

# **SURVIVOR**

**A BRIEF OBSESSIVE CHALLENGE GUIDE**

2nd Edition  
By David A. Bindley

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Filler challenge titles are used throughout where official titles remain unknown, and will be updated in future guides if I can ever find them. These unofficial titles are marked in single quotation marks.

As I'm not getting paid to pimp them, mentions of show sponsors used in product-placement tasks and rewards are also avoided wherever possible. While there's no specific section for results in this version of the guide, challenge commentary may not be spoiler-free, and caution is advised.

# AUSTRALIAN SURVIVOR

## AUSTRALIA, SEASON I

### 'A New Beginning'

#### Episode 1

The sixteen players arrive by bus, pre-sorted into their tribes (Kadina in yellow, Tipara in blue). They will share the same beach and watermill, though they have separate camps and will alternate using each resource, with one tribe using the beach on the same day the other uses the watermill. To determine which tribe lives where, the youngest of the sixteen players will be asked to predict the result of a coin tossed by host Lincoln Howes. If they predict correctly their tribe wins the right to select their camp, but if they predict the result incorrectly the other tribe does. Once camps have been determined, each tribe must select one member to swim to collect a map and compass from one of two pontoons, before the entire tribe hikes to their new home, stopping at several locations along the way to collect supplies.

### 'Fire Starter'

#### Episode 1

Tribes must wade out to collect a floating log, carry it up the adjacent cliff and towards a small 'wall of fire', laying it down as a bridge before returning to the beach and collecting a second log. Once they have the second log they must take it across their bridge to a raised cauldron, laying it against the tower so they can use it as a beam to light a torch. When the torch is lit, they must take it to a barrel of spears (provided with treemail for practice) and light them, taking turns to throw the flaming spears at a bundle of sticks. The first tribe to make their 'bonfire' burn high enough to light a fuse wins Immunity and waterproof matches.

\* The challenge was abandoned after high winds made the final stage impossible, and both tribes were awarded matches. The following day, the below replacement challenge was conducted.

### 'Lincoln's Story Time'

#### Episode 1

Tribes will be told a brief story about the history of Whaler's Way. They will then be asked a series of true-or-false questions about the information presented, and must work together to select a single answer. The first tribe to correctly answer a question answered incorrectly by their opponents wins Immunity. If there is still no winner after three questions, each tribe must select a member of the opposing tribe to answer the remaining questions with no input from the rest of their tribe.

\* Yes. The emergency tiebreaker challenge *itself went to a tiebreaker*.

### 'Let It Roll'

#### Episode 2

Tribes must each dig up a treasure chest buried beneath a flag in the sand, then use provided wooden planks and rollers to transport it up an adjacent sand dune to a rope at the top. When the chest crosses the rope, they can pick it up and carry it to their finishing platform. The first tribe to finish wins the contents of their chest – a fishing rod, spices, and 'ice-cold' cans of product-placed soft drink.

### 'Donut Disturb'

#### Episode 2

Each tribe must designate one person as their puller. The other six participating players must stand on a donut-shaped platform divided into twelve coloured wedges. Lincoln will spin a carnival wheel in regular intervals to select one of the six colours, and the puller must remove a wedge of that colour from the other tribe's wheel. If any tribe members are standing on the chosen wedge, they have three seconds to move as one to a new wedge before it is pulled. The first player to fall loses Immunity for their tribe.

### 'Rope, Row, Tow Your Boat'

#### Episode 3

Tribes are each given a 'web of ropes' in the middle of a marked area on the ground, and must untangle it without entering the marked area by climbing over and under each other. Once the ropes are untangled, they must be tied together end-to-end to make a single length of rope, attaching it to their tribe's rowboat. They must then work together to transport their boat into the water, around a buoy and back before dragging it into the marked area. They can complete this part of the task however they wish – getting in the boat and rowing,

pushing it while swimming, and pulling the rope to drag the boat are all allowed. The first tribe to have all six members and their boat in the marked area wins a cooking pot, a frying pan, two lanterns, and a hammock.

## 'Save The Best For Mast'

### Episode 3

Working in a relay, tribes must use an axe to chop through an anchor log, with each member only allowed one swing at a time. When the log breaks, the lost tension will pull down a mock yacht mast (held in place by the log at one end and two ropes at the other). The tribe must then use the mast as a balance beam to cross over a ditch, before searching among the fallen boxes from the crows' nest for a metal bar, which must then be used to ring a large triangle (as in the instrument). The first tribe to ring their triangle wins Immunity.

## 'Treasure Chest'

### Episode 4

Tribes must swim from the shore to their pontoon, then dive down to collect a treasure chest attached to it by rope. Once the chest is on top of the pontoon, they can untie the rope at the pontoon end and use it to pull the chest to shore, where they must carry it to their tribe's table. One team member must then run to a nearby board and select one of six identical keys, only one of which will successfully open the chest. The first tribe to open the chest wins snorkelling gear and assorted product-placed candy.

## 'Off-Road Rage'

### Episode 4

Each tribe must select one member of the opposing tribe to act as their driver. This player will be blindfolded and must follow the instructions of their sighted tribemates to drive a product-placed car across a clearing, passing through a series of gates. If they knock into a gate, they must stop immediately for one tribe member to collect a tribe-coloured ribbon from a penalty area at the end of the clearing, placing it under the car's windscreen wiper before continuing. The first tribe to finish the entire course and cross the finish line wins Immunity. In addition, its members will each draw a set of car keys from a small bucket, and try to unlock one of the waiting cars with them. The player whose key opens the car wins it.

\* Despite winning the car, Sylvan (who didn't have a driver's licence) sold it prior to the season finale and reunion airing, claiming learning to drive was too hard.

## 'Tribal Triathlon'

### Episode 5

Tribes must work together to paddle their rowboat across the bay to a buoy (with only two oars provided), then jump out and swim to shore, where they must pick up the first part of the reward – a small sack of herbs, seasonings, and spices. They must then follow a marked path to the second part, a pot hidden underwater in a rock pool, before searching a group of 'slippery rocks' for the final part, a lobster trap with a live Southern rock lobster inside, again hidden underwater. Once they have all three parts of the reward, they must take them to their platform and transfer the lobster from the trap to the pot, closing the lid. The first tribe to finish wins everything they collected during the challenge, and some bonus lemons.

## 'Assault Of The Earth'

### Episode 5

Tribes must compete a military-style assault course, all finishing an obstacle before moving on to the next. First they must use a dangling rope to swing over a ditch, then climb up and over a two-metre wall. They must cross a tightrope using anchor ropes (knotted to the tightrope and the frame, thus holding it in place) before running to a steep ramp, where one person must climb up to the platform on top and lower an anchor rope allowing the rest of their tribe access. When everybody is on top, they must move the rope back to the far side of the platform and use it to slide back to the ground. Finally, they must complete a short two-rope traverse, crawl through a waterlogged tunnel, and climb up a cargo net and down the other side before running to the finish line to unfurl a sail. The first tribe to finish wins Immunity.

## 'Fill 'Er Up'

### Episode 6

Tribes are each given an empty barrel with one flat end missing and must transport it down a sandhill to a 'filling area'. They must then place a thin flagpole inside and work any way necessary to fill the barrel with sand until the line on the pole is covered. When they do so, they can remove the pole and use a hammer and bolts to attach the barrel's 'lid', before rolling the barrel back up the hill to their tribe's finishing circle. The

first tribe to finish wins thirty minutes with a product-placed mobile phone to call their loved ones, and can divide the time however they wish.

\* Despite the widely-held misconception that Kadina only won one challenge before the merge, had they not lost one of their bolts during this challenge they would have almost certainly won and both tribes would have entered the merge with a 50/50 record. (Compared to the US seasons which had aired by this point, they had the same number of wins as Tagi and Boran, and one more than Ogakor – all of which the season winners were in – but the problem is four out of their five wins were in Reward Challenges.)

As a consequence for the lost bolt mentioned above, Tipara shared their reward.

## 'Peg Legs'

### Episode 6

Each tribe must select only one team member to compete in this challenge. They will be attached by bungee cord to a pole on one side of a playing field, with their opponent attached the same way to a pole at the other. They must strain against the rope to collect a series of four tribe-coloured pegs placed in a line in the centre of the field, returning each to a holder on their pole before trying for the next. Once they have all of their tribal pegs, they must collect a dual-coloured peg in the centre of the field. The first player to collect this peg and return it to their pole wins Immunity for their tribe.

The 'one person competes for the entire tribe' aspect has since been used as a regular twist on the South African version of Survivor.

\* Why the hell would they have an individual challenge like this immediately before the merge? Could it be that the replacement for the first Immunity Challenge was actually intended as a tribal challenge later on, and they simply moved an individual challenge into the tribal phase so they wouldn't have to think of an idea on such a tight schedule? There's no missing challenges from the individual phase – in fact, there are MORE than usual – but a couple of the challenges do have a 'last-minute filler' feel to them.

## 'Growers & Showers'

### Episode 7

Tribes receive a treemail message directing them to pack up as much of the camp as they can within five minutes, then leave for 'the dead tree'. There the two tribes are merged into one, Aurora (a name chosen by producers instead of players). Reprising the opening hike to camp, they must collect a map dangling from a tree branch overhead, then follow it to their new campsite while collecting a series of 'housewarming gifts'. When they arrive at their new campsite, they will have a boat shell to camp under, and will get to keep any supplies brought with them. In addition, they will be given a hot shower with assorted product-placed toiletries upon arrival (in adjacent gender-divided shared shower stalls), several packets of product-placed potato chips, and can now collect food and water whenever they wish instead of waiting for alternate days.

\* Though Aurora's official colour is grey, all props from the tribal phase that reappear are painted orange.

## 'Chain Reaction'

### Episode 7

All ten players must run across a clearing to one of ten piles of puzzle pieces, and arrange the four irregular pieces to form a perfect square, as shown below. Once they do, they can run to a nearby frame and pull down one of seven lassos. Players left without a lasso are eliminated. The remaining players must then use their lassos to snag the handle of one of five partially-buried shovels, and bring it back to them. As before, players left without a shovel are eliminated. The five remaining players must each use their shovel to dig in an individual marked area of sand for a buried wooden box, which they must carry over an adjacent hill to collect one of three flags. Players left without flags are eliminated. In the final stage, players must open their box to reveal a compass and a set of directions, then use them to find a flare hidden somewhere in the surrounding scrub. Each set of directions leads to a different flare. Once a player has their flare, they must light it on a torch at the stage's start line before taking it over the hill to the finish platform. The first player to finish wins Immunity.

## 'Lie Detector'

### Episode 8

One at a time, players must reveal a secret about themselves to the other eight. These players must then attempt to guess whether the statement is true or false, answering by crossing a small clearing and standing on either the left or right side of a tree. For every opponent who guesses incorrectly, the player scores one point. The player with the most points after everyone has taken a turn wins an overnight trip to an 1840s-era

settlers' cottage with a player of their choice, and a product-placed computer package.

\* Even ignoring the Kadina Kapitulation™ that resulted in a 7-2 Tipara/Kadina split for this challenge (which amounts to 'How much have you told your tribemates about your real life?'), the challenge would have been biased towards players from the minority tribe – and with an odd number of people left, there definitely would have been one. There's no chance they would have told the people from the opposing former tribe as much about themselves as they did their own tribe members in the eighteen days before the merge, meaning it's easier for them to score more points (as fewer people know the truth).

## 'Flaming Hell'

### Episode 8

Each player must stand the same distance away from a campfire in a semi-circle and hold a wooden rod over the fire with one outstretched arm. Seconds after selecting an arm and starting, they must switch to their non-preferred hand. If a player drops their rod, moves it out of the fire, or holds it low enough for the cotton at the end to ignite, they are eliminated from the challenge. The last player remaining wins Immunity.

## 'Square Off'

### Episode 9

In this updated version of the Immunity Challenge from this point in Survivor: Borneo, each player must select a starting square of their choice anywhere within a 9x9 grid. One player at a time (taking turns in a random order) must select any empty square for Lincoln to place an 'elimination disc' on, before moving one grid cell in any of the eight directions and placing a second disc on the vacated cell. When a player is unable to move to an empty cell, they are eliminated. The last player remaining wins a large pizza, which they can divide among the tribe as they wish.

## 'Breakfast Of Champions'

### Episode 9

Prior to the challenge, players are told to form pairs. Rather than competing *together*, they will compete *against* each other in the first-round of an elimination-style eating competition, where they must race to eat one pilchard. The first player to finish in each duel advances to the second round, where they are given new opponents and must eat three baby squid. The winners of these duels compete against each other in the final round, where they must eat sixteen fish eyes. In all three rounds, they must eat every morsel of everything on offer in order to finish. The first player to finish their eyes wins Immunity.

## 'Clifftop Catapult'

### Episode 10

Players must take turns using a giant slingshot to fire one colour-coded ball per round from a clifftop at a large ring target floating on the water below. After every player has fired five balls, the player who lands the most balls on or inside the target wins Devonshire tea.

\* After the challenge, a local whale began interfering with the floating target prop.

## 'Measure Up'

### Episode 10

In this elimination-style challenge, players must use their estimation skills in a series of short tests. At the end of each round, the player farthest from the target in each round is eliminated. First, they must find any object in the surrounding area weighing one kilogram. Next, they must collect something one metre long. Each player must then estimate five minutes by pushing buttons on an electronic stopwatch with a covered display. The remaining four players are each given an unmarked metal container and must use them to collect two litres of water from a barrel. In the following round, players must each write the current temperature in degrees Celsius on a provided board. Finally, each of the final two players must guess the current weight of their opponent. After all six rounds, the last player remaining wins Immunity.

## 'Life Ring Rescue'

### Episode 11

Each player is given a rope spanning the width of the beach between two poles. The ropes are covered with identical sets of assorted 'debris'. Working any way necessary, they must transfer five life rings along the rope from one pole to the other. The first player to transfer all five life rings wins a fifteen-minute webcam chat with their loved ones, while the losing players will each be given a product-placed mobile phone to SMS their own loved ones.

## 'In The Balance'

### Episode 11

Each player must stand on an individual square pontoon for as long as possible. They may not touch the pontoon with any part of their body except their feet. At various times, product-placed snack rewards are offered in order to entice people to quit – however, the first of these offers (presented by remote-control boat) can be accepted by simply reaching the offered item, without eliminating oneself from the challenge. When a player falls or jumps from their pontoon, or touches it with any forbidden body part, they are eliminated. The last player remaining wins Immunity.

## 'Hooked On A Feeling'

### Episode 12

Players must run to a rope with a shark hook attached, and use it to snare a fishing net containing a wooden box. Once they have done so, they must remove the box and take it back to the start, where they must smash it open with a provided rock. They must then take the hessian bag of lettered tiles inside and run down the beach to a solving area, where they must arrange some (but not all) of the tiles to form a mystery word. Many words can be formed with the provided letters, but only one – Aurora – is correct. The first player to find and correctly spell the word wins a camp bed (with sleeping bag, pillow, and teddy bear) for the rest of their time in the game, and a dinner of either roast chicken or minestrone served to them at camp.

\* This is the first in an far-too-long line of 'physical challenge with puzzle at the end' Survivor challenges. Though the two ideas had been combined in the past as part of the 'Second Chance' format used in *Survivor: The Australian Outback* and *Survivor: Africa* (and also in an obstacle course challenge in the latter), as well as in Episode 7 of this season, the puzzle had never been the final element before.

## 'Brainteaser Trap'

### Episode 12

Players are blindfolded and must make their way through a small maze filled with assorted barricades. The last player to finish the maze is eliminated. From then, the remaining players must compete in a series of simple tasks (assembling four equal triangles from six dowels, a three-level Tower of Hanoi puzzle, or throwing a juggling ball into a hollowed-out Survivor torch from behind a marked line). The first player to successfully complete each task wins a cryptic clue referring to a group of traps, and must assign each player to a trap based on this clue, aiming to avoid the only trap in each group that works. The player who is given the working trap in each group is eliminated. The last player remaining after all four rounds wins Immunity.

## 'Walk The Plank 1.0'

### Episode 13

Starting on top of a metal barrel at different edges of a truncated 5x5 grid, players must use only a wooden plank to move from stump to stump without touching the ground or using a stump another player is currently using. Each stump has a small holder attached, containing either a colour-coded peg or a colour-coded flag, all of which have the coloured parts hidden. Each player must traverse the grid to find the flag and four pegs painted in the same colour as their barrel. Once they have all five, they must use the plank to cross to the base of a lighthouse structure in the centre of the grid, then place the pegs into holes and climb up them to fit the flag into the top of the structure. The first player to finish wins ice cream with an assortment of toppings, and an advantage in the upcoming Immunity Challenge.

\* This is the first ever Reward Challenge to air in a season finale. (Aside from the two American seasons with the Redemption Island twist, it's also the only time three planned challenges have aired in a finale.)

## 'Walk The Plank 2.0'

### Episode 13

Each player must stand on a wooden plank (split into five marked spaces) hanging over the edge of a boat. They will be asked a series of multiple-choice questions about the season, and must show their answer using provided cards. Each time they answer incorrectly, they must take a step backwards. The player who won the advantage is given the option of skipping any one question they wish. When a player is out of room, they must jump into the water and are eliminated. The last player remaining dry wins Immunity.

\* All three major elements of this challenge have also appeared on the American version as parts of Reward Challenges featuring a visit from players' loved ones as the main prize – walking the plank in *Survivor: Pearl Islands*, a trivia quiz about the season in *Survivor: Vanuatu*, *Islands of Fire*, and the advantage twist in *Survivor: Guatemala*, *The Maya Empire* (where both items were available as part of an auction).

## '38 Minutes'

### Episode 13

Each player is given a variety of firemaking supplies, and must use it to make a fire, lighting a lantern from the flame. They must simultaneously estimate the passage of time, hanging their lit lantern from a hook as close to thirty-eight minutes after the challenge began as possible. They will each be in different cubicles, unable to see their opponents, and are forbidden to talk to each other or leave their cubicle. The player who hangs their lantern closest to the target time wins Immunity, and by default their choice of opponent for the final Tribal Council.

\* The jury watches the challenge despite it not being held at Tribal Council, and the vote is conducted face-to-face immediately afterwards. To my knowledge, this is the first of only two times each event happens – the jury was also invited to a quiz challenge in the British *Survivor: Panama*, and the face-to-face vote has only happened in *Survivor: Palau*, where the length of the endurance challenge made it impossible to hold a proper Tribal Council before sunrise.

# CELEBRITY SURVIVOR: VANUATU

## AUSTRALIA, SEASON 2

### 'Gender Warfare'

#### Episode 1

Nine alleged 'celebrities' are brought by yacht to a location off the shores of Vanuatu, where they are intercepted by a group of local warriors and host Ian 'Dicko' Dickson. They are divided into two tribes by gender (women on Moso in blue, men on Kakula in orange) and taken by the locals to their beaches. The only supplies they are given are a change of clothes and a raincoat each, and their one luxury item of choice. Later that day, an additional celebrity of the opposite gender arrives at each camp with a pot and a machete.

\* In addition to the opening being based on the American season set in Vanuatu (down to near-verbatim sections of host exposition atop Mount Yasur), teams will be using the same beaches as the tribes from that season – except the 'female' tribe here will be on the American 'male' tribe's beach and vice versa.

### 'Life's A Beach'

#### Episode 1

One tribe member at a time must swim out to a floating treasure chest, dive down to unclip it from its anchor, then use the attached rope to tow it back to shore. Once all five chests have been collected, the tribe must open them and work together to form a recreation of a traditional tamtam from the puzzle pieces inside. The first tribe to finish wins a large fish and assorted fishing gear.

### 'Pig Pen'

#### Episode 1

One tribe member at a time must enter a muddy pen filled with thirty pigs, and catch one of the five painted in their tribe's colour. Once they have a pig they must take it to an adjacent holding pen before the next player can begin. The first tribe to collect and return all five of their pigs wins Immunity and a new tribe member, a former SAS soldier and survival expert. This player enters the game as a full contestant, and can therefore win the prize (as well as be voted out).

\* Not only is the challenge taken from the American season filmed in Vanuatu, so is the pig pen itself – the pen was left behind after filming finished.

It's completely coincidental and not at all rigged that the tribe at a numbers disadvantage won – meaning the next episode has tribe numbers at 6/5 rather than 7/4 – right?

### The Coconut Juice Challenge

#### Episode 2

One tribe member at a time must crack open a coconut on a rock, draining the juice into a half-coconut cup, then must carry it over a 'shaky plank', through a barricade frame, and over a seesaw to reach the finish, where they must pour any remaining liquid into a bottle before running back along the sand to the start. The next player cannot begin until they finish the course and return, and if a player drops all of their juice they must still finish the course. The first tribe to fill their bottle to a marked line and carry it back to the start wins a tropical fruit platter and a Survivor-style canopy bed.

### 'Bislama Memory'

#### Episode 2

The players are presented twenty-four tables covered with baskets, each hiding either a common item or a description of one of the items in Bislama, the most widely-used language in Vanuatu (for example, 'basket blong titi' is Bislama for 'bra'). Tribes must take turns sending one member into the field to uncover two baskets, hoping to find an item and its matching description. Tribes do not get a second turn if they make a correct match. The first tribe to correctly match five pairs wins Immunity.

### 'Star-Crossed'

#### Episode 3

Immediately before the below challenge, the two opposite-sex members of the original tribes must take turns selecting players to join their new tribe. Each player must alternate former tribes when picking players, starting with a member of the opposite tribe. The two new tribes will return to their selector's beach after the challenge.

\* Coincidence #2: How would the tribes have been shuffled if either (or both) of the original opposite-sex members was voted out in the first two episodes?

## **The Basket Stomp**

### **Episode 3**

One tribe member at a time must place one of several food items (bags of nuts, rice, spices, and potatoes, and a tin of corned beef) on one side of an adjustable seesaw plank, then stomp on the other end to catapult it into a basket overhead. Players can only switch when a stomper succeeds. The first tribe to successfully catapult all five items into their baskets wins the catapulted items and a Survivor-style kitchen bench.

## **Prison Break**

### **Episode 3**

One tribe member must run down a path into the forest and collect their tribe's flag, then return to the start and dig beneath a bamboo fence to enter a makeshift prison cell, where they must untie the second tribe member. Both players must then dig into the adjacent cell and untie the third tribe member. These three must use the sticks and rope on the ground to assemble a pole, using it to collect a hanging key to unlock the final cell, where the last two players are waiting. They must then extend the pole with more sticks and rope to collect a second key, unlocking two padlocked tribe members and the exit door. The first tribe to cross the finish line with their tribe flag wins Immunity.

\* Why wouldn't you use the pole attached to the tribe flag to make your own pole sturdier?

## **The Human Thread**

### **Episode 4**

One tribe member is harnessed at the waist to a rope, with their hands tied together. The other tribe members must guide them along the rope through an obstacle course – under and around a log on the sand, across a bamboo A-frame, through a series of figure eights between two poles in the water, through two underwater hoops, and a 'rope maze' around a pole to collect a key from a pontoon. Once they have the key, they must return along the course to the start and unlock the rope from its anchor pole. The first tribe to finish wins a frying pan, oil, lemons, and two raw chickens.

## **The Plank Walk**

### **Episode 4**

Four players must stand on a plank suspended between two pontoons. One player at a time must collect a quoit from one pontoon, then squeeze past the other tribe members to deliver it to the second pontoon. If any players fall, they must start again. Once they do so, tribe members must move backwards along the beam so the next can start, and so on. The first tribe to deliver eight quoits wins Immunity.

## **Passing Water**

### **Episode 5**

One tribe member must take a bucket to the water's edge and fill it, then return to a marked line and throw it to the second player. This player must then throw only the water to the third player, who must catch it in their own bucket and pour it into a barrel at the top of a ladder. As the barrel gets fuller, the weight will lower it, raising a flag. The first tribe to completely raise their flags wins a steak dinner and waterproof ponchos.

## **'The Pursuit Of Happiness'**

### **Episode 5**

Three players will be harnessed together, each wearing a weighted backpack. They must run laps of a partially-waterlogged running track, attempting to catch the members of the other tribe. The first tribe to do so scores a point. One runner must then unclip from the harness and the game repeats, and again with just one tribe member. The first tribe to score two points wins Immunity.

## **'Two Become One'**

### **Episode 6**

Kakula is told the tribes are merging via treemail, and is given ten minutes to pack up as much of their camp as they wish. They will then be picked up by locals in outrigger canoes and taken to Moso, and can only take whatever they can fit in the canoes. The new tribe will spend the remainder of the game at the former Moso camp. At the next challenge, they are given new red buffs and the producer-chosen name Tanna.

## 'Do Or Dive'

### Episode 6

Players must swim to a buoy, then dive down to collect one of five conch shells. The two players left without a shell after they are all collected are eliminated. They must then repeat the process, collecting one of only three shells. The final three players must then swim out and collect a sunken treasure chest and transport it to the beach any way necessary. The first player to finish wins a feast at a local tribal village with two players of their choice.

## Snakes & Ladders

### Episode 6

Each player is given a pair of ladder rails. Taking turns in a randomly-chosen order, one player at a time must take two ladder rungs and fit them into the holders of two separate ladders. They cannot place a rung in their own ladder. The first player to have six rungs in their ladder wins Immunity.

## The Vanuatu Volcano

### Episode 7

Players are split into two teams of three by schoolyard pick. Working together, they must complete a giant five-level Tower of Hanoi puzzle on three pontoons in the water. The first team to finish wins an overnight stay in a luxury villa.

\* The usage of inner tubes to represent the levels of the 'volcano' is a deliberate reference to *Australian Survivor*, which had a challenge featuring a Tower of Hanoi made of life rings.

## 'Compass D'oh!s'

### Episode 7

Players will be shown a compass rose design made from a series of puzzle pieces in assorted colours. They are given a short period of time to memorise the pattern, then must recreate it at a replica puzzle template using pieces of their own. All of the pieces are double sided, with different colours on each. In each round, the images will get more complex and players will have less time to memorise and recreate them. If a player makes a mistake, no matter how minor, they are eliminated. The last player left wins Immunity.

## Twisted Firestarter

### Episode 8

Players must crawl across a twenty-five-metre mud pit beneath a series of ropes. The last player to finish is eliminated. The remaining four players are randomly allocated into two heats, and must compete in a tug of war while standing on two round pontoons in the water. They will be harnessed to the end of the rope, stopping them from simply letting go. The first player in each heat to fall into the water is eliminated. The remaining two players are each given an assortment of supplies and must use them to make a fire in a corral beneath a suspended rope. When the fire burns high enough to break the rope, it will tip a can of water over their opponent's effort. The first player to do so wins a helicopter trip to Pentecost Island to watch the world-famous land divers, with a player of their choice.

## The Tile Shoot

### Episode 8

Each player is given a different column of three tiles in a three-by-five grid. One at a time, they must use a slingshot to fire marbles at the grid, aiming to break the other players' tiles. When all three of a player's tiles are broken, they are out of the challenge. The last player remaining wins Immunity.

\* Coincidence #3: It's not at all a major flaw in the challenge that one of the players with the edge columns – thus, those with less chance of being hit by accident – won, right?

## The Tamtam Smash

### Episode 9

Each player is represented by a tamtam decorated as an effigy of themselves, placed in front of a battering ram. They must answer a series of probing survey questions about the tribe in private, then are gathered after the results have been tallied and must answer them again, turning a block to show the player they believe was the majority answer. If they correctly match the majority answer, they must use a machete to cut a rope anchoring any player's battering ram in the air. After a player's rope has been cut three times, the battering ram will knock over their tamtam effigy and they are out of the challenge. The last player remaining wins an overnight stay at a beachfront villa with their visiting loved one.

\* The loved ones were taken away by helicopter during the challenge so as to not influence the results (even though there was no logical way they could have). Though it's never mentioned in the show, one player met their loved one – presented as their 'best friend' – in the Australian *Celebrity Big Brother* house. Rather impressive considering the two people were only in the house together for eleven days.

## The Flag Race

### Episode 9

Players are teamed up with their loved ones. In a relay (though with no restriction on alternating legs, or even on each partner having to do the same amount of work), one partner must swim from the beach to a tower, climb it to collect a flag, and return to the beach. The first pair to collect and return a total of four flags wins Immunity for its player.

\* As there is no set amount of work each partner must do, this is to my knowledge the only challenge in Survivor history where a player can win by doing absolutely nothing.

## Second Chance

### Episode 10

In this elimination-style challenge, the current jury members are told a brief story about legendary warrior Roy Mata, then must answer a series of multiple-choice questions by showing the correct option on a cube marked with the possible answers A, B, C, D, TRUE, and FALSE. The first juror to provide an incorrect answer to a question is eliminated. If more than one juror answers a question incorrectly, those who answered correctly will qualify for the next round, and additional questions will be asked until exactly one juror answers incorrectly. In the second round, players will be given ten seconds to study an arrangement of ten coloured wooden discs in a grid, then must arrange discs of the same colours in their own grid to form an exact mirror image. The first player to fail is eliminated. (The same rules regarding multiple errors are used.) After two jurors have been eliminated, the remaining two jurors will return to the game as full players.

\* A near-verbatim copy of the story used for a similar challenge in *Survivor: Vanuatu, Islands of Fire* is used here, although the method of answering questions is different.

## Lovely Grub

### Episode 10

Players must eat three live oftá worms. The first three players to finish eating their worms advance to the final round, where they must each search within an individual marked circle of beach for a buried key, which they must use to open a treasure chest and collect a grappling hook. They must then use the hook to snag a flag down the beach without leaving their circle. The first player to place their flag in a small pole on the edge of their circle wins Immunity.

## 'Pole Stance'

### Episode 11

Players must stand beneath a raised bucket of water, holding the bucket aloft with a long pole. When a player lowers their pole, the bucket will tip to shower them, and they are out of the challenge. The last player remaining dry wins a helicopter trip to Mount Yasur and an overnight stay at a resort, both with two players of their choice, leaving only one player at camp.

A trip to the same location was also offered as the last reward in *Survivor: Vanuatu, Islands of Fire*.

\* Coincidence #4: With everybody's pole being the same size, and the women being significantly shorter, it's perhaps no surprise the men (who could balance the pole on their shoulder) outlasted the women (who were basically holding it above their heads).

## The Battle Of Vanuatu

### Episode 11

Each player is given five shuffleboard discs. Taking turns, they must slide them down a table aiming to have them land on one of several painted islands representing Vanuatu, or in one of six 'craters' on these islands. The craters are only large enough for one disc. After everybody has slid their five discs, the player with the most discs touching 'land' wins Immunity.

# 'Set Adrift'

## Episode 12

Players must remain on a floating square pontoon for as long as possible. For the first hour, they must touch the pontoon with both hands and both feet. After one hour, they must lift one hand. After another hour, they must lift one foot. If a player lifts a limb without being told to, or touches their pontoon with any other body part, they are out of the challenge. The last player remaining wins Immunity, and by default their choice of opponent for the final Tribal Council.

\* As the two jury members who won their way back into the game form the final two, this is the only Survivor season ever where every single player has had their torch snuffed at Tribal Council.

# SURVIVOR SOUTH AFRICA: PANAMA SOUTH AFRICA, SEASON I

*This season is unavailable at the time of writing, although will be included in the next version even if I need to leave blanks for unknown challenges (as I did for one challenge in the next season). Apologies for any inconvenience. (If it's any consolation, from what I've heard the challenges were complete and utter crap, and you're not missing too much.)*

# SURVIVOR SOUTH AFRICA: MALAYSIA

## SOUTH AFRICA, SEASON 2

### 'Starting Blocks'

#### Episode 1

Players are dropped on a deserted road and 'intercepted' by armed men who take away everything except the clothes they are wearing before shackling them and taking them to a boat, which stops just short of their island. When a flare is fired, they must race to unlock themselves with a single ring of keys provided before swimming to shore and claiming one of sixteen podiums with blocks on top. The blocks are different sizes, and are first come, first served. When everybody has claimed a podium, they must step up onto the block and remain balanced there for as long as they can. The first player to fall 'will not be joining the tribes', instead being exiled until they are given a chance to re-enter the game, while the remaining players must flip over their podiums to reveal their tribe colours (either yellow for Bajau or blue for Iban).

### 'Above & Below'

#### Episode 1

Starting on floating platforms, tribes must swim to a hanging rope, suspended from a pulley next to a raised platform. One player must sit on a narrow perch at one end of the rope while the rest of the tribe pulls them up to the platform deck, where they can climb off and release a cargo net for the rest of their tribe to climb. Once everybody is on the platform they must jump off the other side and swim to the next obstacle, a rolling log on the water's surface. After climbing over the log, players must swim to a fence and dive through a submerged hole, before collecting a flag and flagpole from beneath two buoys. The first tribe to attach their flag to their flagpole and place it in a holder on the beach wins both Immunity and the exiled player.

### 'Sunken Treasures'

#### Episode 2

Two members of each tribe at a time must swim out to a group of five treasure chests on the seafloor, each marked with a different symbol representing its contents, and work together to transport one of the weighted chests back to shore. Once it is placed on their tribe mat, the next two players can begin. The first tribe to collect and return three of their chests wins their contents (a cooking pot, fish hooks, a knife, an axe, or a shovel).

### 'United We Stand'

#### Episode 2

Tribes must use three long poles with small podiums at one end to transfer a tribe member from one raised platform to another, without the transferred player falling, so that they can release a metal ladder. Once they have successfully done so, the tribe must return the poles to shore before swimming back out and climbing onto the very small platform. The first tribe to have all seven members on the perch with both feet above the platform wins Immunity.

### 'Coconut Crush'

#### Episode 3

In rounds, one member of each tribe (of matched genders) must run across the beach to a numbered marker and dig beneath it to find a coconut, then carry it back across the starting line. There is only one coconut in each round, and legal physical contact while the opponent is holding the coconut is allowed. The player who carries the coconut across the finish line in each round scores a point for their tribe. The first tribe to score three points wins flint.

### 'Grab Your Balls'

#### Episode 3

In rounds, two members of each tribe (of matched genders) must swim from a pontoon to a single submerged ball, unclip it from its anchor, and carry it back to shore. Legal physical contact is allowed, and the first player in each round to simultaneously touch the ball and a post on shore scores a point for their tribe. The first tribe to score two points wins Immunity.

\* Since both tribes are aiming for the same end post, the strategy here should simply be to let one player fight over the ball while the other swims straight to shore and blocks the post.

## **The Fish Bucket**

### **Episode 4**

Two tribe members must paddle a canoe to a floating platform filled with fish, where one of them must get out and load them into their canoe before they paddle to shore. A third player must unload the fish and throw them one at a time to the fourth, who must throw them to the fifth, who must throw them to the sixth, who must throw them into a barrel. If a fish is dropped it is out of play. The canoeists can make as many trips as they need. The first tribe to fill their barrel with twenty-five kilograms of fish wins fishing gear, a bag of rice, and the two largest fish they successfully transported.

## **'Surprise Shuffle'**

### **Episode 4**

Immediately before the below challenge, male and female players must place their buffs into separate bags, then take turns drawing a buff out of the relevant bag in order to select new tribes.

## **'Round And Round'**

### **Episode 4**

*Challenge rules unknown, though it seems to involve pushing a wooden bar around in circles while the other tribe is also pushing the same bar. My guess is it's a modified version of Hot Pursuit from Survivor: Palau.*

## **'Slip, Slide & Score'**

### **Episode 5**

In rounds, one member of each tribe must slide down a slippery surface to collect a colour-coded ball (hanging above the surface), then carry it to the far end of the course and throw it into an overhead basket. The first player to get the ball into their basket in each round scores a point for their tribe. The first tribe to score three points wins pillows and mosquito nets.

## **Rollerball**

### **Episode 5**

Each tribe must select one member to be strapped into a seat inside a giant wireframe ball, the door sealed in place with four locks. The other tribe members must roll the ball down a short path, move a sliding bar out of the way to allow access to the first of four keys which will each open a lock. They must then push the sliding bar back out of the way in the other direction to reach a narrow vertical hole, where one tribe member must climb in and use a key attached to a chain to open the second lock while the ball rolls over them, before another tribe member climbs a tower and unlocks the third lock from above. Finally, they must roll the ball up a ramp to the finish platform, where the final key awaits. The first tribe to open all four locks and get their entire tribe across the finish line wins Immunity.

## **'Tug Of War'**

### **Episode 6**

Five members of each tribe will be tied to a single rope, with each tribe facing outwards from the middle of the rope. They must pull against each other to reach the far end of a clearing and collect three pieces of a totem pole, one at a time, transferring each to a marked area near the middle of the field. The first tribe to collect all three pieces and assemble their totem pole correctly wins a live, milk-producing goat to use as they see fit.

## **Rope Relay**

### **Episode 6**

One tribe member must work to unwind a grappling hook from a series of bars by freeing the attached rope. The second tribe member must then anchor the hook on a ground-level log and throw the rope over a second log overhead before climbing it to collect a key. The third tribe member must take both items and climb to a raised platform, lowering the hook through a hole to pick up a crate of puzzle pieces, using the key to unlock it once it reaches the platform. They must use the puzzle pieces to assemble a pole, then use it to release a catch and drop a ladder bridge. The fourth tribe member must then walk across, collect the grappling hook, then walk back across, climb down, and hand it to the final tribe member, who must throw the hook to anchor it on a bar at the top of a steep wall, then climb up and raise their tribe's flag. The first tribe to finish wins Immunity.

## **'Food For Thought'**

### **Episode 7**

In rounds, one member from each tribe must race to eat a serving of a common local delicacy – a dried frog, dried cockroaches, and dried beetles; a raw baby squid; two fish eyes; and three live freshwater prawns. The first player to finish their serving scores a point for their tribe. The first tribe to score three points wins a choice between toiletries (including a bush shower) and a wok with a tin of rice.

## **Protect The Fire**

### **Episode 7**

Each tribe must select one player as their runner. They must carry a torch from one end of a balance beam to the other, light it, and return to the start to burn through a section of rope. While they attempt to do so, three members of the opposing tribe will use swinging sandbags to try and push them into the water. Runners may not grab the sandbags, and if they fall they must return to the start and begin the current leg again. The first runner to burn through all three rope sections, dropping another lit torch into a cauldron overhead to ignite it, wins Immunity for their tribe.

## **Underwater Puzzle**

### **Episode 8**

Starting from a pontoon, one player at a time must swim to a buoy and dive down to collect a puzzle piece before bringing it back to shore. Once all four puzzle pieces have been collected and placed on the solving station, the final collector must assemble them to form a square-based pyramid. The first tribe to finish wins supplies for a braai (barbecue), including product-placed beer.

## **The Patriot**

### **Episode 8**

With treemail, tribes are told to select two players to compete on their behalf in the challenge, while the other tribe members stay at camp. The only clue they are provided is that 'strength is king'. For the challenge itself, the participating players must dive through a hole in the centre of a pontoon and swim down to a chest on the seafloor, untangling the rope attached to it. Once they rope is untangled they must bring one end back up through the hole and use it to haul the heavy chest to the surface. They must then swim out to a colour-coded flagpole, diving down to find a saw which they must use to cut through a marked section underwater, removing it from its anchor and swimming back with it. The first pair to collect both items and insert their flag pole into a hole in the chest wins Immunity for their tribe.

## **'Half And Half'**

### **Episode 9**

Immediately before the next challenge, the two tribes are merged. After the challenge, they will travel to a new island with significantly better living conditions than either of their previous camps.

## **'Fling A Ring'**

### **Episode 9**

Each player must use a lasso to snag a stake buried in the ground, pulling it across a marked line. The first two players to do so advance to the final round, where they must first lasso three stakes, one at a time, before lassoing an idol. The first player to finish wins a camp bed for the remainder of their time in the game.

## **'Chain Retraction'**

### **Episode 9**

Players will be tied to a post, with their hands and feet shackled, and must work out how to untie themselves. The first six players to finish advance to the second round, where they must use knives to cut the shackles off. The first five players to finish advance to the third round, where they must cross a balance beam without falling to collect a ring of keys. The first three players to do so advance to the final round, where they must dig in a marked area to find a buried treasure chest. The first player to unearth their chest and open it with the key wins Immunity.

## **'Three Strikes'**

### **Episode 10**

Players must answer a series of probing survey questions about the tribe in private, then are gathered after the results have been tallied and must answer them again, attempting to match the majority answers. If they

answer incorrectly three times, they are out of the challenge. The last player remaining wins a day at a spa with a player of their choice.

\* Note the variation from the usual format for this sort of challenge.

## **The Ring**

### **Episode 10**

Each player will have their hands shackled to their waists, and must enter a circle marked with skulls, trying to force the other players to the ground any legal way possible. Players are allowed to kneel on one knee, but if any more of their body touches the ground they are eliminated. After every two players are eliminated, the remaining players are reset outside the circle. After three rounds, the final player remaining wins Immunity.

## **'In The Balance'**

### **Episode 11**

Each player must stand on a small post for as long as possible, using only one foot. The first two players to fall are out of the challenge. The remaining four players must then walk across a chain suspended between two platforms, using only a rope for support. The first two players to finish advance to the final round, where they must compete head-to-head in a log roll. The player who lasts the longest without falling from the log wins a product-placed ski trip to enjoy after the game, and a map leading to a Hidden Immunity Idol they can use at either of the next two Tribal Councils.

## **Hold Your Breath**

### **Episode 11**

Each player must dive down and use a bar suspended beneath a pontoon to remain submerged for as long as possible. The first four players to surface for air are out of the challenge. The last two players must swim from the pontoon to shore, diving down to release two submerged buoys along the way. The first player to finish wins Immunity.

## **'Hang Ten'**

### **Episode 12**

Each player must hang from a bar for as long as possible, while trying to memorise a series of numbers as shown on a sign. The sign and bar are positioned so that players who fall are unable to see the numbers. When every player has fallen from the bar, they must then repeat the sequence, one digit at a time. When a player makes an error, they are out of the challenge. The last player remaining wins a product-placement takeaway food feast at camp with their two visiting loved ones.

\* Although there have previously been times when more than one loved one per player has been involved in a season, this is the only time more than one loved one per player has been invited to visit the players.

## **The Abdominator**

### **Episode 12**

Each player must stand on the bottom rung of a ladder, with their backs to the ladder and their hands holding onto the closest of a series of overhead monkey bars, then hold the uncomfortable position for as long as possible. If a player falls into the water at any point, they are out of the challenge. Every time a player falls into the water, the others must step one rung higher and move their hands forward one bar, forcing them to lean farther over the water and making it harder. The last player remaining wins Immunity.

## **'A Balancing Act'**

### **Episode 13**

Each player must stand on a small post above the water for as long as possible. For the first fifteen minutes they are allowed a pole for assistance, but after this time the pole must be thrown into the water. When the tide rises to a marked line beneath their posts, they must lift one leg, remaining on one foot for the remainder of the challenge. The first player to fall is immediately eliminated from the game. The last player remaining wins Immunity, and by default their choice of opponent for the final Tribal Council.

# SURVIVOR SOUTH AFRICA: SANTA CAROLINA

## SOUTH AFRICA, SEASON 3

### 'Split Decision'

#### Episode 1

Eleven players arrive at the Bazaruto Dunes to find a group of sealed crates with labels in Portuguese to identify their contents (some useful, some useless), a compass, and a pair of product-placed running shoes each. They must choose which crates to take, then carry them over the dunes heading west. At the same time, seven players are taken by dhow directly to Santa Carolina and told to swim to shore to find only a machete and their product-placed shoes. When the hikers reach the end of the dunes they must load the crates onto a dhow and sail to Santa Carolina, landing at the same beach. Before leaving, they must each vote for two people to not make the trip. The two with the most votes instead take a helicopter to a different beach for the night, where a sealed scroll gives them the option to search for a hidden Immunity Idol with a provided clue. The next morning, they are told to take a dhow to the others, and choose the tribes (Timbila in blue, Chibudu in red). One tribe will live at each location, but players must select which tribe does which and what supplies each gets.

### Water Turnstile

#### Episode 1

Starting from a floating platform, one player at a time stands on a small podium attached to a pole and pulls themselves along a rope to a second platform. Once all nine players are across (the rest of their tribe using a rope to retrieve the podium after each cross), they must jump into the water, swim to a cargo net, and climb up it to a platform. They must untie six heavy bags, throw them into the water, jump off and gather them, then swim to a 'guillotine' and attach the bags as counterweights to raise it, allowing them to swim beneath. Climbing onto another platform, they must hang onto an overhead pole (set up like a rotating clothesline) one at a time and use it like a turnstile to swing around to a fifth and final platform. Once all nine players are on the platform, they must swim to shore, and dig in the beach to uncover their flagpole, before raising it. The first tribe to raise their flagpole wins Immunity and flint.

### Jimmy Jib Lighthouse

#### Episode 2

One player, dubbed 'the mosquito', is harnessed to one side of a manual seesaw crane, while the rest of their tribe holds on to the other end. The tribe must lower their side of the crane to raise their mosquito from a platform, and manoeuvre around so they can pick up a series of puzzle pieces, one at a time, and fix them onto a base, one at a time, in order to make a tall model lighthouse. Once the lighthouse is built, the tribe must return the mosquito back to their platform, and then work without their mosquito's help to carry their lighthouse across a mangrove beach to the finish. If the puzzle falls apart at any point, it must be rebuilt before continuing. The first tribe to finish wins fishing gear, a fishing boat, and the right to exile a member of the losing tribe until the Immunity Challenge. However, the exiled player must also select a member of the winning tribe to visit the losing tribe until the Immunity Challenge.

### Criss Cross

#### Episode 2

One player stands on a raised platform in the middle of a symmetrical course filled with balance beams and stepping stumps. They must take four numbered tiles out of a bag and use them to solve a mathematical equation ( $4 - 1 = 3 + 2 = 5$ ). Each number in the equation, and its position, corresponds to one of five giant keys and the station it fits in. One tribe member takes a key to the closest empty station, fits it in, and turns it. If the key turns, they can continue across the course to the finish platform. If they are wrong, or if they fall, they must return to the starting platform and try again. The first tribe to fit all five keys in their respective locks, including the final key in a shared lock at the finishing platform, wins Immunity.

### Water Pillow Fight [The Duel]

#### Episode 3

In treemail, tribes are told to choose one player to leave camp alone for the challenge. They will compete in a series of 'duels' on a balance beam. In each, they must choose one of three pugil sticks (one single sided and two double-sided, with one of the double-sided sticks having a 90° bend in it), and cross the beam to a contact zone, trying to knock their opponent off with their chosen stick. No shots above the shoulders, below the knee, or to the groin are allowed, and players can only attack with their sticks. The player who lasts the

longest without falling wins a point. If the result is too close to call, the point will be replayed. Players are allowed to change their weapons between rounds. The first player to score three points wins a chest of product-placed food items for their tribe, with the option to instead exchange them for a Hidden Immunity Idol clue. Whichever reward is not chosen will be given to the losing player.

## **Weight Lifting**

### **Episode 3**

Each tribe must select one male and one female to balance a pole across their shoulders. In regular intervals, two other tribe members must pour two litres of water into larger buckets on each side of a weightbearer's pole, as chosen by the members of the opposing tribe. When a player drops their pole, they are out of the challenge. The last tribe with a weightbearer remaining wins Immunity.

## **Catty Golf [Beach Golf]**

### **Episode 4**

Two players must hold the ends of a giant slingshot, while one more loads a colour-coded coconut into it and aims towards one of three raised 'holes' on the beach. Alternating turns, tribes must attempt to get their coconut to hit the top of the raised hole in as few shots as possible. If the coconut bounces off the sides of the hole without touching the top, it does not count. The tribe that finishes the hole in the fewest shots scores a point. If both tribes finish in the same number of shots, the hole will be repeated. The first tribe to score two points wins a mystery reward (an overnight visit from a survival expert who was a contestant in the previous season, and a multi-function tool he has developed), and the right to exile a member of the losing tribe until the Immunity Challenge. However, this player will also select a member of the winning tribe to visit the losing tribe until the Immunity Challenge.

\* If you're wondering, 'catty' is South African slang for 'slingshot'.

## **Bunny Dhow**

### **Episode 4**

Tribes must row and sail their dhow to reach a frame floating in the water. There, they must jump into the water and dive down to retrieve puzzle pieces anchored underwater, returning them to their dhow. Once they have collected all the puzzle pieces, they must row back to shore, carry them to a solving station, and fit them together to form a layered model of a shark. The first tribe to finish wins Immunity.

## **Drag The Boat**

### **Episode 5**

One tribe member must swim to a pontoon while holding a rope, attaching it to the pontoon before untying the anchor, at which point the rest of the tribe must haul it to shore. When the raft beaches, the tribe must unload a group of puzzle pieces from it and use them to build a ladder to the top of a tower, where they must chop through a rope with a machete to raise a flag. The first tribe to finish wins Immunity and two chickens.

\* I'm willing to bet this would have been a 'both tribes will go to Tribal Council' challenge had there not been quitters earlier in the season.

## **Pirate Boarding**

### **Episode 6**

Players start on a dhow joined to the other tribe's by two planks. They must get the members of the other tribe into the water any legal way necessary. Once over half of a player's body is submerged, they are out of the challenge. The last player remaining wins pillows, a hammock, and mosquito nets for their tribe.

## **'Kidnap'**

### **Episode 6**

Tribes must each select one member to visit the opposing tribe. They will kidnap a member of the opposing tribe and bring them back to join their own tribe as a full member, and must also loot one item from the opposing tribe's camp. Since both visits are happening at the same time, the player sent to kidnap a member of the opposing tribe cannot themselves be kidnapped.

## **Rolling Ball Pit [Pit Ball]**

### **Episode 6**

In rounds, three members of each tribe (of matched genders) must enter a rectangular field in the shallow water and attempt to roll one of two giant ball-like frames through the water and into their goal at one end of

the field, while stopping the members of the opposing tribe from doing the same on the other. The first tribe to get a ball into their goal in each round scores a point. The first tribe to score two points wins Immunity.

