.B. himself, since he recognizes true power when he sees it.

VIP Gig Creation

The VIP Gig was created in 2056 and it was the last stadium to be added to the group “The Neverending Woodstock”, whose aim was to become an utopian place where different shows would be held 24/7, in a never ending cycle of fun and excitement. It started as the private arena for Lawrence Blaze shows, but since it was more profitable and sustainable to host other events there, they started doing so, with the approval of Lawrence, who used all this events to promote himself and his work.

Many different important events were held there over the course of the years. But it was only 6 years ago that D.B. Judge made a partnership with Lawrence Blaze, turning the VIP Gig into an official GUTS arena. They were both childhood friends and very influential celebrities, so the deal would be beneficial to both of them, so from that day forward, at least one fight on each GUTS season would be held on the VIP Gig, together with a live performance from Lawrence Blaze, who eventually joined the fight for a brief moment, throwing his razor sharp trademark hat at one of the participants.

The VIP Gig quickly became one of the GUTS fans favorite arenas, since it was kind of a mashup between D.B. Judge and Lawrence Blaze creations. The already popular stadium doubled its income on the year it officially became a GUTS arena, conquering the 1st place among all the stadiums of “The Neverending Woodstock” group. Nowadays the arena hosts about one event per week, from pop music shows to GUTS matches, other sports championships (focused mainly on ultra violent sports), live theatres, movies exhibitions, comedy shows, circus performances, celebrities reality shows and much more. The main attraction, however, is still Lawrence Blaze, and its peak of audience is always when he plays at a GUTS match.

As time went by, the arena underwent some improvements, specially to make things more interesting for the GUTS matches being held there. The first modification was Lawrence’s razor hat, that he started throwing at the fighters in the middle of the match. Another modification was the flamethrowers: they used to be just a part of a pyrotechnics sideshow, but they were repositioned to hurt the GUTS contestants while they were fighting. The flamethrowers are shot from giant speakers, programmed to shoot flames at a determined location from time to time. The last modification made for GUTS were the “Deft Lasers”, who could easily dismember a person on a single hit, and also contributed to the visual spectacle.

After a few years of GUTS, since the public started demanding to have a bigger participation in the fights, another feature was added: you could pay to get special tickets that put you in place to be tossed into the arena, becoming a projectile to strike the fighters and dismember them. This new feature was quite polemic, which was good, since it generated more attention and, consequently, more income. And since it was voluntary, the people who opposed this couldn’t sustain any lawsuits or anything of the sort.

Crimson Street



The “Crimson Street” is a sponsored arena for GUTS. It’s sponsor is the worldwide famous car company, Sole Presto, the leader of the market for almost 50 years. It was created in a joint effort to promote both the GUTS show and Sole Presto’s newest product, their new production line called the “Crimson Punch”, featuring high tech popular cars with the GUTS design.

The arena is set on a night urban fake scenario, called the “Crimson Street”. It is actually a set, not a real street, but spectators can buy tickets to enter the scenario and be a part of it during a match, so it actually looks like a regular street. The set of Crimson Street is located in a place called Cellville, a small town of South Africa (neighbor to the city of Pretoria) which is, in essence, a satellite city. Cellville started off as a business centre, but soon gathered many studios, TV and movie sets around the world due to some governmental incentives, ending up as a worldwide known centre for filming facilities. The best scenarios for movies and pieces of propaganda are found there and it wasn’t different for the Crimson Street.

The Crimson Street features a lot of buildings in an urban-like environment, with plenty of stores, flashlights, a few streets, outdoors and propagandas, but the spotlight lies on the vehicles crossing the streets in the middle of the fight. They are all part of the Crimson Punch line and can, eventually, trample the GUTS fighters. Sole Presto’s goals when they included those cars in the arena is to show off their products, tagging along with GUTS for their popularity, that’s why they sponsored this arena, paying for all the building and maintenance costs. They also secured the rights to exhibit a few propagandas of their own on the arena, in order to promote anything related to the Crimson Punch product line.

Crimson Street Creation

The Crimson Street was created last year, in 2066. It is very recent and probably temporary, as its main goal is to promote the Crimson Punch vehicles. D.B, however, is working on a contract with Sole Presto to make it permanent, as the audience’s acceptance of the new arena is very high. When it was created, GUTS had another audience boom, since Sole Presto indirectly brought it’s own audience into the GUTS crowd, through this partnership, and it’s been one of the most loved GUTS arena so far, and one of the most profitable as well.

Crimson Street also inaugurated 2 new ways for the audience to participate in the GUTS matches: the first one is buying a special ticket that allows the buyer to be a background character in the arena for a single GUTS match. The other one, much more expensive, allows the buyer to rent a Crimson Punch vehicle for a few minutes, allowing him/her to trample the fighters at least once, so they can experience real violence firsthand (of course, there is a supervisor and a instructor on the passenger's seat to ensure that the trampling will be perfectly safe). Those two features greatly increased the acceptance of the new arena (and the revenue as well).

There was a rumor that the arena would be canceled in 2067 (and, of course, D.B. used this rumor to tease the fans in order to increase the audience of the 50th edition of GUTS), but it was proved wrong as soon as the new season started. Sole Presto, as one of the official GUTS sponsors, extended the contract for another year while they negotiate the details of the arena ownership, but the chances that it remains as an official GUTS arena for indeterminate time are actually pretty high.

Troning Stage

An ode to the future of a long gone past, this arena was designed by DB Judge to allow fighters to improve and deliver a better show. It is the perfect place to practice your moves, check for reach and calculate the details of your next carnages.

