

**Cult Like**

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| **Episode 12 Confessionals** | | |
| **Castaway** | **Old Count** | **New Count** |
| Sophie | 2 | - |
| Coach | 5 | 7 (+2) |
| Albert | 2 | - |
| Ozzy | 2 | - |
| Rick | 1 | - |
| Brandon | 0 | - |
| Edna | 4 | - |
| Cochran | 8 | 10 (+2) |
| Whitney | 0 | - |
| Dawn | 0 | - |

Day 27

1. **Coach (1/7):** We've got seven left and really, they're all our family, so now we gotta start sending home some of our own.
2. **Edna (1/4):** Coming back from Tribal, it leaves you a sense of paranoia because now people have ideas floating around who is five, six and seven and who is not in that top four? I'm deluded to thinking that I'm safe.
3. **Cochran (1/10):** Tribal Council was kind of alarming for me because it was made clear that I was the person that was going in-in seventh. (02:18 → 02:28 = 10s)
4. **Cochran (2/10):** After surviving another night I-I-I am aware that The Family, uh, could turn on me at any moment so I'm-I'm really reevaluating what I need to do to get further in this game to make sure I'm not taken out by The Family. Gosh, helter-skelter.

Day 28

1. **Sophie (1/2):** I always felt his personality, is something Cochran has going for him out here. I mean, when I first came here, I felt kind of bad for Cochran. It seemed like people bullied him but I can see now why people got annoyed with him. You know, I get frustrated by the kind of air he puts on. I think he's really proud of the move he made and I think he still thinks that somebody will take him to the end. I don't like it.
2. **Cochran (3/10):** There has kind of always been this cult-like quality to the Upolu family. Just hearing the word "family" over and over, you can't help but think of Charles Manson and-and-and-and the Manson Family and the family that-that committed so many heinous murders. (04:26 → 04:39 = 13s)
3. **Cochran (4/10):** Brandon in particular, seems almost obsessively devout, uh, to the point where it seems like he's trying to suppress something a lot more scary. I don't want to be Sharon Tate in this scenario and I need some sort of plan or else I'm going to be exterminated. I'm going to be given the poison Kool-Aid and meet my untimely death. And I'm hoping reminding my tribemates of the risks I took will convince a few of them to vote my way.
4. **Sophie (2/2):** Cochran said, *"I know a lot of you feel indebted to me."* I don't feel indebted to you, you know, screw you. He made an awful move. He should have stuck with his tribe.
5. **Coach (2/7):** Albert and I both see that we do owe Cochran another day in this game. If we can just pull one more vote to keep Cochran. We've gotten down to the seven. Everybody is fighting to be standing at the bitter end.
6. **Ozzy (1/2):** From this point on, I'm even more excited to go into the duels and beat people that are my enemies in this game. I have to rely on myself winning, but that is what I do best, and that's the way that I want to win this game.

Day 29

1. **Ozzy (2/2):** I can survive out here on Redemption. I can keep getting stronger. This is my home, Redemption Island. This is how I'm playing the second half of my game and there's no one better suited to be out here than me.
2. **Albert (1/2):** Edna is out there doing the laundry and the funny thing is, you know, this is *Survivor*, the ultimate strategy game. The players in my alliance think that it's not *Outwit*, *Outplay*, *Outlast*. They think it's out-clean, out-gather, out-organize. To me, this game is about doing well in challenges, cr-creating a great strategy, and playing a strong social game. So those are what I'm focused on. I'll leave the housework to Martha Stewart.
3. **Cochran (5/10):** Uh, Brandon just caught this giant, really scary looking fish that has these kind of intimidating looking fang teeth, uh, and I'm in charge of holding it but it still seems to have some life in it, so I'm kind of nervous right now that it's gonna, you know, resurrect and-and attack me. But, you know, whatever it takes to-to feed our tribe I'm willing to-to put my-my life and limb in danger and, you know, Brandon is doing an-an awesome job of fishing so I'm happy to help out. And I feel like I'm part of the team. I didn't physically catch it, but I am physically holding it and I'll be the one that brings it back to camp and I'll be the one they hoist upon their shoulders, so I'm proud to be, uh, holding this fish right now. And I hope it's the first of-of many to come.
4. **Edna (2/4):** Albert proceeded to lay in the hammock and watch me for two hours while I did the laundry, and when I stepped away from the laundry for one minute, I come back to the fire being doused out, and the embers are wet and you can't get the fire started that easily. Oh,that was so infuriating. Albert does pretty much nothing except lie around and eat fish and wait for other people to wait on him.
5. **Coach (3/7):** Well, I don't think poor Albert has done a day of work in his life. I think that boy's been hand-clothed, hand-bathed by his mother since he was two.
6. **Rick (1/1):** Albert is kind of a little precious thing in camp. It's just like one of the little *Barbie* dolls. They look really cute but they don't do a damn thing, they just sit there. And that's why I call him Prince Albert. It's like, *“Well, I'm the prince and you guys work for me.”* You know, and it just-- it just kills me.
7. **Edna (3/4):** And I just found out that I'm basically next person to go after Cochran which makes me feel as though I am pretty low on the totem pole. I have definitely have to shake it up right now because sixth or seventh is not acceptable for me.
8. **Coach (4/7):** Keeping Edna and Cochran would be the best thing for me to do because they're never going to vote me out so it's really like a catch-22. I mean, which side should I go at this point? Do I want to honor my word, be a man of integrity, stick with the five or do I want to go another route? Nothing is for sure in this game.