\* The graphics place this on Day 13 (as with the above twist), but the kidnapped Chibudu member says he's already spent a night at Timbila at the challenge, so it can't have been. This also means either the entire season to date has been a day earlier than the graphics show, or the entire season afterwards is a day later than the graphics show.

Despite Timbila having an extra member, everybody participates in at least one round.

## 'Odd One Out'

### Episode 7

Players each get a pen and paper and must rank everyone left, including themselves, from 1 (the strongest) to 10 (the weakest). The results are tallied and revealed, with each player standing on a marked stump, and then the tribes are merged. The player ranked last overall is taken directly to their new beach, where they find a clue to a hidden Immunity Idol, while everyone else spends the afternoon at a product-placed smoothie bar.

## Memory Game

### Episode 7

Players are shown a 2x5 grid of giant blocks with symbols on four faces (positioned on an axle, allowing it to rotate when a crank is turned), and have fifteen seconds to memorise the visible symbols and their positions. They must then recreate the array as much as possible at a replica station. In each round, anybody who fails to share the highest number of correct symbols (whatever that is) is eliminated. The last player remaining wins Immunity.

## Egg & Spoon

### Episode 8

Players are randomly divided into three teams of three. Each team must move a large ball across a marked course while balancing it on a metal ring supported by three ropes, one held by each team member. Players cannot touch anything except the ropes when moving their ball. If the ball drops at any time, or if they touch either it or the ring, they must return to the start of the course and try again. The first team to get their ball to the finishing pole and safely position it wins a product-placed braai (barbecue) feast.

## Plate Break

### Episode 8

Players must dig in a raised crate of sand to find a slingshot, marbles, and nuts. Once they think they have enough ammunition, they must walk to a nearby station, and use it to break three marked plates, each a different distance away. A plate is considered 'broken' when the painted circle in the centre of it is broken in any way. The first player to break all of their plates wins Immunity.

## Knife Quiz

### Episode 9

Players are asked a question about the group and must choose which of them is the most relevant answer. The most commonly-given answer is deemed 'correct', and each player who gave it gets to pierce a knife into another player's log. Once a player is given three knives, they are eliminated. The last player remaining wins an afternoon trip to a spa, with a player of their choice. In addition, the first player to be eliminated from the challenge will also get to select a player of their choice (excluding themselves) to share in the reward.

## Sack Race

### Episode 9

Players must commando crawl under a net, choose one of six stakes in the sand, and dig beneath it to find a hessian sack. The two players left without are eliminated. They must get into their sack and hop, as if in a sack race, across a 30m stretch of sand to a marked line, where they can get out and grab one of four sacks of puzzle pieces. The two players left without are eliminated. The remaining players must carry their sack along a two-level balance beam to the final platform, where they must take the eight lettered cubes out of their sack and place them on a ninth cube to form a tower with a mystery three-word phrase reading downwards. If the tower falls, they must start again. The first player to finish wins Immunity.

## **Fire Bucket**

### **Episode 10**

Using provided wood, flint, and a machete, players must build and light a fire in a metal bucket on one side of a giant seesaw. Once they have built a fire they are happy with, they must grab a pail, fill it with water from a large barrel, and pour it into the bucket on the other side of the seesaw. The water bucket has two small holes cut into it, meaning the water will slowly drain out. When enough water is in the bucket, the seesaw will tip and the fire bucket will rise to burn through a rope, raising a flag. The first player to finish wins a product-placed car.

## **Da Vinci's Code**

### **Episode 10**

Players each have an individually-sized station. They must start squatting with their arms out, hands touching a wooden disc at either side of their body. After five minutes, any remaining players must stand up and move their hands to a new pair of discs at about shoulder height within five seconds. After another five minutes, they will have another five seconds to move their hands to a final pair of discs, at a 40° angle above their shoulders. If a player's hand loses contact with the disc it's touching at any point except a changeover period, they are eliminated. In addition, players are tempted with the offer of a Hidden Immunity Idol clue in order to quit. The last player remaining wins Immunity.

## **Twist And Shout [The Corkscrew]**

### **Episode 11**

Players must hold onto an individual corkscrew-like pole in the sand, then turn the handle until it falls off. They may not remove their hands at any time while spinning, forcing them to run around in circles and get dizzy. Once the handle falls off, they can drop it and run to one of four more poles. The two players left without a pole are eliminated. Without a break, the same process repeats, with players running to one of two poles, and finally to a bell they must ring. The first player to ring the bell wins a choice between two trips (either a trip to Bazaruto Lighthouse or a deepsea fishing trip, with all caught fish taken back to camp), a feast with product-placed beer, and the right to share the reward with a player of their choice.

## **Blind Man's Bluff**

### **Episode 11**

Players are blindfolded and must use their fingers to study the features of a three-dimensional mask, then grab a bag of puzzle pieces and move through a group of poles, ropes, and sand ditches to a solving station. They must drop their bag off and return to the start for another. When they've brought all three bags to the solving station, they can empty them and sort through the numerous decoy puzzle pieces to match those making up the original mask (all colour-coded), fitting them into place on a replica. If a player calls out and has any incorrect pieces, they must return to their start before trying again. The first player to recreate their mask correctly wins Immunity.

## **Baseball Bliksem**

### **Episode 12**

Players must use a wooden bat to hit a soccer ball balanced on a pole down the beach. Their score will be determined by the distance travelled – there are nine scoring segments on the ground, starting worth one point right next to the tee and increasing farther away to nine points. If they hit the ball so far it rests outside of the ninth zone (over one hundred metres away), they score no points. In addition, there is a raised net about halfway down the field, with players scoring ten points for landing a ball in it. After each player has had three attempts, the player with the highest overall score wins a visit from their loved one, and the option to give up their visit in order for the other four players to all receive visits from their respective loved ones.

\* 'Bliksem' is Afrikaans for 'hit' (and also 'bastard', but... probably not the meaning they intended).

## **Angry Accordion**

### **Episode 12**

Players must hold a short wooden pole in each hand, use it to pick up a cannonball from a holder in front of them, and hold the ball in the air for as long as possible without touching it. When a player drops their ball, they are out of the challenge. The last player remaining wins Immunity.

# Land Against Time

## Episode 13

Starting facedown in the sand, players must dig beneath a pole in front of them, crawl beneath it, then climb over, under, and over three raised poles to reach a ten-foot wall. Using the wall's narrow ledges for support, they must climb up and over, before climbing through a hanging tyre and crossing a set of monkey bars. They must then walk along a long, shaky, and tilted balance beam and a set of stepping stumps to reach a solving platform. There, they must fit eight puzzle pieces together to form a cube. The first player to finish wins Immunity.

\* According to host Nico Panagio in the episode and the show's challenge producers in the behind-the-scenes footage, there are 72 different possible solutions for the cube, but players need to find just one.

## The Plank

### Episode 13

Players must each stand on a padded pillow on a small pontoon for as long as possible. When a player falls into the water or touches their pillow with anything except their feet, they are out of the challenge. The last player remaining wins Immunity, and by default their choice of opponent for the final Tribal Council.

# SURVIVOR SOUTH AFRICA: MALDIVES

## SOUTH AFRICA, SEASON 4

### 'Plebs Vs. Celebs'

#### Episode 1

Nine South African celebrities and ten regular people (called 'plebs' during the show) begin the game sent to separate islands without any knowledge of the other group. Each group is given minimal supplies, and will compete in separate team challenges in this episode – celebrities for reward, plebs for Immunity. They will be divided into two teams for the challenge by schoolyard pick, and awarded teal or yellow buffs based on these teams. As there is an odd number of celebrities, one will be left without a team until further notice.

### 'Pillow Fight'

#### Episode 1

In rounds, one member of each team must stand on a round platform and use a padded pillow to try and push their opponent off the platform onto the beach below. The first player to do so scores a point for their team. The first tribe to score six points wins fishing gear.

### 'Back To Front'

#### Episode 1

Teams must paddle a boat to a buoy floating offshore, where one team member must dive down and unlock a crate to release a set of lettered bars. They must then return to shore and arrange them in a set of holders to form, using them to assemble a palindrome. The first team to finish wins Immunity. Both teams will visit Tribal Council together, as though they were a single tribe, although only the losing team can vote and be voted for.

### 'Not Quite A Shuffle'

#### Episode 2

Upon arrival at the Reward Challenge, the two groups meet for the first time and are split into their tribes, Goma (the former teal teams) and Raituhn (the former yellow teams). The celebrity left without a team in the previous episode will join whichever team voted a player out, forming two tribes of nine.

\* See, American producers? THAT'S how you deal with an odd number of players at the start of the game.

### 'Assault And Pepper'

#### Episode 2

The newly-united tribes must climb up and over a wall, then over a tilted balance beam to a platform. There are two separate balance beams per tribe, allowing multiple players to cross at once, and all players must reach the platform before any continue. They must then jump down to the ground and crawl across a mud pit beneath a cargo net, climb up a steep ramp, and jump down into a pool before climbing to the next platform. In the next stage they must crawl through a tunnel one at a time, then use two planks to cross a series of pillars to the end of the course without either player or plank touching the ground. Finally, they must use the two planks to reach a hanging key, unlock a chest with it, and assemble a giant drumstick from the puzzle pieces inside. The first tribe to hit a gong with their assembled drumstick wins the right to choose which of the two islands they will live on, and an overnight visit from a Maldivian survival expert.

### 'Black Cowrie'

#### Episode 2

Immediately after the Reward Challenge, players must vote in private for the person they believe is least likely to win the game. The player on each tribe who receives the most votes will be given a Black Cowrie necklace, automatically giving them one vote at every Tribal Council they attend until further notice. They are given the option to negate these votes by defecting to the opposing tribe immediately before an Immunity Challenge, but must keep the necklace in their possession. If a player in possession of a Black Cowrie (valid or not) is eliminated, they must give it to another player before leaving, with the same rules being followed.

## **'The Long Haul'**

### **Episode 2**

Tribes must untangle an extremely long rope with a hook clip at the end, then send it with one team member to a crate floating a hundred metres offshore. Once they reach the crate, they must unhook its anchor clip before attaching the hook, then signal their tribe to start hauling it in with the other end of the rope. They must continue hauling it until it is on the beach and in a position where they can climb on it to reach a key hanging overhead, before using the key to open a locked box and pulling the lever inside to raise their tribe flag. The first tribe to raise their flag wins Immunity.

## **'Pyramid Puzzle'**

### **Episode 3**

With treemail, tribes are given a catalogue of possible product-placement rewards and must select five to play for. For the challenge, they must select one team member (the 'flier') to be harnessed to a rope inside a giant pyramid-like frame, blindfolded. Four other tribe members must use a group of ropes to pull them to collect a series of puzzle pieces hanging from hooks along the frame, dropping them into a collection chute. Once all the pieces have been removed from the hooks, the flier can use a pole to collect any dropped pieces. When all of the pieces have been collected, the remaining two players must use the pieces to assemble their tribal logo. The first tribe to correctly form the image wins their five chosen catalogue items.

## **'Water Polo'**

### **Episode 3**

In rounds, a ball will be released into a waterlogged playing field, and one member of each tribe must wade through the knee-deep water to collect it. After a brief head start, the rest of their tribe can begin moving, and players must attempt to throw the ball into a large basket at the opposing tribe's end of the court. They are allowed to use legal physical contact to gain control of the ball. The first tribe to get the ball into their target basket scores a point. The first tribe to score five points wins Immunity.

## **'Maldivian Beach Volleyball'**

### **Episode 4**

Tribe members must take turns using a bat to hit five balls into a field, while the members of the other tribe attempt to catch them. The player must hit their first four balls blindly, with their backs to the field, but can look at the field while hitting their last ball. If a ball lands on the ground or in a raised net at the far end of the field, the hitter's tribe score a point. If a ball is caught, the hitter's turn ends and the next player starts their turn. After each tribe has had either fifty hits or five minutes, whichever is shorter, the team with the highest score wins a three-course feast (which isn't revealed until the losers have left).

## **'The Amazing Chase'**

### **Episode 4**

Starting from opposite ends of an amphibious obstacle course, tribes must run laps of the round course trying to catch their opponents, while harnessed together and each carrying a sandbag with ten percent of their body weight inside. Players can opt to unclip themselves from the rest of their tribe at two specific points along the course, but must give their sandbag to another player before unclipping. The first tribe to catch and tag their opponents wins Immunity.

## **'Battleship'**

### **Episode 5**

Tribes are presented a giant 5x8 checkerboard wall of blocks painted in the two tribes' colours. Each block is on a separate shelf, with an extra half of the shelf extending from each block on the other tribe's side of the wall. They must place five military helmets and eight reward items on these shelves, with the helmets in straight lines of two and three (in any direction). Once everything has been placed, tribes must take turns pushing their coloured blocks through onto the excess shelf, in turn knocking its contents (if any) onto the ground. If a reward item is dropped, it is removed from the game. The first tribe to knock off all five of their opponent's helmets wins two bags of rice and two bags of sweet potatoes, and whatever items are still left on either side of the wall – if both tribes have the same item remaining at the end of the challenge, they win both of them. In addition, the winning tribe is given the option of splitting the rice and sweet potatoes with the losing tribe.

\* The additional items are coffee, wine, eggs, spices, peanuts, sultanas, biltong beef, and chocolate cake.

## **'Survivor Quadrathlon'**

### **Episode 5**

With treemail, tribes are told to select only one person to compete on their behalf, while the remainder of the tribe stays at camp. Starting on a platform buoy, they must swim to the beach and collect a clue from a colour-coded chest, then follow it around the island to the next clue station, and so on. The two players will visit the first two stations in different orders, but along a route designed to be the same length either way. Once they have both clues, they must return to the starting beach and use the keys attached to each clue to unlock a rowboat, then paddle around a marked course to the next destination, where they can collect a bicycle and ride to the finish line, banging a giant gong. The first player to bang the gong wins a choice of either Immunity for their tribe, or a burger and fries with a Hidden Immunity Idol for themselves. Whichever option is not taken will be claimed by the losing player.

## **'Stairway To Heaven'**

### **Episode 6**

Two tribe members at a time must run across a clearing to collect one of six giant wooden cubes, rolling it back to their tribes at the start. Once all six cubes have been collected and returned, the tribe must assemble them to form a giant staircase in a frame, arranging the cubes to display a product-placed car company logo on both sides. The first tribe to assemble the staircase correctly and climb up it to raise their tribe flag wins hammocks, pillows, and two Maldivian couches.

## **'Slack Off'**

### **Episode 6**

Six tribe members must hold onto a horizontal rope in their tribe's frame for as long as possible. A series of thin 'walls' holds the rope high despite the slack, and tribe members can allocate the slack as they wish, allowing for several different approaches. If a player touches the walls or the platform beneath the rope, they are out of the challenge. The last tribe with a player remaining wins Immunity. However, if the challenge has not ended by sunset both tribes will spend the night at the challenge (probably as it would be unsafe to get them back to their respective islands by boat).

## **'Make A Wish'**

### **Episode 7**

In rounds, one member of each tribe (of matched genders) must cross a suspended mesh net to collect a rope 'wishbone', then hang it from a hook at the opposing tribe's end of the net. Legal physical contact is allowed to gain control of the wishbone. If there is no winner after one minute, one extra member of each tribe is allowed to join the battle. If there is still no winner after another minute, the rounds is void. After five rounds have been played, regardless of result, the tribe with the highest score wins live chickens they can use however they wish. However, both tribes will attend Tribal Council that evening to vote players out. They will be questioned together and can use the information gathered to their advantage, but the two votes will be held separately.

## **'Spin To Win'**

### **Episode 8**

Three players must sit on top of stationary turntables, while a fourth pulls a long rope across a clearing to spin a turntable and the player on it. The runner must then return to the start and climb onto a fourth empty turntable, while the spun player must memorise a three-digit number painted beneath the turntable (covered by the rope) and pull a second rope across the clearing to spin the next player, before using numbered tiles to display the number on their solving station. The second and third spun players must repeat the process, giving their numbers to the solver. The final spun player (the original runner) must instead cross a long balance beam while memorising three mathematical symbols painted on it. These must be combined with the three numbers to form an equation, which a fifth player must correctly work out. The first tribe to correctly do so wins their luxury items, an extra bag of food rations, and a bonus reward (see below).

## **'Black & White'**

### **Episode 8**

Immediately after the Reward Challenge, the winning tribe is given the option of switching islands. They are not told until after their decision that the two tribes will be merged (given new red buffs), and will spend the remainder of the game at whichever camp the winning tribe chose. They will be provided a merge feast before moving to their new camp, and told the Black Cowrie necklaces are now void. However, among the items on the table at the merge feast mentioned above is a wrapped parcel containing a White Cowrie

necklace, which can be used at any Tribal Council (until the 'final five' Tribal Council) to nullify one vote against another player of their choice, by placing it into the voting urn. If it is used, it is transferred to that player with the same rules, regardless of the effect it has on the result. If a player is voted out while in possession of the White Cowrie, it is removed from the game.

## 'Right Or Rung'

### Episode 8

Players must answer a series of multiple-choice questions about the game so far. Each time a player answers correctly, they can add a rung to their ladder frame, eventually allowing them to climb up to the landing. The first five players to reach the landing (after ten correct answers) must then repeat the process with a second seven-rung ladder, and the first two players to reach the next landing must then repeat the process to climb a final five-rung ladder. All players answer all questions until they are eliminated, even if they are a ladder ahead of the others. If more players reach a landing at the same time than it can hold, tiebreaker questions will be held with only those players. The first player to complete their final ladder wins Immunity.

## 'Capture The Flag'

### Episode 9

In rounds, players must stand in a field containing 36 coloured flags (three in each of twelve colours) and race to collect a flag in a randomly-chosen colour, bringing it to a safety zone at the end of the field and placing it in a holder on their 'scoring pillar'. Using legal physical contact is allowed to try and gain control of a flag while on the field, but once it is taken across the safety line it belongs to the player who carried it across. Flags are void if multiple players carry it across the line or if the fight for it becomes deadlocked. After all three flags are collected or voided, the round is over. The player with the highest score after ten rounds wins an afternoon trip to the spa with a player of their choice. In addition, the invited player will also get to invite a player of *their* choice.

## 'Jungle Gym'

### Episode 9

In this elimination-style challenge (with no breaks between rounds), each player is harnessed to a rope winding through a bamboo frame, and must manoeuvre themselves from one end of the rope to the other by climbing over, under, and around the frame's bars. They must then select one of five sets of thin stumps (with the players left without eliminated) and use them to cross a clearing to one of three marked sand circles (again, with the players left without eliminated). They must dig up a key hidden somewhere in the circle and use it to unlock a box next to a table in the water, then work out how to deconstruct a provided wooden puzzle. The first player to correctly disassemble the puzzle wins Immunity.

## 'Lights, Camera, Auction'

### Episode 10

Each player is given five hundred rufiyaa (Maldivian currency), and must use them to bid on a variety of items – a boerie roll with fries; a mystery item (a Hidden Immunity Idol clue); a mystery item (koeksisters and coffee); a mystery item (a fishbowl milkshake for as many players as they wish, but with only one minute to drink it); and a mystery item (a product-placed car) – in an auction. Bids will increase in twenty-rufiyaa increments, and players cannot pool money or share items unless stated. The highest bidder for an item wins it, but the auction will end suddenly and without warning.

\* Though a new car is a fairly common reward on the various versions of *Survivor*, this is the only time one has been given away as part of an auction challenge.

## 'Pouring Out'

### Episode 10

Players must use a small bucket to collect water from the sea, then pour it into a barrel at one end of a giant seesaw-like rig. However, the barrel has five pinprick holes in the bottom, meaning the water will slowly drain out. As the barrel gets fuller the weight will tip the scale, allowing a cannonball to roll down a tube and out the other end to smash a tile above the barrel. The first player to have their cannonball break their tile wins Immunity.

## 'Block Heads'

### Episode 11

Players are each given six ceramic pots perched at different heights and distances, and must throw coconuts to break them, releasing puzzle pieces. Once they have broken all six pots, they must collect the block-

shaped pieces and use them to assemble a 2x6x2 tower, displaying a traditional Maldivian image on one side. The first player to finish wins a braai (barbecue) lunch with their visiting loved one, and the right to invite two other players and their loved ones to share. However, the three players not involved in the reward will return to camp to find three bags – one per player – with a Hidden Immunity Idol in one.

## **'That Sinking Feeling'**

### **Episode 11**

Players will be belted to a sack containing bricks equal to half their current body weight, and must remain in the water holding onto a bar just above for as long as possible while the weight tries to pull them under. They can only use their hands and wrists to hold the bar. When a player lets go of the bar, unclips their belt, or touches the bar with the wrong body part, they are out of the challenge. If there is no winner after one hour, the remaining players must remove one hand from the bar. The last player remaining wins Immunity.

## **'Dive & Dunk'**

### **Episode 12**

Players must slide down a waterslide ramp into a pool to collect a colour-coded coconut, then climb back to the top to shoot it into their hoop from behind a marked line. Each player has a maximum of twenty coconuts to use, and if they run out of coconuts before getting seven coconuts through their hoop they are out of the challenge. The first player to get seven coconuts through their hoop (or whoever scored the most with their twenty coconuts) wins a trip on a tourist submarine and an overnight stay in the Maldivian capital Malé with a player of their choice.

## **'Seadoku'**

### **Episode 12**

Each player is given a station containing a floating 6x6 puzzle board, filled with several colour-coded 'tiles'. They are also provided enough matching tiles to fill the grid, and must do so Sudoku-style so that no two tiles of the same colour appear in the same row, column, or area (marked with black ropes, while other grid lines are marked with red ropes). The first player to correctly finish the puzzle wins Immunity.

## **'Fire Flight'**

### **Episode 13**

Players must use flint and a provided pile of kindling to make a fire in an individual station on the beach. When the fire is strong enough to burn through a rope, they must use it to light a torch, then carry the torch to a pontoon offshore and use the flame to burn through four hessian sacks to reveal digits for a combination lock back at the fire station. If the torch extinguishes, they must return for a new one. Once they open their lock they must run to one of only two fire stations on a staircase landing (with those left without a station eliminated), and again make a fire with flint and kindling, before lighting another torch and using it to light the single cauldron at the top of the staircase. The first player to finish wins Immunity.

## **'Get A Grip'**

### **Episode 13**

Players must climb onto an octagonal pole on a stable pontoon, then use the grooves carved into it at six regular intervals to remain there for as long as possible. They may not touch the red marked zones at the top and bottom of the pole. When a player touches either of the marked areas or the pontoon, or jumps into the water below, they are out of the challenge. The last player remaining wins Immunity, and by default their choice of opponent for the final Tribal Council.

# **SURVIVOR**

## **UNITED KINGDOM, SEASON I**

### **'Marooned'**

#### **Episode 1**

Sixteen players arrive by boat, pre-sorted into two tribes of eight (Ular in blue, Helang in yellow). Tribes have two minutes to loot a raft and whatever supplies they can from the boat before paddling to their camp. Anything that survives the journey can be kept.

### **'Quest For Fire'**

#### **Episode 1**

Starting in the water, tribes must transport a raft with a lit cauldron on it back to shore and along the Sand Spit, using the cauldron to light a series of torches both in the water and on land as they go. All eight tribe members must be touching their raft at all times. The first tribe to light all of its torches and ignite a final cauldron wins Immunity and waterproof matches.

### **'Buggin' Out'**

#### **Episode 2**

One at a time and alternating tribes (with one member of the smaller tribe participating twice to account for the uneven numbers), players must each eat a butok larva. The first player who refuses or fails to eat their butok loses the reward (strawberries and cream) for their tribe. If all sixteen butok are eaten successfully, each tribe must select a member of the opposing tribe to compete in the tiebreaker, a head-to-head race to eat two butok larvae. The first player to finish wins the strawberries and cream for their tribe.

### **'Rescue Mission'**

#### **Episode 2**

With treemail, each tribe is told to build a stretcher capable of carrying their 'smallest' member. For the challenge itself, the two chosen players will be harnessed from a tree in a mock plane crash situation, and the other tribe members must run into the jungle to rescue them, using the stretcher they built to carry them to a first aid tent on the beach. The first tribe to finish wins Immunity.

### **'Rearrangement'**

#### **Episode 3**

Five members of each tribe must put on T-shirts marked with different letters (A, E, H, L, or T), then position themselves on a log trestle in the water to spell a word with the letters on their shirts. All five members must be standing on the trestle at the same time in order for the word to count, with players not involved facing in the other direction to show the blank side of their shirt. Each time a word is correctly spelled, the tribe scores a point. The tribe with the highest score after three minutes wins four tins of food, a knife, and snorkelling gear.

### **'Treasure Chest'**

#### **Episode 3**

Tribes must swim out to an inner tube positioned directly above a treasure chest. When the entire tribe has reached the inner tube, they can dive down to the treasure chest and begin hauling it to shore any way they can, surfacing for air as often as necessary. The first tribe to get their chest to shore wins Immunity.

### **'Heads Will Roll'**

#### **Episode 4**

Taking turns, four tribe members at a time must control the edges of a large table maze, attempting to roll a ball from the starting point to the finish while avoiding a series of holes. Each hole is numbered (with the '1' hole closest to the start and numbers increasing from start to finish), and the tribe scores points based on where the ball falls through a hole. After each tribe has had three attempts, the tribe with the highest score in a single attempt wins three live chickens.

## **'The Mask Returns'**

### **Episode 4**

Twenty masks are hidden in various locations throughout a small swamp, with ten masks for each tribe. One tribe member at a time must enter the swamp, find and collect one of their tribe's masks, and bring it back to the start. The first tribe to collect all ten of their masks wins Immunity.

## **The ABC Of Survival**

### **Episode 5**

In a relay, one tribe member at a time must dive down to collect one of forty oversized letters placed on the seafloor, then place it on a solving station. Once either tribe has collected a total of eight letters, both tribes have thirty seconds to make the longest word they can from their collected letters (although the tribe without the full eight letters can continue to dive for more). The tribe with the longest correctly-spelled word at the end of the time limit wins beer, chocolate, and tins of alphabet soup.

## **Jungle Assault Course**

### **Episode 5**

One tribe member must run along the beach to a log on the sand, then dig a hole beneath it and crawl through to reach the second tribe member. This player must then cross a long balance beam made from a fallen tree and climb up a muddy slope to reach the third tribe member, who must complete a two-rope traverse to reach a platform, then perform a hand-over-hand traverse on a second rope to reach the fourth tribe member. They must climb down a cargo net back to the ground and run through a set of hanging logs to reach a muddy pool, swimming beneath a pair of logs to hit a stone before returning the same way. Finally, the fifth tribe member must use a rope swing to cross a small gully, then climb over two logs and crawl under a third to reach the finish. The first tribe to finish wins Immunity.

## **'Distress Signal'**

### **Episode 6**

Tribes must assemble a distress signal on their beach to be seen from a passing plane. Later, the plane will fly over both camps and the pilot and dropmaster will decide which tribe built the best signal. Whichever tribe did so will have the reward – pillows, hammocks, toilet paper, an alarm clock, a portable CD player, and two handheld fans – parachuted to their beach.

## **'Buried Treasure'**

### **Episode 6**

One player must swim to a buoy, dive down to retrieve a bottle with a treasure map inside, then climb onto a floating bridge, crossing it before paddling back to shore with a second tribe member. Upon coming ashore, the bottle will then be opened to reveal the locations of two items hidden in the surrounding area – a treasure chest buried somewhere on the beach (which three players must dig for) and a key that will unlock it (which one player must run into the jungle to collect). The first tribe to unearth and unlock its chest wins Immunity, tinned fruit, and beer.

## **'Open House'**

### **Episode 7**

One tribe at a time will visit their opponents' camp. Once everybody has seen both camps, the two tribes will be taken to the Sand Spit and merged into the orange-wearing Sekutu tribe. They must decide on the spot which camp to live at, after being told that both camps are being dismantled in their absence, then paddle back to the merged camp where they will find a barbecue and steaks waiting for them.

## **'Log Off'**

### **Episode 7**

Players must stand on a wide log over the water for as long as possible, without touching any of the other players. If a player falls into the water or touches another player, they are out of the challenge. The last player remaining wins Immunity, although win or lose every player will receive a cold beer after returning to land.

\* The first player to fall lasted just 57 seconds. The winner (and runner-up) lasted 22 hours and 58 minutes – over 1450 times as long.

## **'Air Supply'**

### **Episode 8**

Starting from a floating platform, three players at a time must jump into the water and use a bar beneath the platform to keep themselves submerged as long as possible. The three players who last the longest before surfacing, in any of the three 'heats' (ie. not necessarily the winner of each heat) advance to the final, where the process repeats. The player who lasts the longest in the final wins an overnight stay at 'the equivalent of a five-star hotel', to be shared with a player of their choice.

## **'Survivor Quiz Show'**

### **Episode 8**

Starting from the back row of a grid of tree stumps, players will be asked a series of multiple-choice trivia questions about basic survival skills, and must either move forwards, backwards, or remain where they are as specified to represent their answer. If a player answers any question incorrectly, they are out of the challenge. The last player remaining wins Immunity.

## **'Auction'**

### **Episode 9**

Players are each given one chance to hit a small, irregularly-shaped target using a blowgun. They will be awarded money based on where they hit the target – nothing if they miss, £50 for hitting the outer ring, £100 for hitting the middle ring, and £250 if they hit the bullseye – and must then use the money they earned to bid for an assortment of items – a hot pizza; a burger and fries; two blocks of chocolate; another burger and fries; and a phone call home – in an auction. Pooling money and sharing food items is allowed, but the auction will end without warning.

## **'Fast Fire'**

### **Episode 9**

Each player is given a fire-making station with a rope suspended above it, holding a weight in the air and preventing a flag from raising. They must gather as much debris as they can from the surrounding area within three minutes, then wade into the water with their torches and light them, using the torch and their debris to build a fire. If a player touches the rope at any point of the challenge, either with their body or any of the firemaking items, they are out of the challenge. The first player to build a fire strong enough to burn through their rope, dropping the weight and raising their flag, wins Immunity.

## **'Bamboozled'**

### **Episode 10**

Players must each race across a narrow, loose bamboo balance beam to reach a second platform. The first four players to finish advance to the second round, where they must repeat the process. The first two to finish advance to the final round, where they must each cross a third beam before trying to cross a much longer beam. Only one player can attempt to cross the final beam at a time, and it is first come, first served. The first player to cross the beam successfully wins a full English breakfast delivered to camp the next morning, with the instructions that it cannot be shared.

## **'Sunken Treasure'**

### **Episode 10**

Twenty-five sealed treasure chests are placed on the seafloor, with one containing a small idol. Players must dive down and collect one chest at a time, bringing it to a floating platform to open it. The faster they move, the more chests they will have a chance to open. The player who collects the chest containing the idol wins Immunity.

## **Thirty Second Assault Course**

### **Episode 11**

Players are presented an obstacle course made of several log balance beams, stumps, and tightropes, and one at a time must attempt to complete as much of the course as they can within thirty seconds. If a player falls before the time limit ends, their turn is over and where they fell will count as their final point. After every player has competed, the player who travelled the farthest wins the right to watch a video from their loved ones at home.

\*

In addition, the winner receives a bonus reward – a night on the Sand Spit with their visiting loved one – after the Immunity Challenge.

## **'Lifesavers'**

### **Episode 11**

Players must use whatever materials they can to assemble a stretcher capable of floating. Once they have built a stretcher they are happy with, they must swim with it to a buoy and collect a 'stranded diver' (actually their respective visiting loved ones), loading them onto it and returning to shore. The first player to return to shore with their loved one wins Immunity.

## **'The Ultimate Diet'**

### **Episode 12**

Each player will be shown what they now look like in a mirror, and must use the knowledge of their weight before the game to guess how much weight they have lost since they were weighed the day before the game began. Whoever guesses closest to their actual weight loss (in pounds) wins a large cake.

## **'Hand On A Hard Idol'**

### **Episode 12**

Players must each stand on a tree stump around a central pillar, with one hand on the Immunity Idol (placed on the central pole). When a player lets go of the Idol or steps/falls from their stump, they are out of the challenge. Every thirty minutes, players must step down from their perch and rotate to the next stump in the circle without letting go of the Idol. The last player remaining wins Immunity.

\* The challenge lasted seven and a half hours before anybody even dropped out – a Survivor record.

## **'Disoriented?'**

### **Episode 13**

Released from the start line in five-minute intervals, players are each given a compass and must follow a set of orienteering coordinates to reach a series of three checkpoints, answering a trivia question at each before continuing. If they answer incorrectly, they will be assessed a one-minute penalty after finishing. Once they have answered all three questions and found the final location, the island's mud volcano, they must answer five more general-knowledge questions with numerical answers and combine these numbers with compass directions to work out the location of a hidden, individualised plaque. The player who finds their plaque in the shortest amount of time, after penalties have been added, wins Immunity.

## **'Fallen Comrades'**

### **Episode 13**

At Tribal Council and with the jury watching, players will be asked eight trivia questions about the season and the players they all lived with at one point or another, and must write down their answers. Each time a player answers correctly, they score one point. The player with the highest score after all eight questions wins Immunity and by default their choice of final Tribal Council opponent. If there is a tie, sudden-death tiebreaker questions will be asked to determine a winner.

# SURVIVOR: PANAMA

## UNITED KINGDOM, SEASON 2

### 'Going Overboard'

#### Episode 1

Prior to boarding a boat, each player is given an envelope and is told not to open it. When the boat drops anchor off the tribes' respective islands, players must open their envelopes to reveal their tribes (either North Island in red or South Island in blue), then work to get their tribe's canoe and as many of their set of supplies as they can overboard within ninety seconds. Both tribes are given the same set of supplies, but only what survives the journey to camp will be kept.

### 'Assault Course'

#### Episode 1

Tribes must run along an uphill path through the forest to a clearing, then crawl beneath a cargo net spanning the width of a bog and run up the remainder of the hill to a lookout tower. Two tribe members must climb the tower and untie a series of ropes anchoring a chest at the top of a flying fox, before passing the rope down so one of the other tribe members can drag it to a second tower. Meanwhile, the remaining five tribe members must travel on an alternate course through a muddy tunnel, over a fence, across a balance beam with three small hurdles, and over a second fence to reach the second platform. The tribe must then untie the 250-pound chest, lower it to the ground, and carry it downhill to a plankless bridge. Once the tribe has hauled the chest from one ramp to the other, they must carry it to the finish line and use the matches inside to light a torch, before one tribe member uses the torch to light a cauldron in the water. The first tribe to finish wins Immunity.

\* I really don't get the bridge obstacle – without any planks in it it's just a pair of rails between two ramps, but the rails aren't close enough to even balance the chest on them. It's just the two ramps, pretty much.

### 'Up The Creek'

#### Episode 2

Each tribe must select one member as their hostage. These players are then taken to a destination on the edge of a creek, and the remaining tribe members must paddle a traditional Panamanian canoe up the creek to find them, also collecting a tribe flag and a series of optional reward items (toiletries, a wok, and assorted foods) along the way. The first tribe to collect their hostage and flag, then paddle to the finish line and raise their flag, wins all of the items they collected during the challenge, and a large bucket for collecting water.

### 'Hanging Around'

#### Episode 2

One member of each tribe at a time must hang from a bar suspended above the water for as long as possible. Once all five participating tribe members have taken part, the tribe whose members stayed hanging for the highest cumulative time wins Immunity.

### 'Melt In Your Mouth'

#### Episode 3

Tribes are each given a chest containing a large block of ice, with a flag and a leg of lamb frozen inside each block. Using any method available (with ice-handling gloves and a pit for fire available for each team if they wish), the tribe must melt the ice enough to release the flag, allowing them to raise it up a flagpole. They may not smash the ice at any point. The first tribe to finish wins the leg of lamb, snorkelling gear, and a diver's knife.

### 'Conch Suckers'

#### Episode 3

In a relay, one tribe member must jump into the water and swim through two submerged fenceholes to reach a series of conch shells, then find one marked in their tribe's colour and return it to the starting dock. The first tribe to collect four conch shells wins Immunity.

## 'What Do You Recon?'

### Episode 4

Each tribe must select one member to visit the opposing tribe's camp for the day, trying to learn as much personal information about the opposing tribe as they can. Later, these two players will then be asked a series of trivia questions about the other tribe, and must write down their answers. The first player to correctly answer a question their opponent answers incorrectly wins beer, snacks, and a portable karaoke machine for the night for their tribe.

## 'Wheel Of Misfortune'

### Episode 4

In rounds, one member of each tribe must step up to a spinning horizontal wheel divided into spaces, each representing an assorted local delicacy. After the wheel is spun, the players must each eat the item that lands in front of them to score a point for their tribe. The tribe with the highest score after everybody has had a turn (with one member of the smaller tribe eating twice to even up the numbers) wins Immunity. In the event of a tie, each tribe must select a member of the opposing tribe to compete in the tiebreaker, a head-to-head race to eat two white worms, two locusts, and a live crab. The first player to finish wins Immunity for their tribe.

## 'Home Away From Home'

### Episode 5

Tribes are told to pack up their personal belongings and row to a neutral island, where they must hike to a waterfall in the middle of the island. There, they are merged (given a white flag but with a design inspired by the red, white, and blue flag of Panama) and told that they must hike to their new beach. Upon arrival, they will receive assorted snacks and wine.

## Breath Holding

### Episode 5

Four players at a time must swim out to a pair of flags and dive down to a log on the seafloor, then use it to remain submerged for as long as they can before surfacing for air. The two players who remain submerged the longest (regardless of which heat they were in) advance to the final round, where they must dive down and use a rope to haul a log fifty feet across the seafloor so it can be collected. The first player to haul their log beneath the support log and surface to hold it above their head wins a fresh set of clothes and their own clothes laundered, plus their luxury item and the rights to select one other player to receive their luxury item.

The challenge was a dead heat. Both players won the full prize.

\* There was no Immunity Challenge. Though Tribal Council was held, there was no vote and players were instead told that the six players voted out before the finale will form the jury, with a seventh vote being determined by an audience phone poll.

## Broken Spears

### Episode 6

Four players at a time must stand in the corner squares of a four-by-four grid, then take turns to move to adjacent squares filled with spears representing each player. After a player announces their intentions, the player whose spear is in the square they are moving to is given a chance to convince them to move to another square instead (although if they then move to another square with a spear in it, the owner has no right of reply). If a player moves to a square with a spear in it, they must break it. When all three of a player's spears are broken, they are out of the challenge. The last two players remaining in each heat advance to the final where the same thing happens. The last player with a spear intact wins a sleeping bag, cutlery for one, and a choice of three unrevealed tins.

\* Possibly the most unclear challenge in Survivor history – I'm still not sure I have it right, and the reward is only mentioned in passing once the tribe has returned to camp.

## Log Stand

### Episode 6

Players must stand on a wide log over the water for as long as possible, without touching any of the other players. If a player falls into the water or touches another player, they are out of the challenge. The last player remaining wins Immunity, although win or lose every player will receive a hot meal and a cold beer after returning to land.

\* Survivor record: The challenge lasted over 24 hours.

## **'Tangled Web'**

### **Episode 7**

Players must enter a cave filled with bats and spiders, catch a spider barehanded, then carry it to their jar waiting outside the cave's entrance before re-entering and continuing to search. The player with the most spiders in their jar after fifteen minutes wins a luxury dinner away from camp with a player of their choice.

## **'Double Cross'**

### **Episode 7**

At the start of the challenge, each player is given five one-kilogram sandbags, and must answer a series of multiple-choice trivia questions about basic local survival skills. Each time a player answers correctly, they may give one of their sandbags to a player of their choice. After all of the questions have been asked, each player's sandbags will be loaded into a backpack and they must complete an obstacle course while wearing them. Released in regular intervals, they must go under one hurdle and over a second, then climb up and over a cargo net before running down a steep hill and across a makeshift log bridge, then run up a second hill, climbing over a fence and travelling over a third hurdle and under a fourth to reach the finish. The player who finishes in the fastest time wins Immunity.

## **'Step Off'**

### **Episode 8**

Competing in randomly-chosen pairs, one player at a time must guide their blindfolded partner across three balance beams above the water, avoiding knocking a series of foam skittles into the water and jumping into the water at the end of each beam to swim to the next. The challenge is timed, with pairs not participating taken to a separate location to avoid learning from earlier pairs' attempts, and each time a skittle is knocked into the water a ten-second penalty will be assessed. The pair with the fastest time after penalties have been applied wins a fishing trip with beer.

## **Ever-Decreasing Targets**

### **Episode 8**

Players will be given a traditional bow and arrow, and two chances to hit a hanging stump target. If a player misses the target both times, they are out of the challenge. The target is then replaced with a smaller target, and players are given one attempt to hit it, again using a bow and arrow and again with players who miss eliminated. The targets get smaller and smaller in each round, and the last player remaining wins Immunity.

## **'When It Rains, It Really Pours'**

### **Episode 9**

Players must each stand beneath an elevated barrel of water, with their hands raised and placed in a small noose attached to the barrel. When a player steps off the stump, lowers their arms or moves their hands enough to tug the rope, the barrel will tip, soaking them and eliminating them from the challenge. Players will also be forcibly eliminated from the challenge if the show's medical crew deems it unsafe for them to continue (with medical checks every hour). The last player remaining dry wins a bed for the night and a luxury breakfast delivered to camp the next morning.

## **Family Values**

### **Episode 9**

Players must hike down each of five paths to find one of the five players' visiting loved ones. Without any form of verbal or physical contact, they must identify the loved one, their age, their relative, and how they are related to one of the players, writing their guesses on provided paper. Once everybody has seen all five loved ones, the answers are checked and each player receives one point for every correct answer. The player with the highest score (out of a possible twenty points) wins Immunity and thirty minutes with their visitor.

## **'The Ultimate Diet 2.0'**

### **Episode 10**

Each player will be shown what they now look like in a mirror, and must use the knowledge of their weight before the game to guess how much weight they have lost since they were weighed the day before the game began. Whoever guesses closest to their actual weight loss (in kilograms) wins a care package from their loved ones.

## **'Lead The Way'**

### **Episode 10**

At sunset, players are each taken to different points of a deserted island and left alone for the night without any shelter or food, but given a sealed envelope. The next morning, a flare is fired and a loud whistle blown to mark the start of the challenge itself and players can open the envelope to find a compass and a bearing leading to the final destination in the middle of the island. Simply, the first player to arrive wins Immunity.

## **'Fallen Comrades'**

### **Episode 11**

With the jury watching, players must start at the farthest of a line of six tree stumps and will be asked a series of trivia questions about the eliminated players and the game so far. Each time a player answers correctly, they are allowed to step forward on the next stump. The first player to reach the final stump wins access to a pen and paper for one hour to write a jury speech, and the choice of either a product-placed pizza dinner (with side dishes as the player requests) delivered to camp or a phone call home.

## **Your Time Is Up**

### **Episode 11**

Players must sit inside a large circle on the sand and estimate the passage of one hour from the time a signal is given. They may not communicate with each other during the time or use any physical objects to measure the time. When a player believes an hour has passed, they must light a torch on a bonfire and leave the circle. The player who leaves the circle closest to one hour after the end of the challenge – over or under – wins Immunity and by default their choice of final Tribal Council opponent.

# **SURVIVOR: BORNEO (AKA SURVIVOR: PULAU TIGA)**

## **UNITED STATES, SEASON I**

### **'Marooned'**

#### **Episode 1**

Sixteen players arrive by boat, pre-sorted into two tribes of eight (Tagi in orange, Pagong in yellow). Tribes have two minutes to loot a raft and whatever supplies they can from the boat before paddling to their camp. Anything that survives the journey can be kept.

### **Quest For Fire**

#### **Episode 1**

Starting in the water, tribes must transport a raft with a lit cauldron on it back to shore and along the Sand Spit, using the cauldron to light a series of torches both in the water (ten) and on land (nine) as they go. All eight tribe members must be touching their raft at all times. The first tribe to light all of its torches and ignite a final cauldron wins Immunity and waterproof matches.

### **Buggin' Out**

#### **Episode 2**

One at a time and alternating tribes (with one member of the smaller tribe participating twice to account for the uneven numbers), players must each eat a butok larva. The first player who refuses or fails to eat their butok loses Immunity for their tribe. If all sixteen butok are eaten successfully, each tribe must select a member of the opposing tribe to compete in the tiebreaker, a head-to-head race to eat two butok larvae. The first player to finish wins Immunity for their tribe.

### **Treasure Chest**

#### **Episode 3**

Tribes must swim out to an inner tube positioned directly above a treasure chest. When the entire tribe has reached the inner tube, they can dive down to the treasure chest and begin hauling it to shore any way they can, surfacing for air as often as necessary. The first tribe to get their chest to shore wins fishing gear.

### **Rescue Mission**

#### **Episode 3**

With treemail, each tribe is told to build a stretcher capable of carrying their 'smallest' member. For the challenge itself, the two chosen players will be harnessed from a tree in a mock plane crash situation, and the other tribe members must run into the jungle to rescue them, using the stretcher they built to carry them to a first aid tent on the beach. The first tribe to finish wins Immunity.

### **Distress Signal**

#### **Episode 4**

Prior to the challenge, each tribe must send one member to see the reward for the challenge, with the tribe member then allowed to request an additional item to be added to it. For the challenge itself, tribes must assemble a distress signal on their beach to be seen from a passing plane. Later, the plane will fly over both camps and the pilot and dropmaster will decide which tribe built the best signal. Whichever tribe did so will have the reward – pillows, hammocks, towels, and the two added items – parachuted to their beach.

### **Buried Treasure [Treasure Island Relay]**

#### **Episode 4**

One player must swim to a buoy, dive down to retrieve a bottle with a treasure map inside, then hand it to a second tribe member, who must cross a floating bridge before paddling back to shore with a third. The bottle will then be opened to reveal the locations of two items hidden in the surrounding area – a treasure chest buried somewhere on the beach (which two players must dig for) and a key that will unlock it (which one player must run into the jungle to collect). The first tribe to unearth and unlock its chest wins Immunity.

## **Choose Your Weapon**

### **Episode 5**

With treemail, tribes receive a variety of weapons to practice with. For the challenge itself, one member of each tribe will use each weapon in an accuracy contest. In the first two rounds, players will use a blowgun (with ten darts) or a slingshot and rocks (for two minutes) to hit pieces of fruit, with every piece of fruit hit by either tribe added to the reward. In the final round, the final participating player will have three attempts to throw a spear at a large bullseye target. The player with the closest spear to the centre after all six throws wins three egg-laying chickens and all of the hit fruit for their tribe.

## **Shipwrecked**

### **Episode 5**

One tribe member must row an outrigger canoe to a buoy, then turn around and begin rowing back to shore. Along the way, they must stop at various pieces of 'debris' to collect waiting tribemates. Once a tribe member is on board the canoe, they can assist with the paddling, although each tribe only has three paddles and one small scoop to bail out water. The first tribe to collect all of its members and return to shore wins Immunity.

## **Abandoned Barracks**

### **Episode 6**

In a night challenge, three members of each tribe must work in relay to enter an abandoned army barracks, search using a flashlight for either a knife, army helmet, or can opener, and bring it back to the start. There are only two of each item hidden in the building, and if a player returns with something another tribe member has already collected, it is given to the other tribe by default. The first tribe to collect all three of their items wins a variety of military rations (including chocolate).

## **Obstacle Course**

### **Episode 6**

Two members of each tribe must race over a series of hurdles before working together to climb up and over a wall. Jumping several more hurdles, they must then climb up a rope ladder and slide down a fishnet A-frame, before using a rope to swing over a ditch and crawling beneath a grid of ropes to reach the other two tribe members participating. All four must work together to cross a series of small pedestals using four planks of different lengths for balance, then run across a set of ground-level logs and over even more hurdles to reach the tribe's flagpole. The first tribe to collect their flagpole, take it to the finish, and raise it wins Immunity.

## **'Ambassador's Retreat 1.0'**

### **Episode 7**

Tribes are told via treemail to select one team member for an unknown task. They must use a provided map to visit the other tribe's camp for a brief period, then paddle to the Sand Spit where they will stay for the night and receive luxury food. The 'ambassadors' must decide on the new tribe's name and paint the (green) flag, as well as picking which of the two tribe camps the merged tribe will live at for the rest of the game and select three items to be brought over from the camp being abandoned.

## **Snake Island Relay**

### **Episode 7**

Starting from a floating platform, players must each jump into the water and use a bar beneath the platform to keep themselves submerged for as long as possible before surfacing for air. The last three players to surface advance to the final round, where they must dive to the seafloor and pull themselves across a ladder, releasing a series of buoys as they go. The first player to release all of their buoys wins Immunity.

## **Archery**

### **Episode 8**

After given time to practice, each player must use a bow and arrow to hit a large bullseye target. After every player has had one attempt, the player closest to the centre of the target wins the right to watch a video from their loved ones at home.

## **End Of The Line**

### **Episode 8**

Each player is given two carabiners, and must use them to traverse a maze of ropes suspended between trees while keeping at least one carabiner attached to a rope at all times. The first player to get to each of the five

numbered checkpoints in order and cross the finish line wins Immunity.

## **Out On A Limb**

### **Episode 9**

Players must traverse a sixteen-obstacle ropes course around a central platform, collecting a numbered token from each. If a player falls from the course at any point, they are out of the challenge. The first player to collect all sixteen 'medallions' and return to the start wins a barbecue lunch, to be shared with one player of their choice.

## **Squared Off**

### **Episode 9**

Starting from marked squares on a ten-by-ten grid of red tiles, players must take turns in a randomly-chosen order to flip over the tile they are standing on to reveal part of the season's logo and move to any adjacent tile. When a player is unable to move to a new red tile, they are out of the challenge. The last player still able to move wins Immunity.

\* Though randomly determined, the four men all took their turns before the four women.

## **Bamboozled**

### **Episode 10**

Players must each race across a narrow, loose bamboo balance beam to reach a second platform. The first four players to finish advance to the second round, where they must repeat the process. The first two to finish advance to the final round, where they must each cross a third beam before trying to cross a much longer beam. Only one player can attempt to cross the final beam at a time, and it is first come, first served. The first player to cross the beam successfully wins a slice of pizza and the chance to make a phone call home.