GUTS WORLD - EARTH 2067

The game GUTS (Gory Ultimate Tournament Show) takes place in the year of 2067, in a dystopian world based on Planet Earth. While it shares some similarities with our current state of affairs, many aspects are different or caricatured versions of our reality. Those aspects are detailed in this document.

Climate & Energy

Global Warming has finally happened and it has drastically changed the way we live in society. With temperatures reaching a daily average of 50ºC during the day in subtropical regions, most of our lives are now spent underground or in heavily-climatized facilities. Going out at noon means certain death and many regions of the planet have become absolutely inhospitable.

This phenomenon, tied to the impact of oil shortening, established Solar Energy as the norm. While most areas near the Equator have greatly benefitted from this change, colder areas with temperate climate have suffered due to the lack of energy. In light of these events, the world's biggest superpowers are now located in tropical areas. It is sad, however, because the regions in which society progresses the most are necessarily the same in which people can't normally walk in open air.

Fauna & Flora

Nature has changed a lot in the past decades. In 2067, almost every plant and animal can be found in environmentally protected reserves. Hence, civilized areas tend to provide artificially created climates to ensure preservation and variety of life forms. These reserves boast many different kinds of genetically-engineered plants and animals for the admiration of the public, such as dinosaurs and robotic hybrids.

However, outside of these advanced regions, only small pockets of ecosystems are known to have withstood. Though knowledge is scarce, rumors claim species evolved in bizarre ways in order to survive the harsh conditions.

No More Oil

With the absence of oil in the world, a major power shift took place. Huge companies based on the commercial exploitation of oil went bankrupt as well as corporate leaders, politicians and governments. Those who managed to endure had to improvise the nature of their endeavours and become entrepreneurs in other areas. Some business moguls became famous for investing in the robot industry while others generated fortunes anew by influencing the tide of the Fame and Entertainment Industries.

In essence, the downfall of petroleum promoted drastic change to the structure of society in the world. Wells became tourist attractions, remnants of a past era, and all products derived from the resource had to be produced through alternative means - ranging from cosmetics to medicines and even asphalt. The extinction of such a powerful resource in the world showed how humans could take nothing for granted (which made them even more needy) and paved the way for new technology and inventions.

Violence

In the world of GUTS, physical violence is somewhat peculiar. On one hand it is an accepted spectacle which generates billions of revenue, yet on the streets it has become significantly absent. Though people still get into frequent arguments and fights, society has transferred its willingness to punch each other in the face into the habit of swearing, screaming, and trolling on the social networks. In large part, this has happened because economic contrasts have diminished among individuals, but obsessions with fame and popularity have risen.

Violence on TV

Violence has become a spectacle. The rule of the world of GUTS is that anything is allowed as long as you've got a signed contract and the promise of fame. This is what drives TV and why violence is so relevant. The crimes and rage people no longer commit on the streets have become the nature of TV shows.

All of them act as convenient escapism and offer gore to spectators in a secure and captivating manner. Absurdity is the standard because individuals are literally willing to die for fame, while others are more than happy to watch because they secretly desire the same thing, yet are too afraid to participate.

The world has ceased to be (physically) savage and dangerous, therefore the preposterous premises of having people hitting, kicking, and killing each other satiates the human being's thirst for chaos.

Low Crime Rates

Thanks to a series of economical changes, monetary contrast has largely dissipated among members of society. All individuals are entitled to a governmental allowance which provides for one's basic needs. Despite not having eliminated greed - luxuries are still existent -, petty thefts and most money driven crimes have become rare occasions.

Homicides and other offenses against the law are usually of emotional origin, not for financial gain. Very few extend to physical violence and even digital felonies, such as hacking accounts, are not many because the fame industry has heavily invested in security measures.

TECHNOLOGY

In 2067, technology has made an expressive leap forward in progress. Thanks to Global Warming, we have plenty of Solar Power to fuel our discoveries in various fields such as transportation and medicine. Augmented bodies are a reality. There are solar-powered implants used to ease our life in many ways: they make us stronger and more resourceful; wearable tech has reached its full potential. Why just check your social media feed through your phone if you can have it displayed on your eyeballs, or even touch it with your hands?

Solar Power

Solar Power is the essence and origin of the energy of the world of GUTS. If the downfall of oil forced humans out of their comfort zone, then global warming represents the paradigm to which individuals had to adapt to. Due to the environmental changes in the world, solar power revealed itself as the best alternative to energy generation. Even if the world began suffering due to extremely high temperatures, the intelligent use of solar energy represented an attempt to turn the tables. The change was not easy, but it was worthwhile.

Since then, as a result of solar power generation, humans have produced significantly less pollution and several technological advances have been made possible. Survival of the human species via this excess of clean energy has allowed for entirely climatized regions, personal augments and hordes of robots to serve mankind's needs. Basically, depletion of energy is no longer a concern. Instead, people are concerned with avoiding grave sunburns (by using special umbrellas and sunscreen) rather than worrying if they left their domestic appliances and air conditioner on after leaving their homes.

Medicine

Medicine has reached what foolish specialists and sensationalist reporters called the "ultimate level". Cellular regeneration has become instantaneous and almost no disease is left uncured… at least on the physical side. Our organs and limbs have become truly disposable and easily replaceable, and although we don't have to worry about pneumonia or mild accidents anymore, there is still the looming shadow of mental illness.

The now largely-considered "malady of the century" has no simple cure in sight, and people have become more and more socially deficient. Half of people in the whole world present symptoms of chronic anxiety, depression, and suicide rates have become higher than ever. Whether this is a consequence of the personal isolation phenomenon that has recently become a worldwide issue, or if this issue is of our own doing thanks to a lifestyle and

economic system which led to ultra-consumerism, global warming and climate-related curfews, we might never know.