Day 30

1. **Coach (5/7):** There's that one player on every team that you give everything to. It's why you teach or coach and it's why I play *Survivor*, to find that one student that wants to learn. So I took Cochran out to do tai chi. I-I do feel like I owe Cochran and I feel like I owe him some type of hope going into the challenge. You never know what kind of challenge it's going to be and maybe, you know, hopefully it-it'll empower him.
2. **Cochran (6/10):** “Coach chi,” for all the jokes about it, uh, and all the jokes directed at Coach, it is a valuable thing for me to do. You know, usually, I have all these conflicting goals bouncing around in my head: How do I curry favor with Brandon? How do I make Rick like me? How do I make Coach like me? But now, you know, after Coach chi, all the stress just exited my pores. All that remains is a sin-singular drive to-to win immunity and I think I can do it after-after today's session.
3. **Cochran (7/10):** Albert offered the reward to me. There are only really two possible explanations for his decision. One, he wants to work strategically with me and is trying to curry favor with me which-which would be the ideal option. Two, that it was just kind of a sweet farewell gift to make me to like him before I inevitably join the jury. Either way, I hope that I get to stay at least one more night in the South Pacific.
4. **Coach (6/7):** Walking back into camp, everything is laid out for Cochran and I. We've got two massage tables ready. We've got a shower to the left side. We've got two beautiful South Pacific women that are ready to massage us. There's oils there. Everything smells beautiful, fresh, new, clean.
5. **Cochran (8/10):** Up to this point, I-I've never had a massage. I-I'm thrilled to see that, you know, some stupid little white lie about when my birthday was, which actually took place six months ago, is helping me at least somewhat in this game, even if it's just to get a free massage.
6. **Cochran (9/10):** After I received my spa reward, I pulled aside Albert, not only to thank him but to kind of get a feeling of whether he was willing to continue working with me, knowing full well that my name is, you know, the one that's being floated around the most to be voted out tonight.
7. **Albert (2/2):** Rick, to-to begin with, he's about as sharp as a bowling ball, and then I hear that he's chirping in the background, calling me-- calling names, dropping a Princess here and there. Are you kidding me, Rick? I have a mind right now to get rid of Rick this vote.
8. **Edna (4/4):** Albert caught wind that Rick was calling him Princess Albert, Prince Albert, because he doesn't do anything around camp. Cochran and I are trying to use that information to try to get Coach to come with us to vote Rick off.
9. **Coach (7/7):** My decision tonight and which way I go is going to determine the rest of this game. There is a tide that is coming. I either take it and go with a new alliance, or stay with my first five. As William Shakespeare says, *“There's a tide that comes in the lives of men that when taken, leads to great fortune. But when omitted, all the rest of their lives are bound in shadows and misery.”* I want to make sure that I make the right decision. I want to make sure that I take the right tide so that I can ride that tide all the way to the end of this game that I love so dearly.

Redemption Island

1. **Cochran (10/10):** The big move I made at the merge in jumping over to Upolu, in retrospect, may not have been the best move. I absolutely feel like Upolu used me. The fact that they did absolutely nothing to show any sort of gratitude, apart from lip service, is insulting to me.