## **Fast Fire**

### **Episode 10**

Each player is given a fire-making station with a rope suspended above it, holding a weight in the air and preventing a flag from raising. They must gather as much debris as they can from the surrounding area within three minutes, then wade into the water with their torches and light them, using the torch and their debris to build a fire. If a player touches the rope at any point of the challenge, either with their body or any of the firemaking items, they are out of the challenge. The first player to build a fire strong enough to burn through their rope, dropping the weight and raising their flag, wins Immunity.

## **Survivor Quiz Show**

### **Episode 11**

Players will be asked a series of multiple-choice questions about local wildlife and basic survival skills, and must use a cube marked with A, B, C, D, TRUE, and FALSE to answer them. Starting from the back of a row of eight colour-coded spaces (two in each of four colours), they must take one step forward each time they answer correctly. If a player is the last person still standing on any of the colours when the others have all moved on, they are out of the challenge. The first player to reach the final mat, after nine correct answers, wins a night on a cruise ship, a surprise visit from a loved one, and a luxury breakfast with a player of their choice.

## **Walk The Plank**

### **Episode 11**

Players must stand on a series of communal planks balanced on a sawhorse in the water for as long as they can. At regular points, Probst will wade out to the sawhorse and cut away one of the planks, giving players less room to stand and making the challenge harder. If a player falls into the water or physically touches another, they are out of the challenge. The last player remaining wins Immunity.

## **Mud Pack**

### **Episode 12**

Players must run to the nearby mud volcano and cover themselves with as much mud as they can before returning to the start and squeezing the mud into a bucket marked with their name. After five minutes, the player with the heaviest bucket wins a beer and a date with Probst at a 'Survivor bar'.

\* The 'bar' is actually a temporarily-redecorated building in the crew's resort accommodation.

## **Witch Hunt**

### **Episode 12**

Players will be told a series of myths and legends about the island and the game so far. They must then run around the abandoned tribe camp with a video camera, searching for five masks showing questions about the information and recording their answers. The first player to record themselves giving all five correct answers and returning to the starting point wins Immunity.

## **Fallen Comrades**

### **Episode 13**

At Tribal Council and with the jury watching, players will be asked ten trivia questions about the game and the players eliminated so far, and must write down their answers. Each time a player answers correctly, they score one point. The player with the highest score after all ten questions wins Immunity. In the event of a tie, sudden-death tiebreaker questions will be asked to determine a winner.

\* Two continuity errors here – here, Gervase's home state is New Jersey, yet his introduction in the season premiere says he's from Philadelphia, and Greg's bandana has a medallion prop from Out On A Limb attached, even though he was voted out the episode before it took place and never participated in it. (For the record, the medallion was one of Jenna's.)

## **Hand On A Hard Idol [Hands On The Immunity Idol]**

### **Episode 13**

Players must each stand on a tree stump around a central pillar, with one hand on the Immunity Idol (placed on the central pole). When a player lets go or steps/falls from their stump, they are out of the challenge. After several hours without a winner, players must step down from their stumps and rotate positions with each other every thirty minutes, all without removing their hand from the Idol. The last player remaining wins Immunity, and by default their choice of opponent for the final Tribal Council.

# SURVIVOR: THE AUSTRALIAN OUTBACK

## UNITED STATES, SEASON 2

### 'Outwit, Outplay, Outlast, Outback'

#### Episode 1

Sixteen players arrive by RAAF plane, pre-divided into two tribes – Kucha in blue, Ogakor in green – and each tribe is given an identical set of supplies they can choose to take with them on a long hike to their camp. Anything that survives the journey to camp can be kept.

### Bridging The Gap

#### Episode 1

With one tribe member carrying a lit torch, tribes must use two planks to cross over the gaps in a 'dilapidated' bridge to reach an island. They must then climb over the small island and place the torch into a holder on a raft and transport the raft to the other side of the river, where they must collect two bundles of ladder rungs. Finally, they must transport the torch and the ladder rungs back across the river to the starting point, by using a rope and pulley to haul a second raft across the water. When they reach the starting beach, they must fit the rungs into holders on the side of a tower and one tribe member must climb up with the lit torch to light a bonfire at the top. The first tribe to finish wins Immunity and waterproof matches.

\* I'm missing something here – we see the second rafts waiting in an area that looks significantly more like the tree-covered central island than either of the sandy shores, but the ladder rungs are clearly on the opposite riverbank. And crossing from start to island to opposite shore and back requires four trips, not three.

### Butch Cassidy

#### Episode 2

Starting at the top of a cliff, one tribe member at a time must jump from it into the water below, then swim to a tribe-coloured crate. Once they have touched the crate, the next tribe member can jump, and so on. Once all seven participating tribe members have reached the crate, one tribe member must dive down to remove it from its anchor, before the entire tribe swims with it down a short section of rapids to the finish line. The first tribe to finish wins two blankets.

### Tucker'd Out

#### Episode 2

In rounds, one member of each tribe must step up to a spinning horizontal wheel divided into spaces, each representing an assorted 'bush tucker' delicacy (though the wheel also contains apple slices and chocolate bars). Once Probst spins the wheel, the two players must each eat the item in front of their tribe's clacker. If a player eats their item successfully, they score a point for their tribe. The tribe with the highest score after everybody has had a turn (with one member of the smaller tribe eating twice to even up the numbers) wins Immunity. In the event of a tie, each tribe must select a member of the opposing tribe to compete in the tiebreaker, a head-to-head race to eat a fully-grown mangrove worm (a smaller version was one of the items earlier in the challenge). The first player to finish wins Immunity for their tribe.

\* Despite sixteen meals being served before the tiebreaker, there are only ten spaces on the wheel.

### Water Torture

#### Episode 3

Each tribe must select one 'loader' and one 'waterbearer'. The waterbearer will stand on a small perch over the water with a bar over their shoulders, while the remaining members of each tribe must fill buckets with water from the shoreline and carry them over a line of tilted balance beams to the opposing tribe's loader, who is standing on a platform adjacent to their waterbearer and must load the delivered buckets onto their waterbearer. As the challenge continues, the weight will become heavier and harder to bear. The player who lasts the longest before dropping their pole wins fishing gear for their tribe.

\* One of the waterbearers' poles broke under the weight of the delivered water before it was dropped. As a result, a tiebreaker was held where each tribe had five minutes to load as much water as they could onto their own waterbearer. The tribe whose waterbearer was holding the most weight at the end of the time limit won the fishing gear.

## Lock Step

### Episode 3

Tribes must complete an obstacle course while each member is harnessed to a communal rope. They must run down a dry creekbed and over a series of hurdles (and a ditch in the sand) to reach the water's edge, then slide down a steep sandbank and wade across the water to the far end. They must then crawl beneath and climb over a series of alternating branch arches and sand mounds respectively, cross a series of low fence hurdles and climb through a toughnut before running to the finish. The first tribe to finish wins Immunity.

\* To my knowledge, this is the only time we've ever seen crew equipment during a challenge... and we see both a boom microphone and a still camera *in consecutive shots*.

## Master Mind

### Episode 4

Each tribe is given a gigantic three-by-three sliding puzzle, and must unscramble the pieces to form a map. The first tribe to finish wins three egg-laying chickens and a rooster, but must use the map to find them.

\* THAT's the entire challenge?!

## True Or Falls

### Episode 4

Each tribe is given a line of six marked spaces on the ground. One tribe member at a time must step forward and use cards to answer a multiple-choice question based on the Outback or basic survival skills. If a player answers correctly, they will stand on the farthest of their tribe's empty spaces. If they are incorrect, they must return to the rest of their tribe (unless there is nobody else to take the next turn). If a tribe does not have enough people to fill every space, once everybody has taken a space the player farthest back will answer until they have filled the next available space, and so on. The first player to fill all six of their spaces and answer a seventh question correctly to take the final shared space wins Immunity.

## Triage

### Episode 5

With treemail, each tribe is given a catalogue of possible rewards and must select two of them to be added to the reward, as well as receiving instructions to build a travois (a three-sided stretcher) using materials at their camp. For the challenge itself, three tribe members are stationed at various locations in the surrounding area, and two other tribe members must use their travois to 'rescue' one 'victim' at a time, carrying each across the starting line. Once a player is rescued, they can join the rescuers in collecting the remaining players. The first tribe to rescue all three of its victims wins a cate of product-placed toiletries, plus the catalogue items both tribes selected.

## The Maze

### Episode 5

Tribes must enter a giant maze and search for each of five pillars in sequential order, picking up a necklace from each before running to the finish at the far end of the maze. If they find the wrong pillar, they must leave it and return later. The first tribe to get all five tokens and exit the maze wins Immunity.

\* Although mazes are far more common on Survivor than they probably should be, this is the only time tribes have been given a separate maze. (To be fair, it's one of only two times the maze was a tribal challenge, but even when used as an individual challenge everybody is running through the same maze.)

## Blind Leading The Blind

### Episode 6

Each tribe must designate one member as their caller, while the remaining members will be blindfolded. The caller must sit on a perch and verbally direct their tribe to complete a series of simple tasks – stacking two logs in a trestle; switching a lobster trap on a table with one in the water; collecting a bucket and using it to catch water released from a water tower before pouring it into a water barrel; and transferring a picnic basket from its starting position to a finishing table. The first tribe to finish wins a picnic lunch with product-placed corn chips and soft drinks.

\* The Immunity Challenge for this episode is scrapped after... well, if you're reading this guide there's a 99.9999999999% chance you already know why there was no Immunity Challenge. I mean, come ON.

# 'Boys And Girls Night Out'

## Episode 7

Kucha receives a treemail with a map to Ogakor and instructions to send its female members there for the night. At the same time, Ogakore receives a map to Kucha and instructions to send its male members away. The next morning, each group receives a message telling them to as much of the camp as they can within fifteen minutes, before hiking to a neutral location (their new camp). The only supply they are not allowed to bring is the tribe's canoe. Upon arriving at the their new camp, they are given snacks and orange buffs.

## Perch

### Episode 7

Players must each stand on a small round stump over the water for as long as possible. When a player jumps into the water or touches the platform with anything except their feet, they are eliminated from the challenge. In addition, assorted temptations will be offered in an attempt to entice players into quitting. The last player remaining on their perch wins Immunity.

## Return To Sender

### Episode 8

One at a time, each player must stand in the centre of a gigantic bullseye target on the ground, then throw a boomerang so that it curves around and comes to rest as close to the centre of the target as possible. The player whose boomerang lands closest to the centre wins a luxury three-course meal, shared with a player of their choice.

\* Though not shown, it seems likely players had time to practice how to throw a boomerang "correctly". (As with all thrown weapons, an accurately-thrown boomerang will hit its target and... well, basically, bounce off it. The force of the impact removes most of the momentum from the throw, but if it misses after being thrown with the right technique it will still have enough momentum to return to the thrower.)

## Don't Fence Me In

### Episode 8

Taking turns, one player at a time must enter an eight-by-eight grid of posts, and clip a rope attached to one pole to the adjacent pole. The outer edge of the grid already has all of its ropes attached. If a player attaches the final rope in any two-by-two section of poles to form a 'square', they must place a marker with their name on it in the square and must take another turn. After all sixty-four possible squares have been completed, the player with the most markers on the grid wins Immunity.

\* Yes. It IS a giant game of Boxes. (Was Hangman deemed too complicated? Are they saving a two-out-of-three Rock, Paper, Scissors challenge for a Tribal Council tiebreaker?)

## Double Play

### Episode 9

With treemail, teams are told to select pairs for the challenge. For the challenge itself, two pairs at a time will compete in a race across an obstacle course. They must crawl beneath a grid of ropes to reach a tilted balance beam, then run up it and across a horizontal cargo net to a set of swings, which they must use as a bridge to reach a rope allowing them to climb back down to the ground. After swimming across a pool filled with red water, they must climb through a suspended tyre and over a ten-foot wall, then up a ladder to reach the final obstacle, a V-shaped rope walkway with a net slide at the end. The first pair to finish in each heat advances to the final, where the process repeats. The first pair to finish in the final wins a helicopter trip to the Great Barrier Reef for snorkelling and product-placed snacks.

\* Dumping Jerri on her ass? Still hilarious. Vandalising one of the Seven Natural Wonders of the World? Still illegal.

## Hanging In The Balance

### Episode 9

Two players at a time must stand on separate support towers above the water and use a slack rope, tug-of-war style, to try and force their opponent into the water. The first player to let go of the rope or to fall into the water in each matchup is eliminated. In the second round, the four surviving players are again split into pairs and two players at a time must stand on a wooden plank suspended loosely between two towers, then rock the plank from side to side in an attempt to force their opponent into the water first. The winners of each match-up advance to the final, where they must again use a slack rope to force their opponent into the water, but this time are each standing on an unsteady floating pontoon. The player who lasts the longest in the final

wins Immunity.

\* Yes, that's right. Jeff Probst really DID just crotch-thrust to try and demonstrate the concept of 'balance'.

## Survivor Auction

### Episode 10

Each player is given a wallet containing five hundred Australian dollars, and must use this to bid on a variety of items – four product-placed corn chips and salsa; four squares from a block of chocolate and a scoop of peanut butter; a glass of product-placed soft drink; three crackers; a slice of pizza; a plate of chocolate cream biscuits and milk; onion rings and beer; six hot potato chips and ranch dressing; iced coffee and a chocolate and peanut butter energy bar; a roast turkey dinner; a mystery item (a glass of boiled water taken from the river the tribe camps on); and a cheeseburger – in an auction. Bids must increase in twenty-dollar increments (as only twenty-dollar bills have been provided), and the player with the highest bid wins the item. Pooling money and sharing items are both allowed. The auction will end without warning.

## Fire & Rain

### Episode 10

Players must use provided kindling and matches to assemble a fire in a bucket on one side of a giant seesaw-like scale. Once they have a fire they are happy with, they must collect a small bucket and run back and forth between the water and a second bucket on the other side of the seesaw, filling the bucket with water. As it gets fuller, it will lower, raising the flame. However, there is a hole in the water bucket, meaning the water will constantly be draining out as they work. The first player to raise their fire bucket high enough to ignite a fuse above wins Immunity.

## End Of The Line

### Episode 11

Each player is given two carabiners, and must use them to traverse a maze of ropes suspended between trees while keeping at least one carabiner attached to a rope at all times. The first player to get to each of the four numbered checkpoints in order and cross the finish line wins an overnight horse-riding trip to a stockmen's camp, with product-placed beer.

\* Interesting choice to set up an 'authentic cultural experience' as a reward and then have product-placed beer from *a brand that wasn't even sold in Australia at the time the show was filmed*.

## Blue Plate Special

### Episode 11

Players are presented a series of eighteen plates hanging at different heights, with each player's name painted on three of them. Using a slingshot, they must fire macadamia nuts in an attempt to break the others' plates, firing one macadamia in each round. When a player's three plates are all smashed, they are eliminated from the challenge. The last player with a plate still hanging wins Immunity.

## Survivor.com

### Episode 12

Using a computer, players' loved ones will be asked a series of five multiple-choice trivia questions based on the Outback and general survival skills. The player whose loved ones answer the most questions correctly wins a thirty-minute 'email chat' with their loved ones, and a \$500 online shopping spree.

\* Note that one of the questions – about how many of the most dangerous snakes in the Outback are native to Australia – is a variant of a question asked in True Or Falls about how many of the most dangerous snakes in the *world* are native to Australia, with the same four possible options.

## Fugitives

### Episode 12

Players are shackled prior to the challenge beginning, and will be told a series of facts about the convicts the modern nation of Australia was founded on. They must then run to one of eight stations and select the correct answer to a displayed question from two choices, reaching into a corresponding tin to collect a key. If they are correct, the key will work in any of the five locks on their shackles and they can continue. If they are wrong, the key will not work and they must answer at least one of the other seven questions before returning for the correct key. The first player to unlock all five of their locks and return to the start carrying all of their shackles and opened locks wins Immunity.

\* 'The reason [you're shackled] is because the first settlers here in the Outback were themselves prisoners.' Okay, firstly: CONVICTS, not prisoners. Secondly: ABORIGINAL, not convicts.

## Survivor Pentathlon

### Episode 13

Players must complete an obstacle course based on the season's previous challenges. Starting blindfolded (Blind Leading The Blind) and shackled (Fugitives), they must cross a rope maze while keeping at least one of two carabiners clipped to the course at all times (End Of The Line). When they hit a bell on the rope at the end of the course, they can take off their blindfold and hobble to a tabletop slide puzzle (Master Mind), where they must correctly arrange the tiles to spell either 'Outwit' 'Outplay', 'Outlast', or 'Outback' before taking an adjacent key and removing the shackles. They must then fill a small bucket with water from a barrel and carry it across a line of sloping balance beams (Water Torture) to reach a fire scale (Fire & Rain), where they must pour it into the larger raised bucket, repeating the process until the water spills from a hole about halfway up the side. When it spills, they can proceed to the other side of the scale, anchored down with a rope, and use provided supplies to build a fire in the bucket that is strong enough to burn through the rope. The first player to burn through their rope, allowing their fire bucket to rise and light a fuse, wins a product-placed car and a night camping in it away from camp with dinner and a shower, plus a surprise visit from a loved one.

\* Probst makes a big deal about how complex and difficult this challenge is... yet the 'maze' is a straight line with intersecting ropes to slow players down, and the slide puzzle can be solved from its starting position in just ten moves.

## Memory

### Episode 13

Taking turns, one player at a time must enter a field containing a series of covered items, and must uncover two of the items in an attempt to find a matching pair. If a player finds a matching pair, they score a point and the two items are removed from play. If not, the two items are covered back up. In either event, the next player then takes their turn – a match does not award the player who found it another turn. Once all of the pairs have been found, the player with the highest score wins Immunity.

\* Despite Probst saying there are thirty-six covers and eighteen matching pairs, the overhead shots used to introduce the challenge show forty covers (which would make for twenty pairs), and combining the scores at the end of the challenge (seventeen found pairs and eight covers still in the field as the final turn is taken) suggest there were actually forty-two covers in total. My guess? Six decoy items without matches, and two weren't yet placed when the overhead shots were filmed.

## Fallen Comrades

### Episode 14

At Tribal Council and with the jury watching, players will be asked twelve trivia questions about the players eliminated from the game so far, and must write down their answers. Each time a player answers correctly, they score one point. The player with the highest score after all twelve questions wins Immunity, and by default their choice of opponent for the final Tribal Council.

# SURVIVOR: AFRICA

## UNITED STATES, SEASON 3

### 'Have A Nice Day!'

#### Episode 1

Sixteen players arrive by truck, pre-divided into two tribes – Samburu in red, Boran in gold – and each tribe is given an identical assortment of supplies they can choose to take with them to camp. They must then follow a provided map to their new home, an 'abandoned village' surrounded by a protective ring of thorns (which must be secured before nightfall using provided gloves). For safety reasons, they must have two people awake at all times and must keep a fire burning throughout the night. Any supplies that survive the journey to camp can be kept.

### Trail Blazer

#### Episode 1

Each tribe has a small cart with a lit cauldron on it, and must transport it along a marked course to three 'fire towers', which they must use torches to light from the flame on their cauldron. The first is across a narrow bridge, the second requires one player to climb a very steep hill, and the third is on a 'beach' (in the middle of the African bush, but let's go with it anyway). The first tribe to light all three of their towers and to cross the finish line near the final tower wins Immunity, matches, and the cart they used in the challenge. (The losing tribe will also receive matches after Tribal Council.)

### Stairway To The Stars

#### Episode 2

Tribes must carry five logs of differing lengths along a zigzagging course to a tower, one at a time, and fit them into holes around the base of a central 'tower' to form a makeshift spiral staircase. The two tribes' paths intersect at two points, and each path contains several simple barricades and low hurdles for players to work around. The first tribe to get all five logs into position and have one member climb to the top of the tower wins blankets, several tins of food, and everything the tribes left behind on Day 1.

### Safari Supper

#### Episode 2

While the players watch, a cow (tested and quarantined) is pierced in the neck and the blood collected in a large cup. It is then mixed in a larger carafe with milk, and one tribe member at a time must drink a shotglass of the mixture. The first player who fails to drink their shot loses the challenge for their tribe, with their opponents winning Immunity. If all sixteen shots – one member of the smallest tribe must drink twice – are consumed successfully, each tribe must select a member of the opposing tribe to compete in a sudden-death tiebreaker: drinking a mug of undiluted cow blood. The first to finish wins Immunity for their tribe.

\* Adding milk doesn't just change the taste to make it slightly easier to swallow – it also acts as an anti-coagulant and stops the blood from clotting.

### Rock & Roll

#### Episode 3

Each tribe is given a giant colour-coded boulder, and must roll it along a course marked with flags to the finish line, where they must roll it onto a frame-like pedestal. They must pass through every 'gate' along the course, and if they miss one they must return to it before continuing. The first tribe to finish wins a tank containing one hundred gallons of fresh water, and a bottle of organic shampoo.

### Distress Signal

#### Episode 3

With treemail, tribes are told to use whatever they can get their hands on to build a distress signal at their camp. Later that day, a rescue plane will fly over both camps, and the tribe judged (by the plane's pilot and its dropmaster) to have built the most visible distress signal wins Immunity, and the idol will be parachuted from the plane for them to collect.

# Caught In The Web

## Episode 4

One tribe member at a time must run up a ramp and across a trapeze net to a cargo 'web', which they must climb to collect one of twelve hanging baskets. Once they have a basket, they must return with it to their tribe mat before the next player can begin. The first tribe to collect all twelve hanging baskets wins their contents, among them olive oil and sundried tomatoes.

\* Despite the new rules about uneven tribe numbers, every player on the majority tribe is shown collecting at least one basket.

# Movin' On Up

## Episode 4

Each tribe is given a mock nomadic campsite with a hut, animal pen, flagpole, and assorted set dressing. They must select two tribe members as their 'architects', who must memorise the layout of the camp while everyone else takes it apart and carries it to a second campsite two hundred yards away. The architects must not physically assist in moving the camp. The first tribe to correctly recreate their camp at the new site wins Immunity.

# 'Ambushed'

## Episode 5

Each tribe is given a treemail message telling them to select three members for an important task, sending them away while the others remain at camp. These chosen six players are all forced to switch tribes; the players remaining at their own camps will remain on their starting tribes.

# Get Your Goat

## Episode 5

The tribes are presented a communal pen containing forty goats, twenty painted in each tribe's colour. Tribe members must work together to herd their twenty goats into a smaller pen on the other side of a clearing. One tribe member will stay at the smaller pen to ensure the goats in the pen do not escape. The first tribe to get all of their goats into their pen wins three egg-laying chickens and a rooster.

# Puzzle Of Shields

## Episode 5

Each tribe is given a large, oddly-shaped platform. Tribe members must collect a series of twenty shield-like puzzle pieces from nearby stands and assemble them on the platform to form a mask design. The first tribe to finish wins Immunity.

# Africa 102

## Episode 6

Tribes must sit on the back row of a small set of bleachers, and answer a series of multiple-choice trivia questions about 'Africa' and its culture as a group. If the tribe's consensus answer is correct, they can move one row forwards. The first tribe to reach the bottom of the bleachers, after five correct answers, wins a feast with product-placed soft drink.

# Spearit Hunt

## Episode 6

With treemail, each tribe receives a bow and arrow to practice with. For the challenge itself, tribe members will take turns using a bow to fire flaming arrows at a series of five shield-shaped targets positioned 30, 40, 50, 60, and 70 feet away. Each time a target is hit, it will ignite. The first tribe to hit all five of its targets wins Immunity.

\* Shrieking like a stereotypical damsel in distress to reassert your own status as the most flaming thing on the show this season is entirely optional.

# 'Surprise Merge'

## Episode 7

Immediately before the next challenge, tribes are merged and given new green buffs. They must decide on the spot which camp they will live at. Personal items at the abandoned camp will be transferred to the other camp, but any rewards still at this camp will be forfeited.

## **When It Rains, It Really Pours**

### **Episode 7**

Players must stand on a stump beneath an elevated barrel of water, with one hand raised and chained at the wrist to the barrel. When a player steps off the stump, lowers their arm or moves their hand enough to pull the chain, the barrel will tip, soaking them and eliminating them from the challenge. In addition, temptations will be offered throughout in an attempt to entice players into quitting. The last player remaining dry wins Immunity.

## **Stomp-pede**

### **Episode 8**

Players must place one of nine assorted items on one side of an adjustable seesaw plank, then stomp on the other end to catapult it into a basket positioned on a frame above the plank's fulcrum. Once they succeed with an item, they can move onto the next. The items are different sizes, shapes, and weights, and thus will require slightly different strategies. The first player to catapult all nine items into their basket wins two goats and a trip to a local village to barter with them for whatever they wish, with one player of their choice (and any additional items the tribe is happy to barter for additional supplies).

## **Box Your Mind**

### **Episode 8**

Players are shown a large barrel divided into a three-by-three grid of compartments, each containing an item commonly found in the surrounding area, and must memorise the items and their positions for 30 seconds. The container will then be covered and players will be told to collect the item found in a specific position on the grid, placing it in the correct position on their own replica grid. Anybody who fails to make a correct match is eliminated, and another round is held with the same grid of items (though players do not see the items the second time). Any players who survive the second round advance to the final round, where they will be shown a new grid of items for fifteen seconds and must collect and correctly match as many of the items as they can within one minute. The player who correctly matches the most grid cells wins Immunity.

## **Obstacle Course**

### **Episode 9**

With treemail, teams are told to select pairs for the challenge. For the challenge itself, two pairs at a time will compete in a race across an obstacle course. They must climb over a cargo net and crawl through a toughnut to reach a tall frame with a bell at the top, which each partner must ring by climbing up either a ladder or a rope suspended the same distance apart on each side of the bell. They must then crawl beneath a ladder-like grate before working together to climb up and over three walls of different heights to reach a set of puzzle pieces to assemble a ladder, which must be assembled and used to climb over one final ten-foot wall. The first pair in each heat to finish advances to the final, where the same thing happens. The first team to finish in the final round wins an evening trip to a mock outdoor theatre, where they will watch *Out of Africa* and receive assorted cinema-themed snacks and product-placed soft drink.

## **Light It Up**

### **Episode 9**

Each player is given a fire-making station with a rope suspended above it, holding a sandbag in the air and preventing a flag from raising. They must gather as much wood, brush, and elephant dung as they wish from the surrounding area and use it (and a magnifying glass) to make a fire beneath the rope. If a player touches the rope at any point of the challenge, either with their body or any of the firemaking items, they are out of the challenge. The first player to build a fire strong enough to burn through their rope, dropping the sandbag and raising their flag, wins Immunity.

## **Auction**

### **Episode 10**

Each player is given a wallet containing 20,000 Kenyan shillings, and must use this to bid on a variety of items – a cup of coffee and chocolate croissant; cheese and crackers; a large glass of beer; a sundae with a shotglass of chocolate syrup; a mug of chocolate syrup; a mystery item (fried chicken dinner); a meatball sub sandwich; and a mystery item (bacon and eggs with pancakes) – in an auction. Bids must increase in 500 shilling increments (as only 500-shilling bills have been provided), and the player with the highest bid wins the item. Pooling money and sharing items are both allowed. The auction will end without warning.

## African Folklore

### Episode 10

Players will be told a series of facts about the lives and rituals of Samburu warriors. They must then run to one of seven stations and select the correct answer to a displayed question from two choices, smashing open a corresponding ostrich egg. If they answer correctly, they will find a strip of coloured leather and must tie it to the matching section of a staff they are carrying. If they are incorrect, they will find nothing and must answer at least one of the other questions before returning for the right answer. The first player to collect five strips of leather and return to a marked area in the middle of the course wins Immunity.

## Know Your Loved One

### Episode 11

Players will be asked a series of four personal questions about themselves and must answer them, attempting to match the answers given by their families on prerecorded videos from home. Each time they correctly match a given answer, they score a point. The player with the highest score after all four questions wins a trip to the Masai Mara to watch the migration of the wildebeests, an overnight stay at a safari resort, and a private hot-air balloon ride over the region, all with one other player of their choice.

\* Presumably, tiebreaker questions were recorded but never needed to be used.

## Pot Shots 2

### Episode 11

Players are presented a series of eighteen pots hanging at different heights, with each player's name painted on three of them. Using a traditional club-like throwing stick called a rungu, players must attempt to break the others' targets, throwing one rungu in each round. For the sake of fairness, players will rotate positions after each round. When a player's three pots are all smashed, they are out of the challenge. The last player with a pot still hanging wins Immunity.

\* Sound familiar? The weapon has been used as part of two separate tasks on the American version of The Amazing Race, both in the neighbouring country of Tanzania. (Similar weapons used by South Africa's Zulu tribes have also appeared on the Israeli and Australian versions of the show.)

## Swahili Scramble

### Episode 12

Each player is given an easel with an identical wordsearch grid painted on it, and must use chalk to locate a series of twelve Swahili words (chaka, wendo, fora, matwana, aliko, wageni, chakula, pona, vongonya, shaba, kubwa, and ndovu). Each word intersects with at least one of the other eleven words. When a player has found all of the words, they must take the letters used in more than one word and rearrange them to form one final English word, using a provided hint for assistance. The first player to finish wins a product-placed car and a trip to deliver a year's supply of medical equipment to a local AIDS hospital.

\* This is the only time a challenge on the US version of Survivor has kept the reward secret until after the challenge, as a means of keeping the puzzle solution (which is the name of the car model) a mystery.

## Second Chance

### Episode 12

Players must complete an obstacle course based on the season's previous challenges. They must each build a puzzle ladder (Obstacle Course), then use it to climb up onto a trapeze net (Caught In The Web), which they must run across to reach a cart filled with shield-shaped puzzle pieces. They must drag the cart (Trail Blazer) to a platform and use the pieces to assemble a mask design (Puzzle Of Shields). Finally, they must crawl beneath a ladder-like grate (Obstacle Course) to reach an archery range, where they must use a bow to fire arrows at a shield-shaped target (Spearit Hunt). The first player to hit their target, igniting a set of small pyrotechnics, wins Immunity.

## Fallen Comrades

### Episode 13

At Tribal Council and with the jury watching, players will be asked eight trivia questions about the season and the players they all lived with at one point or another, and must write down their answers. Each time a player answers correctly, they score one point. The player with the highest score after all eight questions wins Immunity.

\* For the record, neither Kelly nor Lindsey have any piercings. And Frank didn't list 'manipulating men' as his favourite hobby on his application.

## **Hand Idol**

### **Episode 13**

Players must stand barefoot on two small stumps at different heights around a central pole, with one hand on the Immunity Idol (positioned on the central pole). When a player lets go of the Idol or steps/falls from their stumps, they are out of the challenge. The last player remaining wins Immunity, and by default their choice of opponent for the final Tribal Council.

# SURVIVOR: MARQUESAS

## UNITED STATES, SEASON 4

### 'Marooned Again'

#### Episode 1

Players arrive pre-divided into their two tribes (Maraamu in yellow, Rotu in blue), and each tribe is given an inflatable raft and paddles, which they must use to transport a small crate of supplies to their respective camps. Tribes receive no food, and the only supplies they are given are three pieces of cookware, two empty water jugs, two machetes, a filet knife, and a magnifying glass.

### Outrigger Fire Quest

#### Episode 1

Tribes must carry an outrigger canoe (outfitted with two torches and bamboo holders to keep them upright) down the beach and into the water, then swim with it to a floating cauldron to light the torches. Once both torches are lit, they must return to shore, lighting a series of four smaller cauldrons along the way. When they make dry land, they must carry the canoe along the rocky shoreline to the finish, lighting three additional cauldrons. The first tribe to light all seven of their cauldrons and place the canoe in its holder, then light the final cauldron, wins Immunity.

### Do Or Dive

#### Episode 2

Starting from a floating deck, tribes must swim to an innertube and dive down to a sunken boat filled with 250 rocks, removing as many as they can before surfacing. Once the boat is light enough to surface, they must untie it from the innertube and transport it back to the deck, then use provided buckets to bail out the water still inside before paddling to shore. The first tribe to finish wins snorkelling gear.

### Marquesan Menu

#### Episode 2

In rounds, one member of each tribe must eat a slice of *fafaru* (a local delicacy made of fish slices marinated in a stinking mess of rotting sea giblets and ocean water), with their hands tied behind their back. Each time a player finishes their slice, their tribe scores a point. The tribe with the highest score once everybody has eaten (with a member of the smaller tribe eating twice to even up the numbers) wins Immunity. In the event of a tie, each tribe must select a member of the opposing tribe to compete in the tiebreaker, a head-to-head race to eat three slices of *fafaru* in the same manner. The first player to finish wins Immunity for their tribe.

\* Apparently, Probst has experience smelling public toilets on hot summer days. Who said *Survivor* wasn't educational?

### Raft Rescue

#### Episode 3

Prior to the challenge, each tribe is given 50 bamboo stalks and 300 feet of bamboo, and must use it and any extra supplies they find to build a raft strong enough to carry their tribe members and some additional items. For the challenge itself, tribes must paddle their raft along a crisscrossing course to each of five colour-coded crates, with one team member diving down to unclip it from its anchor before it is loaded onto the raft. The first tribe to collect all five of their crates and return to the start wins a choice of either comfort (in the form of blankets, pillows, and three lanterns with fuel) or sustenance (in the form of a week's worth of rice).

### Coconut Maze Race

#### Episode 3

Each tribe is given a giant table maze, with the four corners able to be lifted and lowered by pulleys held by separate players. With four players controlling the corners and a fifth standing on a perch to act as a caller, the team must roll a coconut through the table maze from one corner to the finishing hole in the centre. When they do so, the five players must rotate positions so that there is a new caller, before repeating the process. The first tribe to get three coconuts into the finish net (with a new caller each time) wins Immunity.

## **'Flipped'**

### **Episode 4**

Each player must stand on a different wooden disc. Once everybody has taken a disc, with no restrictions on who can stand where, they must take turns flipping them over to reveal new buffs for their shuffled tribes. The number of members on each tribe remains the same after the shuffle.

## **Life's A Tapestry**

### **Episode 4**

Each tribe is given a large table with several rings of fabric stretched around it like a giant weaving. They must work together to slide the rings so that the sections visible on top of the table show a traditional image matching the completed example shown. The first tribe to finish wins Immunity.

## **Tiki Towers**

### **Episode 5**

Each tribe must select one member as their 'caller'. They must guide the other tribe members to collect colour-coded tiki pieces placed in various locations throughout a mock campground. Once all fourteen pieces have been collected, the blindfolded players can remove their blindfolds and work together with the caller to assemble them into four tikis. The first tribe to correctly finish all four tikis wins the right to loot the other tribe's camp, taking as much as they can gather within two minutes. They cannot take personal items, and must leave a knife, a pot, a water can, and the tribe's magnifying glass.

## **Distress Signal**

### **Episode 5**

Tribes must assemble a distress signal on their beach to be seen from a passing ship, without using fire as part of their signal. Later, a cruise ship will sail past both camps and the captain will decide which tribe built the best signal. Whichever tribe did so wins Immunity.

## **Jungle Relay**

### **Episode 6**

One member of each tribe must race into the jungle and untie a series of knots to release a boat paddle. They must then join up with another tribe member and continue to a second paddle tied in the same way. Once both paddles are untied they must run to a group of colour-coded coconuts and smash them open until they find the key hidden inside one. They must then give the key and paddles to the other two tribe members, who must unlock their outrigger canoe with the key and paddle to collect a flag before returning to shore and docking within reach of the chain originally locking it in place. The first tribe to return to shore and place their flag in a large tiki waiting on the beach wins a lunch feast with product-placed soft drink.

## **Maze**

### **Episode 6**

Belted together, tribe members must travel through a circular maze to find five colour-coded ladder rungs. Both tribes are running through the same maze, and each time a ladder rung is collected the tribe must return it to the centre of the maze before continuing to search. The first tribe to collect all five rungs, assemble the ladder, and have a tribe member climb it with their tribe flag wins Immunity.

## **'Ambassador's Retreat 2.0'**

### **Episode 7**

Tribes are told via treemail to select one team member for an unknown task. They must use a provided map to hike to a nearby public meetingplace, where they will stay for the night, with pizza and product-placed beer. The 'ambassadors' must decide on the new tribe's name and paint the (purple) flag, as well as picking which of the two tribe camps the merged tribe will live at for the rest of the game. They then return to the camp being abandoned, where they and the tribe members at the camp have five minutes to pack as much as they can into the tribe's outrigger canoe and leave for their new home.

## **Sea Legs**

### **Episode 7**

Players must each stand on an unsteady square pontoon in the choppy waters for as long as possible. When a player falls into the water, or touches the pontoon with any body part except their feet, they are out of the challenge. The last player remaining wins Immunity.

\* Starting from this episode, players who win individual Immunity have the option of giving it to a player of their choice. Why anybody would, on the other hand...

## **Go Fly A Kite**

### **Episode 8**

With treemail, each player receives a bundle of supplies to build a kite with, although they can also use any additional supplies they can find. For the challenge itself, a spool wound with three hundred feet of string is attached to each player's kite, and they must race to get the kite to fly high enough to unspool it all, releasing a purple ribbon. The first player to finish wins a product-placed candy bar and a SCUBA diving trip.

\* Or you can just manually pull all the string off and have the same effect. Either way.

## **Parang Swing**

### **Episode 8**

Each player is represented by three hanging bundles of coconuts, and must answer a series of multiple-choice trivia questions about survival skills and Marquesan culture. If they answer correctly, they will be allowed to use a machete to cut down a bundle of coconuts belonging to any player. When all three of a player's coconut bunches are cut down, they are out of the challenge. The last player with at least one bundle hanging wins Immunity.

## **Coconut Juice**

### **Episode 9**

Players are randomly divided offscreen into four pairs. Each pair is given a three-foot-tall bamboo chute, and must fill it to the brim with coconut juice. They can choose to either swim out to collect large groups of coconut anchored offshore, or collect loose coconuts strewn along the shoreline. The first pair to completely fill their bamboo shoot wins a trip (travelling by helicopter and on horseback) to a feast with locals.

## **High Stepping**

### **Episode 9**

With treemail, the tribe receives a pair of stilts to practice stiltwalking with. For the challenge itself, two players at a time (chosen randomly) must use a pair of stilts to walk around in a marked ring on the ground for as long as possible. The first player to fall from their stilts is out of the challenge, while the winner advances to the next round, where the same thing happens. After three rounds, the last player remaining wins Immunity.

## **Rock Bottom**

### **Episode 10**

Starting from a floating pontoon, players must jump into the water and find one of six shells on the seafloor, each positioned next to a yellow rock for added visibility. Once all of the shells are claimed and returned, the player left without is eliminated. After three rounds, with one fewer shell each time, the final four players must dive down to collect a forty-pound rock and transport it to shore any way necessary. The first player to finish wins a night on a cruise ship with one player of their choice.

## **Virtues Of Fire**

### **Episode 10**

Each player is given a wok containing oil and several popcorn kernels. They must run down the beach, in the dark, to collect firewood before returning and building a fire beneath the wok. Flint and steel are provided for assistance. When at least one kernel has popped, they must transfer their fire down the beach to a pyre, lighting it from the bottom. The first player to have a cauldron at the top of their pyre ignite wins Immunity.

## **Turtle Roll**

### **Episode 11**

Each player's visiting loved one starts on one corner of a multi-level hexagonal game board. Taking turns, they must flip move one space in any direction, flipping over the space they were standing on to make it green. There are six marked spaces allowing them to skip a turn, and one hidden space (revealed only when flipped over) allowing them to eliminate a loved one of their choice from the challenge. Players cannot use verbal communication to signal their loved ones. When a player is unable to move anywhere except a green space, they are eliminated. The last loved one remaining wins an overnight stay at the tribe's camp.

## Sands Of Time

### Episode 11

Each player is represented by an hourglass-shaped target structure with nine tiles of different sizes in the top half and a tiki in the bottom. Using slingshots, and rotating through six stations after every shot, players must fire rocks to break the tiles on other players' structures, releasing sand to pour over the tiki beneath. When a player's tiki is completely covered with sand, they are out of the challenge. The last player remaining wins Immunity.

## Second Chance

### Episode 12

Players must complete an obstacle course based on the season's previous challenges. They must each search the surrounding area for eight colour-coded puzzle pieces, then assemble them to form a tiki (Tiki Towers). Next, they must break open a pile of coconuts one at a time, and pour the juice into a short bamboo shoot (Coconut Juice). When the bamboo shoot overflows, they must untie a hanging pair of stilts (Jungle Relay) and take them to a nearby station, where they must cross a marked ten-foot area without falling (High Stepping). They must then smash open a second pile of coconuts in search of a key (Jungle Relay), which will unlock a box with a slingshot inside. Finally, they must use the slingshot to break a single tile on the top half of an hourglass structure, pouring sand out over a tiki (Sands Of Time). The first player to crack their tile wins a product-placed car.

\* Probst needs to learn how to count. There might have been six different elements used, but they didn't come from six different challenges – Jungle Relay was used twice.

## Marquesan Folklore

### Episode 12

Players will be told a short story about the legendary warrior Kei Kahanui. They must then run to one of six stations and select the correct answer to a displayed question from two choices. If they are incorrect, they will pick up a bone and must throw it into a cauldron in the centre before returning. If they are correct, they will pick up a tiki and must attach it to a necklace they are wearing before continuing. The first player to collect five tikis and cross the finish line wins Immunity.

\* For the second time in as many seasons, the correct answer to each question was on the player's right at all but one station.

## Fallen Comrades

### Episode 13

At Tribal Council and with the jury watching, players will be asked a series of trivia questions about the season and the players they all lived with at one point or another, and must write down their answers. Each time a player answers correctly, they score one point. The first player to score ten points wins Immunity.

## Hand Idol

### Episode 13

Players must stand barefoot on two small stumps at different heights around a central pole, with one hand on the Immunity Idol (positioned on the central pole). When a player lets go of the Idol or steps/falls from their stumps, they are out of the challenge. The last player remaining wins Immunity, and by default their choice of opponent for the final Tribal Council.

# SURVIVOR: THAILAND

## UNITED STATES, SEASON 5

### 'The Importance Of Being Eldest'

#### Episode 1

On their trip towards the island, the sixteen players are split into two boats by gender. Upon arrival on Ko Tarutao, players must take turns introducing themselves, including their name, age, and occupation (or whatever information they deem necessary if this is against their strategy in the game). The eldest two players must first select which tribe they will each be on (with one taking orange buffs and joining Chuay Gahn, and the other taking purple buffs and becoming Sook Jai), then must take turns selecting their own tribes. They must start with a member of the opposite sex, then alternate sexes until the traditional two tribes of eight are formed. They will then paddle to their respective camps, and receive a very meagre set of rations, including only one can of beans.

### Flying Your Flag

#### Episode 1

Tribes must paddle their team boat around a small island, stopping at three specific points where one player must jump out of the boat and complete a simple challenge to collect a flag before returning to the boat. At the first station, the chosen player must manoeuvre a rope through a table maze, releasing the anchor ball out of the exit hole to lower a flag. At the second station, a different tribe member must dive down ten feet and unhook the flag. At the third station, a third tribe member (different from the first two) must solve a Thai sliding puzzle to release a knife, then use it to cut down the flag. Once a tribe has all three flags, they must paddle back to the start. The first tribe to finish wins Immunity.

### Palanquin Slalom

#### Episode 2

Each tribe must select one player as their 'guide'. They will be positioned on a palanquin carried by their blindfolded tribemates, and must navigate them through a figure-eight course so the guide can collect bags hanging from six posts. The guide can only use verbal commands to direct their tribe. The first tribe to collect all six bags and return to the start wins a lantern, fishing hooks and line, and a 30-metre fishing net.

### Floating Puzzle

#### Episode 2

Starting from the centre of a giant floating 'lotus', one tribe member at a time must swim to a floating colour-coded 'petal' puzzle piece and dive down ten feet to detach it from its anchor, then haul it back to their tribe's lotus. If a player is unable to dive down far enough, they are given the option of returning without a piece and having another swimmer collect it, but must have reached it on their own first. The seventh tribe member will remain on the lotus and must work out where each of the unique pieces fits. The first tribe to correctly solve the puzzle wins Immunity.

### Pilfering Pirates

#### Episode 3

In a relay, players must cross a network of floating balance beams to collect a colour-coded basket from a boat at the opposite end of the course, then must return. If they fall from a beam, they forfeit any basket they are carrying, and must return to their tribe's starting boat. The only exception is if two players are attempting to cross the single bridge in the middle of the course at the same time – if such an event happens, both players must place one foot within a marked area and use physical contact to try and force their opponent into the water. The first player to break the water's surface must return to the start, while the other player is allowed to climb back onto the course at the platform they were headed to. Only two players per tribe may be on the course at a time, and physical contact is only allowed at the central 'attack zone'. If a player uses physical contact outside of the attack zone, they are removed from the challenge and one basket already collected by their tribe will be transferred to their opponents. The first tribe to collect and return ten baskets wins an overnight visit from two Red Berets, who will assist around camp and provide advice to assist players with surviving on the island.

\* Four Sook Jai members – a third of all of the players taking part, and including a career police officer – were disqualified for breaking the combat rules, although bizarrely the last of the four actually WAS in the zone (albeit barely) when removed. Could this be the first evidence of Probst's bias?

## Temple Transfer

### Episode 3

Tribes must complete a gigantic six-level Tower of Hanoi puzzle, using platforms on the beach. All of the participating tribe members must be inside the marked ring around a platform before starting a new move. The first team to finish wins Immunity.

- \* The puzzle is actually Vietnamese in origin (thus the reference to the Vietnamese capital in its name).
- \* Said puzzle had also been used on a smaller scale in *Australian Survivor* by this point.

## New Tribe Member

### Episode 4

Tribes receive a lifesize, two-hundred-and-fifty-pound plush doll with their treemail, and must decorate it as a member of their tribe with paint (and a new buff). For the challenge itself, tribe members must work together to carry their new tribe member around a lap of Ko Chuca, a small, hilly island off the coast of Ko Tarutao. The first tribe to carry their doll across the starting line wins hundreds of bananas (some ripe, some still unripe), and a mystery reward of four chickens delivered to their camp.

## Tan-dy Gram

### Episode 4

Two tribe members must use oversized tangram pieces to match a sample image representing a fire. Once they have successfully done so, two other tribe members must match a second image representing Tribal Council (in the form of a temple). The first tribe to finish both puzzles wins Immunity.

- \* Only one player officially sat out, despite only four players per tribe actually doing anything. As this means exactly two members of each tribe were officially competing but doing nothing, it seems as though there was a third puzzle not shown. (This is supported by the editing – Probst mentions the two puzzles several times in voiceover, yet is never shown actually saying anything relating to there being only two puzzles.)
- \* 'It is a puzzle that dates back thousands of years in Asian culture.' Yes, Jeff. ASIAN culture. Not THAI culture. (How didn't this challenge get recycled for *Survivor: China*, where it would have actually been relevant? It's certainly one of the more entertaining pure 'puzzle' challenges we've had in Survivor history, if not the best.)

## 'Thai One Away'

### Episode 5

Prior to the below challenge, players are given the option of switching tribes if they wish.

- \* As the offer is not accepted, it is not clear whether all players will have been given new tribes, or just the players who accepted the offer, or whether it would have been a simple bait-and-switch ruse in the same way the opening and merge were handled.

## Survivor Auction

### Episode 5

With treemail, each tribe is given a wallet containing one thousand American dollars. For the 'challenge' itself, they must use this to bid on a series of items – a hamburger with fries; a pitcher of lime soft drink; a mystery item (a bowl of baked grubs); spaghetti and meatballs with garlic bread; a mystery item (hot fudge sundae); and nachos with an additional mystery item (a pitcher of margaritas) – in an auction. Bids must increase in twenty-dollar increments (as only twenty-dollar bills have been provided), and the tribe with the highest bid wins the item. The auction will end without warning.

## Catch Of The Day

### Episode 5

Each tribe is given a large table loaded with 'thousands' of fish in four species – squid, barramundi, trevally, and silverfish – and must sort the fish into their respective labelled bins across a short clearing. They can use any method available to sort the fish. The first tribe to correctly sort all of their fish without error wins Immunity.

## Wicker Flicker

### Episode 6

Each tribe must select one player as their launcher. They must use a giant slingshot each to fire one colour-coded wicker ball at a time down the beach to the other four members of their tribe, starting in four different positions and matched to a member of the opposing tribe. These players must attempt to catch the balls using cone-shaped poles on baskets. Both launchers will fire at the same time, and players can catch their ball or attempt to stop their opponents from making a catch. Each time a player catches a ball from their launcher, they earn a point for their tribe. Each tribe is allowed one 'time out' to strategise and change positions. The first tribe to score five points wins a picnic feast with a traditional local performance.

## Thai 21

### Episode 6

Taking turns, tribes must remove between one and three flags from a provided circle containing twenty-one flags. Whichever tribe takes the last flag from the circle wins Immunity.

\* Despite the guise of 'strategy' here, the challenge is basically impossible for the tribe that goes first to lose – all they have to do is take away exactly one flag at the start (leaving twenty), then take away '4 minus  $n$ ' flags on subsequent turns, where  $n$  is how many flags their opponents took. If they take any other number away with their first move, the opposing tribe can simply remove enough flags to leave only sixteen, then follow the same formula.

## 'Two Becomes... Two'

### Episode 7

With treemail tribes are provided an assortment of body paints, and must each paint themselves in only one colour. When tribes meet, players painted in the same colours are paired together for a private conversation, each randomly selecting one of five baskets. Three baskets contain snacks, while one directs the pair who selected it to visit Sook Jai, and the last directs the pair who selected it to visit Chuay Gahn. Later, these two pairs will decide which beach the two tribes will live at for the remainder of the game. Personal belongings will be the only things moved from the abandoned camp, and a new larger boat will be delivered to the new camp. However, Probst never says the word 'merge' when explaining what will happen, and players do not receive new buffs – rather, they will simply be the same two tribes, now living together at the same beach.