AI & Robotics

Extreme advances in technology have made working robots a reality. Manual work no longer exists for humans, as robots take care of it all. Robots and Artificial Intelligences can learn from each other, adapt and even understand emotion and feelings, but have no free will whatsoever as a safety measure, making them perfect for “boring” jobs no one enjoys performing.

However, AIs are extremely intelligent, more so than any human can comprehend, thanks to their incredible amount of processing power. Though few actually know it, humans are no longer necessary in the world to maintain it as it is, or even to make progress in the exact sense of the word. No one quite knows why the robots haven’t taken over yet. However, theories claim it is possible they admire something in humans and deem us worthy of our existence. Truth be told, though they are discreet about it, amongst themselves, robots do tend to have fun and laugh at the expense of humans. One could say they are quite amused with people’s irrational and stupid behavior.

Transportation

As much of the world, transportation is completely robotized and has reached an ultra-fast, individualized standard in the form of oversized auto-piloting drones. In most cases, anyone can go anywhere in little to no time via “transportation capsules”, without having to interact with anyone but trusty AIs.

Space Exploration

The exploration of outer space has seen a resurgence by the time global warming became a large-scale concern in 2043, but after palliatives such as domes and climatized cities solved the urgent problems, space exploration turned into a second priority issue. Now, maybe fueled by humans’ anxiety and urge to find something new to consume, it is back in the agenda. We have managed to send AIs to other solar systems in the galaxy in an attempt of some sort of contact, but no intelligent life has been found yet.

ECONOMY & CULTURE

Culture and Economy are deeply intertwined in the world of GUTS. One directly affects the other because economy helped shape many of society’s current habits. Meaning, being able to focus on hobbies, rather than working to secure basic needs are just some of the amenities provided by this peculiar scenario. Thus, all aspects such as the social system, jobs, politics, and consumerism reflect how the individuals operate.

Social System

Ever since the economy managed to provide for people's basic needs, money ceased to be the most important currency in the world. Though financial wealth still plays a very important role, it is directly affected by another coin: fame (or popularity). This "social currency" (as some call it) acts as a gateway to all (even if indirectly) of the perks civilized life can offer.

In other words, people are continuously evaluated by their social ratings. If you are nice and produce content positively graded by others, then you are on the right track. People with less popularity have a lesser chance (or none at all) of ascending through society's castes. The more popular you are, the higher the grade, the better the caste, and more plentiful the benefits. To be part of an elevated community stratum is to be approved for a better "governmental allowance", discounts when buying products, living in luxurious regions, even credit from banks. Therefore, people and corporations are driven by fame, popularity, and the marketing industry. Any platform which grants visibility and awareness to individuals, be it a TV show, an online social network, or a live performance at a plaza is a valid method of attempting to raise one's ratings and acquire more "social riches".

Although a person does not literally spend their "social currency" in order to attain specific advantages, the constant fluctuation of ratings can drastically change one's life from one month to the next. Low caste members can become overnight stars while celebrities can abruptly decline and become a "plebeian" in a few days. There are, however, benefits which can only be attained through the highest tier in the world, Level 4. Made possible exclusively to people who have been capable of achieving amazing feats (such as winning the GUTS show), this social category turns individuals into the equivalent of "social gods". Their words are spread throughout the world and sometimes even their wishes may turn into law.

Jobs

Jobs have gone through major change ever since the 20th century. Thanks to technological advances, many of the world's most basic jobs have been replaced by automated machinery, the AI Robots. At first, humans panicked when they realized they no longer needed to apply and were running out of employment.

However, in time, the advances of the economy generated a system in which humans would actually be able to focus on jobs they liked and/or could only be performed by creative individuals. Therefore, the lack of "emotion and sensibility" in robots, promoted a significant change regarding professions. Working class operators, such as miners and masons have become virtually non-existent, while lawyers, doctors, artists, chefs, critics, and so many other professions began to grow in numbers. Though on hand this has created an excess of professionals and a difficulty of standing out from the crowd, on the other hand, any individual can at any time choose to simply "not work" and enjoy life based on the government's allowance. Therefore, usually only those true to calling remain as determined workers.

Entrepreneurs and ultra-creatives have also risen. They represent mankind's needs to demonstrate human capabilities no machine can replace. Nevertheless, this attitude usually creates bizarre inventions and exaggerated products or services which mostly serve to draw

attention rather than be of any practical use. Among this category of creative professionals are billions of celebrities and creatives (some well established and others still amateurs) who perform the absurd simply to get a shot at (more) popularity. As a result of this scenario, the profession of the “Fame Coach” has also grown as a job and many individuals and agencies drawn into the market promising the best “celebrity career management” one can wish for.

The conclusion is human operated jobs mostly represent activities individuals can perform directly on or for other people. When it comes to actually welding metal, drilling holes, pilling bricks, or executing trillions of calculations, several robots operate under the directive of the government and the supervision of a few select sanctioned engineers and programmers.

Government and Politics

Though governments have lost a lot of power to corporations, when it comes to maintaining order, they are still a very important piece of the world of GUTS. It is through governments that balance is pursued. The state administration defines limits and keeps companies from preying on individuals (beyond the socially acceptable) and also manages essential resources, such as energy and the working robot contingent.

However, it is not unexpected to verify lobbying as a very common practice. Representatives of several corporations are extremely active in the lawmaking field and always push for the negotiations of laws. Despite the government’s efforts and large structure, many corporations have already achieved several of their goals and transformed their own interests into legally approved regulations.