## Pirate Prison Break

### Episode 7

Each player is locked inside a cage with the rest of their tribe, with their hands cuffed and feet shackled. Working together, the tribe must use the assorted debris from within their cell to make a pole strong enough to reach fifteen keys attached to poles of differing heights outside the cell. The keys open the locks on the assorted bondage implements (one on each handcuff, and one on the shackles), allowing players to release themselves. Each key can only be used to open one lock, although the tribe can decide which lock is opened. Once they have all opened all fifteen locks, they must dig a hole beneath the cell's fence to escape. The first tribe to get all of its members across the finish line, with all fifteen of the keys in their possession, wins Immunity.

## Breathing Space

### Episode 8

Each player must dive underwater and remain submerged for as long as possible, using a bamboo snorkel for assistance. The snorkels are designed to be larger than players' mouths (and thus essentially useless). The challenge is timed, and each player's time is recorded when they surface. The tribe with the best cumulative time wins Immunity.

\* It didn't matter, but why on EARTH did a swim teacher qualified enough to work for the United States NAVY sit out?

## 'Eight Is Enough'

### Episode 9

Directly before the below challenge, players are merged and given metallic gold buffs. After the challenge, they will return to the same campsite they had been using since the non-merge twist.

\* This is the only time a metallic shade has ever been used on tribal buffs. The only other tribe with a metallic colour – the silver Aurora from *Australian Survivor* – never received new buffs at the merge.

# Wicker Ball Relay

## Episode 9

Players are randomly split into pairs, and must work together to transport a wicker ball along an obstacle course. One player must climb a ladder to collect a machete wrapped in burlap, passing it to their partner, who must chop through a thin log to release the ball. They must then squeeze it through a long fishnet tube slaloming over and under a group of horizontal ladder rungs, then carry it across a cargo net bridge to the finish. There will be two heats and a semi-final, each with two teams. The winners of each heat advance to the semi-final, and the winners of the semi-final must compete against each other in the final round. They will each be given a group of twenty wicker balls, divided into several puzzle pieces, and must assemble them correctly to form a triangular pyramid. The first player to finish wins the right to watch a video message from their loved ones.

\* Despite Probst saying there are seven puzzle pieces, there appear to be only six – the large seven-ball base piece, four identical three-ball pieces, and the single-ball piece to place on top.

# Thai Numbers

## Episode 9

Players are shown a board displaying the Thai characters for the numbers from one to nine. They are given thirty seconds to study and memorise the characters, then must use a provided group of cards to display the character for a number chosen by Probst. Players who show the incorrect symbol are eliminated. When only two players remain, they must use a placard showing a series of directions (in Thai numerals and English letters representing compass points) to locate another colour-coded placard buried somewhere within a grid of sand mounds. If they make a mistake, they will instead find a red disc and must try again. Once they find a correct placard, they must remove the attached card and hang it from a board at the starting line, before returning to the placard and using it to find the next buried placard, and so on. The first player to find all ten of their placards and hang all ten of their cards from the board wins Immunity.

# Knock Out

## Episode 10

Players must race to form pairs and must use two planks of different lengths to cross a series of six raised pedestals without falling. The player left without a partner is eliminated, as are the last pair to finish. The remaining pairs are then split up and all four players must crawl across a sandpit beneath a bamboo grate. The last player to finish is eliminated. The next obstacle is a ten-foot wall, but each player must use the assistance of at least one of the others to get across. The first two players to climb over the wall advance to the final round, where they must race across a zigzagging, tilted bamboo balance beam without falling. The first player to finish wins a helicopter trip to the Thai mainland for an elephant ride and lunch, with a player of their choice.

# Snuff It

## Episode 10

Each player is represented by three lit torches, and must answer a series of multiple-choice trivia questions about Thai culture and geography. If they answer correctly, they will be allowed to snuff out one torch belonging to any player. When all three of a player's torches are snuffed, they are out of the challenge. The last player with at least one torch lit wins Immunity.

\* Nice work ordering the questions, guys. Putting a question about the literal meaning of Bangkok directly before a question asking what the capital of Thailand is? Really? ...Really?

# Thai Menu

## Episode 11

This challenge is an eating challenge, with players' loved ones eating an assortment of food items popular in Thailand in order to win an overnight visit to their player, spending the night at camp with the tribe. The first round is a tablespoon of red ants and flying ants, while the second is a water cockroach, and in both rounds competitors simply have to finish eating the delicacy to advance. In the third round, the two fastest people to finish eating three live grubs advance to the final round. The final two people are then given a maximum of one minute to eat a boiled tarantula. If they both succeed, a tiebreaker race (eating a boiled scorpion) will be held to determine the winner. If they both fail, nobody wins. If only one person succeeds, that person wins.

\* This is the only *Survivor* challenge ever where having no winner is a possibility.

## Cube Crisis

### Episode 11

Players must race to collect giant colour-coded puzzle blocks from a central pile, then assemble them on a large solving rack to form a 3x3x3 cube. They will be handcuffed to their loved ones throughout the challenge. The first pair to finish their cube correctly wins Immunity for their player.

\* 'There are eight sides to the cube.' Oh, PROBST.

## Letter Hunt

### Episode 12

Starting on a small podium, players must step off and untie a tightly-wound piece of string to release a lettered placard, then run to a trough and find their second lettered placards among dozens showing Thai characters. They must continue to a series of flagpoles and untie a rope to release their third placard, before climbing a cargo net wall to collect the fourth, and locating the fifth wrapped in silk among several wrapped placards hanging from a tree (again with decoys showing Thai characters). They must then proceed to a 'rope pull' and select one of seventeen ropes to pull, aiming to find one of the five placards with English letters on them. Finally, they must use the attached key to unlock a treasure chest and collect their last two placards. When they have all eight placards, they must proceed to a solving station and arrange them to form a mystery two-word phrase. The first player to form the phrase correctly wins a product-placed car and a day at a spa with a player of their choice.

\* Completing a halfassed obstacle course to collect puzzle pieces, then assembling the puzzle? That'll never take off.

## Step On Up

### Episode 12

Players must race across a clearing to collect one of ten puzzle pieces, then run it back to the bottom of their staircase. They must then fit the pieces into the staircase to complete the ten steps to the upper landing. They must collect the pieces one at a time and solve the staircase from bottom to top, but aside from that can approach the task however they wish. The first player to finish their staircase and climb to the top wins Immunity.

## Try Again

### Episode 13

Players must complete an obstacle course based on the season's previous challenges. Firstly, they must dig in a sand mound (Thai Numbers) to find a wicker ball (Wicker Ball Relay), then carry it over a bamboo balance beam without falling (Knock Out) and squeeze it through a fishnet tube slaloming through a series of ladder rungs to reach a torch, where they can deposit the ball (Wicker Ball Relay). They must then solve a Thai sliding puzzle to release a knife (Flying Your Flag), and use it to cut down a bag of materials. They must take the materials to a small makeshift jail cell and use them to build a pole long enough to reach the door's key (Pirate Prison Break). Finally, they must eat a 'surprise food item' – boiled tarantula (Thai Menu). The first player to finish their tarantula wins Immunity.

\* There are as many challenges referenced in the opening dig as there are in the entirety of the All-Stars version of this challenge.

## Slip Through Your Fingers

### Episode 13

Players must stand barefoot in a traditional Thai dancing pose for as long as possible, holding six coins in the gaps between their fingers. They will stand inside a wooden frame sized to their body, forcing their neck and hands to remain in place. When a player drops all six of their coins, they are out of the challenge. The last player remaining wins Immunity, and by default their choice of opponent for the final Tribal Council.

\* For what is without question the best final challenge in *Survivor* history, it has a simple break – drop every coin except one immediately, then turn your hand slightly so the remaining coin is balanced on one finger with the other finger touching it acting as a safety brace.

# SURVIVOR: THE AMAZON UNITED STATES, SEASON 6

## 'Battle Of The Sexes'

### Episode 1

Players are split into their two tribes by gender – women on Jaburu in yellow, men on Tambaqui in blue – and must paddle an eight-person canoe to their camps. When they arrive, they will find a crate containing 'very meagre' supplies, basic fishing gear, and a second locked crate with instructions not to open it until they receive the key.

\* In the teaser preview at the end of *Survivor: Thailand's* reunion, Probst claims the season has a twist 'unlike anything you've ever seen', clearly referring to the gender divide... except we HAVE already seen players divided by gender – it's how they set up the bait-and-switch tribal selection method in *Survivor: Thailand* itself.

## Unchained

### Episode 1

All eight tribe members will be harnessed together. They must climb through a 'toughnut' together to reach a pole, which they must use to collect a key from a bar overhead, before using it to split themselves into two groups of four. The groups must cross a fishnet walk to reach a puzzle station, where one foursome must translate a series of numbers into letters using a decoder wheel. The solution will hint to a numbered key hidden somewhere in a pile of decoy keys and assorted debris beneath the solving station, which they must use to split into four pairs. Each pair must then cross a long balance beam without falling. If a member falls, the pair must return to the start. Once all four players have crossed successfully, the tribe can unwind a piece of fabric to release the third key, splitting themselves into eight individual players. Two players must then assemble a jigsaw-like puzzle to reveal another numbered key, which one team member must take to the top of a ladder to unlock a zipline handle, allowing them to slide down to the final key, which opens the gate allowing the rest of the tribe across the finish line. The first tribe to finish wins Immunity.

## Flip Out

### Episode 2

Each tribe must select one member as their caller, while six others are blindfolded and paired together. The caller must stand on a small perch and guide their pairs through a clearing to collect thirty colour-coded planks, bringing each of them back to a deck frame in front of the caller's perch. Once all of the planks have been collected and returned, tribe members can remove their blindfolds and fit the pieces into the frame so that an image matching the display is formed. The first tribe to finish wins a jar of fishing bait.

\* During the exposition footage when they present the 'put the puzzle together' bit, several of the planks are clearly in the wrong position. Combining this with trees and sunglare during the challenge, we never actually see the completed puzzle image until it is reused in the season's 'second chance' challenge.

## Total Recall

### Episode 2

Players are given two minutes to explore a mock Amazonian Indian village, memorising as much about it as they can. At the end of the time limit, one tribe member at a time must answer a trivia question about their observations, without the other tribe members assisting in any way. Each time a player answers correctly, they score a point for their tribe. The tribe with the highest score after ten questions wins Immunity.

## Matchmaker

### Episode 3

Each player is given a box containing five different bathroom-themed items. In what amounts to an adapted version of Go Fish, players must take turns (alternating tribes) to attempt to find the match for one of their items by asking another player if they have it. If they find the matching item, both are removed from play and the guesser scores a point for their tribe. The tribe with the highest score after all of the pairs have been found (ie, the first to eighteen points) wins two baskets of toiletries.

\* There are clearly not actually thirty-five items – some are repeated and multiple players have them. (Heidi, do you have any conditioner?)

# The Great Escape

## Episode 3

Tribes will each be locked in a large cage. First, they must untie a series of ropes to release a machete, then untie ten more ropes holding a plank in place before chopping through the eleventh rope stopping it from sliding outwards. Once the plank is removed a brace will drop to free a pole, which they must use to collect three sets of keys from outside the cell, before using the keys to unlock a series of chains blocking the escape hatch. The first tribe to open their hatch wins Immunity.

# Light My Fire

## Episode 4

Each tribe is given flint, steel, and a magnifying glass, and must use them and whatever materials they can gather in the surrounding area to build a fire beneath a rope. When the fire is strong enough to burn through the rope, a section of the tribe's flag will be released, and they must repeat the process with another rope. They are allowed to transport their existing fire beneath the new ropes if they can, but again must wait for the rope to burn through. The first tribe to burn through four ropes in this manner, releasing all four sections of their flag, wins a fully-functioning refrigerator filled with cans of product-placed soft drink.

# Gone Fishin'

## Episode 4

Players are given a fishing pole, a jar of bait, a knife, pliers, and hooks. They are given one hour to catch as many fish as they can in an area with a 'highly-concentrated' piranha population. Each tribe has a separate area, fifty yards apart. At the end of the time limit, both catches will be weighed on a seesaw scale, and the tribe with the heaviest catch wins Immunity and all of the fish they caught during the challenge.

# 'Ambassador's Retreat 3.0'

## Episode 5

Tribes receive a treemail message telling them to send their youngest member to a location marked on a provided map. They will spend the night there in a bungalow, with food, a bed, and a bush shower to enjoy. In the morning, they must use the information they gleaned from each other to select new tribes, taking turns and alternating genders. Once the two new tribes of six have been formed, they are each sent back to their own camps with buffs and a map to the opposing tribe's camp for those players who are switched.

\* Interesting that the season directly after the two oldest players select their tribes via schoolyard pick, there's a twist where the two *youngest* players select their tribes in the same manner. Next season: The players who are first and last in the Zodiac select their tribes?

# Up The Creek

## Episode 5

Each tribe is given an 18x19 wordsearch grid, with images of ten Amazonian animals painted around the outside. Only five of these animals' names can be found in the wordsearch. Once all five names have been found, they must get in their canoe and paddle around the small island to retrieve flags showing the images of these five hidden animals from different floating crates. The first tribe to collect all five correct flags and return to shore wins Immunity.

\* The treemail message for this challenge is a 10x10 wordsearch with five words – paddle, practice, animals, brawn, and immunity – circled. There's also a sixth, non-circled word in the grid that's kind of conspicuous by not being circled: brains.

# Log Jam

## Episode 6

In rounds, one member of each tribe (of the same gender, but randomly-selected otherwise) must step onto a log-like bridge over a pool and remain there for as long as possible, even as their movements cause the log to spin on an axle. The player who lasts the longest before falling into the pool scores a point for their tribe. The first tribe to finish wins an assortment of fresh fruit, vegetables, herbs, and condiments.

# Piranha Feast

## Episode 6

Each tribe is given a hanging piece of beef weighing the same amount. With their hands tied behind their backs, players must use only their mouths to tear off as much meat as they can, spitting it into their tribe's basket on the other side of a deck. The tribe with the heaviest basket after ten minutes wins Immunity.

## 'Lock & Key'

### Episode 7

On Day 19 each tribe receives a key in their treemail, which unlocks the locked box they found in their crate of supplies upon arriving at camp for the first time. The scroll inside tells them to take only their machetes, canteens, and personal belongings with them to a location marked on a provided map. There, the two tribes are merged (with new red buffs), and given a map to their new campsite, where a feast to celebrate the merge awaits them.

## Perch

### Episode 7

Players must stand on a four-inch-by-twelve-inch plank over the water for as long as possible. If a player jumps or falls from their plank, or touches it with their hands at any point, they are out of the challenge. At various intervals, food temptations (peanut butter and chocolate; cookies with cola; pepperoni pizza; Buffalo wings with blue cheese; and spaghetti Bolognese) will be offered to entice players into voluntarily quitting. The last player remaining on their perch wins Immunity.

\* Heidi and Jenna got naked for chocolate and peanut butter. Alex, unfortunately, did not. Pity.

## Mud Bungee

### Episode 8

Players will be randomly divided offscreen into three teams of three, each belted to a bungy rope. They must strain together against the rope to collect three colour-coded flags in a row in a shallow mud pool, then to collect two additional flags from the far end. Each time they collect a flag, they must return it to a holder at the start. The first team to collect all five flags advances to the final round, where they must race against each other to collect three flags from the pool in the same manner. The first player to finish wins an afternoon trip to a bungalow for desserts and a cool bath, which they can share with a player of their choice.

\* This is a team challenge during the individual part of the game, but is based on one from *Australian Survivor* which was basically an individual challenge during the tribal part of the game. Confused yet?

## Face Off

### Episode 8

With treemail, players receive a giant ceramic mask each, and must use provided paints to decorate them to represent themselves. For the challenge, each of these masks will be suspended in front of a battering ram secured by a rope knotted in three places, and players will be asked a series of multiple choice questions about Brazilian and Amazonian cultures and basic survival skills. Each time a player answers correctly, they can use a machete to chop throw a section of rope suspending a player's battering ram, bringing it closer to the mask. After a player's rope has been chopped three times, their mask will be smashed and they will be out of the challenge. The last player with their mask intact saves face and wins Immunity.

\* It would probably have been easier for players to work out what 'guarana' (approximately, 'guh-rah-nah') is if Probst was pronouncing it correctly.

\* Jenna is one of only two players to win the season after winning the 'three strikes' challenge, and one of only three players to even make the final vote after winning it.

## Weapons

### Episode 9

With treemail, the tribe receives a target and a series of simple weapons to practice with. For the challenge itself, their skills with these weapons will be tested in three stages. In the first, each player will be given one attempt to hit a bullseye target with a blowdart. The four players closest to the centre of the target advance to the second round, where they must repeat the process with spears. The two players closest to the centre of the target advance to the final round, where they must stand atop a scaffolding tower and hit a third target with a bow and arrow. The player closest to the centre of the target wins an afternoon trip to a 'Survivor coffee bar' with a player of their choice.

## Amazon Menu

### Episode 9

Players must each eat an Amazonian grasshopper. The first six players to finish advance to the second round, where they must each eat ten live coconut worms. The first four players to finish advance to the third round,

where they must each eat five beetles. The first two players to finish advance to the final round, where they must each eat a live beetle larva. The first player to finish wins Immunity.

## **Auction**

### **Episode 10**

With treemail, each player is given a wallet containing five hundred American dollars. For the 'challenge' itself, they must use this to bid on a series of items – a slice of cheesecake; a mystery item (lasagne) with the option of switching it for a second mystery item (a bowl of manioc flour); a mystery item (a burger and fries); peanut butter with chocolate; a full breakfast with an additional mystery item (a pillow and futon mattress); a protein bar; a protein shake; a slice of chocolate cake with milk; a mystery item (steak with a baked potato); a letter from home; and a second letter from home – in an auction. Bids must increase in twenty-dollar increments (as only twenty-dollar bills have been provided), and the player with the highest bid wins the item. The auction will end without warning.

## **Touchy Subjects**

### **Episode 10**

With treemail, each player is given a booklet containing a series of survey questions about the tribe (for example, 'Who needs therapy?'), and must answer them in private without discussing their answers to any of the other tribe members. At the challenge, they will be asked these same questions, but must instead guess which answer was given most commonly on the surveys. Each time a player guesses correctly, they score a point. The first player to score five points wins Immunity.

## **Paddle**

### **Episode 11**

Players must race to dig up a series of twenty-eight 'sandy mounds', hoping to find paddles buried beneath them. There are only four paddles, and the players left without are eliminated. As soon as a player finds a paddle, they must get in a waiting Amazonian canoe and paddle to a colour-coded crate matching the colour of their canoe, and read a multiple-choice trivia question about the Amazon before selecting a bag of puzzle pieces corresponding to the answer they believe is correct and paddling across the river to a solving station and opening them. If they have collected the wrong bag, it will contain black puzzle pieces and they must return to try again. If they have collected the correct bag, the pieces will be coloured and they can claim one of the two solving stations (again with the two players left without eliminated), assembling them to form an anaconda. The first player to finish the puzzle wins a visit with their loved one. However, before their loved one is presented they are given the option of forfeiting their reward in order to give all five other players a ten-minute visit with their loved ones.

\* It is later revealed that in exchange for the 'sacrifice', the winning player will instead spend the evening at an Amazonian village with their loved one – but wouldn't that have almost certainly been the reward even if they didn't 'give up' their visit?

## **Shoot 'N' Shuffle**

### **Episode 11**

Each player is given a slingshot and ten marbles, which they must use to break as many hanging plates marked with their name as they possibly can. The plates are hanging close together with other players' plates, making it more likely players will accidentally break each other's plates. Every time a plate is broken, a puck will drop for the player to use in the second part of the challenge. They will then take turns in an order randomly chosen offscreen to slide their pucks along a shuffleboard, aiming for an X (which represents their location on a painted map of South America). After every earned puck has been used, the player whose puck is closest to the X wins Immunity.

## **Try Again**

### **Episode 12**

In this challenge, players will complete a series of elements based on former challenges, and one element based on a future challenge. Firstly, they must untie a series of knots to open a cage door (The Great Escape), then proceed to a puzzle station where they must flip over seven small planks and assemble them to form a tribal image (Flip Out, with the same image). They must then climb up to a platform and use a rope to swing across a gully (the upcoming Out On A Limb) to a second puzzle station, where they must use a decoder wheel to work out a hint to a numbered key hidden somewhere in a pile of decoy keys and assorted debris beneath the solving station (Unchained). Finally, they must use the key to unlock a flying fox, and slide down it to the finish line (Unchained). The first player to finish wins a product-placed car and a barbecue feast to be shared with a player of their choice.

\* The odd structure here suggests to me Out On A Limb was intended to be played as a Reward Challenge and this was intended as the Immunity Challenge, but either the car could not be fit in the area used for Out On A Limb or part of the prop simply wasn't ready. Why else would they draw attention to it?

## Out On A Limb

### Episode 12

Players must complete a five-section ropes course above the ground. They can complete the five obstacles – a disc walk, a cargo net tunnel, a rope swing, a set of swing steps, and a V-shaped tunnel – in any order, and must collect a colour-coded feather from a post at the end of each obstacle before returning across the obstacle to a central net and hanging it from a second post in the middle. The first player to collect and return all five feathers wins Immunity.

## Braille Maze

### Episode 13

Starting in the centre of a giant maze, players must make their way through it to four checkpoints, where they must collect necklaces representing each of the four elements (earth, wind, fire, and water). They will be blindfolded while doing so, but can use their fingers to read a series of tactile guideposts pointing to the four locations and to the centre. The first player to collect all four necklaces and return to the centre of the maze wins Immunity.

\* The maze is four-way symmetrical (that is, the path from the centre to each station is the same), and due to the way in which the remaining paths are laid out it's much, *much* quicker to simply return to the centre of the maze after each necklace has been found.

## Will Power

### Episode 13

Prior to the challenge, players are given a seaplane ride over the area, landing at a small canoe which they must paddle to a location shown on a provided map, where they must each decorate a headdress however they wish before getting back in the boat and paddling to Tribal Council – the location of the final challenge, which will be held with the jury watching. They must each stand barefoot on a 'narrow wooden perch', with both hands over their head holding the headdress above them. The headdress will be attached to a collar around their neck, making it impossible to move far in any direction. If a player falls from their perch or touches their head with the headdress, they are eliminated. The last player remaining wins Immunity, and by default their choice of opponent for the final Tribal Council.

# SURVIVOR: PEARL ISLANDS

## UNITED STATES, SEASON 7

### 'Jumping Ship'

#### Episode 1

Players are taken on an old-style sailing boat for what they believe are publicity shots, but are soon collected on deck and told they will be entering the game with only the clothes they wore on the flight to Panama City (and their running shoes, in order to make challenges as fair as possible). They are then divided into their two preselected tribes – Drake in teal and Morgan in orange – before being told they will find nothing at their new camps. Each tribe is given one hundred Panamanian balboas, and must jump from the ship and swim to shore before using it to purchase supplies in a small village on 'market day'. If they run out of money they can barter with what little they have, but must save enough money to hire a boat to their new camps, which are on separate islands for the first time.

### Cannon Carry

#### Episode 1

Each tribe is given a cannon, a tribe flag, and a lit torch. They must transport all of these items through two makeshift fences (disassembling the cannon as needed) and across a field of rocks and a second field of low barricades to the finish line on the beach. The first tribe to finish wins Immunity.

### Bountiful Chest

#### Episode 2

One tribe member at a time must swim to a buoy and dive down to collect one of five pieces of 'treasure', placing it in a treasure chest on the floor before returning. Once all five pieces have been placed in the chest and all five players have returned, the entire tribe must swim out to collect the chest and haul it back to shore. The first tribe to finish wins a clue (the first of three) to the location of a treasure chest containing food buried somewhere on their island, and the right to send a member to the losing tribe's camp to loot one item. In addition, each tribe is given one shovel to help them find their buried treasure.

Both of these rewards are continued at tribal Reward Challenges, therefore meaning there really is no reward specifically for winning this challenge. Perhaps what would have worked better is using the loot reward as a one-time deal, but allow the winners to take a larger number of items.

\* Last week, Morgan stripped naked at the challenge to distract Drake. This week, we accidentally get to see Ryno's... um... horn. Yay, nudity!

### All Tied Up

#### Episode 2

One tribe member will sit on a bamboo raft with their hands tied up, while two other tribe members are draped across the raft with their hands also tied. While the remaining members of the opposing tribe use a rope-and-pulley system to haul them out to sea, the seated player must untie themselves before untying the others. When all three players are free, they must swim back to shore with their ropes and a bamboo tube from the raft. They must split the tube in half to reveal two pairs of compass coordinates and string the two ropes between the relevant labelled coordinates around a large ring of sand, before digging at the point where the two ropes intersect to find a tribe flag, which they must fit into a flagpole and raise. The first tribe to raise their flag wins Immunity.

### Sprung A Leak

#### Episode 3

Each tribe is given two boats, starting at opposite corners of a square field and each containing eight plugged holes, a grappling pole, a bucket, and three players (with paddles). Using only these items, they must paddle around the playing area and attempt to sink the other tribe's boats any way necessary. When a boat sinks, the three players on board are eliminated from the challenge. The last tribe with a boat afloat wins bedding gear, a clue to the location of their treasure chest, and the right to send a member to the losing tribe's camp to loot one item.

\* Just for the record, it's not just Osten standing up that caused his boat to sink. It's that he stood up *while another member of the team was basically next to him*. Had Lill been on the other side of the boat, they could have at least outlasted one of the other boats.

## **Pull Your Weight**

### **Episode 3**

One member of each tribe will be harnessed over the water at the end of a long rope. The other five players must stand in a row on the beach and hold them aloft by pulling the other end of the rope for as long as they can. Each lifter is given a bar to use for extra leverage, and every five minutes the lifter at the 'front' of the line must release the rope, putting more strain on the players behind them, until only one lifter per tribe remains. After one and a half hours the final lifters cannot sit down, and after an additional thirty minutes they cannot use their bar for support at any point. The tribe which lasts the longest before dropping their harnessed player in the water wins Immunity.

## **Float-It Notes**

### **Episode 4**

In a relay, one tribe member at a time must collect one of sixteen puzzle pieces at a time before returning it to a solving station. There are eight puzzle pieces buried beneath markers in the sand and eight submerged offshore, and they can be collected in any order. Once all sixteen pieces have been collected, the entire tribe must work together to assemble the puzzle, showing a series of stylised skull images. The first tribe to finish wins a manual sewing machine with fabric, a clue to the location of their treasure chest, and the right to send a member to the losing tribe's camp to loot one item.

## **Boarding Party**

### **Episode 4**

Tribes will start on opposite ends of a floating 'gameboard'. In what is basically a giant version of checkers, each tribe will take a turn moving one member across the grid, crossing a floating balance beam between two small podiums. They can have as many players on the grid at a time as they wish, but players cannot move to a podium occupied by members of their own tribe. If they wish to cross to a podium occupied by a member of the opposing tribe, they must compete in a physical 'showdown' on the connecting beam, using any legal means of physical contact to force them into the water. The first player to fall into the water must return to their tribe's starting deck, while the other player gets to stand on the podium fought for. There are five rows of podiums between the decks (with two, three, two, three, and two podiums respectively), and once a player makes it to the end of the grid they are out of the challenge. The first tribe to get all five members across the grid wins Immunity and a note telling them to kidnap a member of the losing tribe until shortly before the next Immunity Challenge, skipping Tribal Council and competing for the winning tribe at the next Reward Challenge.

## **Paddle For Paddles**

### **Episode 5**

Tribes must paddle their boat to four floating crates, with a team member diving at each to collect a pair of uniquely-shaped ladder rungs from the seafloor. Once they have all eight rungs they must paddle back to shore, where one tribe member must run along a path to a well and collect a small idol, while the rest build the ladder and position it against a platform. The first tribe to get their idol to the top of the platform wins a pot, two water cans, rain jackets, toiletries (including a bush shower), a clue to the location of their treasure chest if one is available, and the right to send a member to the losing tribe's camp to loot one item.

## **Survivor Smoothies**

### **Episode 5**

In rounds, one member of each tribe must roll a colour-coded ball onto a roulette wheel divided into twelve sections – sardines, red shellfish, mango, octopus, razor clams, rock oysters, squid, conch, coconut juice, sea water, bleeding clam, and 'Jeff's Special' (any combination of the aforementioned items chosen solely by Jeff) – to select two items which will be blended together into a smoothie for the players to drink. If a player finishes their smoothie, they score a point for their tribe. After every player has had a turn (with members of a smaller tribe drinking twice if needed to even up the numbers, rather than players sitting out), the tribe with the most points wins. If there is a tie, each tribe must select a member of the opposing tribe to compete in a sudden-death tiebreaker with a smoothie containing multiple items chosen by Probst. The first player to finish this smoothie wins Immunity for their tribe.

## Ready, Aim, Fire

### Episode 6

Taking turns, one tribe member at a time must load, aim, and fire a cannon to hit a target down the beach painted in the opposing tribe's colour. The first tribe to successfully hit all four of the other tribe's targets wins a barbecue grill, herbs and spices, steaks and lobsters, a clue to the location of their treasure chest if one is available, and the right to send a member to the losing tribe's camp to loot one item.

## Shoulder The Load

### Episode 6

Each tribe must select three players as weightbearers, and these players must stand on individual crates while holding a wooden pole over their shoulders. In regular intervals, the remaining tribe members must select one weightbearer from the opposing tribe to be given twenty pounds worth of sandbags to hang from their pole. When a player is unable to hold the weight and drops their pole, they are out of the challenge. The last tribe with a weightbearer remaining wins Immunity.

\* Just to clear this up: The challenge's name is officially Shoulder The Load (as it has been in its recycled appearances since), although the CBS website listed it as Pull Your Weight – the same title as Episode 3's Immunity Challenge – in the episode summary and other sources also list it as Carry That Weight.

## 'Outwit, Outplay, Outcast'

### Episode 7

For the below Immunity Challenge, the two tribes will instead compete against a third tribe, the Outcasts, made up of the six players voted out in the previous episodes (who we are told have been on limited rations in order to keep the challenge fair). For each tribe the Outcasts beat, the Outcasts will vote one member back into the game to replace the player voted out. If any players return, they will automatically be granted Immunity at their first Tribal Council.

## Pirate Prison Break

### Episode 7

One tribe member must run down a trail to collect a tribe flag from the beach, then return and dig beneath a bamboo cage wall and crawl inside before untying the second tribe member. They must then dig beneath another wall into the second 'cell' and untie two more tribe members, at which point all four players must work together to form a makeshift pole using assorted debris on the cell floor and use it to collect two keys hanging in the third and final cage, unlocking both the door to this cage and the remaining tribe member(s). They must then extend their pole and use it to collect one final key from outside the cell, allowing the entire tribe to escape. Tribes who beat the Outcasts (see above) win Immunity.

\* This is the only challenge in Survivor history where tribes do not compete directly against each other – Drake's result does not impact what happens to Morgan, and vice versa.

Despite having an extra member, none of the Outcasts sat out of the challenge – two players instead of one were locked up inside the final cage.

## 'Merge Without Notice'

### Episode 8

Immediately before the next challenge, the two tribes are merged and players receive new black buffs. After the challenge, they will return in a new boat to Drake's camp in a new boat, where a feast is waiting.

## Keel Hauling

### Episode 8

Players are randomly divided offscreen into two heats of five. Each player is given a long floating frame with a hole in the middle. They must jump into the water and use a rope beneath the pontoon to pull themselves to the 'back' of the frame without surfacing for air, then climb onto the frame and run across it to the 'front' before jumping back in. The first two players in each heat to complete two laps advance to the final round, where they must complete five laps of the same course, transferring one medallion from the back of the frame to the front each time they run. The first player to transfer all five medallions wins Immunity.

\* It may just be some stubborn mud stains, but it does look a bit like Ryno's horn is once again on display at the end of his heat. Then again, mud doesn't normally flap about so much (or look so flesh-coloured).

Despite already being immune, the two returning Outcasts both competed.

## Signal Fire

### Episode 9

Players are randomly divided offscreen into three heats of three. Using slingshots, they must fire one marble at a time to break a ceramic plate embedded on a thin spike and attached to a lit torch, which will pivot when released to light the next torch in the sequence. They must then repeat the process with two more plates so the final lit torch will light a rope leading to a cauldron. If they hit the plates in the wrong order, it becomes impossible to light the cauldron and the player is immediately eliminated from the challenge. The first player to finish in each heat advances to the final round, where they must repeat the process. The winner of the final round wins a full breakfast feast away from camp, which they can share with a player of their choice.

\* Starting from this point, players who win individual Reward Challenges are allowed to give their reward to another player if they wish.

## Mixed Nuts

### Episode 9

Each player is given a trough divided into five sections, and will be asked a series of multiple choice trivia questions about pirates, Panama, and the Pearl Islands. Each time a player answers correctly, they can place a coconut into another player's trough. When every section of a player's trough is filled with a coconut, they are out of the challenge. The last player remaining wins Immunity.

\* Sandra gave a correct answer for one question, but does not appear to have placed her coconut for doing so – every other placed coconut at the end of the challenge (the five for each losing player, and those coconuts in the winner's bin) is shown.

\* Especially considering the same basic 'get it right, get to strike' challenge is repeated in Episode 11, the unusually benign method used here suggests this was a last-minute backup plan for a challenge that for whatever reason just didn't work.

## Rats In The Rigging

### Episode 10

Players are randomly divided offscreen into four pairs, and two pairs at a time will compete in heats of an obstacle course. They must climb up a fishnet to the ship's deck, where one tribe member must climb a cargo net and collect a bell. Once both team members have rung the bell they must use a grappling pole to collect a rope and swing to a second fishnet, climbing it and a ladder to a crows nest, where they must untie, lower, and ring a second bell before sliding down the sail to the finish deck, untying a bellringer. The first pair to ring the final bell in each heat advances to the final round, where the course is slightly different. The first player in each pair to ring each bell must instead collect a bag of puzzle pieces, while the second player rings the bell, and they must instead untie a key at the final section of deck, allowing them to open a solving station decorated to resemble a treasure chest. The first pair to correctly assemble the twenty-one puzzle pieces into the frame to form the final image, a stylised version of the Jolly Roger pirate flag, wins an afternoon deep-sea fishing trip on a luxury catamaran with pizza and beer.

\* Probst claims the obstacle course covers 'an old pirate shipwreck'. Personally, I'm impressed a bunch of old pirates could parallel park a boat that size into a clearing that small, especially when the 'shipwreck' isn't even close to the water and there's a palm tree in the way.

When they fade away from the completed puzzle at the end of the challenge, the completed puzzle is actually in the losing team's solving station.

## Killer

### Episode 10

Players are presented a giant target divided into three concentric rings and eight wedges, with each wedge representing a different player and each segment marked with a different number of 'lives' (one on the largest outside segment, two in the middle, and three on the smallest inside segment). Taking turns, one player at a time must attempt to hit their wedge of the board with a blowdart, allowing them to become a 'killer' and start attacking the other players' wedges. If a player is a killer, any time they hit a wedge the shown number of lives (with killer status counting as the first lost life if they have it) is removed from the hit player. When a player loses all three of their lives, they are out of the challenge. The last player remaining wins Immunity.

It never wound up mattering, but based on the way the board keeping track of players' lives was set up, it looked very much like if a player lost killer status and then regained it, they also regained any additional lost lives. If this wasn't the case, they could have simply avoided the confusion (clearly the main reason this challenge has never been recycled by either another season or any international version) by splitting the sliding rows into three sections – the middle showing players' lives and killer status, the left and right sections acting as dumping grounds with lost or unearned killer status sliding one way and lost lives sliding the other.

Just in case you doubted producers loved Rupert, this is the only time they've read more votes than necessary at Tribal Council – with Darrah getting two votes and Jon getting one, and only eight players remaining, the first four Rupert votes are enough to eliminate him but they show the fifth anyway. All the better to be a famewhore with.

## Loved Ones Overboard

### Episode 11

Players' loved ones will be positioned on narrow wooden platforms suspended over a small cliff. Each 'plank' is marked with several steps, and everybody will be asked a series of personal questions about the players. Every time a player's answer matches that provided by their loved one, they can force any of the loved ones to step closer to the edge. A loved one can only take three safe steps on the plank before being forced to jump into the water with their fourth. When a loved one is forced into the water, they and their player are out of the challenge. The last player with a dry loved one wins an overnight visit from them at camp, while all six of the losing players are sent to a new beach with only one machete and a limited number of matches to assist them in surviving the night.

\* Yeah. It's walking the plank. Did you honestly expect them to go an entire pirate-themed season without doing it?

## What Do You Make Of This?

### Episode 11

Each player is given an easel-like board with a group of letter tiles spelling 'Survivor Pearl Islands', and must use chalk to write twenty new English words that can be made from these three words on blackboard lines. They must make three three-letter words, four four-letter words, five five-letter words, six six-letter words, and two words of at least seven letters, and can move the tiles around to assist themselves however they wish. They cannot use proper nouns or plurals, and must correctly spell all of the words. If a player calls for checking and has broken one of these rules, they are eliminated from the challenge. The first player to finish wins Immunity. If no player succeeds, a tiebreaker round with the goal of making as many words of at least four letters as possible from 'Outwit Outplay Outlast' within one minute.

Probst: 'And in case you're wondering, 'Survivor', 'Pearl', 'Islands' cannot be any of your words.' You know, just in case you thought 'islands' wasn't covered by the no-plurals rule.

\* As a winner was called before an incorrect spelling was noticed, the other players remaining at that point competed in the tiebreaker round, but all players who had previously been eliminated remained so.

## Water Obstacle Course

### Episode 12

Players are randomly divided into two teams of three, with positions for this challenge also decided during the same selection. The first player in each team must cross a floating platform between two floating frames and jump into the water, untying two boat paddles from separate floating crates before continuing to another platform with the second team member on it. Both team members must dive down to unclip three submerged barrels from their anchors, floating them, and swim to the final platform to untie a third paddle before they and the final team member on the platform swim to shore. Finally, they must drag a boat down the beach into the water and paddle back to the starting platform. The first team to finish wins an overnight spa trip and the swimsuits they packed in the luggage they were forced to leave behind at the start of the game.

## Musket Love

### Episode 12

Players are randomly sorted into two groups of three, and groups will alternate turns trying to hit labelled sail-shaped targets down the beach with flares fired from specially-modified muskets. The first player to hit all three of their targets wins Immunity.

\* Don't worry, you're not alone in wondering why players had to be divided into two groups for a task where everybody competed directly against each other. Especially since we are shown six muskets are available for use.

## Let's Give It Another Go, Mate [Second Chances]

### Episode 13

Players must complete an obstacle course based on the season's previous challenges. Each player begins with their hands and feet tied up, and must start by untying the ropes (All Tied Up). Once free, they must dig beneath a fence (Pirate Prison Break) and string the two pieces of rope between specified pairs of labelled coordinates around a large ring of sand, digging at the point where the two ropes intersect (All Tied Up) to find a key allowing entry into one side of a jail cell. They must use sticks and twine to build a makeshift pole allowing them to collect a second key they can use to escape out the other side (Pirate Prison Break). They must then use a slingshot to smash three hanging plates (Signal Fire) with bags of lettered tiles attached, using ropes to drag them to safety before opening them and arranging the letters to form two mystery words. The first player to finish wins a feast and overnight stay at the Panama Viejo ruins, to be shared with a player of their choice, and a surprise reward of a product-placed car.

\* Yes, the one prize these people wanted at this point in the game? An overnight campout.

## Corks & Keys

### Episode 13

Starting on a pontoon, players must fill a canteen with water and carry it across a balance beam to a plastic tube, pouring it in to raise a small float with a key attached, which they must use to unlock an upright beam, lowering it and allowing them to repeat the process. Once they have unlocked and lowered all five of their planks, they must collect a flag from the far end of the final plank and carry it back across the course to the starting platform. The first player to finish wins Immunity.

## Tribal Draft

### Episode 14

Players will be asked a series of multiple-choice trivia questions about pirate lore and survival skills, and for each correct answer they score a point. However, the five current members of the jury will be competing as a group against them, coming to a consensus answer for each question while players answer individually. The first to five points wins Immunity. If the jury wins the challenge, no players are immune.

\* Just because it bears repeating, the best way to avoid shark attacks is to *avoid going in the water*. (Just when you thought it was safe to assume no trick questions...)

## Set Adrift

### Episode 14

Each player must remain on a square floating platform in the water for as long as possible, only touching the platform with their hands and feet, although they can lift them as often as they wish to change positions. When a player touches the platform with a banned body part, they are out of the challenge. The last player remaining wins Immunity, and by default their choice of opponent for the final Tribal Council.

\* The obvious strategy here? Stay standing. The waters are a little choppy, but not to the point where you couldn't stand for a while without any issues.

\* I'm fairly certain that when pirates decided to set people adrift, they didn't keep an eye on them to make sure they weren't sitting down on the wooden raft. Way to strive for thematic relevance, *show*.

# SURVIVOR: ALL-STARS

## UNITED STATES, SEASON 8

### 'The Best Of The Best'

#### Episode 1

Eighteen players, each from a past season, are split before the show begins into three six-person tribes (Chapera in red, Saboga in yellow, and Mogo Mogo in green) and are taken separately to their camps, not knowing who the other players are or even that there are three tribes. Upon arrival at their camp, they will find only one pot, one machete, and a map to their watering hole. No food or other supplies are given.

\* Because this season features a group of returning players, all challenges are inspired by those from the previous seven seasons. Oddly, given they were filmed in the same location with the same infrastructure, *none* of the challenges from *Survivor: Pearl Islands* are reused – to the point where they even found a new item for the seasonal 'gross food' challenge.

### Quest For Fire

#### Episode 1

Starting on pontoons, players must swim to a raft with a lit wok cauldron on it and dive down to unclip it from its anchor rope, then transport the raft to shore, using the cauldron and torches to light two woks on pontoons. Upon reaching the beach, they must light an additional wok before dragging their raft beneath a bamboo grate to reach the final wok. The first two tribes to light the final wok and cross the finish line each win Immunity.

\* The Immunity Idol this season breaks into two parts – a human being, representing mankind, and a fish, representing the environment. Each tribe that wins Immunity receives one part of the idol.

### Stairway To The Stars

#### Episode 2

Five tribe members must swim to the farthest of five floating log bundles, detach it from its anchor, and bring it back to place it into the bottom empty rung of a staircase frame. One of these tribe members must then remain on the beach while the others collect the next farthest log, and so on until only one tribe member collects the closest log. The first tribe to fit all five bundles into the staircase and climb to the landing at the top wins a choice between blankets or flint, an extra pot, and a clue leading to one of three keys needed to unlock a crate containing rice. However, if they take the flint, pot, and clue, all three tribes receive it (essentially making the challenge results void).

### Float Your Boat

#### Episode 2

Starting from a pontoon, players must swim to a buoy and dive down to find a sunken boat loaded with 'fourteen very heavy crates'. They must untie a series of slipknots to release the crates, then haul them out of the boat. When the boat is empty it will rise to the surface, and the tribe must transport it back to their pontoon and bail the water out. Once they have done so, they must paddle to shore. The first two tribes to finish win Immunity.

### Better Homes & Island Living

#### Episode 3

With their treemail, tribes receive a fully-stocked tool box. They are given twenty-four hours to make the best shelter they can, using only the tools and materials sourced from their beaches. The next day, Probst will visit each tribe with a professional builder, who will judge their efforts. The tribe determined to have built the best shelter wins a crate of supplies (including tarps, blankets, a mattress, and wine) dropped by helicopter, while both the best and second-best tribes win a clue to a key for their rice crate. Win or lose, all three tribes will get to keep the toolbox and all tools inside.

\* One player's job designation during their original season was 'construction worker'. Guess whose tribe won?

\* The Immunity Challenge was cancelled after one player quit the game immediately before it began (thus eliminating the need for an Immunity Challenge). It was instead used as the Immunity Challenge in the next episode, replacing an unknown challenge.

## Matchmaker

### Episode 4

Each participating player is given a container containing four items related to island living. Taking turns, one player at a time must select another player – on any tribe, including their own – and attempt to find the matching pair for one of their items. Each time a player finds a match, they score a point for their tribe and both items are taken out of play. The tribe with the most points after all twenty-four pairs have been found wins a camp shower, a toilet frame, and an assortment of product-placed toiletries, while both the winner and runner-up tribes receive a clue to a key for their rice crate.

## Blind Leading The Blind

### Episode 4

Tribes must each select one player as their 'caller'. This person must guide their blindfolded tribe members around the surrounding area to collect fifteen giant, colour-coded puzzle blocks, bringing each of them back to their tribe's area of beach in front of the callers. Once all fifteen pieces have been collected, players can remove their blindfolds and work together to assemble the pieces into a 4x4x4 cube with the same tribal image on each side. The image is painted only on those faces that will be on the outside of the completed cube, and each completed face will be a slightly different shade of the tribe's colour. The first two tribes to finish wins Immunity.

\* Despite Probst's repeated claim there are fifteen pieces (which does seem correct – there are 64 'blocks' in the pieces, and a large number of four-block pieces), the time-lapse assembly seen in the explanation implies there are at least sixteen (which is almost definitely wrong – I saw multiple five-block pieces and only one three-block piece, yet with sixteen pieces four blocks should be the average).

## Shipwrecked Raft Rescue

### Episode 5

Tribes receive two large bundles of bamboo and a long piece of rope with their treemail, and must use it to create a seaworthy raft of any design. At the challenge itself, two tribe members will start on the raft and must paddle to collect two additional tribe members, each waiting on separate pontoons with paddles of their own. Once all four tribe members are on the raft, they must continue to a buoy and grab a tribe flag, before turning around and paddling back to shore. The first tribe to finish wins basic fishing gear, and the first two tribes to finish each win a clue to a key for their rice crate. In addition, there is an added twist tied to this challenge, as detailed below.

## 'Two Out Of Three'

### Episode 5

The tribe which finishes last in the above challenge will be dissolved, and its members absorbed by the two remaining tribes. They will be selected for their new tribes by schoolyard pick, with the challenge winners getting first choice. The players on this tribe will not return to their former camp, with all personal items and clothing delivered to their new camps. All non-personal items from the dissolved tribe's camp will be forfeited.

## Pilfering Pirates

### Episode 5

In a relay, players must cross a network of elevated balance beams to collect a colour-coded flag from a basket at the opposite end of the course, then must return. If they fall from a beam, they forfeit any flag they are carrying, and must return to their tribe's starting platform. The only exception is if two players are attempting to cross the single bridge in the middle of the course at the same time – if such an event happens, both players must place one foot within a marked area and use physical contact to try and force their opponent into the water. The first player to break the water's surface must return to the start, while the other player is allowed to climb back onto the course at the platform they were headed to. Only two players per tribe may be on the course at a time, and physical contact is only allowed at the central 'battle bridge'. The first tribe to collect and safely transfer twenty flags wins Immunity.

## Tribal Stompede

### Episode 6

One tribe member at a time must place one of several food items (bags of nuts, sugar, oranges, and coffee, a pineapple, and a tin of corned beef) on one side of an adjustable seesaw plank, then stomp on the other end to catapult it into a basket eight feet above the plank. Players can only switch when a stomper succeeds. The first tribe to successfully catapult all five items into their baskets wins the catapulted items, shish kabobs, and

a grill and utensils to cook them with.

\* One player quit the game directly before the challenge (again). The Immunity Challenge was cancelled (again), and players were given the option here of either competing against each other for the reward, or skipping the challenge and splitting the reward items.

## Floating Puzzle

### Episode 7

Starting on a pontoon, one tribe member at a time must swim to a colour-coded puzzle piece and dive down to untie it, then bring it back to a boat frame at their pontoon. Once all of the pieces are collected and returned, they must be assembled around the boat frame to complete the boat, secured in place with a group of wooden braces. The entire tribe must then paddle to shore, at which point one player must run into the jungle and use a waiting machete to cut a rope, raising a flag and simultaneously lowering two extra boat paddles. After they return to their tribe, they must then paddle the boat back to their pontoon. The first tribe to finish wins a day on a luxury yacht with a barbecue feast and open bar, and Immunity. They must also select one member of the losing tribe to join them, skipping Tribal Council and thus also being immune.

## Log Jam

### Episode 8

Prior to the challenge, each tribe is told to select a player to visit the opposing tribe, where they learn they must select three items from their camp to play for in the challenge. For the challenge itself, two players at a time (one from each tribe, of matched genders) must step onto a log-like structure, and remain balanced on it for as long as possible while their motion spins it around on an axle. The player who lasts longest before falling into the pool below scores a point for their tribe. The first tribe to score five points wins the three items their visitor chose to loot from the other tribe's camp.

## Choose Your Weapon

### Episode 8

In this three-round challenge, each player will first be given one attempt to hit a giant bullseye target with a blowgun. The player whose blowdart lands closest to the centre of the target wins two arrows for their tribe, while the opposing tribe wins one arrow. The second round is identical, but uses spears. Each tribe must select one tribe member to use the arrows they've earned in the final round, an archery contest. The player whose arrow lands closest to the centre of the target wins Immunity for their tribe.

## 'Surprise Shuffle'

### Episode 9

Each tribe is told to line up in an order of their choosing for an unknown task. The first player in one tribe's line must select a member of the opposing tribe to have a private conversation with, then the first remaining player in the other tribe's line must make the next selection, and so on. If one tribe has more members, the players left after the selections will stay together. After the conversations, tribes are gathered together and must each draw a new buff from an urn, shuffling the players into two tribes of five players.

\* Surely these players – including the one who was eliminated in the relevant episode the first time around as a direct result of it – should be able to recognise this is the same basic format used for the 'fake merge' scenario in *Survivor: Thailand*?

## Survivor History

### Episode 9

Tribes will be asked a series of trivia questions about the seven previous seasons of Survivor, and must come to a consensus answer. To ensure fairness, there an equal number of possible questions per season and they will be drawn randomly from a bin. Each time a tribe answers a question correctly, they score a point. The first tribe to score ten points wins Immunity.