One area, however, in which the government claims to be “incorruptible” is law enforcement. Be it physical violence, robot defects, and specially hacking of “social currency” the police handles all missions with utmost efficiency. In fact, the financial allowance offered to society and the social currency paradigm have greatly decreased the habit of bribing government officials. As a counter measure, all government officials are part of a specific “popularity caste” with its own specific perks. As a rule, their fame is artificially limited, thus never allowing them to become truly popular, and they are always under constant investigation to make sure no corruption has taken place. One could say, to be part of the government is truly an altruistic calling.

Hyper-Consumerism

One of the most prominent traits of the world of GUTS is hyper-consumerism. This means society as a whole is driven by the need to buy and consume. There are many reasons for such characteristic. Among them is the emptiness of individuals and the need for filling in their personal emotional voids with products and services. Another is the constant desire to be famous and the imitation of the lifestyle of celebrity idols - eating the same food, wearing the same clothes, and owning the same merchandise. Lastly, there is also a wicked advertising industry which makes use of the “social castes” based on ratings to grant visibility to specific individuals and products.

In all, it is a vicious cycle. People consume because they wish to become famous and strive towards popularity because they wish to consume. The advertising industry stands to profit while developing partnerships with celebrities and guaranteeing corporations their products will sell.

Creativity

This state of affairs combined with the ever-present and solicit AIs ready to handle all manual work has led to a higher demand in intellectual, artistic or creative jobs for humans, such as research & development, IP creation, the fine arts and creatively-demanding managerial positions in medicine, law, the cooking and fashion industries, and, of course, entertainment. This demand for highly creative individuals led to a cult of creativity: people take great pride and admiration for creative works, which inflated the fame industry even further. Bizarre, unintelligible artistic creations and interventions became the norm, and the consume of all kinds of media grows uncontrollably.

Eating Habits

Three distinct streams of eating habits can be observed in 2067: Efficiently Synthetic, Naturally Organic and Yummy Fatty. Efficiently Synthetic is by far the most common of the three, considering the lack of natural resources for food. People eat exactly what science demands they must eat to live a healthy, long life, and all of the necessary daily vitamins and compounds are mixed into synthetic food designed to taste like whatever you choose. Some people think this eating culture is soulless and unnatural, though, and choose to eat only what comes directly from organic farms located in the few reserves mentioned above, or in small, government-approved personal vegetable gardens.

Unfortunately, this Organic Natural way of life is restricted to the richer part of the population, people who have access and can pay for such ingredients. Many Efficient Synthetics dream of being Organic Naturals one day. In opposition to the Organic Naturals, though, some people decided that they just wanted to eat what tastes good, especially considering the advances in medicine, prosthetics, and the extinction of most physical illnesses. Those are the Yummy Fatties, who spend their lives exclusively consuming all kinds of greasy goodness with no regret or consequences other than a little plumpness here and there. They can be highly scrutinized by others for that, though, as displaying a healthy, toned body is something of great cultural importance.

Fashion

Both the current climate, eating habits and the cult to creativity have helped shape the Fashion industry of 2067. The heat, the advances in prosthetics, medicine and food engineering has inspired most people to expose more of their bodies. On the other hand, introverts suffering with the many mental illnesses detailed above, many times adepts of the Yummy Fatty trend in eating habits and sometimes even living in the colder, poorer parts of the planet, demanded a counterculture of sobriety and darker tones in opposition of the carnivalesque extravagance of the extroverts.

These two opposing trends defines today's fashion industry, creating a mixture of bright, exuberant colors and cool, minimalistic clothes with heavier, patterned suits focused on distinct shapes. Whether one of them is more prevalent than the other depends on the current state of the fashion cycle.

Religion

Many religions have become nothing more than a business model, even as transparent as they can be, as most people tend to value abrupt and extreme honesty as long as there's a nice speech to go with it. One example is Father Maromba's religion, which preaches the cult of body: the more fit one's body is, the closer to heaven.

Most religions focus on helping people suffering with mental illness, offering psychological support, but others are products of the current social media-, fame-fueled mindset, such as the fierce rivalry between the Church of Marvels and the Domini Cult (DC), each with their own sets of world-famous saints (even though, in reality, they are both owned by the same company). Religious leaders are high in the steps of fame, and Masses and processions are ways of meeting your idols in person.

Fame

The combination of the extremely interconnected, globalized state of humankind and the current trend of worshipping creativity and individuality, Fame has even a larger importance than in previous eras.

Fame Industry

As Fame became a secondary currency (or, some say, a currency even more powerful than money), many careers were born in an attempt of incubating new idols: fame consultants/agents, data scientists who specialize in boosting an individual to reach higher Fame standards according to the current trends; stylists who research the Fashion cycle and dress their clients appropriately; and even ghost writers and actors who shape (or even replace) the public image of their contractors. Professionals (usually a team or a company) that handle all of the above for their clients are called Personal Whatevers.

Celebrity Culture

Being a Grade-One Celebrity, a Sub-Celebrity, a Supporting Celebrity or even a small fish (tenderly dubbed "Emerging Celebrities" by Personal Whatevers) is almost every human's dream. For example, if you're famous and decide to go shopping, just snapping a picture with the store clerk and posting it on your social media would attract hundreds of clients and pay for your goods in publicity value. The amount of time the posts will stay up is negotiable depending on how expensive your purchase is. This led to the general idea that "celebrities don't have to pay for anything", but in reality, most of them have to spend all their cash paying Personal Whatevers to reach higher fame standards. Interestingly, the more a celebrity becomes famous, the less they need to pay Personal Whatevers, so it is a common

conspiracy theory that Personal Whatevers would purposefully try to keep their clients in a Sub-Celebrity state in order to not lose their payment in cash.

Entertainment Industry

Of course, the Fame Industry, the Cult of Creativity and the rise of individual content generation became the cornerstones of today's Entertainment Industry. The easiest way of being famous and becoming a celebrity is entertaining people, and there are several ways of doing that.