## Rock Bottom

### Episode 10

Competing individually and starting from a pontoon, players must swim to a buoy and dive down to collect one of seven pots, then return to the pontoon. The two players left without a pot after they are all collected are eliminated. They must then repeat the process twice more, collecting one of only five (and later three) pots. The final three players must then collect a 'heavily-weighted' crate and transport it to the beach any way necessary. The first player to finish wins a helicopter trip to a resort for an overnight stay, with two players of their choice. They can select players from either tribe.

\* Odd design, having a challenge like this happen directly *before* the merge. It almost feels as if the tribe shuffle in the previous episode was never planned, and tribes were supposed to merge – in fact, the Immunity Challenge in the previous episode would have worked BETTER as an individual challenge.

## 'Back To The Drawing Board'

### Episode 10

Tribes are sent to the dissolved tribe's camp, where they are merged (given blue buffs) and will spend the remainder of the game. The supplies that were at this camp when the tribe was dissolved remain, although have been scattered due to 'storms' and players must find them. They are given two fishing spears and a tarp, but all rewards and non-personal items left at the two abandoned tribe camps will be forfeited.

## Waiting To Exhale

### Episode 10

Using a submerged bar for support, players must hold their breath for as long as they can. The two players of each gender who last the longest before surfacing advance to the final round, where they must dive to a ladder placed horizontally on the ocean floor and cross it, releasing a series of ten buoys. The first player of each gender to release all ten buoys wins Immunity.

## Big Bad O-Course

### Episode 11

Players are divided via schoolyard pick (held offscreen) into two teams of four. Team members must 'break through' a 'maze of jungle timber' (actually just a glorified series of barricades) any way necessary, then cross a long, zigzagging balance beam and crawl across a muddy pit beneath a bamboo grate. Working together they must climb up and over a ten-foot wall, before crossing a 'blown bridge' by using two planks to cross between a series of pedestals without falling. They must then climb a wooden cargo net ladder to a platform and complete a two-rope traverse to reach a second platform, where three team members must climb down a ladder into a jail cell and dig to find a flag. Once they have the flag, the player still on the platform must ride a zipline to collect a key, which they must use to unlock the jail cell. The first team to cross the finish line at the far end of the zipline wins letters from home and raincoats, and will advance to the second round. They must each attempt to solve a traditional Thai sliding puzzle, releasing a piece with a knife attached. The first player to release the knife and chop through an adjacent rope to raise their flag wins Immunity, and the right to watch a video from their loved ones.

## Face Off

### Episode 12

Each player is represented by a mask decorated as an effigy of themselves, placed in front of a battering ram. They must answer a series of probing survey questions about the tribe in private, then are gathered after the results have been tallied and must answer them again, using cards to show the player they believe was the majority answer. If they correctly match the majority answer, they must use a machete to cut a rope anchoring any player's battering ram in the air. After a player's rope has been cut three times, the battering ram will smash through their mask and they are out of the challenge. The last player with their mask intact wins the right to select the meal selection order when players are taken to a restaurant for dinner. There are seven meals available (surf and turf with open bar, cheeseburger and fries with cola, hot dog with orange juice, ham and cheese sandwich with sparkling mineral water, garden salad with chilled tap water, potatoes with room-temperature tap water, cold rice and boiled water from the tribe's camp), and once a meal is claimed it cannot be claimed by another. Players may not share their meals.

\* Rupert is the only player to date to win this challenge without taking a hit.

## When It Rains, It Really Pours

### Episode 12

Players must stand on a stump beneath an elevated barrel of water, with one hand raised and chained at the wrist to the barrel. When a player steps off the stump, lowers their arm or moves their hand enough to pull the chain, the barrel will tip, soaking them and eliminating them from the challenge. The last player still dry wins Immunity.

# Survivor Smorgasbord

## Episode 13

This challenge is an eating challenge, with competitors racing to eat a variety of food items popular in places Survivor has previously filmed. In each round – a fish head (for Borneo), a flying cockroach (Pearl Islands), a piece of fafaru (Marquesas, with the same 'no hands allowed' rule as in that season), a tarantula (Thailand), and a live witchetty grub (Australian Outback) – the last person eating is eliminated. However, players' visiting loved ones will be competing on their behalf. The winner of the challenge wins an overnight stay with their player at the renovated Chapera camp (abandoned at the merge), and the player wins the right to invite one other player and their loved one to share in the reward.

\* Despite what Probst seems to think, he did not specifically say drinking was forbidden during a round – just that they could drink afterwards. Given it became an issue, the editors would have shown him saying it if it had happened.

## Fire & Rain

### Episode 13

Players must use provided kindling and matches to assemble a fire in a bucket on one side of a giant seesaw-like scale. Once they have a fire they are happy with, they must collect a small bucket and run back and forth between the water and a second bucket on the other side of the seesaw, filling the bucket with water. As it gets fuller, it will lower, raising the flame. However, there is a hole in the water bucket, meaning the water will constantly be draining out as they work. The first player to raise their fire bucket high enough to ignite a fuse above wins Immunity.

## Second Chance

### Episode 14

Players must complete an obstacle course based on the season's previous challenges (well, two of them). Firstly, they must cross a long, sloped balance beam (Big Bad O-Course). The first four players to finish advance. They must then crawl across a muddy pit beneath a bamboo grate, before solving a sliding puzzle to release a knife which they must use to chop through a rope, raising a flag (Big Bad O-Course). The first three to finish advance. They are each given three bags, and must use an adjustable plank to catapult the items into a basket overhead (Tribal Stompede). The first two players to get all three bags into the basket advance to the final, where they must climb a wooden cargo net ladder to a platform, cross a two-rope traverse to a second platform, then ride a zipline to collect a set of car keys (Big Bad O-Course). The first player to collect their keys and return to the start of the stage wins a product-placed car and a trip to a 'drive-in movie theatre', where they will watch *Lord of the Flies* with snacks and a player of their choice. Later, these two players will be told that as a bonus for being selected, the invited player will also receive a lesser product-placed car of their own.

\* Yes, just two challenges are being reused here, and one of them very nearly didn't happen. Admittedly this is a hard season to take individual challenge elements from, but surely that suggests the entire pool of selected challenges is a bit shallow, right?

## Survivor Scramble

### Episode 14

Players are each given a solving station displaying a giant wordsearch grid with the names of the seventeen pre-merge tribes (Tagi, Pagong, Kucha, Ogakor, Samburu, Boran, Maraamu, Rotu, Chuay Gahn, Sook Jai, Jaburu, Tambaqui, Drake, Morgan, Chapera, Saboga, and Mogo Mogo) hidden inside. They must use provided chalk to find and circle each of the tribe names, then take the eleven letters used in multiple hidden names and rearrange them to form 'one final mystery word' (actually two). The first player to correctly unscramble the word wins Immunity.

\* It sure is convenient the merged tribe named themselves after the mystery words.

## Obstacle Puzzle Maze

### Episode 15

Players must make their way through a star-shaped maze to the eight points, collecting a rung from each and bringing it back to a tower in the centre of the maze. When they have a rung, they must bring it back to the central tower before searching for the next. Some sections of the maze (on the below image, the twin vertical and horizontal paths pointing due north, south, east, and west) contain simple obstacles to impede progress. Once a player has collected and returned all eight rungs, they must fit them into the provided ladder braces and climb to the top of the tower. The first player to finish wins Immunity.

# Hand Hard On Idol

## Episode 15

Players must stand barefoot on two small stumps at different heights around a central pole, with one hand on the Immunity Idol (positioned on the central pole). When a player lets go of the Idol or steps/falls from their stumps, they are out of the challenge. The last player remaining wins Immunity, and by default their choice of opponent for the final Tribal Council.

\* Despite the season's cast containing fourteen players who did not win their prior seasons, this is the only challenge based on one where one of this season's cast members was voted out after failing to win Immunity.

# SURVIVOR: VANUATU, ISLANDS OF FIRE

## UNITED STATES, SEASON 9

### 'Battle Of The Sexists'

#### Episode 1

Players are divided by a local chief into two tribes of men and women for a welcoming ceremony. At the end of the ceremony, the chief will select one man at a time to attempt to climb up a greased pole and grab a sacred stone (believed to bring good luck) from the top. If a player succeeds, they win it for their tribe. If none of the men succeed, the women win the stone. After the ceremony, the two tribes – women on Yasur in yellow, men on Lopevi in red – must hike around the island in opposite directions to their camp, where the only supplies waiting are a pot, machete, and a map to their watering hole.

\* Despite being told to hike along the shoreline to their camps, both tribes are later seen walking through the jungle.

### Fire Starter

#### Episode 1

All nine tribe members must commando crawl their way across a mud pit. Then, three players will control corners of a table maze as they try to move a ball through it to a hole. When the ball lands in the hole, they can take it, at which point all nine players must climb up a ladder and cross a very long, very narrow balance beam, then return to the ground via a net slide. Finally, three tribe members must use provided materials and matches found inside the ball to build a fire in a cauldron. It will eventually burn through a rope to drop a torch, which players must light before crossing the finish line. The first tribe to cross the finish line with a lit torch wins Immunity and flint.

### By The Numbers

#### Episode 2

Eight players from each tribe must line up next to each other on a narrow balance beam. One at a time, and starting from the far end of the beam, they must manoeuvre around each other to the finishing platform. If a player falls off at any point, they must restart the current attempt. Players on the beam cannot touch each other when neither of them is crossing, and no player can touch two other tribe members at the same time. The first tribe to get all eight of its members across the beam to the finishing platform wins hammocks, blankets, and pillows.

### Four On The Floor

#### Episode 2

One player must act as a caller and guide three groups of blindfolded tribe members to retrieve pairs of puzzle pieces from the surrounding area, bringing each back to the start before venturing out again. Once all twelve pairs have been retrieved, the tribe members can remove their blindfolds and assemble three puzzles on a set of scaffolding. They must work on each level of the scaffolding separately, and are not given any hint beyond the puzzle pattern as to which pieces belong in which puzzle. The first tribe to assemble all three puzzles and climb the scaffolding wins Immunity.

### Great Escape Run / Sudden Death

#### Episode 3

Tribes must untie a series of knots holding securing planks to a fence, then remove them and walk through the door to a second fence. They must climb this fence and use grappling hooks to retrieve any three keys out of eight available, using them to unlock a second gate before climbing through to the final fence. They must then untie a series of interlocking poles and slide them out of the way until they can unblock a hole allowing them to climb through to the finish. The first tribe to finish wins fishing gear and the right to compete in the second round for individual Immunity (as both tribes will visit Tribal Council and vote members out). They must each dig in an individual lane of sand to find seven buried ladder rungs, then fit the uniquely-shaped rungs into a frame to complete the ladder. The first player to climb to the top of their ladder wins Immunity, and the right to visit the other tribe's camp for the afternoon, taking part in their own tribe's vote before staying back and giving their Immunity to a member of the other tribe.

## Remembrance

### Episode 4

With tribes taking turns, one player at a time must enter a clearing filled with thirty covered baskets, and lift two covers hoping to find matching objects. If the objects do not match, they are re-covered. If a player finds a match, their tribe scores a point. The first tribe to score five points wins an overnight visit from a local survival expert.

## Tribal Tiles

### Episode 4

Each tribe must select one tribe member as their caller. This player must sit on a raised seat and guide the remainder of their tribe to arrange sixteen tiles in a 4x4 grid so that the tiles (in four colours, each with the same four different images) are positioned with no colour or design repeating in a row or column. The first tribe to finish wins Immunity.

\* In other words, it's the world's easiest Sudoku. For Immunity.

## 'Chief Of Staff'

### Episode 5

Each tribe is visited by locals demanding they select a chief, who is given a staff. Immediately before the below challenge, the two players chosen must play Rock, Paper, Scissors to decide which of them earns the right to decide whether they will sort the remaining players into two tribes of five, with one player left over, or select their tribe from the two formed by the other player. Once the two chiefs are allocated to tribes, the thirteenth player is allowed to choose which of the two tribes they will join.

## Dive Masters

### Episode 5

One tribe member at a time must swim to a buoy and dive down to retrieve a marker. There are thirteen markers, in two-foot increments from six to thirty feet deep. Once a player has a marker, they must bring it back to the pontoon. The tribe which collects the most markers in ten minutes wins an afternoon trip to a local waterfall, with beer and product-placed snacks.

## Outwit, Outplay, Outrig

### Episode 5

Two tribe members must run into the jungle, untie the shell of an outrigger, and bring it back to the beach, where the canoe itself is already waiting. The next two tribe members must then run deeper into the jungle to untie two paddles. The final two tribe members must run even farther into the jungle to retrieve the outrigger itself. Once everyone is back, the tribe must work together to assemble the canoe and get it into the water, at which point any two tribe members must paddle to a floating crate to retrieve their tribe flag before rowing back. The first tribe to bring their flag ashore wins Immunity.

## Pig Pen

### Episode 6

One tribe member at a time must enter a large pen filled with pigs, grab one painted in the tribe's colours, and take it to a smaller adjoining pen. One player must guard the pen to stop pigs escaping from it. The first tribe to get ten pigs – two each for the five catchers – in their pen wins a skillet, spices, steaks, and eggs.

## Strung Out

### Episode 6

One at a time, four players must transport two puzzle pieces from a pontoon to the beach, feeding them along a rope winding around an outrigger canoe, a wall on a second pontoon, three submerged hitching posts, and an underwater truss. The next player can begin only when the pieces have been placed in a trough at the end of the course. Once all eight pieces have been transported, the remaining two players must unhook the rope and use the pieces to assemble a tamtam. The first tribe to finish wins Immunity.

## Jo-Coconut

### Episode 7

One tribe member at a time must crack open a coconut on a nearby rock, pour the juice into a coconut shell, then carry the shell through a truss, across a seesaw, over a shorter second truss, across a second seesaw, and

through a set of bamboo scaffolding, then pour any remaining juice into a bottle before running back down the beach to the start. The tribe must continue doing this in a relay until their bottle is full. The first tribe to fill their bottle and bring it back to the start wins a trip to a mock cafe, with pastries and product-placed coffeemaking supplies (which can be taken back to camp) and surprise letters from home.

## **Shoot Your Way Home**

### **Episode 7**

One tribe member at a time must use a slingshot to try and break a tile in a hanging 4x5 grid. When a tile breaks, the corresponding tile on a matching grid on the ground is flipped to show an X. Each column on this second grid represents one player. When a player has four X's in their column, they are out of the challenge and can no longer shoot. The first tribe to break all twenty of their tiles wins Immunity.

## **Fire Fighter**

### **Episode 8**

One player must fill a bucket with seawater and take it to a throwing station, throw the bucket to a second person, who must throw it to a third, who must throw it to a fourth, who must keep the bucket and throw any remaining water to the fifth. This player must take the water they catch, climb a ladder, and pour it into a large barrel. Eventually, this barrel will weigh enough to lower, raising a torch to light a fuse. The first tribe to light their fuse wins a chocolate cake, cookies, and milk.

## **'Beginning, Middle, Endgame'**

### **Episode 8**

Immediately prior to the Immunity Challenge, tribes are merged, and must decide which of the two tribal camps they will live at for the remainder of the game. All personal items and rewards won will be moved.

## **Jumper**

### **Episode 8**

Players must swim out to a water tower, climb it, cross a balance beam to retrieve a flag, then jump off and bring it to shore before repeating the process. There are two heats, each with five players, and in each heat the first two players to bring three flags back to shore move on to the final, where the same thing happens. The first player to finish the final round wins Immunity.

## **Head Hunter**

### **Episode 9**

Each player is represented by three ceremonial skulls, and must answer a series of questions about Vanuatuan culture. If they answer correctly, they must use a torch to set any skull alight. When all three of a player's skulls are lit, they are out of the challenge. The last player with any tile towers remaining wins a helicopter trip to a dormant volcano for a picnic lunch, and the right to invite a player of their choice.

## **Memory Mosaic**

### **Episode 9**

Players will be shown a compass rose design made from a series of puzzle pieces in assorted colours. They are given a short period of time to memorise the pattern, then must recreate it at a replica puzzle template using pieces of their own. All of the pieces are double sided, with different colours on each. In each round, the images will get more complex and players will have less time to memorise and recreate them. If a player makes a mistake, no matter how minor, they are eliminated. The last player left wins Immunity.

## **Sacrificial Lamb**

### **Episode 10**

Players are randomly divided into two teams of four. One team member will have their hands tied together and will be belted to a rope snaking through a fence, a set of hitching posts, an A-frame, a ground-level log, and a 'vertical rope maze' to the finish. The other three team members must work together to transfer the tied player to the finish. The first team to get all four members across the finish line wins an overnight trip to a local village for a feast.

## **Get A Grip**

### **Episode 10**

Each player must climb a ladder to the top of a tall cylindrical pole, then hang there for as long as they can, using a series of rope rings and narrow divots carved into the pole at regular intervals for support. They cannot use the top of the pole to support themselves in any way. When a player touches either the ground or the top of the pole, they are out of the challenge. The last player remaining wins Immunity.

## **Played Out**

### **Episode 11**

Players will be asked a series of questions about the season's previous challenges. For each correct answer given, they score a point (with answers for multiple-part questions worth separate points). The player with the highest score after five questions (or after tiebreakers) wins 'a one-hour video chat with their loved one'. However, after the challenge is complete it is revealed the reward is actually an overnight visit from them.

## **Love Is Blind**

### **Episode 11**

Players must each stand on a small platform and guide their blindfolded loved ones across a clearing filled with several rope fences to untie a hanging, colour-coded bag of puzzle pieces, before returning it to the start of the course. Once all three bags have been returned, the loved one can remove their blindfold and the pair can work together to remove the thirty-six pieces from their bags, assembling them to form a volcano image. The first pair to finish wins Immunity for the player.

## **Bridge Over Troubled Water**

### **Episode 12**

Players must swim out to a floating obstacle course, climb on and cross a series of pontoons, balance beams, and outrigger canoes, then swim to a colour-coded buoy and dive down to collect a flag before returning. They must then repeat the process twice more, collecting flags placed deeper below the surface. The first player to collect all three flags and hang them from a pole wins a product-placed car and an overnight stay with an all-you-can-eat dinner. The players who finish second and third will also receive the overnight stay and dinner portion of the reward.

## **Island Hopping**

### **Episode 12**

Each player is given five shuffleboard discs. Taking turns, they must slide them down a table aiming to have them land on one of several painted islands representing Vanuatu, or in one of several 'volcanoes' on the islands. The craters are only large enough for one disc. After everybody has slid their five discs, the player with the most discs touching land wins Immunity.

## **Redemption**

### **Episode 13**

Players must complete an obstacle course based on elements of the season's past challenges. All five must crawl through a mud pit beneath a wooden grate (Fire Starter). The first four players to finish advance to the second round, where they must enter a pig pen, catch a marked pig, and place it in its cage (Pig Pen). The first three to finish advance to the third round, where they must untie and use eleven puzzle pieces to build a tamtam (Strung Out). The first two to finish advance to the final round, where they must climb up a ladder to a balance beam, cross it and slide down a fishnet to the ground (Fire Starter), then use a slingshot to break three tiles (Shoot Your Way Home), raising a lit torch to light a cauldron (Fire Fighter). The first player to finish wins an overnight horse-riding trip to Mount Yasur with a player of their choice.

## **Warrior**

### **Episode 13**

Players will be told a short story about the legendary Vanuatuan warrior Roy Mata. They must then run to one of six huts and assemble eight tiles to display a question about the story. They must then select one of two possible answers for the question and take a corresponding tusk from a bag. If they are incorrect, they will pick up a black tusk and must throw it into a cauldron in the centre before returning for the right tusk. If they are correct, they will pick up a white tusk and must attach it to their necklace in the centre before going to the next hut. The first player to collect five white tusks wins Immunity.

# Snakes & Ladders

## Episode 14

Players must enter a 'vertical maze' (basically a jungle gym with walls) and climb through it to collect a pair of colour-coded tiles from one of ten locations, taking it back to the start before continuing to search. Once they have collected all ten pairs, they must untie them to find ten marked with letters, and rearrange them to form a two-word phrase. The first player to do so correctly wins Immunity.

# Ready, Aim, Don't Fire

## Episode 14

Each player must stand barefoot on two uneven stumps, holding a bow and arrow flexed, for as long as they can. They can lift their feet as they wish, but if they touch the ground or relax the tension on the bow enough for the arrow to pierce a paper marker, they are out of the challenge. The last player remaining in position wins Immunity and by default their choice of opponent for the final Tribal Council.

# SURVIVOR: PALAU UNITED STATES, SEASON 10

# First To Shore

## Episode 1

Twenty players begin on a canoe a mile away from their beach. To reach the beach, they can either remain in the boat or jump out at any time they wish and swim to shore. The first man and the first woman to reach the Immunity necklaces dangling from the Survivor flag on the beach will win them. Players will then stay together on the beach until further notice.

# 'The Game Begins In Ten... Nine...'

## Episode 1

The winners of the above challenge must make the first choices in a chain schoolyard pick to select their new tribes. Each player must choose a member of the opposite sex for their tribe – either Ulong in navy khaki blue or Koror in air force khaki brown. Once two tribes of nine are formed, the remaining two players will be immediately eliminated.

# Supply Dump

## Episode 1

Players must climb up a tyre ladder to the entrance of a net maze, then make their way to the other end and climb through a hanging tyre to reach a supply dump covered with brush. They must uncover it to grab boat paddles and four weighted crates (containing flint, a tarp, water cans, and food in the form of flour and rice), and carry all of them to a nearby mat. From there, they must take the paddles and any items they wish to keep over a ten-foot wall and through a 'jungle swamp' (essentially a deep puddle) to the finish mat, drop the additional items, get into their tribe canoe, and paddle to a floating crate to retrieve their tribe flag before returning. The first tribe to get back to their mat with their flag wins Immunity, the items they took, and the right to decide which of the two tribes must move to a new beach and which will remain where they are. Both tribes will keep their canoe and paddles.

# The Gauntlet

## Episode 2

One tribe member at a time must cross a rope swing, then get through a shared section over a pool consisting of three rolling barrels, a balance beam, and a 'wobbly bridge' to reach the other platform, and cross a two-rope traverse to reach a basket of flags, grabbing one before returning to the start. As they cross the shared section, two members of the opposing tribe will try to knock them off with swinging sandbags. If a player falls into the water, they lose any flag they'd been carrying. The first tribe to successfully retrieve and return ten flags to the start wins fishing gear.

# Heads Up

## Episode 2

With treemail, tribes are given a copy of the Morse code to study. For the challenge itself, they must swim to a pontoon, dive down ten feet to a rope threaded through a weighted barrel and attached to a foot locker fifty feet away, then work together to haul the foot locker towards the barrel. For every ten feet the locker moves,

a buoy will be released showing how far is left. When the locker is right next to the barrel, they can open it to release eight mess kits, which have morse code painted on them and which will float. Once all eight have been gathered, the tribe must return to shore and place them on their solving station to spell an eight-letter word. The first tribe to finish wins Immunity.

\* I have no idea why they kept it a secret teams were spelling 'Immunity' during the explanation when it was written on the solving stations during the challenge.

## **By Any Means Necessary**

### **Episode 3**

In rounds, a predetermined number of players of matched genders will swim out to a rising lifering as Probst releases it from the seafloor with a lever, and try to get it to their tribe's colour-coded pontoon. All non-illegal forms of physical contact are allowed. The first player to be touching the lifering and their tribe's pontoon scores a point for their tribe. The first tribe to score three points wins a sewing kit and fabric.

## **Hot Pursuit**

### **Episode 3**

Tribe members will be belted to a long rope, each team member carrying a backpack weighted with twenty pounds of sand. They must then race laps clockwise around an oval course in the shallow water, attempting to catch the members of the opposing tribe. If a player feels they are unable to continue they can quit at any point, but must hand their sandbag to another tribe member before unclipping themselves from the rope. The first tribe to catch up to and touch a member of the opposing tribe wins Immunity.

## **Build A Better Bathroom**

### **Episode 4**

Each tribe must choose a representative, who must then board a barge loaded with Home Depot tools when it arrives at their beach and select any six items. Using these six items, provided additional tools and materials, and whatever else they can find, the tribe must build a bathroom at their camp containing a toilet and a shower/wash area. The next morning, the head of the show's construction crew will visit both camps and judge the creations. The tribe chosen to have built the better bathroom wins a luxury shelter built by the show's crew. In addition, each tribe gets to keep the tools they chose.

\* Learned: Probst doesn't care if you mock his taste in sleeping partners by graffiti tagging what is essentially a public toilet, as long as you use the right damn phone number.

## **Sumo At Sea**

### **Episode 4**

In rounds, one player from each tribe (of matched genders) must stand on an octagonal platform and use a padded bag to try and push their opponent into the water. Players must keep both hands on their bag at all times and are forbidden from using their feet. The first player to knock their opponent into the water scores a point for their tribe. The first tribe to score six points wins Immunity.

\* Thanks to the overnight bathroom challenge, this is the first time they've ever completed two challenges on the same day.

## **Sea Salvage**

### **Episode 5**

One player at a time must sit on a small floating seat while the remainder of their tribe uses a rope and pulley to haul them to the area above a sunken shipwreck. They must then dive down to untie one of fourteen scattered sake bottles, surface, and ride their chair back to the tribe's pontoon to place it in a holder. The first tribe to retrieve six bottles wins a feast to be served at Tribal Council while watching the losing tribe's questioning (though both tribes will vote members out), and the right to vote for a member of the losing tribe to be given individual Immunity.

## **Shooting Gallery**

### **Episode 6**

Taking turns, one player at a time (alternating tribes) must use a replica WWII cannon gun to shoot a hanging colour-coded tile. The first tribe to break all eight of their tiles wins a snorkelling trip to Jellyfish Lake, with mai tais and product-placed snacks.

# Build It Up, Break It Down

## Episode 6

Prior to the challenge, each tribe is given a supply of rope and a footlocker containing a flag representing the other tribe, and must attempt to make retrieving the flag from the footlocker as difficult as possible. At the challenge, they must retrieve three floating bundles of timber, then use this timber and even more rope to make the footlocker even more impenetrable. After twenty minutes, tribes must switch places and attempt to retrieve their flag as quickly as possible. The first tribe to retrieve their flag and hoist it up a flagpole wins Immunity.

## S.O.S.

### Episode 7

Tribes must assemble a distress signal on their beach to be seen from a passing plane. Later, the plane will fly over both camps and the pilot and dropmaster will decide which tribe built the best signal. Whichever tribe did so will have the reward – fishing gear, wine, and military rations – parachuted to their beach.

## Sea Stars

### Episode 7

Each tribe has a 16-square sliding puzzle made of floating pieces. They must choose a caller, who will guide the two other participating tribe members as they move the pieces around trying to form a star image. The first tribe to successfully form their image (which can be done in seventy moves) wins Immunity.

\* Note that the two strongest people on Koror sat out both challenges this week.

## Cool Hand Balut

### Episode 8

In four rounds, two players will take turns to eat balut (a partially-formed duckling embryo). In the first round, they must eat one balut; in the second, they must eat two; and so on. If a player finishes their balut, they score a point for their tribe. The tribe with the most points after four rounds wins toiletries and fifty-five gallons of fresh drinkable water. If there is a tie, each tribe must choose their own representative for the tiebreaker, eating five balut. The first player to finish wins the reward for their tribe.

\* Not only is this the first eating challenge with tribes choosing their own tiebreaker representative, it is also the first eating challenge to have players sitting out.

## Under Current

### Episode 8

One player must swim to the closest of a line of pontoons, then pull themselves along a rope beneath them to a bag of puzzle pieces, unclip it, climb up to the pontoon it's beneath, run along a balance beam to the first pontoon, and swim back to shore. When they do so, the next person can head out, swimming to the next farthest pontoon to retrieve their bag. Once all four bags have been retrieved, they must assemble the pieces to form a wordsearch grid, and find the thirteen words listed on their solving station. Finally, they must take the twelve letters used in multiple words, and rearrange them to form a three-word phrase. The first tribe to finish wins Immunity.

\* Note that although 'ration' is circled as a word during the explanatory footage, teams must circle 'rations' in order to get an S for the solution, VICTORY AT SEA.

## 'Two Become One'

### Episode 9

As the final remaining member of Ulong, Stephenie is told to pack everything she wants to take from the camp to Koror in the tribe canoe. There, they learn that rather than having a traditional merge, she will join the existing Koror tribe. The next morning, the tribe will receive a fishing lesson from two native tribesmen.

## Perch

### Episode 9

Each player must stand on a small circular podium above the water for as long as possible. When they jump off or fall in the water, they are eliminated. In addition, food items – donuts; chocolate chip cookies and milk; and pizza – will be offered in an attempt to entice players to quit. The last player remaining dry wins Immunity. Immediately after the challenge, with no chance to strategise, the tribe will go to Tribal Council.

\* Nobody jumped off without receiving food.

## Water Tower

### Episode 10

Players are randomly divided into two teams of four. One piece at a time, they must haul six individually-shaped pieces of scaffolding (each weighing thirty pounds) into the water and to the scaffold's base, and affix it. Each team has a small buoy to help them keep their scaffolding afloat. Once all six pieces are in place, one person must climb the tower formed and retrieve a hanging flag, before the team swims back to shore. The first team ashore with their flag wins a feast at a local village.

## Last Gasp

### Episode 10

Players must each stand in the water, beneath a colour-coded section of a steel grate, and remain there for as long as possible even as the tide rises. When a player moves out from under their section of grate, they are out of the challenge. The last player remaining wins Immunity, but the first player eliminated will be exiled until shortly before Tribal Council.

## Missing In Auction

### Episode 11

Each player is given five hundred American dollars in twenty-dollar bills, and must use them to bid on an assortment of items – a mystery item (a sundae); a mystery item (cheese and crackers) with the choice to switch it for a second mystery item (a burger and fries with cola); a mystery item (spaghetti Bolognese) with the choice to switch it for a second mystery item (a jar of live crabs); a bottle of beer; a letter from home; and the same letter from home for anyone willing to pay the same price as the first winner – in an auction. The highest bidder for each item wins it. Players can borrow money but only those who contribute money can share in the item, and the auction will end without warning.

## Kamikaze

### Episode 11

Players must take turns throwing coconuts from a raised platform, aiming to hit a 5x7 grid of tiles in front of them. Each player has five colour-coded tiles placed throughout the grid. The first player to break all five of their tiles (or have them broken by others) wins Immunity.

## First Quencher Q&A

### Episode 12

Each player is represented by a hanging cauldron secured by a rope knotted in three places, and players will be asked a series of multiple choice questions about Palauan culture. Each time a player answers correctly, they can use a machete to chop throw a section of rope suspending a player's cauldron, bringing it closer to the pool below. After a player's rope has been chopped three times, their cauldron will be extinguished by the water and they will be out of the challenge. The last player with their cauldron aloft wins an overnight yacht trip and the chance to swim with dolphins, to be shared with two players of their choice, and a surprise visit from each of these players' loved ones.

\* Learned: Palau loves Elvis. Someone should tell them the song isn't actually called Vee Palau Vegas.

## Second Chance

### Episode 12

Players must complete an obstacle course based on the season's previous challenges. All six players must climb up a tyre ladder and make their way through a net maze (Supply Dump). The first five to finish move on. They must then solve a table-top sliding puzzle (Sea Stars), which can be done in forty-six moves. The first four to do so move on. In the third round, they must each eat three balut (Cool Hand Balut). The last player still eating is eliminated. The three remaining players must then untie a series of ropes to retrieve a flag from inside a footlocker, and raise it up a flagpole (Build It Up, Break It Down). The first two to finish move on to the final, in which they will take turns using a replica of a WWII cannon gun to break three colour-coded tiles (Shooting Gallery). The first player to break all of their tiles wins Immunity.

## **Raft Rally**

### **Episode 13**

Players must use a pole to paddle a traditional bamboo raft from a dock to one of five pontoons, where they must untie a colour-coded bag before bringing it back. Once all five bags have been retrieved, they must match the five distance markers to correctly show the distances in miles between Palau and the five major cities (Tokyo, Manila, Sydney, London, and New York) on a provided guide pole. The first player to finish wins a product-placed car, and an overnight stay at a local mansion with a barbecue feast and a player of their choice.

## **R.A.M.**

### **Episode 13**

Players must cross a disc walk, a group of floating pontoons, and a two-rope hand-over-hand traverse to reach a platform where fifteen images are displayed in a grid. After memorising the positions of as many images as possible, they must return to the start and recreate the grid as much as possible in their solving stations, using provided matching tiles. If they are unable to remember them all, or if there are any mistakes, they must return to the grid. Each player has a unique arrangement. The first player to correctly recreate their grid wins Immunity.

\* Bonus points for using 'gazelle' as part of the treemail rhyme.

## **Tower Of Domination**

### **Episode 14**

Each player is attached to a rope that winds over, under, and through a series of partially-buried tyres. They must make their way along the rope to the end, untying three keys as they go, then use the keys to unlock three poles, releasing them to push open a trapdoor. They must climb up through it and untie a series of ropes to reach the next trapdoor. Again climbing up, they must throw a grappling hook to the beach below, aiming to retrieve one of four ladder rungs. Once they have all four, they must fit them into the ladder, climb up to the final level of the tower, and untie a flag. The first two players to do so move on. They must slide down a flying fox to a pontoon, grab a bag, swim back to shore with it, and use three numbered tiles inside, in some order, to open a combination lock, retrieve a flag, and hoist up a flagpole. The first player to hoist their flag wins Immunity.

## **Bob-Bob-Buoy**

### **Episode 14**

Players must stand barefoot on a metal disc attached to a stable buoy for as long as possible, using a pole to help them balance. When they fall into the water or touch the buoy, they are eliminated. The last player remaining wins Immunity, and by default their choice of opponent for the final Tribal Council.

\* Clearly, they were expecting choppier waters to make this challenge harder and thus to finish it quicker. They can't have made the buoys less stable, in case they tipped over completely, but they had to have expected a quick challenge to begin so late in the afternoon – it was dark a couple of hours in, and probably close to sunrise by the end, meaning there was no chance for an actual Tribal Council -- in which case the jury should probably have been present for the challenge to at least see the vote.

# **SURVIVOR: GUATEMALA, THE MAYA EMPIRE**

## **UNITED STATES, SEASON II**

### **Eleven-Mile Hike**

#### **Episode 1**

Sixteen new contestants are presplit into two tribes (Yaxhá in teal and Nakúm in yellow). Each tribe is joined by a returning contestant from the previous season, before immediately competing in the first challenge. They are each given a small pile of fruit, bags of corn, and urns of water, and must take whatever supplies they deem necessary to last them the game's duration on foot and by boat to the better of the two tribe camps, following a provided map along an eleven-mile course. The first tribe to arrive at the better camp wins it and flint, while the losing tribe must head to a less impressive campsite. Upon arrival at their camps, both tribes receive a set of basic utensils to allow them to live as the Maya did.

### **Paddle Battle**

#### **Episode 1**

Tribes must paddle out and around a buoy, collecting a hanging torch on their way back to shore. Once they arrive they must drag the boat to a marked area on the beach, at which point four tribe members must run up the hill and use a rope to drag the boat all the way up and across a finish line, with four other tribe members positioning logs beneath it to act like wheels, in the same way the Maya built their pyramids. Finally, the ninth tribe member must light the torch from a cauldron at the bottom of the hill and carry it up to light a second cauldron at the top. The first tribe to finish wins Immunity.

### **Web Over Water**

#### **Episode 2**

In a relay, one tribe member at a time must run up a ramp and over a trapeze net to a 'spider web' overhead, climb beneath it to untie a colour-coded bag, and drop into the pool below before climbing up a rope ladder and returning along the trapeze net to their tribe. If a player falls without a bag, they must return to the start and switch out. The first tribe to collect all eight bags wins fishing gear.

### **Dragged Through Mud**

#### **Episode 2**

Tribe members will each be belted to an individual rope that frays from the same point on a communal rope, with the other tribe in the same position at the far end. Starting in the centre of a mud pit, they must strain against each other trying to reach three flags at their end of the pit. A stationary rope at the very end will provide extra leverage if they can reach it. The first tribe to collect all three of their flags, or the tribe with the most flags after fifteen minutes, wins Immunity. If there is a tie, a series of one-on-one matches will be held, with the goal to collect a single flag. The first to do so, or the closest after five minutes, scores a point, and the first tribe to score three points wins Immunity.

### **Blind Build**

#### **Episode 3**

Each tribe must select one member as their 'caller'. The others will be blindfolded and belted together in three groups, and the caller must guide them to collect nine colour-coded items to be used in assembling an archaeologists' tent. Once all nine have been collected, players can remove their blindfolds and work together to assemble the tent. The first tribe to finish wins bedding, a tarp and rope, and a lantern with fuel.

### **Holding Court**

#### **Episode 3**

In rounds, three members of each tribe must race across a raised trapeze net 'court' to collect a ball, then shoot it from tribe member to tribe member in order to throw it through one of two rings near their end of the court. Players cannot run or walk while holding the ball, but physical contact is allowed. The first tribe to throw the ball through one of their hoops scores a point. In each round, the gender-division of each team is matched but specific participants are chosen randomly. The first tribe to score five points wins Immunity.

## **Q&A**

### **Episode 4**

Each player is given a small blackboard and some chalk. Probst will ask them a question, and each player must write down which tribe member/s is/are the best answer to it. Players cannot write down their own name. The player whose name turns up most on each tribe wins a relevant reward. After giving away an apple and a shower, two people from each tribe are sent away on a picnic, then everyone left except the players chosen to have the most tribe pride (and a Nakúm member chosen at random to keep the number advantage) switches tribes.

## **Rows And Throws**

### **Episode 4**

Tribes must row their boat to three pontoons, picking up a bag of replica Maya war clubs at each, then return to shore. Finally, they must take turns to break three hanging targets – one 30 feet away, one 40 feet away, and one 50 feet away. No tribe member is allowed to break more than one target. The first tribe to break all three of their targets wins Immunity.

## **Slave To The Grind**

### **Episode 5**

Tribes must run up the hill to a station where one player must use a pointed stone to cut through two ropes, releasing two turnstile handles. They will continue to a second station where a different tribe member must use a machete to chop through a log, releasing the second pair of handles. Finally, they must run to the turnstile at the top of the hill, where four more tribe members will fit the handles into place and turn them to haul a cart (attached to the turnstile by rope) up the hill. When the cart reaches a marked line, the four turners and two choppers must all get in, while the remaining players uses the machete to cut through the rope, sending the cart back down the hill to the finish. The first tribe to cross the finish in their cart, raising a flag, wins a caiman-proof swim cage, margaritas, and corn chips with dips.

## **What's For Launch?**

### **Episode 5**

Six tribe members are divided into two groups of three, and each group is given a three-sided net. The seventh tribe member is a launcher, and uses a trebuchet (because the Maya also invented the weapons of the Medieval era, apparently) to launch balls down the field to the groups. Any ball caught – regardless of who launched it – is worth a point. The first tribe to score five points wins Immunity.

## **Boulder Smash / Sudden Death**

### **Episode 6**

In rounds, two gender-matched tribe members must run from their goal line to a giant ball, and attempt to push it across the other tribe's goal line. The first pair to do so in each round scores a point. The first tribe to score three points wins a barbecue grill and meats, beer, and the right to compete in the second round for individual Immunity (as both tribes will visit Tribal Council to vote members out). For the second round, members of the winning tribe must run across the field to colour-coded groups of bags, untie one, and bring it back. Once all three bags have been returned, they must remove the eleven lettered tiles from inside and arrange them to form a two-word phrase. The first player to do so wins individual Immunity, and the right to sit in on the losing tribe's questioning before giving Immunity to one of its members.

## **Spooling Around**

### **Episode 7**

Four players are each clipped to bolts of fabric wrapped around poles. A fifth player works as an assistant to help one player unwind the fabric from their pole and wind it around themselves, then continue to the second person's pole, where the next bolt is wrapped around both players, and so on. Once all four players have been wound up, the assistant runs to the finish while the foursome unwind themselves. Each player must run to the finish once they are free from the fabric. The first tribe to get all five participating members across the finish line wins a zipline tour of the forest canopy, with a chocolate feast.

## **Tomb Raider**

### **Episode 7**

Three tribe members must take turns running to a gigantic sandpile and digging for large colour-coded puzzle pieces. Once all twelve of a tribe's pieces have been found, excavated, and taken to their solving station, two other tribe members must use them to assemble a giant version of the Maya calendar. The first

tribe to solve the puzzle wins.

## 'Merge By Night'

### Episode 8

Immediately after the Episode 7 Tribal Council, Yaxhá is told to go to Nakúm for the merge. All of their won rewards will be moved. In lieu of the traditional merge feast, the merged tribe receives a treemail message telling them there is a Hidden Immunity Idol in the area surrounding camp.

## Pot Head

### Episode 8

Players must stand on a small block balancing a pot on their head for as long as possible, without touching it with their hands. If a player falls, or drops or touches their pot, they are out of the challenge. The last player remaining wins Immunity. If there is no winner after one hour, the remaining players will compete in a tiebreaker, racing up the steps of a Maya pyramid with the pot still on their head. The first player to reach the top (or whoever gets the farthest without dropping their pot) wins Immunity. However, before the challenge they are given the option of competing or instead eating cheeseburgers and fries for its duration.

## Atlatl

### Episode 9

Each player has one attempt to use a traditional Maya weapon called an atlatl to fling arrows down the field to a target. The players will be awarded meals at a restaurant that night based on how they performed in the challenge, with the player closest to the centre getting the best meal (and a Hidden Immunity Idol), the next closest getting the next best meal, and so on. The player with the best meal will choose two players to dine with them at a separate table, with an open bar and dessert. These three players are the only players allowed to share meals.

## Bridge It

### Episode 9

Players must cross an angled balance beam, stopping at two points to untie a plank attached by rope to the base of the beam. If they fall off at any point, they must return to the start, but are allowed to keep their untied planks. The first four to finish move on to the second round, where they must use the two planks to help them cross a knotted rope bridge over a pool. The first two to get across move on to the final round, where they must cross a tightrope over a second pool, using only two smaller ropes (each attached to one of the end platforms and to a point near the middle of the rope, crisscrossing) to assist them. The first player to finish wins Immunity.

## Mudslide

### Episode 10

Players are divided into two teams of four, and each is split into two pairs that are belted together. One pair at a time, they must run down a muddy field, going over, under, and over three fences to a bundle of corn-filled urns, then pick one up and take it back along the course to the start. Any corn still remaining in the urn must then be poured into a larger pot. The first team to completely fill their large pot wins an overnight trip to a local home, with product-placed coffee and surprise video messages from home.

\* With the mud making it pointless, this is the only time teams have not had colours to help viewers to tell them apart.

## Around The Bend

### Episode 10

Players will be harnessed to a rope winding along an identical path along a truss, a 'vertical rope maze', and a hitching post, and must make their way from one end of the rope to the other. The first four players to finish advance to the final round, where they must repeat the process on a single, much larger obstacle. The first player to finish wins Immunity.

\* Judd, the challenge is 'move from one end of the rope to the other'. You don't need to sit down and think about it.

# Shattered Dreams

## Episode 11

Each player is represented by three hanging pots of corn, and must answer a series of questions about Mayan culture and Guatemala. If they answer correctly, they must use a Mayan war club to smash a pot belonging to any player. When all three of a player's tile towers are broken, they are out of the challenge. The last player with any tile towers remaining wins an afternoon trip to a waterfall with a massage and feast, and the right to invite one player of their choice.

# Maya Folklore

## Episode 11

Probst tells the players about the slutty moon goddess Ixchel and her soap opera of a life, then they must run to one of seven stations, assemble six puzzle blocks to reveal a question about the story, and choose the correct answer from two shown choices. If correct, they will find a flag and must take it to their station. If wrong, they will find a stick and must take it to a fire before returning. The first player to take all seven flags to their station wins Immunity.

# Loved Ones Auction

## Episode 12

Each player is given five hundred American dollars in twenty-dollar bills, and must use them to bid on an assortment of items – beef jerky, with the option of switching it for a mystery item (a pot of raw corn); three chocolate chip cookies and milk; an individual mosquito net; a mystery item (a steak sandwich and fries); an advantage at the Immunity Challenge; and an overnight visit from one's loved one at camp, with the twist that two other loved ones can be invited but the three players left without are exiled to the former Yaxhá camp for the night – in an auction. The highest bidder for each item wins it. Players can borrow money but only those who contribute money can share in the item, and the auction will end without warning.

\* So... the final item is prostituting your own wife/mother/sibling/boyfriend, pretty much.

# Watch Your Step

## Episode 12

Each player starts on one corner of a multi-level hexagonal game board. Taking turns, they must flip move one space in any direction, flipping over the space they were standing on to make it red. The centre six spaces are on a rotating pedestal, allowing players to spin themselves into any position they wish. When a player is unable to move to a white space, they are eliminated. The player who won the advantage is allowed to switch positions with any player of their choice once during the challenge, increasing their own chances of success. The last player remaining wins Immunity.

\* Watching Lydia's position reveals two unshown sets of special spaces – the middle ring's corners allow players to skip a turn, while the outer ring's allow them to make any red space white again.

# Second Chance

## Episode 13

Players must complete an obstacle course based on the season's previous challenges. All five players must cross a tilted balance beam, untying three Maya war clubs as they go (Bridge It). The first three players to do so move on to the second round, where they must use them to break a hanging tile 30 feet away (Rows And Throws). The first two to do so move on to the final round, where they must use a bag of puzzle pieces to solve a tabletop puzzle revealing the Maya calendar (Tomb Raider), run uphill to a cart, get in, and use a machete to free it, rolling down a track to the finish (Slave To The Grind). The first player to finish wins a product-placed car and an overnight stay at an archaeologist's camp, with the option to give up their car in order to give an identical car to each of the four remaining players.

# Pole Dancing

## Episode 13

Players are harnessed to one end of a piece of rope wound around a row of five poles, and begin handcuffed to a pole at the far end, with their feet shackled. Using provided keys, they must unlock their hands, then manoeuvre around the poles until they reach the key to unshackle their feet, untangling the rope as they go. Then, they must continue until they feel they have enough slack rope to reach the finish line at the opposite end of a field. The first player to cross the finish line wins Immunity.

## Maya Maze

### Episode 14

Players must move through a giant macaw-shaped maze to one of six stations, grab a colour-coded puzzle piece, then get to the far end of the central pool, cross a set of pontoons to the other side and climb a ladder to the solving stations, dropping their piece off before crossing a bridge to a different ladder and returning to the maze. Once they've collected all eight of the three-sided pieces (some stations contain two pieces), they must use them to display one of three images – a jaguar, a crocodile, or a monkey. The first player to form one of the images wins Immunity.

\* Ignoring the fabric walls changing colors in different places throughout, the maze is otherwise perfectly symmetrical.

## Wobbly Boots

### Episode 14

Players must balance on a board attached to a very tiny joint for as long as possible without touching the platform beneath, using only two thin ropes and their support frame for assistance. After one hour, they must let go of one rope. After 30 minutes more, they must let go of the other rope, and neither hand is allowed to touch any part of the setup. Once a player breaks one of the rules, they are out. The last player remaining wins Immunity, and by default their choice of opponent for the Final Tribal Council.

# SURVIVOR: PANAMA, EXILE ISLAND

## UNITED STATES, SEASON 12

### 'Four Play'

#### Episode 1

The sixteen players arrive on Exile Island by boat, already divided into four tribes (the four youngest men on Viveros in lime, the four oldest men on La Mina in orange, the four youngest women on Bayoneta in blue, and the four oldest women on Casaya in purple). There, they will compete in their first challenge, before heading to their respective camps.

\* Don't bother memorising the two younger tribe names – Probst and the graphics both describe the tribes as 'younger men', 'older men', 'younger women' and 'older women'. Bayoneta and Viveros appear only in the credits and on their own tribe flags.

### Skull Crush

#### Episode 1

Each tribe must select one player to participate on their behalf. This player must run across the island to a pile of skulls, then smash open one skull at a time to release a 'tightly-wrapped' ball of fabric. If they find a stone inside, they must try again. If they find an amulet inside, they must run back across the island to their tribe. The first three players to finish win flint for their tribe, while the losing tribe must select one member to remain on Exile Island until the Immunity Challenge.

### 4x4

#### Episode 1

Starting on pontoons, tribes must climb up and over a tall fence, then jump into the water and swim to their raft. After one tribe member dives down to unclip the raft from its anchor the tribe must paddle to shore, where they must solve a rope trick puzzle to release a metal ring. If they wish, players can dig in a marked area of beach to find a bamboo tube containing a solution diagram allowing them to finish the puzzle quicker. Once the ring is released, they must use it to snag a grappling hook in the sand, then pull it to lower their tribe's flag. The first three tribes to lower their flags win Immunity.

### 'Double Play'

#### Episode 2

Immediately prior to the below challenge, players are each told to stand on a wooden disc, with men standing on light discs and women standing on dark discs, then flip them over. The two players who find buffs (orange under one of the men's discs, purple under one of the women's discs) must take the first selections in a schoolyard pick, choosing someone of the opposite gender. This player must then make the next selection, and so on until two tribes of seven are formed. The player left out will be exiled until Tribal Council, where they will listen in to the discussion and replace the person voted out.

### A Reptile Dysfunction

#### Episode 2

Tribes must race to a pair of overhead bars, where they must climb up and untie two large wooden snakes. They must then take the snakes under a fence and over a twelve-foot A-frame wall before untying two more snakes attached to a bamboo grate while crawling under it. Finally, they must each walk across a long ladder bridge without falling, then swim under another fence and search a pit of leaves for the final two snakes. Once they are untied, all six snakes must be carried by the same player. The first tribe to collect all six snakes and cross the finish line wins fishing gear and a raft with four paddles.

### Anchor Management

#### Episode 2

Five tribe members must sit inside a leaking boat (taking a 'giant zombie head' with them) and bail water out with buckets, while the two remaining players must dive down to collect a heavy crate functioning as the anchor, then transport it to shore to haul the boat. When they reach the shore, they must clip the boat to a hitching post and carry the crate and zombie head up the beach to the finish line. The first tribe to place their zombie head on the zombie body waiting at the finish line wins Immunity.

\* Yep. Even Probst can't believe the 'giant zombie head'. Quite impressive, when you consider the ridiculous gimmicks *Survivor* has tried in the past.

## Cross Fire

### Episode 3

Four tribe members must stand on a beam over the water, while the other tribe members take turns to fire balls at them with a giant slingshot. Launchers will rotate every two balls, and the players on the beam must attempt to catch the balls. If they catch a ball, or jump into the water and surface with it in their hands, they score a point for their tribe. The first tribe to five points wins lanterns, bedding, a tarp, rope, two water cans, and the right to exile a member of the losing tribe until the Immunity Challenge.

## Battle Dig

### Episode 3

In rounds, either two or three players (of matched genders) must run across the beach to a marked circle of sand, dig in it to find a buried bag, and carry it back to their tribe's colour-coded mat near the starting line. There is only one bag in the circle, and players are allowed to use any legal forms of physical contact to try and gain control of the bag. The first player to be touching the bag and their mat at the same time wins a point for their tribe. The first tribe to three points wins Immunity.

\* Bra-pulling lessons available upon request.

## Puzzle Paranoia

### Episode 4

Starting from a pontoon, one tribe member must swim to a floating colour-coded puzzle piece and dive down to unclip it from its anchor, then bring it back to a floating hexagonal frame. Once all six triangular pieces have been placed inside the frame, the tribe must rearrange them so that wherever two pieces (including the frame) share an edge, the images displayed on each side of the shared edge match. The first tribe to finish wins toiletries, a luxury bathroom built by the show's crew, and the right to exile a member of the losing tribe until the Immunity Challenge.

## Sea Level, Tree Level

### Episode 4

One tribe member must sit on a swing seat attached to an pulley, with an empty oil drum at the other end, while another player stands on a raised platform next to the drum. The other four tribe members will be belted together in pairs, and each of them must carry two buckets along a long balance beam to the water, where they must fill it up and return to pour it in a larger pail. If a player falls from the beam at any point, they and their partner forfeit any water in their buckets and must return to the start of the beam. When they fill the pail, the player on the raised platform must then use a rope to lift it up and pour the water into the drum. As the drum gets heavier, it will lower and the player on the swing will rise, eventually allowing them to release a tribe flag. The first tribe to release their tribe flag wins Immunity.

## For Cod's Sake

### Episode 5

One tribe member must run to a boat and collect a bag of rice, then throw it to the second tribe member from behind a marked line. They must then throw it to the third, and so on until it reaches the last tribe member, who must place it in a labelled bin. They must then repeat the process with a bag of beans, and with six large fish. Each time a fish reaches the final player they must use a cleaver to cut off the head and tail before placing it in its bin. If a player fails to catch an item, the thrower must collect it and throw again. The first tribe to get all eight items into their bins wins them, a frying pan, oil, spices, wine, and the right to exile a member of the losing tribe until the Immunity Challenge, while the losing tribe is allowed to keep either their bag of rice or their bag of beans.

## Buried At Sea

### Episode 5

Three players must paddle a boat into the water to find one of four submerged, colour-coded coffins, then dive down and untie a series of slipknots to open it and retrieve the puzzle piece inside. Once all four puzzle pieces have been collected, they must paddle to shore and the remaining two players must use the pieces (which resemble groups of skulls) to assemble the bottom three levels of a pyramid, placing a golden skull on top. The first tribe to finish the puzzle wins Immunity.

## In-Cog-Neato

### Episode 6

One at a time, three players must run along a marked path to untie a giant puzzle piece, then carry it back to the start. Once all three have collected a piece, any of them can make a second trip to collect the fourth and final piece. When all four pieces have returned, the remaining two tribe members must work out how to fit them between a series of nine cog-like discs on a platform so that none of them will be able to spin. The first tribe to solve the puzzle wins Immunity, a barbecue picnic at a local village, and the right to exile a member of the losing tribe until after Tribal Council (as a result, this player will be immune from elimination).

## 'What Doesn't Belong?'

### Episode 7

La Mina receives a treemail message telling them to search their 'back beach' for something that seems out of place. When they find it (a boat filled with firewood), they will also find a note telling them to pack up their camp and take the boat to Casaya, where they are merged after the exiled player also arrives at camp.

\* The flag for the merged tribe is the first (and so far only) one on the American version of *Survivor* to not be a wide rectangle.

## Vampire Bats

### Episode 7

Players must climb onto a thick horizontal bar and hang beneath it for as long as possible, with their arms and legs wrapped around it. When a player touches the sand below, they are out of the challenge. The last player remaining wins Immunity.

## Rock The Boat

### Episode 8

Players are randomly split offscreen into three teams of three, and must carry one hundred colour-coded coconuts from a large bin down the beach to one of three waiting boats, and load them in the other teams' boats to slow a team down. Once a team has transported all of their coconuts, they must get in their boat (in turn stopping the other teams from placing any more in theirs, and possibly forcing a team to load their remaining coconuts into their own boat) and paddle to collect a flag and a net from a floating crate. They must then load all their coconuts into the fishing net and haul them up the beach to the finish line, emptying them back into their starting bin. The first team to finish wins breakfast in bed on a nearby island, and the right to exile one member of each losing team until the Immunity Challenge.

## Ups And Downs

### Episode 8

Players must run to a wooden fence, dig a hole beneath it, and crawl through. The last three players to finish are eliminated. The remaining six players will be given a card displaying four logic-puzzle-style clues, and must use them to arrange nine coloured rocks in a grid in their solving station. Once they have correctly solve the puzzle, they must climb over one sand hill, through a fishnet 'maze', and over a second. The first three players to finish move on to the third round, where they must use two wooden planks to cross a knotted rope bridge to reach a platform in the middle of a pool, then jump in and swim to the far end, climbing up and over a steep sand back. The first two players to finish must clamber along a path made of horizontal and vertical timber tunnels. The first player to reach the exit at the far end wins Immunity.

## Get Hooked

### Episode 9

Players are split offscreen into two teams of four, and one player must lay on a 'cradle' suspended by bungee cord in the middle of a cubic frame. The other team members must use ropes to pull the cradle around the frame so the player can collect a series of numbered flags one at a time and in order, depositing each flag into the corresponding holder at one edge of the frame. The first team to successfully collect and place all fifteen flags wins their luxury items, a video message from their loved ones, sandwiches and milk, and the right to exile a member of the losing team until the Immunity Challenge.

## Marine Memory

### Episode 9

Prior to the challenge, players are given both a nut and a shell and must choose whether they would like to participate or feast on burgers, fries, and soft drinks for the challenge's duration, revealing the nut if they

want to eat or the shell if they want to compete. Competing players must swim to a pair of buoys and dive down to memorise seven symbols displayed along a plank on the seafloor, then return to shore and attempt to recreate those pieces by positioning seven three-sided puzzle pieces onto a horizontal bar. As one side of the pole is anchored to the solving station, pieces must be placed from left to right. The first player to successfully recreate the series wins Immunity.

## **Voo Doo**

### **Episode 10**

With treemail each player is given a voodoo doll they must decorate in their likeness. For the challenge, the doll will be placed at the end of a gutter with three pivoting torches at the opposite end, the farthest of which is lit. They must answer a series of survey questions about the tribe in private, then are gathered after the results have been tallied and must answer them again, using cards to show the player they believe was the majority answer. If they correctly match the majority answer, they must use a cleaver to chop a rope holding a player's torch in place, making it pivot to light the next torch in the line. When all three of a player's ropes are cut, the final torch will pivot into the gutter, igniting a flame that will travel to and light the player's voodoo doll. When a player's doll is set alight, they are out of the challenge. The last player with an unignited doll wins an overnight helicopter trip to a spa with two players of their choice, and the right to exile a player of their choice until the Immunity Challenge.

Just for the record, producers, voodoo is ONE word.

\*

As one player is medically evacuated after the challenge, the Immunity Challenge is not held and the exiled player is instead returned to camp.

## **The Key Of Sea / Shot At A Car**

### **Episode 11**

Players are divided into two teams of three, then belted to a rope that winds through a series of obstacles in the water and on pontoons. They must make their way along the obstacles (a hurdle, an underwater truss [not televised but visible in the overhead shots], a pair of poles on a pontoon, and a series of floating bars) to the end of the rope, where one team member at a time must unclip themselves and run across a series of 'lily pads' to a frame, then dive into the water and collect a bag from a chest on the seafloor before returning and clipping back in. They must then make their way back along the course to the beach and across the finish line. The first team to finish wins a barbecue feast on a private island and the right to exile a member of the losing team until the Immunity Challenge. In addition, after the losing team has left they will compete against each other in an individual Reward Challenge before leaving for their feast: a simple 'break three tiles with a slingshot' challenge. The first player to finish wins a product-placed car.

## **Hold Your Own**

### **Episode 11**

Players must kneel on a diving-board-like plank over a pool, holding on to ropes with each hand that are connected to a hook with dangling weights on it. They will start with a fifth of their body weight attached to the hook, and every fifteen minutes another tenth of their weight will be added. When a player lets go of both ropes, the weights will drop and trigger their plank to collapse, dropping them in the pool and eliminating them from the challenge. The last player remaining wins Immunity.

\*

Extrapolating from the information Probst tells us, two of the players weigh exactly 120 pounds and the other four all weigh exactly 170 pounds. How convenient.

## **Second Chance**

### **Episode 12**

Players must complete an obstacle course based on the season's previous challenges. Firstly, they must dig in separate circles of sand to find a buried bag (Battle Dig). The first four to find their bags move on to the second round, where they must crawl with their bag through a wooden jungle-gym-like barricade, climb up to untie a wooden snake, and run over a sand hill (A Reptile Dysfunction). The first three to finish move on to the third round, where they must take their bag and snake up and over a sand hill into a shallow pool, untie a hanging fish (For Cod's Sake[?]), and carry all three of their items over a second sand hill. The first two players to finish advance to the final round, where they must transport all three items along a path made of horizontal and vertical timber tunnels (Ups & Downs). The first player to reach the finish wins the right to allocate how much 'love' each player receives, in the form of different amounts of time with their loved ones – two players receiving overnight visits at a resort, one receiving an overnight visit at camp, one receiving only a hug, and one receiving nothing and being exiled until the Immunity Challenge.

The link to For Cod's Sake for the third round is literally as tenuous as 'they both had fish'.

- \* It's almost certainly not a deliberate shoutout, but an elimination-style challenge in the merge episode of *Australian Survivor* also had five people digging in individual circles of sand (of about the same size) to find a buried item they had to take with them.

## Perch

### Episode 12

Players must stand on tiny perches twenty feet above the water, and use a bucket on a rope to collect water from the sea, pouring it into a bamboo chute in front of the perch, trying to raise a float with a flag attached. They may not sit or kneel on the perch. The first player to pour enough water into the chute to be able to collect their flag and raise it above their head wins Immunity.

## Station By Station

### Episode 13

Players will be wearing a belt with two carabiners attached, and must use them to traverse a rope maze by clipping and unclipping themselves around the support posts. They must always keep at least one carabiner attached to the ropes. The ropes lead to six separate stations where they must count a number of items (poles, hermit crabs, rocks, iguanas, shells, and fish), returning to the start after each to search a group of a tiles for one with a matching number on it. They must then match these numbers to their items and use them to form four-digit combinations for three locks. If any of the locks fail to open, they must return along the course to recheck their answers, but can visit as many stations as they wish before returning and trying again. The first player to open all three locks and lower a flag, wins an overnight yacht trip on the Panama Canal with a player of their choice, while the other two players will be exiled until the Immunity Challenge.

This is the first time in Survivor history no players spend the night at their tribe camp.

- \* WHAMBULANCE!

## Puzzle Dig

### Episode 13

Players must run down the beach to a circle of sand and dig beneath the intersection point of two ropes to find a bag of puzzle pieces, then bring them back to their solving station at the start and assemble them to form a set of 'coordinates' made of images. They must then return to their circle and move the ropes so they are now stretched between the matching coordinates, displayed around the perimeter, before digging for the next bag of puzzle pieces, and so on. The first player to collect and assemble all three puzzles (of ten, thirteen, and sixteen pieces, with the final one instead reading 'safe from the vote') wins Immunity.

## Wall To Wall

### Episode 14

Player must move a handle through a table maze to the exit, releasing a bag containing two 'climbing pegs', then use a series of clues based around the season to turn a combination wheel to find which of the eight compartments contains a bag with two more puzzle pieces inside. Finally, they must use the four-uniquely shaped pegs to climb a steep three-story wall, fitting them into matching holes and using them as handholds and footholds. The first player to reach the top of the wall and fit all four pegs into their final holes at the top, raising a flag, wins a 'power meal' and a camp bed for the night.

- \* Just a reminder, the alleged 'ultimate competitor' and the person most of Casaya was betting on to stop this season's challenge monster finished second-last in Vampire Bats, last in Ups And Downs, lost Get Hooked, Marine Memory, and The Key Of Sea, beat only the people who would lose any strength-based challenge in Hold Your Own (despite it being a challenge that should have suited them), choked in Second Chance, and was foiled here by 'put four pegs in the matching holes'.

## Balance Of Power

### Episode 14

Players must stand on a thin hexagonal platform, suspended on two floating ropes, for as long as possible. After fifteen minutes, they must crawl to a smaller platform, then again after another fifteen minutes, and once more so that after forty-five minutes they are standing on the smallest platform. During the changeover periods, they are given one minute to get into a standing position on the next platform, and can fall into the water during this time without penalty. If, outside these periods, they touch a platform with any body part except their feet or fall into the water, they are out of the challenge. The last player remaining wins Immunity.

and by default their choice of opponent for the final Tribal Council.

\* The trick here is quite simple: turn around when transferring platforms – as the platforms behind oneself are larger, it provides more stability when trying to regain your balance on the new smaller platform; therefore, one's balance will be more controllable while standing on the platform.

# SURVIVOR: COOK ISLANDS

## UNITED STATES, SEASON 13

### 'Amazing; Race'

#### Episode 1

Twenty players arrive by boat, pre-sorted into four tribes of five by ethnicity (Anglo-Saxons on Rarotonga in blue, African-Americans on Manihiki in yellow, Asian-Americans on Puka Puka in green, Latin-Americans on Aitutaki in red, with other minorities told they're just not ethnic enough to be represented). Tribes have two minutes to loot a raft and whatever supplies they can from the boat before paddling to their camp. Anything that survives the journey can be kept.

Jeff, the word you're looking for is 'Anglo-Saxon'. 'Caucasian' applies specifically to people from the Caucasus, a mountain range between the Black and Caspian Seas in Russia and Georgia.

\* Despite the race-division twist to try and increase the show's diversity, it's still a very stereotypical cast. Where are the Asians from the non-'Oriental' part of the continent? Where are the African-Americans who aren't black (note the two terms are not interchangeable, as Gillian from *Survivor: Gabon* shows)? Where are the Pacific Islanders? Where are the players from the First Nations? Where are the Mediterranean contestants?

Much like last season, don't bother remembering the tribe names here either – Jeff somehow manages to avoid calling them things like 'Chinese tribe' and 'Mexican tribe', but still shortens them to Raro, Hiki, Puka, and Aitu, and even then Hiki and Puka only last two episodes.

### Lock, Load & Light

#### Episode 1

Tribes must run over two small sandhills to a pile of seven large puzzle pieces on the water's edge, assemble them to form a boat, and secure the pieces in place with seven uniquely-shaped planks. They must then paddle out to a floating cauldron and light a torch, before returning to shore, removing the braces, and carrying the braces and torch back across the sandhills to the start. Two tribe members must then assemble sixteen more puzzle pieces into four squares showing letters. Once the puzzles are complete, the tribe must use the braces to assemble a ladder, climb halfway up and fit the letters into slots to form a compass, and light a barrel at the top. The first tribe to finish wins Immunity, a full fire-starting kit, and flint, while the second and third tribes to finish win Immunity and flint. However, the losing tribe is given the power to exile a member of any winning tribe until after Tribal Council.

### Tow The Line

#### Episode 2

Before starting the challenge, players will be told a brief story about Captain Cook's journeys in the South Pacific. They will then be tied together and must climb under, over, and under three hurdles, then untie seven hanging plaques while crossing through a series of barricades and cross a two-rope traverse to reach their solving station. They must then use five of the answers written on the plaques to answer five displayed questions. If they are unsure of their answers, there is a written version of the story at the start they can read at any point. The first tribe to correctly match the five answers wins Immunity and two tarps, while the second and third tribes to finish win Immunity. However, the losing tribe is given the power to exile a member of any winning tribe until Tribal Council.

\* Neither of the two decoy answers is mentioned in the story. Nor is Cook's discovery (and mapping) of the eastern coast of a little place called Australia. You might have heard of it.

The challenge was a dead heat, and the two tribes who tied each received two tarps.

### 'Racial Diversity'

#### Episode 3

Players are told to drop their buffs, then are divided by gender and must then draw tiles from a bag without looking at them. The two players of each gender who receive marked tiles must make the first selections in a chain schoolyard pick to determine their new tribes. They must pick only players of their gender, and can only pick someone from the same tribe as themselves or a player selected earlier if it is impossible not to. Once all the men and women are allocated, the original selectors are each given a paint-filled egg and must smash them to determine their new homes. The two groups who get red eggs will combine into a tribe and

live at Aitutaki's camp, while the two who get blue eggs will combine and live at Rarotonga's camp. All items accumulated through the two challenges and the opening looting will be 'divided evenly' between the two tribes.

## **Steeple Chase**

### **Episode 3**

Tribe members will be belted to a long rope, each team member carrying a backpack weighted with fifteen pounds of sand. They must then race laps clockwise around an oval course in the shallow water, attempting to catch the members of the opposing tribe. If a player feels they are unable to continue they can quit at any point, but must hand their sandbag to another tribe member before unclipping themselves from the rope. The first tribe to tackle a member of the opposing tribe to the ground wins Immunity and the right to exile a member of the losing tribe until after Tribal Council, essentially granting them Immunity.

## **Strung Along**

### **Episode 4**

Two tribe members will be harnessed to a long rope that winds around several large obstacles. The remaining tribe members must work together to transport the harnessed players from one end of the rope to a puzzle station at the other. One tribe member must then swim to a buoy and dive down to unclip a decoder wheel, before bringing it back. Finally, the entire tribe must use the decoder wheel to decipher a six-word message. The first tribe to finish wins pillows, blankets, a hammock, and the right to exile a member of the losing tribe until the Immunity Challenge.

\* Despite being a Reward Challenge, the decoded message – 'last castaways back cast one away' – clearly implies it was intended as an Immunity Challenge.

## **Mayday**

### **Episode 4**

Four tribe members must untie a group of six puzzle pieces and assemble them to form a stretcher, then carry it along a short trail to the beach. One of these players must then swim out to a colour-coded mast and climb it to release a fifth tribe member from the top, before transporting them back to the start with the stretcher and a life ring. When they return, the remaining three players must build a fire strong enough to burn through a rope, releasing their tribe flag. The first tribe to finish wins Immunity.

## **Never Tear Us Apart**

### **Episode 5**

Six members of each tribe will be harnessed together in pairs, and each pair must stand on a small crate, with each player holding onto a towrope handle with one arm. The towrope is attached to a hook at the opposite end of a pulley, and every two minutes the remaining members of the opposing tribe must select a pair and load a five-pound sandbag onto each partner's hook, making it slightly harder to hold onto. When a player drops their rope, both partners are out of the challenge. The last tribe with any pairs remaining wins fishing gear, spices, wine, and the right to exile a member of the losing tribe until the Immunity Challenge.

## **United We Stand**

### **Episode 5**

Tribes must assemble twelve interlocking puzzle pieces to form three long poles with podiums at one end, then carry them into the water. Two tribe members must then climb a platform and, one at a time, use the podiums to cross to a second platform while the remaining players hold the poles steady and move them around in the water. Once both tribe members have reached the second platform without falling, the entire tribe must swim out to a 'very small' perch and climb on top. The first tribe to have all eight members on the perch with both feet above the platform wins Immunity.

## **Kicking And Screaming**

### **Episode 6**

Two players at a time must run across a small section of beach and attempt to physically remove a member of the opposing tribe (of the same gender) from their seated position around a pole, dragging them back across the start line. Once they have done so two players of the opposite gender must repeat the process with a second opponent, before the original pullers do so again to collect the third and final player. The first tribe to drag all three of their opponents across the start line wins a feast of lamb shanks, bread, and cider to be served at Tribal Council while watching the losing tribe's questioning (after first voting out a member of their own). In addition, prior to leaving Tribal Council they will be allowed to 'kidnap' a member of the losing

tribe until after the next Reward Challenge, essentially granting this player Immunity but banning them from voting or competing for their tribe at the Reward Challenge.

## Smash And Grab

### Episode 7

With treemail, tribes are given a catalogue of possible rewards and must select two to play for. For the challenge itself, one tribe member at a time must carry a wooden baseball bat to a pontoon with a tower on top, climb it to the top, and jump off while smashing a tile to release a key. They must bring the key back to shore before the next player can begin. Once all six keys have been collected (with only three tribe members collecting keys, although the additional three keys can be collected by any of them), two other tribe members must use them to open six locks on a chest containing eight puzzle pieces, which they must fit on a frame to form a Pacific-centered map of the world. The first tribe to finish wins their two chosen catalogue items, and the right to exile a member of the losing tribe until the Immunity Challenge.

\* The map of the world? Is missing three continents, and only shows a very limited part of Asia.

## Stairway To Heaven

### Episode 7

Tribes must arrange a waiting group of twelve pillars into a series of holders from smallest to tallest, forming a 'staircase' to a raised platform. Once the entire tribe is on the platform, three tribe members must take turns to slide down a zipline and collect a bag of puzzle pieces before returning. When all three bags have been returned, the remaining three players must take the twenty puzzle pieces from inside the bags and use them to assemble a timeline showing eight periods in the history of the Cook Islands. The first tribe to finish wins Immunity.

## 'Mutiny'

### Episode 8

Immediately prior to the Reward Challenge, players are given the chance to 'mutiny' by voluntarily switching tribes. Only the players who mutiny will switch, while everybody else will remain on their current tribes.

\* The show's definition of 'mutiny' differs vastly from the commonly-recognised definition, of a group of people banding together and forcing someone out of their position of power. (In other words, a Tribal Council 'blindside' is actually a mutiny, and this is decidedly not.)

## Barrel Of Monkeys

### Episode 8

Two tribe members will be stuffed inside an open-ended barrel together, and two other tribe members must push them down a pair of rails. When they reach the bottom, the rollers must climb down an adjacent fishnet ramp and collect two buoys, stuffing them inside the barrel with the trapped players and rolling it over a row of logs to collect two more buoys, before rolling the barrel into the water and attaching the buoys to float it. They must then drag the barrel, still with the other two tribe members inside, across the lagoon to a buoy and dive down to collect four flags, continuing to the far side of the lagoon and hanging them from a flagpole. Finally, the entire tribe must dig in a marked area of sand to find a hatchet and use it to cut through a rope, raising their flagpole. The first tribe to finish wins a picnic of coffee and pastries away from camp, letters from home, and the right to exile a member of the losing tribe until the Immunity Challenge.

## Depth Charge

### Episode 8

Tribes must paddle glass-bottomed boats into the water and attempt to line up a set of crosshairs on the glass panel with a set of crosshairs on the seafloor. When they do so, they must drop a cannonball through a chute to land in a funnel-shaped target, releasing two buoys. Once they have hit all three targets and collected all six buoys, they must return to shore, unwrap them from their bags, and arrange the six letters to spell the answer to a provided clue. The first tribe to finish wins Immunity.

## Make Your Point

### Episode 9

With treemail, tribes are given a guide to nautical flags to study. For the challenge itself, two tribe members at a time must run across a section of beach to a giant sixteen-point compass rose, digging beneath a specific point to find a treasure chest and carrying it back to their starting mat. The compass rose is unlabelled, but a working compass is provided for assistance. Once they have the chest on their mat, the other two players

must use the compass coordinates painted on top of the chest to find the next chest, and so on. Once all four chests have been retrieved and returned, the tribe must untie them and collect seven placards with nautical flags on them, then arrange them in a solving station to correctly spell a displayed seven-letter word. The first tribe to finish wins a plane trip to Avaiki Island for a local feast, and the right to exile a member of the losing tribe until the Immunity Challenge.

\* When they show us the completed puzzle in the exposition footage, the flags are in the wrong positions – most notably, the T (which they showed one player memorising) is where the V in the solution word VICTORY should be. Perhaps ironically, the first positions they place the flags in are correct, but by the end they wind up spelling TICRYOV.

## South Pacific

### Episode 9

With treemail, tribes are given a map of the South Pacific to study. For the challenge itself, one tribe member must swim to the closest of four colour-coded buoys and dive down to unclip a bag of puzzle pieces before returning to shore. Subsequent tribe members must swim to the next farthest buoy, and so on until all four bags have been collected. Once all four bags have been collected, the tribe must remove ten labelled plaques from them and use them to correctly identify ten island clusters marked on a large map of the Pacific Ocean. The first tribe to finish wins Immunity, while the losing tribe receives a sealed bottle they will open after voting somebody out (which tells them they must immediately vote out a second member).

\* At the time of writing this, five of the ten clusters needing names – the Tahitian Islands (which include the Marquesas), Vanuatu, Samoa, Fiji, and the Cook Islands themselves – have been visited by *Survivor*, while the Solomon Islands, Hawaii, the Pitcairn Islands, Tonga, and New Caledonia have not.

## 'Cultural Melting Pot'

### Episode 10

Players arrive on a beach expecting a challenge, but are instead merged and given new black buffs. They decide on the spot to return to Rarotonga's beach and spend the remainder of the game there, after spending the afternoon eating a feast on board a native catamaran.

\* Does it really matter where the merged tribe lives? As established earlier in the season, the two camps were close enough one tribe could stumble upon another by accident.

## Mast Cling On

### Episode 10

Each player must climb a ladder to the top of a tall cylindrical pole, then hang there for as long as they can, using a series of rope rings and narrow divots carved into the pole at regular intervals for support. They cannot use the top of the pole to support themselves in any way. When a player touches either the ground or the top of the pole, they are out of the challenge. The last player remaining wins Immunity.

## Survivor Auction

### Episode 11

Each player is given five hundred American dollars in twenty-dollar bills, and must use them to bid on an assortment of items – a mystery item (a hot dog with fries and beer); a bubble bath with chocolate cake; a sealed note representing a mystery power (the right to exile someone immediately and take their money); an unlimited supply of icecream for the auction's duration; a mystery item (pepperoni pizza); a mystery item (a sea cucumber from the tribe's beach); and a toothbrush, toothpaste, and mouthwash – in an auction. The highest bidder for each item wins it. Players can borrow money but cannot share items, and the auction will end without warning.

## Recollection

### Episode 11

Players will be shown a series of four questions about the game so far, each with a numerical answer, and must use these answers to solve an equation. The solution will correspond to one of ten numbered boxes, which they must untie in order to find a wrapped piece of fabric containing a key. The first three players to unlock a flag and raise it advance to the final round, where they must answer three more questions to collect another key in the same manner, use it to unlock a 'timber tunnel', then crawl through it and walk over a series of floating lily pads to raise a second flag. The first player to finish wins Immunity.

The quiz makes reference to the puzzle pieces that formed the stepping poles in United We Stand... but the overlay footage we see as Probst reads out the question shows the poles used to climb the tower in Stairway To Heaven (for the record, both had twelve).

\*

It's worth noting that Adam actually had the wrong answers for the second set of questions – there have only been ten Immunity Challenges so far and fourteen players were present for the lamb shank feast at Tribal Council (fifteen were at Tribal Council in that episode, but one was voted out before it began), but his answers suggest there were eleven Immunity Challenges and thirteen players were at the feast.

## Pass The Bucket

### Episode 12

Players will be blindfolded and paired with their visiting loved ones, who must guide them to fill a small bucket with water from the sea. Once they do so, they must return to their starting position on one side of a low fence and fling the water at their loved ones, who must catch it in their own small bucket and pour it into a larger bucket on one side of a seesaw. The first pair to fill their bucket with enough water to tip the seesaw and raise a flag wins a picnic trip at a 'sacred cave' on Mitiaro Island, shared with two pairs of the winning loved one's choice, and the right for the winning player to exile a player until the Immunity Challenge.

\*

Note that the exiled player is chosen *before* the reward is shared, so it's not actually as if there's 'no input' from the winning player.

## Flotsam & Jetsam

### Episode 12

Players must swim out to a floating obstacle course, climb on and cross a series of floating platforms, boats, balance beams, and barrels, then swim to a colour-coded buoy and untie one of two bundles of sticks before returning along the course to shore. Once both bundles have been collected, they must use provided ropes to tie the sticks together, making a long pole, then collect two hanging rings. The first player to finish wins Immunity.

\*

Interesting that so many of the challenges this season (by my count, this is the sixth) are adapted from challenges we saw in *Survivor: Vanuatu, Islands of Fire*. It's almost as if they were trying to convince us the challenges actually weren't as bad as we all thought. (They were wrong. They sucked.)

## Mud Run

### Episode 13

Players must climb over a hurdle and run to an adjacent mud pit, covering themselves with as much mud as they can before returning over the hurdle to a colour-coded bucket and squeezing the mud into it. After ten minutes, the three players with the heaviest buckets will win an overnight spa trip, and the player with the heaviest bucket overall wins the right to exile one of the remaining players until the Immunity Challenge.

\*

Jeff, is there a difference between 'bad performance art' and good performance art?

## Cannonball Run

### Episode 13

Players must pick up one of four bundles of puzzle pieces and carry them across an increasingly-narrow three-level balance beam without falling, then repeat the process for each of the other three bags. They must then untie the eight pieces and assemble them into a waiting frame to form a labyrinth maze, before rolling small cannonballs through the maze into each of two corner holes at the far end, avoiding five decoy holes. The first player to sink a ball into each of the corner holes wins Immunity.

## Compass Rose

### Episode 14

Players must traverse eight ropes course obstacles (a fishnet tunnel, a fishnet bridge, a disc walk, a V-shaped tunnel, a series of swing steps, a rope swing, a first-come-first-served knotted rope bridge, and an overhead cargo net), collecting a colour-coded bag from each and returning it to a solving station before continuing. Once they have collected all eight bags, they must remove the eight puzzle pieces from inside and use them to finish a three-dimensional compass rose puzzle in a provided frame. The first player to finish the puzzle and slide it beneath a bar to release a flag wins Immunity.

\*

'In thirteen seasons of Survivor, this is the most difficult puzzle we've ever had.' Really? The hardest puzzle in the show's history only has eight pieces? Okay, then.

# **Self Destruction**

## **Episode 14**

Each player must stand on an individually-proportioned square platform above the water for as long as they can. Every fifteen minutes for the first hour of the challenge, they must reach down and pull a rope to remove a section of the platform, making it even smaller. When a player falls into the water, they are out of the challenge. The last player remaining wins Immunity and a place in the final Tribal Council.

# SURVIVOR: FIJI

## UNITED STATES, SEASON 14

### 'Helter Shelter'

#### Episode 1

Nineteen players paddle together to a beach, where they find nothing waiting for them. Later that day, a crate is dropped by seaplane into the water below, and opening it reveals flint and blueprints for a luxury shelter with directions to find the pre-cut lumber. At the first challenge, the players must nominate the person who took charge, and this player must divide the others into two tribes of nine (Moto in lime, Ravu in orange). They will then be exiled until after Tribal Council, and will join whichever tribe loses the challenge in order to keep the tribes balanced (thus, they are automatically immune for this episode).

\* As someone who's writing these chapters out of order, it's a bit odd watching these contestants struggle to open a crate with a rock on Day One directly after seeing the contestants on *Australian Survivor* do it without any issues even despite over a month of starvation and despite not being as stereotypically 'strong' as the players who try here.

### Chariots Of Mire

#### Episode 1

Seven tribe members will be harnessed to the front of a 'chariot' with the other two on board and must pull them along a 'quarter-mile' course, stopping at three points for the players on the chariot to collect hanging bags of puzzle pieces. At the end of the course they must collect a tribe flag, then return to the start. Upon arrival, any four tribe members must then remove the puzzle pieces from their bags and assemble them in three separate frames to show three numbers. They must then use these numbers and a combination wheel to find a knife inside a fabric bundle in one of the twelve compartments, using it to cut a rope and raising a flag. The first tribe to raise their flag wins Immunity and the camp players have built, now with hammocks, a bush shower, a couch, and kitchenware. The losing tribe will be sent to a new beach, where they will find only a pot and a machete.

\* Yes, this arrangement does mean the player who actually showed some initiative in getting the camp built has no chance of actually living there. Surely they could have come up with (or recycled) a reward challenge in the next episode to give away the luxury camp?

### Supply Ships

#### Episode 2

Eight tribe members must paddle a catamaran out and around a buoy, then return to shore while the ninth player uses clips to attach each crate to a long rope. Once the tribe returns to shore they must use the rope to haul the crates in, before untying and opening them to find pieces of a flagpole puzzle. The first tribe to finish their puzzle, attach their tribe flag, and place the pole in its holder wins Immunity, fishing gear, and the right to exile a member of the losing tribe until after Tribal Council.

### Slip, Slide & Score

#### Episode 3

In rounds, one member of each tribe must slide down a slippery surface to collect a randomly-selected numbered ball (hanging in pairs at different locations above the surface), then carry it to the far end of the course and throw it into a small, colour-coded basket. If the ball misses the basket, it will roll down a ramp back to the player. The first player to get the ball into their basket in each round scores a point for their tribe. The first tribe to score six points wins a choice of either their luxury items, fishing gear identical to that won in the previous challenge, or a small basket of fresh fruit, and the right to exile a member of the losing tribe until the Immunity Challenge.

### U Pick, I Chews

#### Episode 3

In rounds, one member from each tribe must race to eat a serving of a traditional Fijian delicacy – a giant clam; an octopus tentacle; two peanut worms; three pieces of sea cucumber; five fish eyes; and four pig snouts. The first player to finish their serving scores a point for their tribe. The first tribe to score four points wins Immunity.

\* It seems tribes were actually playing to five points – four points means at least one member of each tribe won't participate even if the challenge extends to the maximum seven rounds, and Probst even says they were 'playing to five' before the third round.

## By The Numbers

### Episode 4

Tribe members must stand on a narrow plank suspended between two platforms. One player at a time (starting with the farthest away) must cross to the far end of the beam, squeezing past the other tribe members to reach the finish platform. If any players fall, the crosser must start again, although if players fall they can switch positions. The first tribe to get all of its members to the finish platform wins several large fish, a bag of rice, spices, and bedding (including the king-sized bed itself), and the right to exile a member of the losing tribe until the Immunity Challenge.

## Crab Pots

### Episode 4

Four tribe members will be positioned in floating cages. A fifth player must swim out with a key and unlock the closest cage, freeing the player inside so they can run along a line of small 'lily pads' to open the next cage with their own key. This player must repeat the process to free the first player, who must also do so to release the fourth. These last two players must then get into an adjacent boat with a sixth player and paddle back to shore, stopping to pick up the other three rescuers. Upon returning to shore, they must form a human pyramid and the player on top must use a set of keys to unlock a final cage in the air, releasing the seventh tribe member. The first tribe to get all seven players onto their finishing mat wins Immunity and a sealed bottle telling them they can either keep Immunity but live at the non-luxury camp, or forfeit Immunity to live at the luxury camp. Whichever option not taken will be given to the losing tribe.

## Kung Fu Cannibals

### Episode 5

With treemail, tribes are given a catalogue of possible rewards and must select two to play for. For the challenge itself, in rounds, one member of each team must stand on an octagonal platform and use a padded pillow to try and push their opponent off the platform into the mud below. The first player to do so scores a point for their team. The first tribe to score six points wins all four catalogue items chosen, and the right to exile a member of the losing tribe until the Immunity Challenge.

## Concentration

### Episode 5

Taking turns, one tribe member must enter a clearing filled with thirty covered easels, each showing either a number or a word, and must uncover two of the easels hoping to find matching numbers or words. However, there are four easels in the clearing without a match. They can consult with their tribe before stepping off their platform, but if their tribe attempts to communicate with them once they are on the ground they forfeit their turn. If they find two matching easels, they score a point for their tribe. The first tribe to score seven points wins Immunity.

\* Yes, thank you, graphics department. I would have been totally unable to find the words and numbers on the easels without a shiny halo effect highlighting it for me.

Lisi Linares: The first *Survivor* player ever to injure themselves during a mental challenge.

## 'Unlucky Thirteen'

### Episode 6

One member of each tribe must separate themselves for a mystery task – a schoolyard pick to select two new tribes. They will make the first selections, choosing someone from the other tribe, then those two players will repeat the process, and so on until two tribes of six have been chosen, with one player remaining. That person will be exiled until after Tribal Council, joining whichever tribe votes a player out to keep two players on each. To determine which camp each tribe will live at, one of the original selectors (chosen by rock-paper-scissors) will reach into a bag to withdraw a coloured buff, representing the beach they will live at, with a lime buff sending them to Moto and an orange buff sending them to Ravu.

## **Crosswalk**

### **Episode 6**

Tribe members will be belted to opposite ends of three bars, converging in a 'sliding hub' that keeps them in a six-pointed star formation. They must make their way through a field of bamboo poles by sliding their bars through the hub to avoid the poles, passing through five colour-coded gates. The tribes' path crosses four times, making it slightly harder to move. The first tribe to get through all five gates and across the finish line wins Immunity.

## **Hot La Crosse Buns**

### **Episode 7**

Taking turns, one member of each tribe at a time must use a metal lacrosse paddle to fire a flaming ball from a platform towards one of three large box-shaped targets downfield. Each time a ball lands in one of the targets the fire will burn through a colour-coded sheet to show it has been hit. The first tribe to successfully hit all three targets wins a day trip to an arcade with hot dogs and beer, and the right to exile a member of the losing tribe until the Immunity Challenge.

## **Blind Rage**

### **Episode 7**

Each tribe must select one player to be their 'caller'. They will stand on a raised platform and must guide one blindfolded member at a time to one of five hanging skulls. The blindfolded player must use a Fijian war club to smash the skull, releasing a bundle of puzzle pieces, then pick them up and take it to a solving station at the far end of the clearing before returning to the start. Once all five blindfolded players have done so, they must remove their blindfolds and run to the solving station, then use the thirteen lettered tiles obtained to spell two mystery words related to Fiji. The first tribe to finish wins Immunity.

## **So You Think You Can Meke?**

### **Episode 8**

With treemail, tribes find a group of locals who will visit their camp for two hours to teach them the traditional Fijian meke dance. They will then be taken to a local village and must perform their dance for three judges, who will critique them on appearance, authenticity, and spirit. The three judges will determine the winner, who will receive a feast at the village and the right to exile a member of the losing tribe until the Immunity Challenge.

## **Warrior's Choice**

### **Episode 8**

In this three-round challenge, each player will first be given one attempt to hit a giant bullseye target with a blowgun. The player whose blowdart lands closest to the centre of the target scores a point for their tribe. In the second round, each player must throw a spear at another target. The player whose spear lands closest to the centre of the target scores two points for their tribe. In the third round, they must use a bow and arrow to hit a third target. The player closest to the centre of the target scores three points for their tribe. The tribe with the highest score after all three rounds wins.

## **'Exile Merge'**

### **Episode 9**

Tribes are sent by treemail to Exile Island with only their personal items. Upon climbing to the lookout tower (where they usually find Hidden Immunity Idol clues), they receive a note telling them they are merged. They will return to the luxury camp, although the shelter and all related rewards have been removed in their absence. The new tribe will receive only a pot, machete, flint, and basic fishing gear.

## **River Rats**

### **Episode 9**

Players are randomly split into two teams of five, with men and women selecting coloured stones from separate bags to retain a gender balance. Teams will be shown a large Fijian mask displaying seven different symbols in a honeycomb formation. When they think they have memorised the symbols and their positions, they must get in a boat and paddle downriver to three pontoons, using a pole to collect an overhead bag of puzzle pieces. Once they have collected all three bags, they must paddle to a dock, where two team members must use the pieces to assemble six of the seven original images, fitting them into a replica mask in the correct positions. The first team to correctly arrange the images wins Immunity and a dinner of steak and vegetables with wine, and only the losing team will go to Tribal Council to vote a player out. They will travel

directly to Tribal Council, and thus will not have a chance to strategise.

## Get Smashed Q&A

### Episode 10

Each player is represented by three stacks of tiles. They must answer a series of survey questions about the tribe in private, then are gathered after the results have been tallied and must answer them again, using cards to show the player they believe was the majority answer. If they correctly match the majority answer, they must use a Fijian war club to smash a tile tower belonging to any player. When all three of a player's tile towers are broken, they are out of the challenge. The last player with any tile towers remaining wins an overnight stay on a luxury yacht with three players of their choice (chosen upon returning to camp), and the right to exile a player of their choice until the Immunity Challenge.

\* Cassandra is the only player in *Survivor* history to win the 'three strikes' challenge without getting any questions wrong.

## Chimney Sweep

### Episode 10

Players must use only their arms to brace themselves between two walls, standing on a pair of 'very narrow' curved footholds, then remain there for as long as possible. After thirty minutes, they must step down to an even narrower foothold, and again after another thirty minutes. When a player touches the walls with any body part except their hands and feet, or touches the ground, they are out of the challenge. The last player remaining wins Immunity.

## Slosh Pit

### Episode 11

Players are randomly split into two teams of four, and each team must select one member as their launcher. They must use a giant slingshot each to fire one colour-coded ball at a time across the mudflats to the other members of their team, who must attempt to catch them with cone-shaped baskets. If a player catches a ball, regardless of colour, they score a point. The first team to five points wins an overnight stay at a resort, and the right to exile a member of the losing team until the Immunity Challenge.

## Torched

### Episode 11

In private, each player must select three consecutive squares, in any direction, on a giant 5x5 grid. Labelled signs will then be placed in each player's chosen positions on the grid, and they must take turns, Battleship-style, to select grid cells while sitting on the other side of a wall. Each time they make a correct guess, Probst will mark it on a small board and turn a nozzle to activate a flame, burning any signs present in the cell. If they make an incorrect guess, it will not be marked on the replica grid. When all three of a player's signs are burned, they are out of the challenge. The last player remaining wins Immunity.

\* Two players select the exact same positions. It is not known how they would have broken the tie if they were the last two players remaining (as it would have been impossible for only one player to win), or indeed if the only selected cell remaining was a shared cell.

## Hungry For Love

### Episode 12

Using only their mouths, players must bite meat directly from a hanging piece of pork, then deposit it on their individual plate nearby. After five minutes, each player's plate will be weighed. The player with the most meat on their plate wins a whitewater rafting trip (shared with the second- and third-placed players), an advantage in the Immunity Challenge, and the right to exile one of the three players not going on the trip until the Immunity Challenge.

## Twisted

### Episode 12

Players must dig in an individual marked lane of sand to find three buried 'climbing steps'. The first two players to find all three of their steps and run across the 'finish line' at the end of the lane move on to the final round, where they must fit the steps into holders around a twelve-foot pole and climb to the top, removing and replacing the steps as necessary to form a 'staircase'. The player with the advantage in this challenge is already given their steps and will take the third position in the final round. The first player to climb to the top of the pole and grab their flag wins Immunity.

# **Keep On Truckin' / An Axe To Grind**

## **Episode 13**

Players will be split into two teams of three, and each team will be belted to a communal rope. They must each cross three separate seesaw balance beams of different sizes without falling, then climb through a mesh net 'maze' before digging in a sand pit to find a buried hatchet, which they must use to chop a rope. The first team to finish wins a trip to deliver a giant crate of supplies and a mobile office trailer to a local school, and will advance to the second part of the challenge, to be held before they leave. They must throw hatchets from behind a marked line to chop through two crisscrossing ropes. The first player to cut through both ropes wins the product-placed car used in the delivery trip, and the right to exile a player until the Immunity Challenge.

## **Grapple Perch**

### **Episode 13**

Starting on individual platforms above the water, players must use a long rope with a ball on the end to snag a hoop, then pull it down to lower a balance beam. The first four players to cross the balance beam without falling advance to the next round, where they must repeat the process (with the first two players to finish advancing). In the final round, they must pull down another balance beam in the same manner before crossing it and another stationary balance beam to a small perch, where they must use a grappling hook to retrieve a floating buoy, raising a second buoy from the seafloor. The first player to raise their second buoy wins Immunity.

## **Fiji Braille Maze**

### **Episode 14**

Players will be blindfolded and each given a uniquely-shaped 'medallion'. They must then make their way through a small maze to a station, where they must fit their medallion into a hole to lower a key. They must then untie the key and take it to the end of the maze, where they must use it to unlock a drawbridge and cross over a small pool to the other side. They must then repeat the process in a larger maze, and so on. There are a series of guideposts in the mazes to assist players in finding both the key stations and exits. The first player to get through all five mazes and across the finish line wins Immunity.

## **Hanging By A Thread**

### **Episode 14**

Players must lie on their back on a ramp (at a 35° angle) above a pool for as long as possible, holding a wooden handle overhead while water slowly pours out of a barrel at the top of the ramp to make it slippery. Every five minutes, the ramps' steepness will be increased by five degrees, making it even harder to remain on them. When a player lets go of the handle and slides into the pool below, they are out of the challenge. The last player remaining wins Immunity.

# **SURVIVOR: CHINA**

## **UNITED STATES, SEASON 15**

### **'The Art Of War'**

#### **Episode 1**

Sixteen new players arrive at a Buddhist temple and participate in a brief Buddhist welcoming ceremony before being divided into their producer-chosen tribes (Zhan Hu in yellow, Fei Long in red). They are then told that in the spirit of Buddhism, they must leave their world possessions behind and start the game with only the clothes they are wearing. They must then paddle to their respective camps, following a provided map, where they will find a very limited set of supplies, including a bag of rice (because CHINA).

### **Dragon Dance**

#### **Episode 1**

Each tribe member will be belted to a support pole on a long ceremonial mascot. Tribes must carry their mascot around a spiralling and zigzagging course to a bridge and a set of small barricades, travelling over both to reach a locked gate. The tribe member at the front of the mascot must then unclip themselves and climb over two walls, releasing a drawbridge at each before collecting a key and returning to unlock a gate. After they clip themselves back in, the entire tribe must carry the mascot through the gate, over the drawbridges, and across a 'swamp' to the finish platform, where each pole must be fit into its uniquely-shaped holder among several decoys. The first tribe to finish wins Immunity and flint.

### **Chinese Checkers**

#### **Episode 2**

In rounds, three members of each tribe (of matched genders) must enter a rectangular field in a waterlogged mud pit and attempt to roll one of two giant ball-like frames through the water and into their goal at one end of the field, while stopping the members of the opposing tribe from doing the same on the other. The first tribe to get a ball into their goal in each round scores a point. The first tribe to score two points wins fishing gear, a boat, and the right to kidnap a member of the losing tribe until the Immunity Challenge.

### **Gatecrasher**

#### **Episode 2**

Tribes must use a large, handheld battering ram to smash through two colour-coded walls, climbing through each before carrying the battering ram to a solving station and manoeuvring it so that a stationary peg can be guided along a maze carved into the log, from one end to the other. Once the log is free, they must use it to ring a nearby gong (because CHINA). The first tribe to finish wins Immunity.

### **Clear The Deck**

#### **Episode 3**

In rounds, three members of each tribe (of matched genders) will start on a tribal junk boat (because CHINA) joined to the other tribe's by two planks. They must get the members of the other tribe into the water any way necessary, excluding overt violence. Once over half of a player's body is submerged, they are out of the challenge. The last tribe to have players remaining on the boats in each round scores a point. The first tribe to score three points wins pillows, blankets, a tarp and rope, a lantern and kerosene, and the right to kidnap a member of the losing tribe until the Immunity Challenge.

### **Blade Runner**

#### **Episode 3**

In a relay, four tribe members must work one at a time to chop through a series of seven thin logs with a broadsword to lower a hanging set of puzzle pieces, chopping through the rope to drop the pieces on the ground before carrying them back to their tribe's mat. Once all four sets have been released, the remaining two tribe members must untie the disc-shaped pieces and guide them through a series of notches on a pole to stack them, then drag the pole and its 'very heavy' base across the clearing to the finish line. The first tribe to finish wins Immunity.

## Great Balls Of Fire

### Episode 4

Two players at a time must use a giant pair of chopsticks (because HONDURAS) to carry a flaming ball across a clearing to a chute, releasing it to roll into a wok (because TUVALU) and ignite a series of colour-coded fireworks (because FOURTH OF JULY and also PORTUGAL). The second pair must use a longer and more unwieldy pair of chopsticks, and the third pair's is even more awkward. The first tribe to successfully light all three sets of fireworks wins a visit from a local fisherman and his family, spices and vegetables, a cooked meal, and the right to kidnap a member until the Immunity Challenge.

## Warrior's Duel

### Episode 4

In rounds, two members of each tribe (of matched genders) must take turns throwing meteor hammers across a clearing to smash a series of porcelain vases on plinths behind the opposing tribe. Meanwhile, the rival members of the opposing tribe will be dressed in traditional armour and must use a bamboo pole to stop the weapons before they hit anything. For each vase broken, the tribe scores one point. The tribe with the highest score after three rounds (of three throws each per pair) wins Immunity.

\* Apparently traditional Chinese armour includes protective antlers.

## 'Selection Shuffle'

### Episode 5

Each tribe is visited by a local fisher who gives them a list of the other tribe's members, with a note telling them to select the two players they believe could best assist their tribe in camp life and at challenges. The two players each tribe chooses will then be switched, while everybody else remains on their current tribes.

## Plunge, Pull, Pop

### Episode 5

Two members of each tribe must swim to a platform and take turns diving down to remove bamboo poles from a cage, releasing a series of octagonal discs which will rise to the surface. Once all twelve discs are released the swimmers must put them in a small boat and haul them to shore, where the remaining three tribe members must fit them onto a frame so that the Chinese zodiac (because ANGOLA) is displayed. The first tribe to finish wins Immunity.