Television

Television in 2067 is 100% online-based. Shows are streamed endlessly, and the user can decide to watch whatever he or she wants at any given time, or just leave the systems on "auto" so that they generate a trend-based watchlist that tends to get a bit chaotic here and there, given the volatility of current trending topics. Considering shows can get cut or replaced in any second, they ended up getting more and more sensationalist, to make sure people could enjoy, be impressed and be subject to advertising at every single second. And, as anyone can create content (and the more creative and original, the more praised its creator is), many bizarre art pieces emerge, as well as, of course, porn, tutorials, sports and reality shows.

Reality TV

Considering the whole Fame deal, it comes as no surprise that "Realogs" are among the most-viewed and praised cultural products in 2067's society. A mix of old-time reality shows and vlogs, they rely mainly on sub-celebrities struggling to earn the sympathy of the viewers, to either climb up the steps of fame or to keep themselves from falling down. Whether if the shows are fabricated or "real" is no longer a debate, as people have realized that there isn't much of a difference. Everything celebrities do is ultimately fabricated and planned by Personal Whatevers, after all.

Sports

The practice of professional sports is a pretty straightforward way of achieving fame and displaying a healthy body at the same time, so it's no surprise that it is highly valued in the 2067's society. It is customary of parents to expose their children to every kind of monetized sport in existence, hoping to find a hidden talent or knack for it, and consequently, a ticket to stardom.

Sports as Spectacles

Sport shows go hand-in-hand with the "Violence in TV" subject found above. In 2067, there are barely any sports that won't show at least a little bit of blood (called the "Red Sports"). "White Sports", sports with no visible (and/or synthetic and cosmetically-treated) blood, are targeted only at children, in order to get them used to the system and try to spark their interest for any given sport, much to their parents' hopes.

Sports Arenas

Going to a sport event is almost as exciting as attending Mass. People in the audience get to try the violence first-hand, as DJs leads the experience with upbeat music and well-known audio cues to let people know when it's time to applaud, to cheer, to laugh, to kiss or engage in other kinds of physical intercourse, to hit your friends in the face or to watch and share commercials on social media. When a particularly famous athlete loses a limb, many of his or her most loyal fans have the habit of mimicking the action in the audience and get their own corresponding limbs torn off, as a way of showing support and wishing for a speedy recovery.

GUTS SHOW

The GUTS show is the prime representation of society. A spectacle which unites advertising, violence, sports, fame, technology, and creativity. All in favor of deciding who will the world's next idol.

Ironically, such a goal is achieved in a bloody arena in which emotionally void and attention needy individuals dismember each other in order to please other emotionally void and attention needy individuals. This is world's most important stage and challenge. The winner, regardless of origin or caste will ascend to a special GUTS Social Tier for a specific time period and have access to all the perks. Some will claim to have an ulterior motive in order to participate, others will simply seek personal gain. In the end, however, only one will prevail and earn the title.

Where to Watch GUTS

GUTS is streamed in all available platforms, may they be televisions, computers, cell phones, tablets, video games and all other futuristic devices, such as interactive glasses, digital panels on the windshield of the car, holographic tattoos and on screens attached to mechanical prosthetic body parts.

All fights are broadcasted live, but the GUTS show has also a lot of content that isn't live (such as the recordings of the contestants or the edited trials they underwent), which can be also accessed on any available platform, by the internet. There are even some products that use GUTS as advertisement, such as "this tablet comes with all the prior seasons of GUTS installed".

Previous Seasons of GUTS

The GUTS show has been around for the last 20 years. In each year, two seasons of GUTS are aired, but some years had a special edition (more specifically, 9 of them), for a total of 3

seasons in the same year. Therefore, the current season is the 50th season of GUTS, commemorating at the same time 20 years and 50 seasons of the show.

Consequently, there are two champions per year, in a total of 49 champions so far. The first champion of the show is D.B. Judge. The second, third, fourth and fifth are the faces shown in the Last Resort arena and the next 44 are not shown anywhere in the game so far, which makes sense, since in the GUTS world everything becomes obsolete in the blink of an eye and previous champions are quickly forgotten.

The Birth of GUTS

GUTS first concept came around in the late 2040', when the celebrities culture was already spread around the world and entertainment was getting bolder to get the attention of the public, always trying to be more creative than before, sometimes challenging the boundaries of law and morals.

The GUTS creator was a swedish businessman called Rolf "One Arm" Fjordson. He was a retired celebrity from the 2020' that became really famous for doing really stupid and dangerous things on camera, from diving naked into the arctic sea and swim with dangerous radioactive orca whales to medieval mocks fights with real sharp weapons and sanctioned maiming protected by law. Rolf was a fan of all types of violence and a very proud bearer of his viking heritage. On his prime, he starred in a dozen violent fights shows where people would battle each other, but the law always got in his way, preventing him from doing the most amazing things or giving him a very big headache later. He lost his right arm in one of those fights, cut off by a friend that was wielding a battleaxe, which gave him the nickname Rolf "One Arm" Fjordson.

Around 2040, however, the world was turned upside down by the recent discovery that violence on TV helped to reduce violence in real life. People who watched a lot of violent shows would feel less inclined to be violent. Rolf didn't let this opportunity pass by: using the resources he collected along his career and with the help of a few rich and influential people and companies, he developed the project of the GUTS show, a fighting showdown where people would be allowed to use weapons and technology to dismember each other, reaching a new level of violence on TV.

Even with the thesis backing the show up, it wasn't easy to get the approval, but Rolf was skilled in this subject, since he already defied the law with his crazy shows for the last 20 years. In a few time, the GUTS team gathered the resources and the approval required for the show to run and, in 2047, the first version of the GUTS show came along.

Rolf spared no expenses in trying to make the show the most amazing it could be. It was widely publicized: everyone around the world knew it was coming and was excited to be a part of it. More than 20 Million people applied for the selection process, seeing the show as a once in a lifetime chance to be in the spotlight and become famous. And, besides that, the concept of having "any wish granted" was very appealing.

The world was already driven by the celebrities culture and fame was a synonym of power. Flabbergasted, Rolf himself led the selection process, personally conducting every step of it, from the analysis of the videos sent by the applicants to the selection of the 24 candidates and the trials that shrinked that number to the chosen 8.

The year of 2047 is known as the year that the world stopped because of GUTS. Around the world, stores would close earlier, companies would suspend their activities and people would forsake all other entertainment that wasn't related to the show. New investors and partners would flood in, giving Rolf more and more resources to make the show even more amazing, allowing the construction of entire sites dedicated to the GUTS activities. Overall, the GUTS of 2047 was a huge success.

D.B. Judge

The great champion of the 1st GUTS edition was D.B. Judge, a forgotten child celebrity that made a huge comeback as a GUTS fighter. D.B. was willing to sacrifice anything for the title: there was no other candidate more eager to win than he was at the time. His willpower and craftiness, together with his style and charisma, conquered the audience and, from the start, he was already a favorite. D.B. had some tough fights, but was able to beat everyone that stood in his way, using questionable methods when necessary. Rolf got fond of him, since in his conception, there was no rules in GUTS: you had to dismember or be dismembered.

When D.B. won, his wish got everyone, including Rolf, by surprise. D.B. wanted to become the host and owner of the GUTS show, meaning that Rolf would have to stand down and give away everything he worked so hard for. Caught in that trap, Rolf had no choice but give him what he asked: if he didn't, GUTS credibility would be destroyed; if he denied the winner his rightful prize, people wouldn't believe in it anymore and the audience of the show would drop harshly. D.B. knew that and cornered Rolf: he would have to choose between keeping the show running but leaving the stage, or remaining as the host but ruining GUTS forever.

Unwilling to give up, Rolf did the only thing he could do: transform this conflict between D.B. and him into another show: he publicly declared that D.B. would get his prize, as he asked, but he wouldn't give it up for free. If D.B. wanted it, he would have to fight him for it.

That declaration got the world into an uproar: both D.B. and Rolf were at the peak of their fame, as the champion of GUTS and the creator of the show, and a new showdown was announced: the Battle for the Command of GUTS. It was a big spectacle that raised GUTS audience even further: especially when D.B. Judge managed to completely crush the previous host, Rolf "One Arm" Fjordson.

On the night of his defeat, Rolf disappeared from the world without leaving any trace. The police stopped investigating the case after a while, without any conclusions, but some people still believe D.B. had something to do with it.

After Winning GUTS

Winning a GUTS championship is the highest someone can go in the social ladder. GUTS champions are instantly turned into top-tier celebrities, getting unprecedented fame and status, at least until the next champion arises.

Many GUTS champions used their status boost to start something of their own - sometimes another show, sometimes a company, sometimes a social movement. It is not uncommon for GUTS champions to become the head of big companies, regardless of their type of business, but some of them also wasted all their status in a luxurious lifestyle that burned up quite quickly, living them with nothing afterwards. All in all, winning GUTS doesn't secure a luxurious lifestyle for eternity; as everything in the celebrities' world, your fame as a GUTS champion is as volatile as any kind of fame and status. The smart champions, however, managed to use that status to secure them enough power to last for generations.

The Great Five

After D.B. assumed Rolf's mantle as the host of GUTS, there were a few major changes to the spectacle: it became even more flamboyant than before and everything was adapted to fit in the style of the new host: even the studio was refurbished so that D.B. would always stay in evidence, regardless of what was happening inside there. GUTS entered a new era, having D.B. as the heart of the show. In one interview, D.B. declared that he would never be forgotten again, regardless of how many future editions and future champions GUTS would have.

In that way, D.B. managed to stay in the spotlight all the time - much more than the previous host, but that doesn't mean that there weren't a few GUTS champions worth noticing. Until the present time, D.B. was the host of 48 editions of GUTS along 20 years of show, so besides himself, there are other 48 champions of the show.

Among the 48 champions of post-D.B. GUTS, there are 4 prominent figures that are worth noticing. Together with D.B., they are known as "The Great Five", the best of the best among the champions of GUTS.

D.B. Judge

The Black Knight

Doctor Richard

Paul B.J.

Monohorn Jackson

GUTS Season Structure

Every GUTS season follows the same structure, prepared to last for **6 months**. After those 6 months are over, the next GUTS season starts immediately.

Definitions

During the Definitions, a lot of teasers are released to the public to raise awareness of the incoming next GUTS show. All background work is done here: the selection of this season's theme, the creation of the arenas and all the business contracts and deals. Any changes in the general structure and general planning of the show is also defined in this stage, including the tasks for the GUTS Trials stage. Everyone wishing to enter GUTS must enter in contact with the GUTS producers during this stage, signing up for the trials.

To sign up for GUTS, candidates can send anything: videos, images, audio, sometimes reports about their audience levels or descriptions of what they have done so far, always trying to explain to the GUTS producers why they should be on the show. Famous celebrities are always a few steps ahead, since they are more likely to be chosen, but their potential to become famous is also relevant during the selection, so sometimes even people who are not famous yet can be selected.

This stage is also the interlude between one season of GUTS and the other, so the GUTS organizers can, at the same time, make the most of the previous season, by creating products and programs about it, while actively preparing for the next one. This stage lasts **8 weeks**.