## Search & Decode

### Episode 6

One tribe member at a time must enter an abandoned village, search for a colour-coded plank, and untie it before bringing it back. Once all eight planks have been collected, they must be positioned in a checkerboard frame to spell a well-known eleven word Confucian saying (because JORDAN). The first tribe to finish wins a trip to a teahouse, with a shower and product-placed toilet paper, and the right to kidnap a member of the losing tribe until the Immunity Challenge.

## Name That Spoon

### Episode 6

In rounds, one member from each tribe must race to eat a serving of a traditional Chinese delicacy (because MOROCCO) – ten chicken hearts; three pieces of eel; three baby turtles; two balut; and a 'thousand-year-old' egg. The first player to finish their serving scores a point for their tribe. The first tribe to score four points wins Immunity.

## 'War Is Over'

### Episode 7

Tribes arrive at a clearing expecting a challenge, but are instead merged. They will be given a feast and will witness a traditional acrobatic performance before returning to Fei Long's camp, where they will live for the remainder of the game.

## Feast Memory

### Episode 7

Tribes will be asked a series of trivia questions about the merge feast and the acrobatic performance, and must write down their answers. If a contestant answers a question incorrectly, they are out of the challenge.

The last player remaining wins Immunity.

## **The Bucket Stops Here**

### **Episode 8**

Players will be divided by schoolyard pick into two teams of four, with one player left out and unable to win. In rounds, one team member will be seated inside a tiny boat in the middle of a large, floating square frame, and must attempt to bail water out while the remaining members of the opposing team use buckets to try and throw water into it until it sinks. The first team to sink their opponents' boat in each round scores a point. The first team to score two points wins an afternoon trip to an 'ancient village' for an 'authentic Chinese meal'.

## **Dragon Rider**

### **Episode 8**

Players must straddle a water-filled horizontal barrel forming part of a dragon (because LATVIA), release both an anchor lever and a plug, and remain on it for as long as possible, even as the water slowly drains out to make it more and more unstable. When a player touches any part of the structure aside from their barrel, or falls off into the swamp beneath, they are eliminated. The last player remaining wins Immunity.

## **Drum Roll**

### **Episode 9**

Players will be divided via schoolyard pick into two teams of four. Each team member is given a handheld drum of a different size, and they must work together to cross a series of hurdles and pass a set of mock Terracotta Warriors (because CHAD) while bouncing a small ball on the drums. There are two checkpoints along the course, and if they drop the ball they must start again from the last checkpoint they passed through (or the start). When they reach the end of the course, they must bounce the ball into a finishing bin. The first team to successfully bounce three balls into their bin wins an overnight cruise on the Li River.

## **Chinese Zodiac Symbols [Take A Stab At It]**

### **Episode 9**

Players will be read a list of animals from the Chinese zodiac (because MALTA), and must then use a knife to stab and pick up cards showing the animals in the same order, searching for them in a 4x4 grid on a table in front of them. If they fail to correctly replicate the entire sequence, they are eliminated, and the remaining players are given a longer sequence to replicate. The last player remaining wins Immunity. However, before the challenge they are given the option of competing or instead eating cheeseburgers and fries for the duration of the challenge.

## **Confucius Said**

### **Episode 10**

Before leaving Tribal Council after the previous vote, players must compete in a Reward Challenge. They will be asked a series of multiple-choice questions about Chinese culture (because EL SALVADOR). Each time a player answers correctly, they score a point. The first player to score five points wins an overnight trip to the Shaolin Temple with two players of their choice.

\* Why did the Outback (and All-Stars) Tribal Council score play in the background for the final question?

## **Star Struck**

### **Episode 10**

Taking turns, players must throw ninja stars (because JAPAN, no wait) at a target, shaped like three people and divided into different scoring zones. After everybody has thrown three stars, the three (or more, if tied) players with the highest scores advance to the final round, where they will each have one attempt to hit a new target from ten feet farther back. The player with the highest score wins Immunity.

## **Marco Polo**

### **Episode 11**

Players are blindfolded and start at one end of a maze, while their loved ones are blindfolded and start at the far end. Using only verbal commands, each player must reunite with their loved one, before making their way through the maze to the central platform. The first pair to finish wins a feast on a boat with their loved one, a phone call home, and the right to share the feast with two other pairs. In addition, the three loved ones who participate in the feast will spend the night at camp.

## **Swamp Donkeys**

### **Episode 11**

Players are each attached to a rope and must move along it to the opposite end of a swampy course, going over and under hitching posts as necessary, to reach a colour-coded set of boxes. They must untie and open one to reveal two smaller boxes, each with a statement about Chinese inventions (because TONGA). They must choose which of the statements they think is true, take a key from the corresponding box, and return to the start with it to open a lock. If they are incorrect, they must return to retrieve the correct key. The first player to retrieve all three correct keys, one at a time, and unlock their locks to raise a flag wins Immunity.

## **Zen Archery**

### **Episode 12**

Players are each given five colour-coded arrows and must each distribute them in secret to the other four players. They can split them however they wish, but they cannot keep any. They must fire their received arrows at a 5x5 grid target with a replica of a fourth-century repeating crossbow, aiming for the squares marked with their name and firing in ascending order of received arrows. Each time a player's square is hit, by anybody, they score a point. The player with the highest score after all twenty-five arrows has been fired wins an overnight trip to the Great Wall and a traditional meal with two players of their choice.

## **Chinese Leftovers**

### **Episode 12**

Players will complete a series of tasks based on elements from past challenges. Firstly, they must take turns throwing three ninja stars (still Japanese, show) at a target shaped like three people and divided into different scoring zones (Star Struck). The four players with the highest overall scores advance to the second round, where they must each eat one balut (Name That Spoon). The first three players to finish eating advance to the third round, where they must transport a ball across an obstacle-filled clearing and into a bin by bouncing it on a handheld drum (Drum Roll). The first two to finish advance to the final round, where they must use a broadsword to cut through a series of ropes and release a hanging set of eight wooden discs, then must fit them onto a pole by guiding them through a series of notches in the correct order (Blade Runner). The first player to finish wins Immunity.

## **Great Wall Of Zhelin**

### **Episode 13**

Starting from atop a mock Great Wall (because FORMER YUGOSLAV REPUBLIC OF MACEDONIA), players must climb down a ladder to the ground and cross a small wooden bridge to reach a second, partially-completed bridge. They must complete the bridge using a group of unique planks, then cross it to reach a pile of puzzle blocks and a yoke, which they must use to carry the blocks back to a solving station at the top of the wall. They must continue making trips until all 12 pieces have been collected and returned, then fit them into a partially-completed segment of the Mediocre Wall. The first player to correctly assemble the puzzle wins a single serving of pizza, brownies, beer, and soft drink, with the option of either eating it alone to have as much energy as possible for the final challenge or to share it with either one or two of the others.

## **Broken China [Offer It Up]**

### **Episode 13**

Each player is given a metal 'arm' balanced on a small pivot, and must stack ceramic dishes of Probst's choosing on a small round platform at the opposite end of the arm at regular intervals. As they continue, the stack will become taller and more unwieldy. When any of a player's dishes drop from the arm, they are out of the challenge. The last player remaining wins Immunity.

# **SURVIVOR: MICRONESIA, FANS VERSUS FAVOURITES UNITED STATES, SEASON 16**

## **First To Shore**

### **Episode 1**

Ten new players arrive at their starting location on board a native canoe, where they are introduced to their opponents – ten returning former players. The two tribes are divided based on this characteristic (new players on Airai in orange, returning players on Malakal in purple), and players will immediately compete against their own tribemates in the first challenge. They must wade across a shallow lagoon to a neighbouring island and search the area for an individual Immunity Idol valid only for their first visit to Tribal Council. The first player on each tribe to find their tribe's Idol (attached to the hull of their waiting boat) wins it. Once both idols are found, tribes can paddle towards their camps, following the maps waiting inside their respective boats.

## **Reinventing The Wheel**

### **Episode 1**

Eight tribe members must assemble twelve puzzle pieces into four wheels, attaching them to a cart. They must then work together to pull the cart, with the other two tribe members inside, down a trail and over a set of fences to a sand pit. They must then dig up a set of planks and use them to fill in the gaps in a bridge, before pulling the cart across to the finish platform. Finally, they must remove the wheels and take them apart, before fitting each piece into a gap to complete a turnstile and spinning it to raise a lit cauldron. The first tribe to raise their cauldron high enough to light a fuse wins Immunity and flint.

## **Smash & Grab**

### **Episode 2**

One at a time, five tribe members must run across a line of lily pads to a pontoon, swim to a second pontoon with a tower on top, climb it, and jump off while smashing a hanging tile to release a key, before collecting it and returning to shore. Once all five keys have been collected, a sixth tribe member must use them to unlock six chains around a crate of puzzle pieces, and the remaining three tribe members must use the twenty pieces inside to finish a rectangular prism on a given base, forming a simple map of Micronesia. The first tribe to finish wins Immunity, fishing gear (including a boat), and the right to exile a member of each tribe overnight.

## **Beach Bash**

### **Episode 3**

With treemail, each tribe is given a catalogue of possible rewards and must select three items to play for. For the challenge itself, each tribe is given three padded bags, and will start in 'end zones' at opposite ends of a rectangular playing field in the shallow water. They must enter the playing area and use whatever means of legal physical contact they can to gain control of the other tribe's bags, then carry them into their end zone at the far end of the field (ie, where the opposing tribe started) along with their own bags. Bags which make it to the end zones are still in play. The first tribe to have all three of their own bags and two of the other tribe's three bags in their end zone at the same time win their chosen catalogue items, and the right to exile a member of each tribe until the Immunity Challenge.

## **Nut Bucket**

### **Episode 3**

Each tribe member must select two men and two women as weightbearers. They must each hold on to a rope attached to a communal net, and keep the net in the air for as long as possible. Meanwhile, the remaining members of the opposing tribe must stand behind a marked line and throw coconuts into the net, making it heavier and heavier. The tribe which holds their net aloft the longest wins Immunity.

## **Diver Down**

### **Episode 4**

Four tribe members must swim out to a pontoon, then take turns diving to a thirty-foot-long steel cage filled with coconuts in both tribe's colours, some of which are marked with letters. They must remove one of their tribe's lettered coconuts from the cage one at a time, bringing each to a floating storage bin before the next player can start. Once all ten lettered coconuts have been collected, the swimmers must push the bin back to shore, and the remaining four players must unscramble the letters to spell a ten-letter word. The first tribe to finish wins three egg-laying hens and a rooster.

## **Crosswalk**

### **Episode 4**

Six tribe members must run to a six-point 'sliding hub' and use a provided keyring to unlock the six locks holding it in place, then make their way through a forested area to collect six hanging bead necklaces by moving and adjusting the bars keeping them in a six-pointed star formation. Once they have collected the necklaces, the remaining two tribe members must arrange the necklaces (which contain both black and tribe-coloured beads) in a circular solving station so that each bead is in a holder next to a letter and so that the letters matched with the colour-coded beads will spell a three-word phrase reading anti-clockwise from an unknown point on the circle. The first tribe to finish wins Immunity.

## **'Chain Reaction'**

### **Episode 5**

Immediately prior to the below challenge, the members of each tribe must draw painted rocks from a bag. All but one of the rocks in each tribe's bag is white, and the player who draws the coloured rock is selected to make the first selections in a chain schoolyard pick to determine new tribes. Each player can only pick a member of the opposing tribe, and so on until two tribes of eight have been formed.

## **Cat & Mouse**

### **Episode 5**

In rounds, two members of one tribe (harnessed together at the waist) must run through a clearing filled with barricades, chasing two members of the opposing tribe (also harnessed together) and grab a flag hanging from their backs. Each pair starts on opposite ends of the clearing, and can use whatever tactics they deem necessary to catch or avoid their opponents. If the chasers are able to grab either of the flags within one minute, they score a point for their tribe. If they fail, the chased players score the point. The first tribe to score three points wins steaks, sausages, vegetables, spices, condiments, and wine.

## **A Stone's Throw**

### **Episode 5**

Four tribe members must take turns throwing rocks at four hanging tiles with puzzle pieces attached. Once all four tiles are broken and all four sets of puzzle pieces are dropped on the ground, one caller must guide the remaining three tribe members must to fit the sixteen square tiles into a 4x4 grid on a giant platform so that where two edges meet, both on two adjacent tiles and between tiles and the table's edges, the pieces are painted the same colour. The first tribe to finish wins Immunity.

## **Build It Up, Break It Down**

### **Episode 6**

Each tribe is given a prism-like frame 'tunnel'. They are each given ten minutes to collect bundles of planks, sticks, and rope from a pontoon in the water and use them to build an effective barricade in the opposing tribe's frame. At the end of the time limit, tribes must attempt to remove the barriers from their own frame and get all of their members through it from one end to the other. The first tribe to finish wins an overnight visit from two local survival experts, and the right to exile a member of each tribe until the Immunity Challenge.

\* No, Jeff, they're not two native Micronesians. Micronesia is an entirely different country.

## **United We Stand**

### **Episode 6**

Tribes must use two long poles with small podiums at one end to transfer two tribe members from one raised platform to another, without the transferred player falling. Once they have successfully done so, the entire tribe must swim out to a 'very small' perch and climb on top. The first tribe to have all seven members on the perch with both feet above the platform wins Immunity.

## **Money Roll**

### **Episode 7**

Each tribe must select two players as their 'callers'. They must direct the other blindfolded tribe members to wheel a large Micronesian money stone around a clearing with attached axle handles, steering around several tree stumps and rolling over four stations to crush a tile and release two smaller money stones for the callers to collect. Once all eight money stones have been collected, the two callers must use the holes in each stone

to fit them onto a grid of fifteen coglike pieces so that none of the pieces is able to move. The first tribe to finish wins a trip to a waterfall with snacks and product-placed toiletries, and the right to exile a member of each tribe until the Immunity Challenge.

## What-er Drag

### Episode 7

One tribe member must carry one end of a long rope along a group of floating beams to a platform, where they must clip it onto a giant folding puzzle piece and hold onto the ropes holding the piece in place as the rest of the tribe hauls them to shore with a giant winch. Once all five pieces have been collected (with players switching positions at will), two tribe members must unfold the pieces and use them to assemble a perfect 5x5 square. The first tribe to finish wins Immunity.

## The Gauntlet

### Episode 8

With treemail, each tribe is given a list of the other tribe's members and must select one player to sit out of the challenge, and upon arrival at the challenge these two players are exiled until after Tribal Council. For the challenge itself, two tribe members must take turns to cross a disc walk, a trio of communal obstacles consisting of rolling barrels, an extremely narrow balance beam, and floating platforms, and a fishnet to collect a colour-coded flag before returning it to their starting platform. While they attempt to cross the three central obstacles, two members of the opposing tribe will attempt to knock them off by swinging sandbags towards them. If a player falls, they must return to the starting platform and forfeit any flag they are carrying. The first tribe to deliver five flags successfully wins Immunity, and pizza and beer delivered to camp.

\* Clearly, this was intended as the annual 'double Tribal Council' episode, with the meal to be served to the winners while they watched the losing tribe's questioning (with only the exiled players being immune from the vote).

## 'Night Away From Home'

### Episode 9

Tribes are told to immediately pack up their camps and paddle to the location marked on a provided map. There the two tribes are merged and given a feast to celebrate, along with new green buffs. They must decide which if the two former camps to live on and paint the new tribe flag, and will spend the night at the feast before paddling to their chosen beach the next morning.

## Last Gasp

### Episode 9

Players must each stand in the water, beneath a colour-coded section of a steel grate, and remain there for as long as possible even as the tide rises. When a player moves out from under their section of grate, they are out of the challenge. The last player remaining wins Immunity.

## Bai Bai

### Episode 10

Players will be divided by schoolyard pick into two teams of four, with the ninth player being sent to Exile Island. In a relay, one team member at a time must swim out to a partially-submerged fishnet tower maze, climbing through it and swimming from the exit to a pontoon showing a series of fifteen Micronesian symbols. After memorising the symbols and their positions, they must return along the course to shore. While the next player begins, they must select the correct symbols from an array including several decoys and place them into the matching positions on a board filled with several decoys. The first team to correctly match all fifteen symbols wins a plane trip to Yap for an overnight stay in a bai.

\* This is the only international trip ever offered as part of a *Survivor* challenge – the season was filmed in Palau, but Yap is in (and is the capital of) the Federated States of Micronesia.

## When It Rains, It Pours

### Episode 10

Players must each stand barefoot on a small log, with one hand above them chained to an overhead bucket of water. When a player steps off the plank or lowers their arm, the bucket will tip to drench them, and they are eliminated. At various points as the challenge continues, players are given the chance to voluntarily quit in order to receive assorted food rewards (a bowl of candy; a chocolate-chip cookie and milk; three chocolate glazed donuts; and three cookies, four donuts, a jar of candy, peanut butter, two chocolate bars, milk, two beers, and a pizza to be shared among all players). The last player remaining dry wins Immunity. In addition,

all players receive a verbal Hidden Immunity Idol clue after the challenge.

## Survivor Auction

### Episode 11

Each player is given a wallet containing five hundred American dollars, which must use this to bid on a series of items – a mystery item (a hot dog and fries); a mystery item (a jar of octopus) with the option of switching it for a second mystery item (nachos) before it is revealed; a mystery item (fruit bat soup); a sandwich with milk; a mystery item (the right to exile someone until the Immunity Challenge and take their remaining money); and a mystery item (a chocolate cake and the right to share it with three people, but with the stipulation that they only have one minute to eat it) – in an auction. Bids must increase in twenty-dollar increments (as only twenty-dollar bills have been provided), and the player with the highest bid wins the item. Players cannot share money or items unless otherwise stated. The auction will end without warning.

## Pool Party

### Episode 11

Players will complete a series of tasks based on elements from past challenges (and one new task). Firstly, they must throw rocks at a colour-coded hanging tile, breaking it to drop a chained bundle of puzzle pieces (A Stone's Throw). The first four players to break their tile advance to the second round, where they must dig in a marked area of sand (Reinventing The Wheel) to find the key that will unlock the four puzzle pieces (Smash & Grab), then assemble them to form a wheel (Reinventing The Wheel) and attach it to a winch before spinning it to lower two planks (What-er Drag). The first two players to finish advance to the final round, where they must use the planks to cross a knotted rope bridge (new element) and finally cross a disc walk to the final platform (The Gauntlet). The first player to finish wins Immunity.

## Body Slam

### Episode 12

Each player is represented by a ceramic effigy placed beneath a sandbag. They must answer a series of probing survey questions about the tribe in private, then are gathered after the results have been tallied and must answer them again, using cards to show the player they believe was the majority answer. If they correctly match the majority answer, they must use a machete to cut a rope anchoring any player's sandbag in the air. After a player's rope has been cut three times, the sandbag will drop to catapult a metal spike into their effigy and they are out of the challenge. The last player with their effigy intact wins a trip to Jellyfish Lake with their loved one and two players of their choice (and their respective loved ones), and the right to exile a player until the Immunity Challenge.

## Shoot To Thrill

### Episode 12

Taking turns, players must use a replica of a high-class military air rifle to fire at a series of colour-coded sake bottles hanging in front of a wall. The first player to have all three of their colour-coded bottles broken wins Immunity.

## Survivor Roots

### Episode 13

Players will be asked a series of trivia questions about the sixteen seasons of *Survivor* to date, and must answer it by spinning a giant wheel showing the sixteen seasonal logos (inside a frame so that only one logo is visible at a time) to show the correct season. For each correct answer, the player scores a point. The first player to score four points wins an overnight trip to a luxury resort with a player of their choice, and the right to exile a player until the Immunity Challenge.

\* In theory, the theme of the season means the challenge should be over after four questions. Sadly, not only does this not happen, but it looks like there were questions edited out that nobody got right – one player's wheel is showing the *Survivor: Africa* logo directly after a question about sharks, for example.

## Dash, Dig, Decode

### Episode 13

Players must run down the beach to a large, communal circle of sand and string two ropes between preset pairs of signs showing coordinate images, then dig beneath the point where they intersect to find a colour-coded bag of puzzle pieces and return to a solving station at the start. They must then remove the pieces from inside the bag and use them to assemble their next set of coordinates, before running to a second circle farther down the beach, and so on. The first player to collect all three bags and solve all three puzzles (of

eight, twelve, and sixteen pieces, with the final puzzle instead reading 'Guaranteed: Final 4') wins Immunity.

## **Crystal Method**

### **Episode 14**

Players must stand on tiny perches twenty feet above the water, and use a bucket on a rope to collect water from the sea, pouring it into a bamboo chute in front of the perch, trying to raise a float with a key attached. They may not sit or kneel on the perch. Once they are able to reach their keys, they must jump off and swim to shore, using them to unlock a crate containing sixteen uniquely-shaped ladder rungs, which they must fit into a ladder frame. The first player to finish their ladder, climb to the top, and release a flag wins Immunity.

## **The Ball Drop**

### **Episode 14**

Each player must use two bars to pick up a cylindrical piece of wood, keeping a ball balanced in a shallow groove on top. Every five minutes for the first twenty minutes, they must lower it back to the table and position a thinner piece of wood on each end, making it harder to hold steady, before lifting it back up and continuing. When a player drops their ball, they are out of the challenge. The last player remaining wins Immunity, and by default their choice of Tribal Council opponent.

# SURVIVOR: GABON, EARTH'S LAST EDEN

## UNITED STATES, SEASON 17

### 'Age Before Beauty'

#### Episode 1A

Players must introduce themselves by name and occupation (or whatever they deem appropriate). After everybody has done so, the two oldest players are singled out, then must make the first selections in a chain schoolyard pick to select their tribes. They may choose any player they wish, regardless of gender. Each player chosen is responsible for selecting the next tribe member, and so on until two tribes of nine have been formed (Fang in red, Kota in yellow). After the first challenge (see below), they will carry a set of supplies to their camp, where huts are already built to protect them from the local wildlife at night. They will receive only the clothes they are wearing upon arrival.

### One For All

#### Episode 1A

Immediately after choosing their tribes, players must run along a cross-country course, through a series of flags, to the top of a very steep hill nearby. The first member of each tribe to cross the finish line wins individual Immunity from their first Tribal Council (whenever that may be). In addition, the first tribe to have all nine members cross the finish line wins an extra bag of rice and beans in addition to their limited rations.

\* The individual Immunity Necklace designs are based on the art styles the tribes are named after.

### Temptation Valley

#### Episode 1A

Six members of each tribe are harnessed together and must work together to cross a swampy field, a mesh net A-frame, and a series of high-and-low hurdles to reach a sandpit. They must then dig up three numbered bags of puzzle pieces and carry them to their solving station, where the remaining three tribe members must remove the pieces and use them to finish the puzzle. Each bag's pieces fit within a specific part of the puzzle. The first tribe to solve their puzzle wins Immunity and flint.

### Lemme Go Rock 'N' Roll

#### Episode 1B

Players must work together to roll a giant boulder through a series of gates along a cross-country course. Along the course, they must stop at two predetermined points, where one tribe member must climb onto the boulder and grab a keyring hanging in the air. Each keyring has three keys on it. When the tribe reaches the end of the course, they must use the keys to unlock three locks, then move the chains blocking their path and roll the boulder onto a finishing pedestal. The first tribe to finish wins Immunity, fishing gear, and the right to exile a member of the losing tribe overnight.

\* Why, hello, Marcus. Are you also 'up for grabs'?

### Kicking And Screaming

#### Episode 2

In rounds, one tribe member must sit on the ground clinging to a pole for as long as possible, while two members of the opposing tribe attempt to physically remove them from the pole and drag them across a sandy area to the starting line. In each round, players' genders are matched in varying combinations chosen by Probst. The first tribe to drag their opponent across the line in each round scores a point. The first tribe to score two points wins bedding gear, and the right to exile a member of the losing tribe until the Immunity Challenge.

### Lake Launch

#### Episode 2

One at a time, six tribe members must ride a waterslide into the lake, unclip a bag attached to buoys, and return it to the top of the slide. Once all six bags have been collected and returned, the remaining player must remove the numbered tiles inside and use a provided clue to arrange them in the correct order, forming the combination to a lock on a chest. The first tribe to open their chest and use the hatchet inside to cut a rope, raising their tribe flag, wins Immunity.

## 'Survey Says'

### Episode 3

In private, players must rank the members of their tribe (including themselves) in order of importance. The results are then tallied and players must stand on pedestals according to their perceived importance. The player ranked most important on each tribe must then make the first selection to pick new tribes, choosing one of their previous opponents based solely on the information presented by the pedestals and their own impressions. The chosen players will then repeat the process to select the next member of the new tribe, and so on. After two tribes of seven have been formed, the player remaining will be Exiled until after Tribal Council, when they will join whichever tribe votes somebody out (in essence evening the tribes at seven members for the next two episodes).

\* As little credit as the editors have given female players in recent seasons (and the overt sexism is getting absolutely f—king ridiculous), the players themselves rank only one of the remaining women as more important than any of the men on their tribe.

## Big Oar Deal

### Episode 3

With treemail, each tribe receives a lacrosse-style stick and a ball to practice with. At the challenge, each player will be given a pool raft and a stick of their own (which also serves as an oar), and must use them to collect a ball thrown into the lake playing area by Probst. They must then pass the ball between players using only the paddles, attempting to eventually shoot the ball into their opponents' goal net. Positions are reset after each goal is scored. The first tribe to score three goals wins Immunity.

## Fruit Flies

### Episode 4

Each tribe is given a pile of assorted fruit. One tribe member must throw a piece of fruit through a hole in an overhead fence to two other players, who must then repeat the process in a second gate. Any fruit caught by the two players after the second fence must be placed in a basket; any fruit that touches the ground at any point is voided and cannot be picked up. In addition, one member of each tribe must stand beneath each of the opposing tribe's fences and attempt to knock the thrown fruit to the ground with a pole. After five minutes, the fruit collected in the baskets will be weighed. The tribe with the heaviest catch wins a herb garden, salt, oil, all of the fruit they managed to catch, and the right to exile a member of the losing tribe until the Immunity Challenge.

## Cliff Bowling

### Episode 4

In rounds, one player from each tribe must roll a large wireframe ball down a steep hill, aiming to get it into one of several goals worth different values, from one to five points. The hill has several small ramps built into it to decelerate and deflect the ball, and at the bottom one member of each tribe must guide a blindfolded partner to try and stop the ball with a large shield. If a ball makes it past the shield and lands in a goal, the roller scores that many points for their tribe. After five rounds, the tribe with the highest total score wins Immunity.

\* No idea why there are more than five balls per tribe at the top of the hill. It's not like the balls aren't reset and couldn't be brought back up for a tiebreaker.

## Snake In The Grass

### Episode 5

The members of each tribe will be harnessed to different parts of a twenty-foot, two-hundred-pound snake. Starting on opposite sides of a narrow, oval-shaped course, they must run around it trying to catch up to the opposing tribe. Players are allowed to unclip themselves from the snake at any point if they wish, but the remaining tribe members will therefore have to deal with more weight. The first tribe to catch and tag a member of the opposing tribe wins pastries, supplies to make an assortment of hot drinks, and the right to exile a member of the losing tribe until the Immunity Challenge.

\* What exactly is the purpose of those two tribe-coloured ramps in the middle of the course? Tribes don't run on them, the quitters don't sit on them, they're just... there.

## **Jungle Relay**

### **Episode 5**

Tribes must split into pairs, each of whom will be harnessed together. One pair must crawl under a cargo net and run along a path to a bunch of logs they must climb across, then untie a series of knots to lower two puzzle pieces, which they must return to the start. The second pair must then run along the same course and continue to a toughnut, which they must cross to reach the second set of hanging puzzle pieces. The third pair must complete both sections and another toughnut to retrieve their pieces. Once all six pieces have been collected, players must use them to assemble a flagpole. The first tribe to assemble and raise their flagpole wins Immunity.

## **Elephant Eggs**

### **Episode 6**

In rounds, three members of each tribe must throw a fragile ceramic ball amongst themselves in a playing area containing several rope barriers to manoeuvre. Meanwhile, a member of the opposing tribe will attempt to knock the ball to the ground any way necessary, breaking it. The first player to break the other tribe's ball scores a point for their own tribe. The first tribe to score three points wins a picnic lunch on a cliff top, letters from home, and the right to exile a member of the losing tribe until the Immunity Challenge.

## **Lake Log Jam**

### **Episode 6**

Competing individually, two players at a time must step onto opposite ends of a rolling, floating cylinder. Once both players have reached the marked areas on the log, they will attempt to remain standing on the log for as long as possible while both they and their opponent roll it on its axle. The first player to touch the water beneath the log is eliminated from the challenge; the winner will move on to the next round. The winners of the first round will again be randomly matched against each other in the second round, with the three winners from the second round facing each other in the final. One player will stand on each of the marked areas in the final, while the third stands on the blank area in the middle. The last player remaining on the log in this final round wins individual Immunity and the right to give individual Immunity to a member of the opposing tribe. Both tribes will then attend Tribal Council that night to vote a player out.

## **'Surprise Shuffle'**

### **Episode 7**

Having been told to bring only their personal items with them, players arrive at a beach (per treemail, on the Equator) to find a feast waiting for them. Hidden on the table is a clue to a Hidden Immunity Idol found somewhere in the surrounding area. At the end of the feast, they must open a box and draw numbered stones from a bag. Players who draw odd numbers will join Fang; players who draw even numbers will join Kota. Immediately after new tribes have been chosen, tribes must return to their camps.

## **Keep It Up**

### **Episode 7**

Players must each stand on an individual platform (adjusted for their height), then hold their arms out to their sides and keep wooden poles balanced between the back of each hand and a small plank overhead for as long as possible. When a player releases the upward pressure on either of their poles, they will drop. If a player drops either of their poles, they are out of the challenge. The last player remaining wins Immunity for their tribe.

## **Super Golf**

### **Episode 8**

With treemail, each tribe receives a three-person slingshot and a ball to practice with. At the challenge, tribes will compete in rounds with two players holding the sides of the slingshot and the third aiming an oversized, colour-coded golf ball to a raised bunker representing a 'hole'. In each round, the tribe who gets their ball into the hole in the fewest shots scores a point. The first tribe to score two points wins an overnight trip to a Gabonese village and the right to exile a member of the losing tribe until the Immunity Challenge.

## **'At Last, A Merge'**

### **Episode 8**

Immediately before the Immunity Challenge, tribes (and the player returning from Exile) are merged. After the challenge, they will return to Fang's former camp. Any personal and reward items left at Kota will be moved to the merged camp.

\* Despite Probst's incessant complaining about Fang throughout the tribal phase of the season (and beyond), five out of nine merged tribe members were original Fang.

## **Fired Up**

### **Episode 8**

Players are given flint, a knife, and a limited amount of kindling, and must use this equipment to create a fire in an individual fire-making station. The first person to burn through a rope suspended above the station wins Immunity.

\* Essentially, it's a nine-person Tribal Council tiebreaker.

## **Auction**

### **Episode 9**

With treemail, each player is given a wallet containing five hundred American dollars. For the 'challenge' itself, they must use this to bid on a series of items – bear and peanuts; a mystery item (the right to exile someone until the Immunity Challenge and take their money); a mystery item (peanut butter and chocolate); a hot bath with toiletries and a change of clothes from the winner's luggage; a cheeseburger with fries and a glass of soft drink; a mystery item (spaghetti with garlic bread and wine); an advantage in the Immunity Challenge; a covered item (a plate of cookies) with the stipulation that the first player to bid \$20 wins it for the tribe – in an auction. Bids must increase in twenty-dollar increments (as only twenty-dollar bills have been provided), and the player with the highest bid wins the item. Players cannot share money or items unless otherwise stated. The auction will end without warning.

## **The Domino Effect**

### **Episode 9**

Players must carry a large bag of puzzle pieces to a vertical beam, pushing it over to topple a series of increasingly-narrow beams like dominoes, then carry their puzzle pieces across without falling. Once they deliver a bag to the finish line, they must return to the start and repeat the process. The first two players to deliver all three of their bags across the beams move on to the final round, joined by the player who gained the advantage during the previous challenge. They must open their bags and arrange a set of domino-like blocks along a long plank with ten tilted sections of differing gradients, while avoiding a series of tripwires that will shake the table and make the placed blocks tip over. Once a player has all of their tiles placed, they must head to the top of the table and push over the first 'domino' in the chain. If all of the tiles are arranged and spaced correctly, the very last block will knock a ball off the end of the table and into a basket, raising a flag. The first player to raise their flag wins Immunity.

\* Corinne, you could see three ramps set up, you already heard that only two people were going to move on to the final round, AND this same advantage was just used in Fiji. What on EARTH else did you think the advantage could have been?

## **Now Or Never**

### **Episode 10**

Players are split by chain schoolyard pick into two teams of three, with one player left out and unable to win. Team members are belted together and must wade across a swampy field to collect giant sprockets of varying sizes from one of two pontoons, before returning. Once both sets have been collected, they must fit the seven sprockets into a long board so that turning a sprocket on the far left will raise a flag on the far right. The first team to do so moves on to the second round, where they must solve a very simple nine-square sliding puzzle. The first player to finish wins a video message from their loved ones, with pizza, brownies, and beer. In addition, all seven players receive surprise afternoon visits from their loved ones.

## **Bombs Away**

### **Episode 10**

Players must answer a series of multiple-choice trivia questions about Gabonese culture. Each time a player answers a question correctly, they earn one ball for the second round. After four questions, they must take turns throwing their earned balls down a steep hill onto a giant target below. The player with the ball closest to the centre of the target wins Immunity.

# Swamp Monkeys

## Episode 11

Players must climb over a low hurdle to land on a mesh net, then cross the net, a floating bridge, a pool raft, and a second floating bridge to collect a colour-coded ball. They must then return along the same obstacles to the start of the course and shoot the ball into a small basketball net. When they get the ball in the net, they must repeat the process. If they miss the net, the ball will roll back down a ramp towards them. The first player to get three balls into their net wins a helicopter trip to the Loango National Park gorilla sanctuary with two players of their choice, and the right to exile a player of their choice until the Immunity Challenge.

# Mask Match

## Episode 11

Players will be blindfolded, then must identify the eight features of a model Gabonese mask on a table. They must untie a bag of puzzle pieces from the table and cross an individual lane filled with ropes, low hurdles, and a mesh net to reach their solving station, then return to the start and collect the next bag. After delivering all three bags, players must remove the pieces and place those representing the original mask's eyes, ears, mouth, nose, chin, and forehead on a replica of the model. However, there are a number of decoy pieces (coloured red for Probst's convenience). The first player to correctly place all eight pieces in the correct positions wins Immunity.

# A-Mazing Gabon

## Episode 12

Players must dig beneath a grate to reach a maze of raised beams, then walk across them to the other side without falling. They must then untie a series of knots to open a gate and enter a second maze filled with twenty-five huts, searching for three containing colour-coded bags of puzzle pieces. When they find a bag, they must take it through the maze and climb a steep ramp to the finish platform, placing it at a solving station, before re-entering the maze to continue searching. Once they have all three bags, they must use the puzzle pieces to assemble the roof of a model hut. The first player to finish their puzzle wins Immunity.

# House Of Cards

## Episode 12

Players are each given two hundred wooden tiles, and must use them to build a tower as tall as they can. The first player to successfully build a freestanding tower ten feet tall, or the player with the tallest tower after thirty minutes if nobody succeeds, wins Immunity.

\* What possible reasoning would they have for the time limit here? Frankly, it makes the challenge look particularly poorly designed.

This is the only season of *Survivor* to date to not have an endurance challenge after the merge.

# **SURVIVOR: TOCANTINS, THE BRAZILIAN HIGHLANDS**

## **UNITED STATES, SEASON 18**

### **'Loot & Boot'**

#### **Episode 1**

The eighteen players arrive by truck, pre-divided into two tribes of eight (Jalapao in red, Timbira in very, very dark purple). They are given sixty seconds to loot whatever supplies they can from the truck. At the end of the time limit tribes are given a map and told camp is a four-hour hike away, but first each player must vote for one member of their tribe to 'not make this journey'. The player on each tribe who receives the most votes will instead be taken to their camps by helicopter, and each given the option of searching for a Hidden Immunity Idol with a provided clue.

\* Both players leave in the same helicopter, but are dropped off at their camps separately.

### **A River, Run Through It**

#### **Episode 1**

Six tribe members must run over a pair of small sandhills and wade into the water to collect a raft loaded with planks, bringing it back to shore. They must then untie the planks and carry them back across the sandhills to the start, where the remaining two players must fit the uniquely-shaped planks into the matching sets of notches to form a staircase to the final platform. Once the entire tribe is on the platform, any two tribe members must work together to guide a peg through a table maze, using marionette-like handles, to release the peg and raise a flag. The first tribe to finish wins Immunity and flint.

### **Water War**

#### **Episode 2**

In rounds, three players at a time (of matched genders) must race across a rectangular 'field' in the water to collect a ball released into the middle, then work to shoot it into an elevated, colour-coded net at one end of the field. One member from each tribe will start touching the pontoons beneath the two nets, which are next to each other, while the other players will start at the far end of the field. Any legal forms of physical contact are allowed in order to get contact of the ball, and the first tribe to get the ball in their net scores a point. The first tribe to score three points wins Immunity, fishing gear, and the right to exile a member of the losing tribe (who in turn will select a member of the winning tribe to join them) until shortly before Tribal Council.

### **Blind Leading The Blind**

#### **Episode 3**

Each tribe must select one player as their 'caller'. The other six tribe members will be blindfolded and belted together in pairs, and the caller must guide them to collect a bucket from a small maze before taking it to a water tower and pulling a lever to release water. Once they bucket is full, they must return through the maze to a filling station and pour the water into a funnel so that it flows into a barrel on one side of a seesaw, making as many trips to the water tower as it takes to tip the seesaw and raise a flag. When the flag is raised, they must instead collect corn from a nearby tower in the same way, repeating the process. The first tribe to raise the flag attached to their bucket of corn wins a tarp, two chairs, pillows, blankets, a hammock, a giant umbrella, and the right to exile a member of the losing tribe (who in turn will select a member of the winning tribe to join them) until the Immunity Challenge.

### **Crate Idea**

#### **Episode 3**

Two players at a time must run across a clearing to one of six giant, colour-coded cubes, then transport it back to the start by rolling it end over end. Once all six cubes have been returned, the tribe must assemble them in a frame to form a staircase, so that their tribe name is visible reading along both sides. The first tribe to correctly assemble their staircase and climb it to the top wins Immunity.

### **Pull Your Weight [Shoulder The Load]**

#### **Episode 4**

Each tribe must select two men and a woman as weightbearers (because apparently women are weak or something), and these players must stand on individual crates while holding a wooden pole over their shoulders. In regular intervals, the remaining tribe members must select one weightbearer from the opposing tribe to be given twenty pounds worth of sandbags to hang from their pole. When a player is unable to hold

the weight and drops their pole, they are out of the challenge. The last tribe with a weightbearer remaining wins the right to loot two items from the losing tribe's camp, and the right to exile a member of the losing tribe (who in turn will select a member of the winning tribe to join them) until the Immunity Challenge.

## **Try-Any-Angle**

### **Episode 4**

One at a time, tribe members must run along a marked path to untie a giant three-sided puzzle piece, then carry it back to the start. Once all eight pieces have been collected, they must be placed in the correct places on a large table frame and rotated to spell a six-word phrase. The first tribe to finish wins Immunity.

## **Dizness As Usual [Dizziness As Usual]**

### **Episode 5**

In rounds, one tribe member will be seated on a round platform and must remain there while a second tribe member pulls a long rope across a clearing to spin the platform. When the rope runs out and the platform stops spinning, the seated tribe member must move to an adjacent balance beam and cross it without falling, while still dizzy. The first player to successfully get across the long beam and over the finish line in each round scores a point for their tribe. The first tribe to score three points wins an afternoon of coffee and pastries at a mock cafe with product-placed toilet paper and surprise letters from home, and the right to exile a member of the losing tribe (who in turn will select a member of the winning tribe to join them) until the Immunity Challenge.

\* There are only four platforms. It is not known what would have happened if the tribes were tied after all four platforms had been used.

## **Water Mortar**

### **Episode 5**

Two members of each tribe must take turns using a giant slingshot to fire balls down the beach to the rest of their tribe, who must attempt to catch them in round butterfly nets. For each launch, players must start in preset locations, touching a pole. Both tribes will fire a ball at the same time, and if a player catches a ball, regardless of who launched it, they score a point for their tribe. The first tribe to score five points wins Immunity.

## **When Pigs Fly**

### **Episode 6**

Each tribe is given two large prism-like frames, and five minutes to make barricades in the other tribe's frame using provided poles and rope. At the end of the time limit, each tribe must move to their own pair of frames. One tribe member must then throw a ceramic pig to the second tribe member, who must throw it through the first frame to a third player, who must throw it through the second frame to a fourth player, who must throw it to the fifth, who must place it on a table. If a pig is dropped or broken, it is void and must be left where it lands. The tribe with the most pigs on their table after ten minutes wins a trip to a waterfall for a barbecue, and the right to exile a member of the losing tribe (who in turn will select a member of the winning tribe to join them) until the Immunity Challenge.

## **Sandstone Shootout**

### **Episode 6**

Each tribe is given a slingshot and must use it to fire marbles at a tile, attempting to break it. Each time a tile is broken the sand behind it will pour out to lower a block with a frame attached, releasing both a bag of puzzle pieces and the next tile. Once all three tiles have been broken and all three bags have been collected, two players must remove the eight snake-shaped pieces from inside and work out how to fit them between a series of fifteen cog-like discs on a platform so that none of them will be able to spin. The first tribe to finish wins Immunity.

## **'This Time, For Real'**

### **Episode 7**

Players arrive at what they expect to be a challenge, but instead find a table of food with a note on it. The note tells them they are merged and will be given new green buffs. Once they have finished eating, they will return to Timbira's camp.

## **Get A Grip**

### **Episode 7**

Players must climb up a ladder to the top of a round pole, then hold onto it for as long as they can. There are a series of narrow divots carved around the pole at regular intervals for assistance. When a player touches the ground, they are out of the challenge. The last player remaining wins Immunity.

## **Rock Block**

### **Episode 8**

Players are randomly divided into three teams of three, and each team is given a row of eight colour-coded tiles on separate holders in a field. Taking turns, one player at a time must throw a ball from a raised deck, attempting to break a tile belonging to one of the other two teams. When all eight of a team's tiles are broken, they are out of the challenge. The last team remaining wins a whitewater rafting trip with a picnic lunch, and the right to exile one of the six losing players until the Immunity Challenge.

## **Rope-A-Dope**

### **Episode 8**

Players will be harnessed to a rope winding along an identical path over, under, and through two trusses, and must make their way from one end of the rope to the other. The first three players to finish advance to the final round, where they must repeat the process on a single, much larger obstacle. The first player to finish wins Immunity.

## **Swiss Cheese Please**

### **Episode 9**

Players will be randomly divided offscreen into two teams of four. Working in relay, two team members at a time must run into a field and untie a hole-filled, door-sized board before carrying it back to the start. Once they have collected all four boards, they must be placed into their uniquely-shaped frames so that the seven holes in each board line up, allowing them to look through them and read vowels painted on seven out of ten poles at the far end. When they have the seven vowels, they must select the corresponding tiles from ten on a board and combine them with seven consonant tiles and an apostrophe tile to form a four-word phrase. The first team to finish wins an afternoon trip to a local village for a feast and a Capoeira performance, and the right to exile a member of the losing team until the Immunity Challenge.

## **Tocantins Shuffle**

### **Episode 9**

Each player is given three shuffleboard pucks, which they must slide across a board designed to mimic the local landscape towards an X target, avoiding several large plateau-like barricades obstructing the path. After every puck has been used, the player with a puck closest to the target wins Immunity. However, before the challenge players are given the option of competing or instead eating pizza for the duration of the challenge.

## **Jala-Powed**

### **Episode 10**

Each player is represented by a ceramic effigy placed beneath a giant mallet. They must answer a series of probing survey questions about the tribe in private, then are gathered after the results have been tallied and must answer them again, using cards to show the player they believe was the majority answer. If they correctly match the majority answer, they must use a machete to cut a rope anchoring any player's mallet in the air. After a player's rope has been cut three times, the mallet will smash through their effigy and they are out of the challenge. The last player with their effigy intact wins a traditional Brazilian feast at a natural spring, and the right to exile a player until the Immunity Challenge.

## **Snag, Drag, & Bag**

### **Episode 10**

Each player is given a separate lane of sand, and must throw a grappling hook from behind a marked line to snag three bags of puzzle pieces, one at a time. The first three players to get all of their bags across the line advance to the final round, where they must tilt a giant labyrinth maze to roll a ball from the starting point to the finish hole, avoiding twenty-three decoy holes. If the ball falls through one of these holes, they must start again. The first player to get their ball into the finishing net wins Immunity.

## Auction

### Episode 11

Each player is given five hundred American dollars in twenty-dollar bills, and must use them to bid on an assortment of items – a bowl of French fries; chicken Parmagiana with garlic bread and red wine; a mystery item (a bowl of nachos); a mystery item (a skewer of chicken hearts); and a video message from a loved one, with the additional reward of a visit from them at camp and the option to instead be exiled with their loved one until the Immunity Challenge in order to have all of the other players receive visits from their loved ones – in an auction. The highest bidder for each item wins it. Players can borrow money but cannot share items.

## Propellerheads

### Episode 11

Players must dig a hole beneath a log on the ground and crawl through, then cross a balance beam and crawl beneath a grid of ropes, before running across a field to a spinning display of simple mathematical symbols. They must memorise as many of the ten symbols and their positions in the display as they can, before returning across the course to a solving station, where they must fit the symbols into corresponding spaces in an equation. The first player to correctly solve the equation wins Immunity.

## Blind To Reason

### Episode 12

With their feet shackled together, players must cross from one end of a simple maze in the shape of the word 'SURVIVOR' to the other, then use provided sticks and rope to build a pole. Once they have a pole they are happy with, they must use it to collect a hanging sandbag and swing it like a wrecking ball to knock over three thin pole-like targets. The first player to knock over all three targets, raising a flag, wins an overnight stay at the Governor's Retreat with one player of their choice, and the right to exile a player until the Immunity Challenge.

\* Based on the challenge title, it seems likely the shackles are a last-minute substitute for blindfolds.

\* The 'SURVIVOR' maze is even written in Survivant, the font used for the word on every season's logo.

## Chimney Sweep

### Episode 12

Players must stand barefoot on narrow footholds attached to two walls, using their arms to brace themselves. After fifteen minutes they must move to an even smaller foothold, and again after another fifteen minutes. If a player touches the ground, or touches the walls with any body part except their hands, arms, and feet, they are out of the challenge. The last player remaining wins Immunity.

## Tarantula

### Episode 13

Players must run along the fishnet 'body' of a giant tarantula to one of eight legs, then climb through the fishnet tube 'leg' to collect a bag of puzzle pieces from one of three stations before returning it to a solving station on the 'head'. Once all eight bags have been collected, they must open them and use the forty-seven pieces inside to assemble a spider web in a provided frame. The first player to finish wins Immunity.

\* Probst claims there is one piece in each inner section of the web, two in each middle section, and three in each outer section, but one of the outer sections (as luck would have it, the closest to the camera when the timelapse assembly is shown) only contains two pieces.

\* I'm guessing the solving stations were positioned so players could use one leg as an 'entry' and another as an 'exit', stopping them from being caught up together, but that would only account for six legs. What about the other two?

## Simmotion

### Episode 13

Players must insert a ball into the top of a metal chute. When it rolls out of one of two exit holes (a track switch near the top means balls alternate exit holes), they must catch it and place it back in the top of the chute. At regular intervals, they must add additional balls, making it harder and harder to keep track of the exiting balls. When a player drops a ball, they are out of the challenge. The last player remaining wins Immunity, and by default their choice of opponent for the final Tribal Council.

# SURVIVOR: SAMOA

## UNITED STATES, SEASON 19

### 'First Impressions'

#### Episode 1

The twenty players are pre-divided into two tribes of ten (Galu in purple, Foa Foa in yellow) and paddle in silence to the starting location. Based only on their first impressions, they must each vote for a member of their tribe to become their 'chief'. The player on each tribe who receives the most votes wins the right to make all future challenge-related decisions on their tribe's behalf. If the chief is voted out, a new chief must be elected before the next challenge. They will then immediately compete in the first challenge.

### Chief's Choice

#### Episode 1

Chiefs must select one swimmer, one strong player, one agile player, and one smart person. The swimmer must swim to a floating crate and untie a key, then return to shore and hand it to the strong player. This player must unlock chains securing two 'very heavy' log bundles, then carry them to a balance beam and position them so the agile player can use them to climb on. This player must move a key along a rope wound around the zigzagging beam, from one end to the other, without falling. When they reach the end, the smart player must use it to unlock a bag of puzzle pieces, then assemble them to form a small statue. The first tribe to finish wins flint.

### Yank Your Hank

#### Episode 1

Six members of each tribe must carry three lengths of rope up and over three wooden A-frame walls. All of them must make it over a wall before any can move to the next. Once everybody is across the last wall, they must tie the lengths together to form a single rope, then attach one end to a heavy crate and use the other to haul it along a series of sloping rails to the finish platform. There, the other four tribe members must remove the colour-coded planks from their crate and assemble them to show a mystery six-word expression. The first tribe to finish wins Immunity.

### Schmergen Brawl

#### Episode 2

Three members of each tribe (of matched genders) must race to collect one of three balls from an enclosed playing area, passing them to three other tribe members (again of matched genders) on a platform at one end of the arena. Intentionally attempting to cause injury is eventually forbidden and results in removal from the challenge. These players must then attempt to throw the ball into a small net at the far end of the arena, just in front of the other tribe's platform. If they miss, the ball remains in play. The first tribe to get a ball in their basket scores a point, and positions rotate at the end of each round. The first tribe to score three points wins Immunity, fishing gear, and the right to send a tribe member to the losing tribe until after Tribal Council.