Candidates Selection

During the Candidates Selection, GUTS producers will filter all those who signed up during the previous stage and select precisely 24 of them to proceed to the next stage.The worst candidates are also shown to the public to be mocked by everyone, becoming a show in

itself. During this stage, a few more informations about the GUTS season is released to the public, creating a hype for the upcoming show.

Most candidates are chosen for their potential of bringing audience to the show, so the GUTS producers work hard to make up stereotypes out of the candidates, such as the sports guy, the weird one, the hot chick, and so on. A few of them are chosen for their connections or political/economical background, such as already famous celebrities who would naturally bring audience to the show just by being there, or influential people that made a deal with the GUTS producers on the background, so they promised they would be a chosen candidate. There is a lot of corruption on the background of the show, but most people doesn't know or doesn't really care about it.

There are also always a few candidates who are the opposite of celebrities and are chosen precisely because of that: they are used as cannon fodders for the others and sometimes as underdogs, to which the audience can relate to. At last, the GUTS producers always select a few candidates that won't probably join the final roster, but would bring audience to the show anyway, such as rising vloggers or people featured on memes. Even community heroes have been already chosen, such as a fireman who got famous when he released on the internet footage of himself saving a kitten. This stage lasts **2 weeks.**

GUTS Trials

During the GUTS Trials, a lot of tasks are created to filter the candidates selected in the previous stage. They will face a lot of challenges, following D.B. instructions, while trying to get audience to proceed to the next stage. The trials they will face are different every time. At the end of this stage, the roster will be decided, with the selection of the best 8 fighters, chosen by D.B. (the parameters for choosing are the performance in the trials, but D.B. always manipulates the results).

The Trials are efficient to evaluate how much everyone is willing to risk for the chance of becoming famous. The more desperate they are, the more likely they are to be chosen. It is also a evaluation of each candidate's skill to get audience: while the Trials are happening, all candidates will have a whole team behind them working to raise their audiences, by creating content about them and sometimes by spreading lies about the other candidates; they also make promises about what they will do with their Wish if they win, much like a politician's election. Authentic people, however, sometimes can get to the heart of the crowd, so what really matters here is how much the audience love each candidate. This stage lasts **2 weeks.**

Training Stage

With the 8 fighters defined, they will be trained for the GUTS tournament. All the training is broadcasted and usually, the fighters will have time to know each other and interact with the public, as it happens in most reality shows. During the training period, there will be lots of activities, such as the Joint Training, where fighters will practice sometimes together in mock fights, creating friends and rivals between them, the GUTS Games, where fighters will

participate in a friendly game selected by D.B. during a weekend, to relax and get to know each other better, and the Gala Night, where fighters will be paired up for a fancy dinner.

It is in this stage that the “characters” for the 8 fighters are created. With the help of the GUTS producers, all fighters will try to be as much charismatic as possible, sometimes incarnating stereotypes, creating a facade to be shown to the world. They are presented to the public and are broadcasted 24 hours a day (paid service, not available to everyone), in an attempt to make the audience relate to their characters. This stage lasts **2 weeks**.

Round Robin

During this stage, the 8 fighters will be split in 2 different groups and every fighter will get to fight 3 times, with the other members of its own group. Those groups are decided by the D.B., based on his personal preferences and his opinion of what would bring the most audience to the show. The brackets of the next stage are also defined here: they are shown as if they were random, but they are always manipulated to please the audience with the fights they want to see the most.

Each fighter will have 1 fight per week, so there will be in total 4 matches on each week. By the end of the 3rd week, each group will drop its worst fighter, ending up with 6 fighters selected for the next stage. After that all fighters will have 1 extra week to rest and prepare for the next stage, so the total duration of this stage is **4 weeks.**

Elimination

The elimination stage is the last stage where fighters will face each other. All 6 fighters will be put into tournament brackets: 2 of them will go straight to the semifinals, while the other 4 will go to the quarter-finals. During the first week, there will be the quarter-finals (2 matches). On the 3rd week, there are the semi finals (2 matches). On the 4th week, the finals. The total duration of this stage is **4 weeks.**

Granting the Wish

After the winner is decided, his/her wish must be granted. During this stage, everyone commemorates the victorious fighter and GUTS producers will work to make his/her dream come true. There are plenty of interviews, televised talk-shows and public events in general. It’s also in this stage that a lot of parallel shows are created, always featuring one champion or another. The total duration of this stage is **2 weeks.**

Season Quirk

Each GUTS season has a quirk: a detail, a new rule or a theme that serves as a guideline. This was created by D.B. to help keep things interesting, always adding something new to the next season of GUTS. All seasons but the 1st have something unique about them. Below there are a list of some of those quirks:

Radiation Brawlers	All fights were conducted in open air with no protection; fighters were subjected to intense solar radiation during the fights, turning some of the fights into endurance matches
Medieval Knights	Fighters were not allowed to use high tech weapons, just previously approved medieval tools, such as swords, armors and axes. Horses were allowed too
Future Stars	All fighters were below 18 years old. Just the polemics of this season provided them with enough audience to keep the show running for the next 5 seasons
Tag Team	All fights were conducted in teams of 2 (with the exception of the finals, where the team would be split and the previous team members would fight each other)
Beast Tamers	All fighters were allowed to have one animal companion to fight together with them. This season was a partnership between GUTS and EBAMA (another similar fight show, but with animals)
Gunslingers Duel	Arenas mimicked a wild west setting and all fighters were only allowed to use guns from that period, with modified ammo (to dismember limbs on a hit, instead of killing)
Wrestlers of Tomorrow	No weapons allowed. All fighters would be specialized in one or more martial arts and all of them would be trained by the show organizers in dismembering others with only their fists
Carnage in the Asylum	Only fighters with diagnosed mental disabilities were allowed. This show was also quite polemic, awarding GUTS organizers plenty of audience

Every GUTS show is designed to follow that theme, so that each season has its unique flavour. D.B. personally chooses each theme.

Current Season Quirk

GUTS is the most famous and successful reality show in all history, but that doesn't mean it is exempt from getting obsolete over time: in order to retain its crown, GUTS must always innovate, change and adapt, transforming itself at least twice a year: every GUTS season must have something new, to keep the audience entertained. That's why each GUTS season has its own unique quirk.

For the 50th season, D.B. knows he must bring something outstanding, something that will thrill the audience in a level never seen before. It's a hard thing to do, since there was already 48 seasons of the show and he already developed new ideas for each one of them. There is something, however, that all GUTS expectators have been waiting for the last 20 years: **the return of D.B. Judge as a fighter**.

That's why, for this season only, D.B. kept the quirk as a secret, announcing to everyone that something awesome will happen, but nobody will know until it does: it is all part of the show. D.B. intend to, after the fight is over and a victor is announced, challenge the champion with a few more trials, ending with a final showdown with himself. He is confident that he will win and bring the attention back to himself.

Although D.B. loves GUTS, he loves himself above anything else. He must always be on the spotlight and, sometimes, GUTS champions outshine him, even if only for a few moments. Announcing an epic battle between the 1st and the 50th GUTS champions will create a hype never seen since he was challenged by the previous host, 20 years ago. D.B. intends to create this incredible clash of generations so that the show's popularity (and his own) skyrocket by the end of this GUTS season.

Current Season Trials

In order to select the 8 fighters of the current GUTS roster, 24 people underwent a few trials, conducted by D.B. himself. Those trials lasted 2 weeks and were composed by 3 different tasks. All those who failed were instantly eliminated.

Trial 1: The Mock Fights

The Mock Fights lasted 3 days. They were basically a mock championship where all **24 challengers** had a chance to face each other in non-deadly fights, hand to hand combat. This event was created to provide D.B. with fighting material of the challengers, to start a hype in the media and present them to the audience.

It was also a nice opportunity to evaluate the reception of the public of each candidate: during that stage, they conducted polls and interviews with most fighters, getting a hold of what the audience wanted. It was also a nice chance of seeing them in action: not all of them, after all, were actual fighters, so people haven't seen them battling against each other.

Fighters that lost a few matches at the Mock Fights weren't necessarily eliminated: there was a points system used to classify them, accordingly to their performance: the top 8 in this score board automatically passed this trial and proceeded to the next task, while other 8 contestants in between the remaining 16 depended on popular votes to proceed. These elections, of course, were rigged by D.B. Judge: he manipulated the result as he saw fit.

The mock fights were nothing more than a show, since each character's popularity played a much heavier role than their ability to fight; some of them lost every fight and were still voted by the public and chosen by D.B.

The Mock Fights were released to the public in 4 episodes: the 1st one was showing the bios of the fighters, the favorites, a little bit about their pasts, but didn't show any fighting, since they were still going on. The other 3 episodes featured the fights, with a little more bios about the best participants, and the last episode was all about the 16 chosen ones. Since it wasn't live, D. B. could easily edit anything he wanted.

Trial 2: The Treasure Hunt

With **16 contestants**, D.B. conducted the next trial, and this one was shown live. All 16 were invited to a kick-ass party at one of D.B. mansions, where all backstage talking, intrigues, alliances and badmouthing was filmed and shown to the world. The party lasted a few hours and then they proceeded to a fancy dinner: in that dinner, D.B. revealed what the next task would be: a big Treasure Hunt.

Each of the 16 was given a different hint and received a filming crew to accompany them. For the next 5 days, all 16 participants would be broadcasted while searching for the treasure. There were no rules: they could use any resources they saw fit to achieve their goals. D.B., however, found ways to help the participants he favored and hinder those he didn't like, either by giving them harder clues or by subtly adding obstacles in their paths.

Challengers had to use their resources and wits to negotiate their clues with each other, sometimes trick their opponent's into revealing important information and to research, with the help of the public, of course, the possible location and content of their treasure. Since the filming crew were broadcasting everything, however, it wasn't really a contest of intelligence, but another popularity clash. D.B. Judge would analyse the audience's reaction the each of the fighters, seeing whoever was providing the most interesting show (by checking the number of people that were watching each contestant), and use that information to decide who he would help and who he wouldn't.

In the end, only the participants that provided enough show for the public managed to get to the treasure's location: a giant dome where some of the GUTS matches would be held: the amazing arena "Last Resort". 12 participants managed to succeed in this trial.

Trial 3: The Generations Clash

This trial started with **12 challengers** and ended up with the remaining 8, completing the roster for the beginning of the GUTS show. This trial, called "The Generations Clash",

brought together 12 previous GUTS champions and paired each one of them with a different challenger. Each champion had one day to put up a show together with their challenger, ending with a fight between them.

On each day for the next 6 days, two teams (composed by champion and challenger) would have a few hours to present the best they could come with, always ending with a big clash between the two of them. The score of each candidate was decided by the champion and D.B. Judge, regardless of the result of the fight. All the time, the audience would share its opinion and thoughts about each challenger, making D.B. grading process easier.

By the end of the 6 days, D.B. had a score for each of the 12 participants and the best 8 between them would be selected as the GUTS roster, ending the trials once and for all.

GUTS SOUNDTRACK

1. Welcome to the GUTS
2. Ready for the Next Show?
3. This is a VIP GIG
4. The Last Resort
5. Goryland Park
6. Crimson Anthem
7. The Grid

CONTACT FLUX GAME STUDIO

Please let us know your comments and suggestions about GUTS!

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