The balls are a soccer ball, a rugby ball, and an Australian Rules football encased in white fabric. For accuracy, it's much easier to *kick* the latter two balls instead of throwing them, although it also makes it more likely the other tribe's shooters will gain control of the ball if it misses.

\*

No, Jeff, it's *not* the first time you've had to kick someone out of a challenge. Remember the original physical contact challenge in Thailand? Where four separate players – a third of everybody taking part, and including a career cop – were disqualified?

### Sea Crates

#### Episode 3

Two tribe members of the same gender must wade across a section of lagoon, avoiding a 'defender' of the same gender from the opposing tribe who will attempt to slow them down any legal way they can. Once they both make it past a pair of flags, they can untie a giant floating cube and transport it back to shore, at which point two tribe members of the opposite sex can start. Once all four cubes have been collected, the collectors must stack them vertically in a holder so that each vertical column of four cube faces (each painted in a block colour) shows four different colours. The first tribe to finish wins Immunity, a choice between comfort (in the form of towels, pillows, and candles) and function (in the form of a tarp, a lantern, a pot, and a snorkel), and the right to send a tribe member to the losing tribe until after Tribal Council.

## Bocce In A Box

### Episode 4

Chiefs are told via treemail to select one man and one woman to join them for a trip away from camp. They will travel to a challenge and compete on their behalf, although Jeff is not present and they must run it on their own. They must set up a pole in the middle of a marked area of sand, then take turns throwing weighted balls at it. After all six players have thrown three balls, the tribe with a ball closest to the pole wins three live chickens and a rooster.

## Well-Stacked

### Episode 4

Tribe members must carry a pile of wooden cubes over a zigzagging, tilting fishnet run to a platform, then stack the blocks one on top of another to form a single freestanding tower. Once the tower has stood on its own for five seconds they must complete a two-rope traverse one at a time to reach a second platform, where they must remove a second group of blocks from nets and use them to complete an even taller tower in the same fashion. The first tribe to have their second tower stand on its own for five seconds wins Immunity.

## Samoa Smoothies

### Episode 5

In rounds, one member of each tribe must roll a ball on a roulette-like wheel to select one of several possible ingredients (among them giant clam, sea noodles, octopus, jellyfish, sea urchin, bait fish, sea cucumber, sea slug innards, and 'Jeff's choice') – and the two chosen ingredients will be blended together with either noni juice or milk in a smoothie. If a player can finish their smoothie without vomiting, they score a point for their tribe. The first tribe to score five points wins a barbecue grill with assorted meats, and the right to send a tribe member to the losing tribe until the Immunity Challenge. If both tribes reach five points in the same round, a sudden-death tiebreaker will be held to determine the winner.

## Sack Attack

### Episode 5

Each tribe must select one man and one woman as their weight bearers. They must use a rope to hold a net in the air, while the remaining members of the opposing tribe attempt to throw coconuts into it from behind a marked line. As the challenge continues, the net will get heavier and heavier, and when a player drops their net they are out of the challenge. The last tribe with a net in the air wins Immunity.

## Roll With It

### Episode 6

Each tribe must designate one member as their 'caller'. This player will be strapped inside a giant cage-like ball, and must guide two blindfolded tribemates to roll them along a path to a labyrinth maze. After getting in position, they must then guide the two rollers and two new tribe members to control the maze, rolling a ball from one end to a finish pocket at the other. The first tribe to finish wins pizza, to be served at Tribal Council while observing the losing tribe's questioning; however, they do not win Immunity and both tribes will vote a member out.

Abandoned after a player collapsed in the middle of it and had to be medically evacuated from the game. As a result, neither tribe won the pizza, and the Tribal Council was scrapped (with a Reward Challenge later in the season changed to an Immunity Challenge to replace the second vote).

\*

Despite his later blog claims to the contrary, Probst *didn't* rush over when he realised something was wrong – even before Russell moved to the maze, Probst comments he has 'no idea where he's at right now'.

## Brain Food

### Episode 7

Players are presented thirty covered tables, each with a different survival-related item hidden beneath the covers. Alternating turns, one tribe member at a time must enter the field and uncover two tables, hoping to find matching items. If they do so, their tribe's chief (or a substitute if the chief elects to sit out) can decide whether to take the items back to camp with them or to take one point. There are thirteen possible pairs with four unmatchable items, and after all of the pairs have been found the tribe with the highest point score wins an afternoon feast aboard a sailing boat, and the right to send a tribe member to the losing tribe until the Immunity Challenge.

## Canoe Dueling

### Episode 7

Tribes must paddle a raft out to a colour-coded float, using a grappling hook to pick it and the attached puzzle pieces up. Once all six sets of fish-shaped pieces have been collected, they must paddle back to shore and three tribe members must fit them into a tight frame so they form a tessellation-like image. The first tribe to finish wins Immunity.

## 'Treasure Island'

### Episode 8

Tribes arrive at an empty beach with a treasure chest on it, and opening it reveals a tarp, new blue buffs, and a note telling them they are merged, ending both the 'spy expedition' and 'tribe chief' twists. They will be given a picnic feast before leaving, and will live at Galu's former camp for the rest of the game.

- \* If the merge feast is 'down the beach' as the note said, how come neither tribe saw it when they walked along the beach from opposite ends to reach the chest?

## Nut Cracker

### Episode 8

In this modified version of tee-ball, one player at a time must place a ball onto a tee and use a squared-off bat to hit it into a playing area divided into twelve scoring zones, with a thirteenth in an elevated net. Each scoring zone is worth a different value from one to five points, and the player of each gender with the highest score wins Immunity. If two players of the same gender tie, they will take additional hits, and so on until there is a clear winner.

- \* Oh, Probst. Nobody – NOBODY – wants to know how often Dave has sex. Even if you were the sort of person who (pardon the pun) gets off on knowing that sort of stuff, why not pick one of the attractive people left to ask instead?

## Coconut Code

### Episode 9

Players are randomly split offscreen into two teams of five, with one player sitting out and having to 'support' a team and sharing in their results. Two team members at a time must run across a clearing to collect a bar skewered with twelve colour-coded coconuts, bringing it back to a frame at the start. Once all five bars have been collected (with two players running three times and two running twice), the four runners must rearrange them on their holders so that the white coconuts display a four-digit number. Once the number is found, they must yell it to the final team member, who is blindfolded and must recreate it a four-dial combination lock using only their sense of touch. The first team to open their lock, raising a flag, wins a trip to the Papasa'ea Sliding Rocks for a picnic lunch.

- \* Yes, thank you, graphics department. We haven't lost our ability to tell the difference between 'black' and 'white' just because Barack Obama was elected President, you know.

## Square Peg, Round Hole

### Episode 9

Each player is given a separate lane of sand, and must throw a grappling hook from behind a marked line to snag two bags of puzzle pieces, one at a time. The first three players to get both of their bags across the line advance to the final round, where they must open each bag to reveal a large uniquely-shaped 'peg' and fit one of the two (the other is a decoy) into the matching hole onto a thirty-hole board, much like in the board game Perfection. Fitting the peg into place will drop another peg into a trough, and the player must repeat the process until every hole on the board is filled. The first player to finish wins Immunity.

- \* The puzzle may be completely new, but it's the same basic challenge as Snag, Drag & Bag from the previous season.

## Get Hooked

### Episode 10

Players are randomly split offscreen into two teams of five. One team member will lie face down on a suspended 'cradle' in the middle of a giant cubic frame, and the other four must use individual ropes to pull the suspended player around to collect fifteen numbered flags from the ground in order. Once they pick up a flag, they must place it into the matching hole on a log before continuing. The first team to get all fifteen flags into their holders wins a plane to Savai'i for a picnic lunch at a waterfall.

# Spear Me The Details

## Episode 10

Each player is given a row of three colour-coded tiles hanging from a frame. They are each given one rock to throw at their tiles from behind a marked line, attempting to break them. The tiles are close together to allow for both multiple tiles to break and for players to accidentally break each other's tiles. Once every player has thrown, each player receives one spear for every broken tile in their colour, and must take turns firing them at a large bullseye target with a giant crossbow. The player with a spear closest to the centre of the target after all earned spears have been fired wins Immunity.

## Auction

### Episode 11

Each player is given five hundred American dollars in twenty-dollar bills, and must use them to bid on an assortment of items – a sandwich; a mystery item (sea noodles and sea slug innards); a mystery item (a roast chicken); an advantage in the Immunity Challenge; a burger and fries with beer; a Hidden Immunity Idol clue; a shower and clean underwear; and a slice of apple pie, with the option of exchanging it for slices for four other players of their choice – in an auction. The highest bidder for each item wins it. Players cannot share money or items, and the auction will end without warning.

## Drop A Log

### Episode 11

Each player must stand on a platform and use one hand to hold onto a knotted rope attached to a 'very heavy' log. They will start at the section of rope closest to the log, but every three minutes they must switch hands and move one section of rope away from it, resulting in the log leaning closer to the ground. In addition, the player who won an advantage in this challenge is allowed to move two sections of rope closer to the log at any one point of their choosing, making it easier to hold the log. When a player lets go of their rope, the log will drop to smash a tile, and the player is out of the challenge. The last player remaining wins Immunity.

## Fauxconut Bowling

### Episode 12

Players will be randomly-matched offscreen into four pairs, and each player is given two attempts to knock over as many of ten skittles as they can by rolling balls down a 'bowling alley'. The player in each pair who knocks over the most skittles advances to the next round, where they are again randomly matched with new opponents offscreen, and so on. The last player remaining wins Immunity.

\* Why did the need the hokey wooden sign in the background? It makes the challenge look like a rejected game from *The Price Is Right*.

## Walk On Water

### Episode 12

Players must wade into the water and retrieve a colour-coded sandbag from a pontoon, then return to shore with it and transport it into an overhead basket by using an adjustable plank beneath the basket as a catapult. Once they have done so, they must collect and catapult two more bags in the same manner. The first player to get all three of their bags into their basket wins Immunity.

\* This challenge and the previous one are both presented as taking place on Day 32, even though there was a nighttime Tribal Council in between. In actuality, *neither* of them took place on Day 32 – the bowling was on Day 31 and this challenge was on Day 33.

## Coco Plunk

### Episode 13

Players are divided into two teams of three by schoolyard pick (with randomly-chosen captains). Alternating turns, one member of each team at a time will remove a rope from beneath a hanging pile of coconuts in what amounts to a giant version of the board game Kerplunk, attempting to drop as few of the coconuts as they can. Each coconut dropped is worth one point for their team. The first team to accumulate one hundred points *loses*, and their opponents win an overnight trip to a local village, with a feast.

## Combo Platter

### Episode 13

Players must run to one of six stations containing different items (squid, hermit crabs, rocks, coconuts, fish, and pigs) and count the number of items present before returning to their solving station at the start and using

numbered tiles to record their answers. They can make as many trips back and forth as they wish, and do not necessarily need to return after every count. Once they have obtained all six numbers, they must use their answers in some order (each player has a different order) to unlock a six-dial combination lock, releasing a baton they must use to smash a tile. The first player to finish wins Immunity.

## **Tentacle**

### **Episode 14**

Players must race across a fishnet and a balance beam to untie a bag of puzzle pieces, then climb a 'very steep' wall to reach a solving station, where they must open the bag and use the twenty-two pieces inside to form the season's logo. The first player to finish wins Immunity.

\* The balance beam is wide enough to make it basically impossible to fall, and the steep wall has ladder-like bars placed on it to help players climb up. Because heaven forbid they have to actually work for a million dollars.

## **Over-Extended**

### **Episode 14**

Each player must position a wooden statue on a round disc at one end of a pole, and keep it there for as long as possible while holding only onto the base of the pole. At regular intervals, they must attach an extra piece to the base of their pole and move their hands down, making it harder to keep the statue balanced. When a player drops their statue, they are out of the challenge. The last player remaining wins Immunity and a place in the final Tribal Council.

# SURVIVOR: HEROES VERSUS VILLAINS

## UNITED STATES, SEASON 20

### 'Heroes And Villains?'

#### Episode 1

Twenty returning players arrive having already been divided into two tribes of ten based on the gameplay they employed in their previous season (allegedly, although the imaginatively-named Heroes tribe in blue includes such luminaries as Candice and Amanda and the just as creative Villains tribe in red really isn't much better). They will immediately compete in their first challenge before leaving for their camps.

### Battle Dig

#### Episode 1

In rounds, two players (of matched genders) must run across the beach to a randomly-selected lane of sand, dig in it to find a buried bag, and carry it back to their tribe's colour-coded mat near the starting line. There is only one bag in the circle, and players are allowed to use any legal forms of physical contact to try and gain control of the bag. The first player to be touching the bag and their mat at the same time wins a point for their tribe. The first tribe to score three points wins flint.

\* Having them play to three points means they only need five lanes... except there are nine.

### Lock & Load, Light

#### Episode 1

Six tribe members must run over two small sandhills to a pile of seven large puzzle pieces on the water's edge, assemble them to form a boat, and secure the pieces in place with seven uniquely-shaped planks. They must then paddle out to a floating cauldron and light a torch, before returning to shore, removing the braces, and carrying the braces and torch back across the sandhills to the start. The four remaining tribe members must then assemble twelve puzzle pieces to form a compass rose in a box frame. Finally, the entire tribe must use the braces to assemble a ladder, climb halfway up and fit the compass into place, and light a barrel at the top. The first tribe to finish wins Immunity.

\* 'Both Candice and Parvati have both competed in this challenge.' Both of them, you say?

### A Crate Idea

#### Episode 2

Two players at a time must run across a clearing to one of six giant, colour-coded cubes, then transport it back to the start by rolling it end over end. Once all six cubes have been returned, the tribe must assemble them in a frame to form a staircase, so that their tribe name is visible reading along both sides. The first tribe to correctly assemble their staircase and climb it to the top wins Immunity, a tarp, rope, and nails.

### Sumo'an Mud

#### Episode 3

In rounds, one member of each team must stand on an octagonal platform and use a padded pillow to try and push their opponent off the platform into the mud below. The first player to do so scores a point for their team. The first tribe to score eight points wins Immunity, their luxury items, coffeemaking supplies, and a week's supply of rice.

### Slip, Slide & Score

#### Episode 4

With treemail, tribes receive a catalogue showing a variety of product-placement rewards and must select two items from it to compete for. For the challenge itself, in rounds, one member of each tribe must slide down a slippery surface to collect a randomly-selected numbered ball (hanging in pairs at different locations above the surface), then carry it to the far end of the course and throw it into a small, colour-coded basket. If the ball misses the basket, it will roll down a ramp back to the player. The first player to get the ball into their basket in each round scores a point for their tribe. The first tribe to score four points wins their two chosen catalogue items.

## Roll With It

### Episode 4

Each tribe must designate one member as their 'caller'. This player will be strapped inside a giant cage-like ball, and must guide two blindfolded tribemates to roll them along a path to a labyrinth maze. After getting in position, they must then guide the remaining four tribe members to control the maze, rolling a ball from one end to a finish pocket at the other. The first tribe to finish wins Immunity.

\* It's the exact same labyrinth maze as that used in *Survivor: Samoa*, although in the exposition footage the maze is filmed from the opposite corner so that the hole is in the top left instead of the bottom right.

## Schmergen Brawl

### Episode 5

Three members of each tribe (of matched genders) must race to collect one of three balls from an enclosed playing area, passing them to three other tribe members (again of matched genders) on a platform at one end of the arena. Intentionally attempting to cause injury is eventually forbidden and results in removal from the challenge. These players must then attempt to throw the ball into a small net at the far end of the arena, just in front of the other tribe's platform. If they miss, the ball remains in play. The first tribe to get a ball in their basket scores a point, and positions rotate at the end of each round. The first tribe to score two points wins a chocolate feast at a nearby watering hole.

## Blind Cube Crisis

### Episode 5

Tribes must each select one player as their 'caller'. The other tribe members will be blindfolded and paired together, and the caller must guide them around the surrounding area to collect fourteen giant, colour-coded puzzle blocks, bringing each of them back to their tribe's area of beach in front of the callers. Once all fifteen pieces have been collected, players can remove their blindfolds and work together to assemble the pieces into a 4x4x4 cube with their tribal emblem on each side. The first tribe to finish wins Immunity.

Probst erroneously claims there are only ten pieces. (Incidentally, I'd like to thank the camera people for filming the timelapse assembly so that they appear to be building from the back instead of the front like they did in All-Stars.)

\* Is there some sort of unwritten Survivor law that Jerri must be selected as her tribe's caller whenever they do a challenge involving blindfolds? This is the third time it's happened. (Despite this, she wasn't selected as the caller for the previous Immunity Challenge.)

## Rope-A-Dope

### Episode 6

One tribe at a time, individual players will be harnessed to a rope winding along an identical path over, under, and through a fence, and must make their way from one end of the rope to the other. The first player on each tribe to finish wins individual Immunity (as each tribe will visit Tribal Council and vote a member out), and the right to compete in the second round on their tribe's behalf. The goal of the second round is the same, but the obstacle is much larger. The first player to finish wins the right for their tribe to vote first, then to dine on hot dogs and soft drinks while watching the losing player's tribe's questioning.

## Basketbrawl

### Episode 7

In rounds, three players at a time (of matched genders) must race across a rectangular 'field' in the water to collect a ball released into the middle, then work to shoot it into an elevated, colour-coded net at one end of the field. One member from each tribe will start touching the pontoons beneath the two nets, which are next to each other, while the other players will start at the far end of the field. Any legal forms of physical contact are allowed in order to get contact of the ball, and the first tribe to get the ball in their net scores a point. The first tribe to score three points wins a picnic lunch at a nearby waterfall.

## Caught In The Web

### Episode 7

Three tribe members must take turns, relay-style, to run up a ramp and over a fishnet to a vertical cargo net, climbing it and untying a bag of puzzle pieces before returning. Once they have collected all six bags, with each runner collecting two bags, the two remaining players must open them and assemble the dozens of puzzle pieces to solve a puzzle revealing both tribal emblems and the words 'Heroes vs Villains'. The first tribe to finish wins Immunity.

## Fauxconut Bowling

### Episode 8

In rounds, one player from each tribe is given two attempts to knock over as many of ten skittles as they can by rolling balls down a 'bowling alley'. The player in each pair who knocks over the most skittles scores a point for their tribe. The first tribe to score three points wins a pizza feast with beer.

## Mudslide

### Episode 8

In rounds, one or two players (belted together if two) must run across a muddy field, travelling under, over, and under three fences to collect a flag, then return along the course to the start. The first to finish scores a point for their tribe. The first tribe to score two points wins Immunity.

\* It seems plausible they were attempting to stack the deck and ensure tribes had even numbers here (to force three paired matchups with nobody sitting out, instead of the two pairs, one solo matchup with two players sitting out we had here), but uneven tribe numbers made the original plans impossible. Still wouldn't have been a good challenge, though.

## Chimney Sweep

### Episode 9

With treemail, tribes are told which prior challenge they will be competing in and must rank their members from best to worst at it. For the challenge itself, each player will be placed in a head-to-head matchup with the member of the opposing tribe judged to have an equal skill level, and each must stand barefoot on narrow footholds attached to two walls, using only their arms to brace themselves. After ten minutes they must move to an even smaller foothold, and again after another ten minutes. If a player touches the ground, or touches the walls with any body part except their hands, arms, and feet, they are out of the challenge and their opponent scores a point for their tribe. The first tribe to score three points wins a product-placement takeaway food feast.

## Strung Out

### Episode 9

Each tribe is given a long rope wound around several obstacles in the water. One tribe member at a time must transfer a bag of puzzle pieces from the starting pontoon to the beach, passing over, under, and around an outrigger canoe, a fence, three hurdles, and a truss. When all five bags have been transferred, the tribe must work together to assemble a traditional Vanuatuan tamtam from the ten puzzle pieces in the bags. The first tribe to finish wins Immunity.

\* They couldn't have been bothered to come up with a new puzzle design for the challenge? Vanuatu and Samoa are about as similar in terms of culture as Canada and Mexico!

## 'Lock & Key 2.0'

### Episode 10

The Heroes receive a locked crate in treemail, with instructions not to open it until they have the key. At the same time, the Villains receive a small set of fishing gear with the key, and instructions to pack up camp and travel to the Heroes' beach. When the Villains arrive with the key, the crate is opened to reveal new black buffs and the two tribes are merged. They will spend the remainder of the game at the Heroes' camp.

## Get A Grip

### Episode 10

Players must climb up a ladder to the top of a round pole, then hold onto it for as long as they can. There are a series of narrow divots carved around the pole at regular intervals for assistance. When a player touches the ground, they are out of the challenge. The last player remaining wins Immunity.

## Pacific Shuffle

### Episode 11

Players are randomly divided into three teams of three. Taking turns, each player must slide a shuffleboard puck along a table painted like a map of the world, aiming to have their puck stop as close to an X-shaped target (in approximately the same position as Japan, which it replaces). After every player has slid two pucks, the team with the puck closest to the X wins an overnight stay at Robert Louis Stevenson's former home, with a screening of the movie *Treasure Island*.

\* Given the show's extensive history, there are many, many challenges begging to be reused, despite the lack of a valid reason ANY recycled challenge will work. This is not one of them. (Next week: 21 flags!)

## House Of Cards

### Episode 11

Players are each given one hundred and fifty wooden tiles, and must use them to build a tower as tall as they can. The first player to successfully build a freestanding tower ten feet tall wins Immunity.

## When It Rains

### Episode 12

Players must each stand barefoot on a small plank, with one hand above them chained to an overhead bucket of water. When a player steps off the plank or lowers their arm, the bucket will tip to drench them, and they are eliminated. At various points as the challenge continues, players are given the chance to voluntarily quit in order to receive assorted food rewards (cookies and milk; donuts and iced coffee; and sandwiches, potato chips, a bowl of candy, and milk). The last player remaining dry wins Immunity. In addition, all players receive a verbal Hidden Immunity Idol clue after the challenge.

## Pegatory Knockout

### Episode 12

Players must each dig in a marked area to find a peg, then fit it into a hole at one end of a table maze and guide it along the maze to the exit hole at the far end, using it to smash a tile. The first five players to finish advance to the second round, where they must use four uniquely-shaped pegs to climb a tall, steep wall, removing and replacing the pegs as necessary. The first three to reach the top advance to the final round, where they must solve a 3x4 sliding tile puzzle to reveal the season's logo. The first player to finish it wins Immunity.

## Pass The Bucket

### Episode 13

Players will be blindfolded and paired with their visiting loved ones, who must guide them to fill a small bucket with water from the sea. Once they do so, they must return to their starting position on one side of a low fence and fling the water at their loved ones, who must catch it in their own small bucket and pour it into a larger bucket on one side of a seesaw. The first pair to fill their bucket with enough water to tip the seesaw and raise a flag wins a barbecue feast at the Blowholes, to be shared with two players and their loved ones.

\* This challenge was taken from *Survivor: Cook Islands*. It's worth noting that at the time it was criticised for being too reliant on random luck as opposed to any tangible skill, a fact backed up by that challenge's winning pair competing here and being nowhere near contention against a bunch of first-time players.

## Keep It Up

### Episode 13

Each player must stand beneath a frame, proportionally sized to their own body, and use only the backs of their hands to balance two poles in the air, using the overhead brace for support. When a player lowers the arm, the corresponding pole will drop and they are out of the challenge. The last player remaining wins Immunity.

## Offer It Up

### Episode 14

Each player is given a metal 'arm' balanced on a small pivot, and must stack ceramic dishes of Probst's choosing on a small round platform at the opposite end of the arm at regular intervals. As they continue, the stack will become taller and more unwieldy. When any of a player's dishes drop from the arm, they are out of the challenge. The last player remaining wins Immunity.

## Blind Maze

### Episode 14

Starting on the edge of a giant maze, players must make their way through it to four checkpoints, where they must collect necklaces representing each of the four elements (earth, wind, fire, and water). They will be blindfolded while doing so, but can use their fingers to read a series of tactile guideposts pointing to the four locations. Once they have collected all four necklaces, they must return to the start and grab the Immunity Necklace from its holder. The first player to finish wins Immunity.

\*

Aside from one small section being removed to insert the new ending area, and additional sections in the now unnecessary central area, the maze here is identical to that used in *Survivor: The Amazon*. To help facilitate better camera work during the challenge, the walls of the maze are now much shorter (which doesn't make a difference, as players are blindfolded).

# **SURVIVOR: NICARAGUA**

## **UNITED STATES, SEASON 21**

### **Medallion Of Power**

#### **Episode 1**

Players arrive in two groups of nine, although not yet given their tribe buffs. First they must search a nearby lagoon for a 'Medallion of Power', which (in theory) gives a huge unknown advantage in the game. Once it is found and collected by a player, contestants are sorted into their tribes: those under 30 on La Flor in yellow, those over 40 on Espada in blue, those in their 30s sent to The Amazing Race. The player who collected the Medallion and their tribe are then given the choice of keeping it and its unknown powers or taking flint and fishing gear, giving whichever option is not taken to the opposing tribe.

### **Getting Tanked**

#### **Episode 1**

One player must stand at the top of a tower and use a bucket to pour water from a large barrel down a row of gutters held by five of their tribemates (standing on a steep, staircase-like tower) so that it flows into a barrel on one end of a seesaw scale. When this barrel is full, the scale will tip and drop a net containing fifteen giant puzzle pieces. The remaining four tribe members must then use these pieces to cover a giant table, revealing their tribe name. If the tribe with the Medallion of Power wishes, they can give it to the other tribe in exchange for having one full bucket of water (about 20% of their needed volume) already poured directly into their lower barrel at the start of the challenge. The first tribe to finish the puzzle wins Immunity.

### **Hay Mate**

#### **Episode 2**

One player at a time must dive into a mudpit and crawl beneath a rope grate to the far end, then run to a stack of hay and search it for a ball, depositing it on the tribe mat for the next player to begin. Once all four balls have been collected (from different haystacks), one player must remove the fabric covering each ball and throw it to the first of three other tribe members, who must use wooden shields of different shapes to ferry the balls into a barrel at the far end of the course. They cannot use their hands to catch or throw a ball, and if one is dropped the ninth tribe member must collect it and throw it back to the unwrapper to start the process again. If the tribe with the Medallion of Power wishes, they can give it to the other tribe in exchange for having one ball already placed in their barrel at the start of the challenge. The first tribe to get four balls in their barrel wins Immunity, and a choice of either fishing gear or a tarp and rope.

### **Get Barrelled**

#### **Episode 3**

Tribes must collect a series of ten colour-coded barrels from a clearing, placing them on individual platforms on the adjacent beach once they have all been collected and rolled back to the starting point. They must then throw sandbags at the barrels, trying to have them come to rest on top of the barrels. Only one tribe member can throw at a time, and tribes can switch whenever they want. If the tribe with the Medallion of Power wishes, they can give it to the other tribe in exchange for having two barrels and two sandbags already in place at the start of the challenge. The first tribe to get sandbags on all ten barrels wins Immunity and a variety of herbs, fruit, and basic cooking supplies.

### **Sears And Doers**

#### **Episode 4**

Tribes must select one member to act as their 'caller'. Six other tribe members will be blindfolded and handcuffed together in pairs, and the caller must guide them through a clearing to collect a complete set of ten product-placed survival items, bringing them back to their tribe mat. Once all ten items have been returned, one pair must be guided to collect a set of keys and unlock a treasure chest before carrying it back to the tribe mat. If the tribe with the Medallion of Power wishes, they can give it to the other tribe in exchange for having two items already on their mat at the start of the challenge. The first tribe to get their unlocked chest to their mat wins Immunity and their choice of any three of the survival items.

### **'Out With The Old...'**

#### **Episode 5**

Immediately prior to the below challenge, the members of each tribe must draw rocks from a tribal bag. One rock in each bag is tribe-coloured, while all of the others are black. The two players who select the tribe-

coloured rocks become 'captains'. They will each be given a pen and paper and must select half of the members of the opposing tribe to join them on their own tribe. The players selected by each captain will switch, while the players not selected will remain on their own tribes. The Medallion of Power is also retired at this point.

## **Don't Let Your Balls Drop**

### **Episode 5**

In rounds, two tribe members must roll a ball up a steep ramp so that it turns around a corner at the top and rolls back down the triangular board to the bottom, pachinko-style, where two members of the opposing tribe must catch it and place it in a gutter behind them to be rolled again. The pair of catchers who last the longest without dropping a ball wins a point for their tribe. The first tribe to score three points wins two egg-laying chickens and a rooster.

## **Spit It Out**

### **Episode 5**

Three tribe members will be strapped to a large carnival-style wheel with their heads facing 'outwards', while three other tribe members must spin the wheel to force their heads underwater. They must take a mouthful of water and keep it until they reach the apex of their rotation, where they must spit it into a funnel, flowing into a tube containing a ball. When the tube is full enough to tip, the ball will roll down a gutter to the remaining two tribe members, who must throw it at a ramp with five rectangular tiles placed in holders on it, attempting to break the tiles. The first tribe to break all five of their tiles wins Immunity.

## **Kitty Litter**

### **Episode 6**

One tribe at a time will compete for individual Immunity (as each tribe will go to Tribal Council and vote a member out). Each player must use run to an individual area of sand and use a paddle to dig in it to find a quoit, flinging it over their shoulder into a basket strapped to their backside before returning to the start and placing the ring on a bar. The first player to collect and return all three of their buried quoits wins Immunity, and the right to compete for their tribe in the second-round Reward Challenge. They will each be given a small group of quoits, and must throw them onto any of three hooks on a target while standing on a small tribe mat. If they run out of quoits, they must collect any which land on the ground before continuing. The first player to get three quoits onto the target wins the right for their tribe to attend Tribal Council first, and a feast of chicken and beef skewers to be eaten while watching the other tribe's questioning.

## **Jump Shot**

### **Episode 7**

With tribes taking turns, one player at a time must run along a platform next to a pool and attempt to throw a ball into a raised net goal at the far end. While they do so, one member of the opposing tribe must stand on a small perch in the middle of the pool and attempt to catch or deflect the ball any way necessary. If the ball lands in the net, the thrower's tribe earns a point. The first tribe to score five points wins a trip to a local farm, with a full breakfast.

## **Cannon Ski-Ball**

### **Episode 7**

Two tribe members will stand atop a tower and roll a cannonball down a steep, skijump-like ramp, aiming to break five surfboard-shaped tile targets on the ground painted in the opposing tribe's colour. While they do so, two tribe members on the ground will use ropes to raise and lower the ramp's slope angle, while the other two will use a separate rope to direct the ramp left and right. There are two different sizes of cannonball available, and rollers can stand anywhere on the four-level platform to roll. The first tribe to break all five targets wins Immunity.

## **'Libertad Or Death'**

### **Episode 8**

La Flor receives a treemail message telling them to pack up their camp and travel to Espada, and a key. Meanwhile, Espada receives a locked box and instructions they can open it when the key arrives. When La Flor arrives, they open the chest to reveal new red buffs and snacks to celebrate the merge.

## Push Me, Pull U

### Episode 8

Each player is given two ornamental metal handles with two small loops attached, and must use them to hold a steel spear in the air by holding them as far apart as possible while the spear is wedged between the loops. When a player reduces the tension, the spear will drop and smash a tile on the ground, eliminating them from the challenge. The last player of each gender with their tile intact wins Immunity.

## Three Little Pigs O-Course

### Episode 9

Players are randomly divided offscreen into two teams of five, with the last player sitting out and having to support a team. Teams must make their way through a cubic frame loaded with hay (or 'straw'), then work together to release a key from an overhead metal coil. After crawling beneath a rope grate, they must crash through a second frame filled with sticks to reach another overhead coil, again collecting the key. They must then get through a net crawl to the final overhead coil, before crashing through two mock brick walls in the final frame to reach a set of three locks. The first team to open all three locks and raise their flag wins a zipline canopy tour and a barbecue feast. If the player sitting out supported the winning team, they will also participate in the reward.

\* The teams wound up conveniently being divided by gender, with an extra man sitting out. The odds of this happening? One in 462.

## Flashback

### Episode 9

Players will be shown a series of symbols, one at a time, and must use provided cards to repeat the sequence, one symbol at a time. If they show the incorrect symbol at any point, they are eliminated. If multiple players reach the end of the sequence without error, a longer sequence will be presented. The last player remaining wins Immunity.

## Barrel Bridge

### Episode 10

Players are divided through an offscreen schoolyard pick into two teams of five. Each team is given four large barrels, two planks, and ten feet of rope, which they must use to cross a marked section of beach without touching the ground. If any player touches the ground, the entire team must return to the start. The first team to finish wins a lunch trip to the Cerro Negro volcano.

## Splash Back

### Episode 10

Each player must stand on a tilted ledge above a pool, leaning backwards over the water and holding on to a knotted rope for support. Every five minutes, they must move their hands down one section of the rope, forcing them to lean farther backwards and making it harder to stay balanced. When a player lets go of their rope and falls in the water, they are eliminated. The last player remaining dry wins Immunity.

\* Flip the player and the stump the rope is attached to and it's the same challenge as *Samoa's* Drop A Log.

## Gulliver's Travels

### Episode 11

Players will be divided through an offscreen schoolyard pick into two teams of four, with the last player sitting out and having to support a team. Team members will be harnessed together and must untie a series of knots to release an eight-foot-tall padded dummy from a table, then must carry it over a fence, across a series of rope and haybale barriers, and through a tunnel littered with tightly-strung ropes to the finish line. If they drop the dummy at any point, they must return to the start of the current obstacle and try again. The first team to reach the finish wins a trip to a mock cinema for a product-placement film 'sneak peek', with snacks.

As much of the tribe's camp, including their food and shelter, burned down in the previous episode, the winning players have the option of forgoing the reward for the tribe to receive a tarp and rice.

\* Two players announce their plans to quit the game after this challenge, and their torches are snuffed at Tribal Council that evening, without an Immunity Challenge. (To end with a Final Three, one of the next two episodes would have been planned to contain two Immunity Challenges and two Tribal Councils. As Episode Fourteen featured the loved one visit in a challenge that due to its structure was clearly planned for the visit, Episode 12 must have originally been scheduled to have two Immunity Challenges.)

## Second Chance

### Episode 12

Players will complete a series of tasks based on elements from past challenges. Firstly, they must dive into a mudpit and crawl beneath a rope grate to the end, where they must dig in an individual haystack to find a ball, which they must unwrap and bounce off a stationary shield into a barrel (Hay Mate). The first four players to finish advance to the second stage, where they must use a stick to collect a key from an overhead metal coil (Three Little Pigs O-Course), then use it to unlock a chest containing four sandbags and throw them all onto a barrel from behind a marked line (Get Barrelled). The first two players to finish advance to the final round, where they must use a paddle to dig in an small sandpit for three buried quoits, then throw them onto hooks on a shield-shaped target (Kitty Litter). The first player to finish wins an overnight resort trip with two players of their choice.

## Money Box

### Episode 12

Each player is belted to the end of a rope wound around a hitching post. They must unwind themselves from the post to slacken the rope, then run across a clearing to grab a bag of 'coins' (puzzle pieces) from the ground. There is more than enough rope to reach the bags when fully unwound, and players are allowed to run for them whenever they wish. The first three to collect their bags advance to the final round, where they must use the ten puzzle pieces from their bags to complete a rectangular prism inside a box frame (on top of three stationary pieces), closing the box once complete. The first player to finish wins Immunity.

\* Believe it or not, this is the first physical challenge with a puzzle at the end since the season premiere. Did you notice they were missing? Did you care? Exactly. Better challenges please, producers.

## Poolin' Around

### Episode 13

For this challenge, each player will be paired with their visiting loved one. The player must run up a plank and jump into a pool, untying a bag of lettered tiles from a buoy before returning it to their loved one. They must then repeat the process for a second bag. Once both bags have been returned, the loved one must open them and use the sixteen tiles to spell a three-word phrase that fits a set of provided blanks. The first pair to finish wins a sailing trip along the Nicaraguan coast, with two pairs of the winning player's choice.

## Coat Of Arms

### Episode 13

Each player will be blindfolded and harnessed to a rope that winds over and under a group of hurdles. They must make their way along the rope to a shield with eight metal shapes on it, using their hands to memorise their positions, before untying three bags of puzzle pieces and carrying them back across the course to a solving station. They must then open the bags and use the metal shapes inside to recreate the correct shield, inserting them into holes on a replica shield. There are also five decoy shapes (coloured red for Probst's convenience) in the bags to make it harder. The first player to correctly recreate the shield wins Immunity.

## Donkey Dig

### Episode 14

Players must run across a clearing to a group of posts, showing a question about Nicaragua and two possible answers, then untie a bag of puzzle pieces attached to the post showing the correct answer before returning. If they are correct, the bag will contain coloured pieces, and they can travel to the next trio of posts. If they are incorrect, the pieces will be black and they must collect the right bag before continuing. Once they have collected all three bags, they must use the twenty-two pieces to solve a puzzle, displaying the season's logo when complete. The first player to finish wins Immunity.

## Balancing Point

### Episode 14

Each player must use one hand to balance a sword vertically on a metal shield, blade down, while using their other hand to stack coins onto the sword's ornamental handle at regular intervals. There are three different coin sizes, and each time a coin (of Probst's choosing) is placed, players have five seconds to place it. If they touch their coin piles with their free hands outside this time or if any of their coins drop, they are out of the challenge. The last player remaining wins Immunity.

# SURVIVOR: REDEMPTION ISLAND

## UNITED STATES, SEASON 22

### 'Back From The Dead'

#### Episode 1

Sixteen new players are taken by military helicopter (loaned from the Nicaraguan Air Force) to the starting location, where they are immediately joined by two former players (Rob Mariano from seasons 4, 8, and 20 and Russell Hantz from seasons 19 and 20) who must each draw one of two buffs from an urn to select which of the two preformed tribes – Ometepe in orange or Zapatera in purple – they will join. The basic conceit behind the season's big twist is explained – players voted out instead go to 'Redemption Island' and must survive on their own there with the same supplies as they'd have at camp, and at regular intervals those on Redemption Island must compete in a 'duel' with members of each tribe watching, with the loser(s) eliminated from the game permanently, and the player remaining at select points returning to the game as a full contestant – before each tribe is given a map to their new home, where they will find a toolkit to help them build a camp.

\* Probst includes the two returning players in his '39 days, 18 people, one Survivor!' intro spiel, but the credits immediately afterwards do not.

### Push It Uphill

#### Episode 1

Tribes must use long wooden handles to push four heavy staircase segments along a set of rails to a 'temple' wall, one at a time. Once all four segments are in place, they must run up the steps to the top of the wall, where one player must use an axe to chop through a series of nine ropes, releasing a second set of stairs at the end of a bridge. After climbing to the top of this, players must use an assortment of blocks to finish a partially-completed block pyramid puzzle, showing a pattern on all outside edges. The first tribe to finish wins Immunity and flint.

### Smash, Grab, Smash

#### Episode 2

One tribe member at a time must swim across a pool and climb a ladder to a platform, then jump back into the pool while using a club to smash a hanging tile and release a key, collecting it before swimming back. Once all five keys have been returned, one tribe member must use them to open five locks on a chest with a ball inside. The remaining two tribe members must then throw the ball at a ramp with five rectangular tiles placed in holders on it, attempting to break the tiles. The first tribe to break all five of their tiles wins Immunity and fishing gear.

### Jail Break

#### Episode 3

Each player must stand behind a fence, and use provided sticks and rope to build a makeshift pole. Once they have a pole they are satisfied with, they must use it to collect three keys hanging on the other side of the fence, using them to open three locks on a 'door'. The first player to walk through their door wins the right to stay on Redemption Island until the next duel.

### Spin Cycle

#### Episode 3

Three tribe members will be strapped to a large carnival-style wheel with their heads facing 'outwards', while three other tribe members must spin the wheel to force their heads underwater. They must take a mouthful of water and keep it until they reach the apex of their rotation, where they must spit it into a funnel, flowing into a tube containing a ball. When the tube is full enough to tip, the ball will roll down a gutter to the remaining tribe member, who must solve a 4x4 sliding tile puzzle to form a curved path, which they must roll the ball along, sinking it into a net at the far end. The first tribe to finish wins Immunity, canopy chairs, pillows, blankets, a tarp, and a lantern.

\* The puzzle is easy enough already. Did they really need to number the pieces so they would know where to put them when solving?

## **Domino Effect**

### **Episode 4**

Players will be given a set of domino-like blocks, which they must correctly line up in a row on a narrow surface made of eleven planks tilted at different angles. While doing so, they must avoid a series of tripwires that will shake the suspended surface, causing the dominos to topple too early. The first player to arrange all the tiles to knock over a ball, rolling down the final ramp and smashing a tile, wins the right to stay on Redemption Island until the next duel.

## **Toolin' Around**

### **Episode 4**

In this relay challenge, players must run across a wide balance beam to reach an obstacle, then complete it using product-placed hardware before returning back to the start, at which point the next player can begin. The first player must use a crowbar to open a wooden crate, collecting a shovel from inside. The second player must dig in a sandpit to find an axe. The third player must then use the axe to chop through a log, releasing two hanging saws. The next two players must use the saws to cut a series of planks from a 'wall', and two more players must collect the planks and use them to finish a ramp, fitting each piece onto a unique set of notches. The entire tribe must then run up the ramp to the finish platform, where the last player must untie a hammer and use it to drive nails into a table, breaking three tiles and allowing the tribe to place a toolbox on top. Players cannot complete two successive segments of the relay (with the exception of the ramp builders also running to the finish platform), but do not necessarily have to do one segment each. The first tribe to finish wins Immunity and a barbecue grill with provided meats, vegetables, and bread.

## **Cube Crisis**

### **Episode 5**

Players must transfer one large block-shaped puzzle piece at a time to a platform. Once they have transferred all eight pieces, they must assemble them on the platform to form a 3x3x3 cube, with all of the patterned faces on the outside of the cube. The first player to finish wins the right to stay on Redemption Island until the next duel.

## **Smoko**

### **Episode 5**

Each tribe must select one member as their 'caller'. They must guide their blindfolded tribe members through a simple maze to collect colour-coded bags of lettered tiles, bringing them back to a table across the maze from the caller's podium. Once all four bags have been collected, the caller must cross the course, open the bags, and use the twenty-two tiles inside to form a five-word phrase that fits a provided set of blanks. The first tribe to finish wins Immunity, pastries, and coffeemaking supplies.

## **Grapple & Maze**

### **Episode 6**

Players must throw a grappling hook from behind a marked line to collect three bags on the ground, one at a time. Once they have all three bags, they must open one and roll the ball inside through a giant labyrinth maze to a finish hole, avoiding the decoy holes. If the ball drops through a decoy hole, they must start the entire maze again. The first player to finish wins the right to stay on Redemption Island until the next duel.

## **Beach Balls**

### **Episode 6**

Two members of each tribe must take turns using a giant slingshot to fire balls down the beach to the rest of their tribe, who must attempt to catch them in square butterfly nets. For each launch, players must start in preset locations, touching a pole. Both tribes will fire a ball at the same time, and if a player catches a ball, regardless of who launched it, they score a point for their tribe. The first tribe to score five points wins Immunity and a picnic lunch overlooking San Juan del Sur.

## **Concentration**

### **Episode 7**

Players are presented a grid of twenty frames, each with a large tile face-down on top of it. Taking turns, they must flip two tiles over, attempting to find matching symbols. If they find a pair, they score a point. The first player to five points wins the right to stay on Redemption Island until the next duel.

## Crash Course

### Episode 7

Tribes must make their way through a cubic frame loaded with hay (or 'straw'), then work together to release a bag of balls from an overhead metal coil. After crawling beneath a rope grate, they must crash through a second frame filled with sticks to reach another overhead coil, again collecting a bag. They must then get through a net crawl to the final overhead coil, before crashing through two mock brick walls in the final frame to reach a small net overhead. The first tribe to get all six of the balls into their net wins Immunity and a picnic lunch at the Cerro Negro volcano.

## Chimney Sweeps

### Episode 8

Players must stand barefoot on narrow footholds attached to two walls, using only their arms to brace themselves. After fifteen minutes they must move to an even smaller foothold, and again after another fifteen minutes. If a player touches the ground, or touches the walls with any body part except their hands, arms, and feet, they are eliminated from the game. The survivor wins the right to return to the game as a full player.

\* Probst comments during the challenge that it has historically favoured women in the past. Which would be great and all, except the only time a woman won, it was a tribal challenge.

## 'Three Into One'

### Episode 8

Immediately after the duel, the two tribes and the returning player are merged into one tribe. They are given black buffs and a map to a new beach, where they will find the traditional merge feast and another set of tools to build a camp with. Although there are currently no players on Redemption Island, it will begin a second cycle starting with this episode's Tribal Council, but while players eliminated in duels will form part of the jury, those who remain on Redemption Island will not observe events at Tribal Council.

## Rollerballs

### Episode 8

Players must stand on a small log for as long as possible, while holding a round wooden tray with one hand. One ball will be placed on the tray at the start of the challenge, and two extra balls will be added at regular intervals. If a player steps off their log or drops any of their balls, they are eliminated. The last player remaining wins Immunity.

## Meso Soup

### Episode 9

Players will complete a series of tasks based on elements from previous challenges (though this is never openly mentioned). Firstly, each player must dig in an individual area of sand to find a club, then use it to smash a tile (Toolin' Around). The first six to do so advance to the second round, where they must collect a mouthful of water from a raised trough before crawling under it and spitting it into an individual tube across a small clearing (Spin Cycle). The first three players to fill their tubes to a marked line advance to the final round, where they must solve a tabletop replica of the block puzzle from this season's first challenge (Push It Uphill). The first player to finish wins Immunity.

## Gang Hang

### Episode 9

Players must climb onto a horizontal bar suspended over a pool, then remain there for as long as possible. After twenty minutes, they must release their arms and use only their legs to hold the bar. When a player falls into the pool, they are eliminated. The last player remaining wins Immunity. However, before the challenge players are given the option of competing or instead eating cheeseburgers and fries for the duration of the challenge.

## House Of Cards

### Episode 10

Each of the three competing players is given a platform with a ladder adjacent, and one hundred and fifty tiles which they must use to build a freestanding tower eight feet tall. If they run out of tiles, or if the tower collapses, they must start again. The first two players to finish (as shown by reaching a height equal with the top of a post next to the platform) win the right to stay on Redemption Island until the next duel.

## Mayan Pizza

### Episode 10

Players must unwind a circular disc from the pole it is attached to without removing their hands (thus, by running around the pole in circles), then take it to a table and fit six puzzle pieces inside to form a decorative image. The first six players to finish advance to the second round, where they must complete a sixteen-piece puzzle around the outside of the original disc, which has been placed in the centre of a larger wheel. The first player to finish wins Immunity.

\* Loosely based on a challenge from *Survivor South Africa: Santa Carolina*.

## Survivor Shuffleboard

### Episode 11

Each player is given a shuffleboard table with three loose bars on it, that will spin on a central axis when hit. They must attempt to slide three pucks along the table and past the obstacles into a narrow 'end zone'. If any part of the puck touches the painted end zone area, it remains where it is for the duration of the challenge. The first two players to get all three of their pucks in the end zone win the right to stay on Redemption Island until the next duel.

## Log Jam

### Episode 11

In randomly-chosen pairs, two players at a time must stand on a floating log for as long as possible, even as their motion makes the log spin. The first player to fall into the water is eliminated, and the surviving player advances to the next round. This process repeats, as the original eight players are cut to four, then to two, and finally to one player, who wins Immunity and two minutes to eat as much of a giant chocolate cake and a pitcher of milk as they can, with two players of their choice.

## Memory

### Episode 11

Before leaving Tribal Council after the previous vote, another Immunity Challenge will be held with a vote immediately after. Players will be shown a series of symbols, one at a time, and must use a set of provided cards to repeat the sequence, one symbol at a time. If they show the incorrect symbol at any point, they are eliminated. If multiple players reach the end of the sequence without error, a longer sequence will be presented. The last player remaining wins Immunity.

## Rock Block

### Episode 12

Taking turns, players must throw one wireframe ball at a time to break a set of four tiles on separate holders. The first three players to break all of their tiles win the right to stay on Redemption Island until the next duel. In addition, the first player to finish wins the right to decide which of the remaining players – themselves, the other two Redemption Island residents, or those who have not yet been voted out – receives a visit from their loved ones.

## Step On Up

### Episode 12

Players must untie a set of planks with holes in them, then take one plank at a time up a staircase to a set of missing steps to fit them in the gaps. The holes will be filled with stationary blocks, meaning each piece only fits in one hole, and players must fill in the steps from bottom to top, without any gaps (thus, if they bring the wrong piece they must return to the bottom and collect a new one). There are three sets of steps to untie and insert in three different sections of the tall staircase, and each section must be completed correctly before continuing. The first player to finish the entire staircase and climb to the top wins Immunity.

## A Maze 'N' Jig

### Episode 13

Players must manoeuvre a handle through a long table maze to the exit at the far end and use it to smash an adjacent tile, allowing them to collect a bag of puzzle pieces from beneath it. They must then take the bag to a solving station and use the twenty-two pieces inside the bag to assemble an image showing a temple. The first three players to finish win the right to remain on Redemption Island until the next duel.

\* Though the image formed with the completed puzzle is different, the actual puzzle at the end of this duel is identical to that from last season's Donkey Dig challenge.

## **Bone To Pick**

### **Episode 13**

With one hand tied behind their back, players must use an S-shaped fish hook to snag a second hook, then attempt to pick up a third hook with this chain, then pick up a bag of puzzle pieces. Once they have the bag, they must carry it to a hanging 'fish skeleton' without dropping it and fit the pieces inside into a marked area to form part of the ribcage. They must then repeat the process with a second set of four hooks, and again with a third set of five hooks. The first player to insert the ribs so that none of them are touching each other wins Immunity and a three-course meal delivered to them at camp, which they can share with one player of their choice.

## **A Leg Up**

### **Episode 14**

Players must stand on a crate with one foot holding a raised seesaw steady, while a ceramic vase is perched on a small podium at the other. When a player raises or lowers their foot enough for the vase to drop, they are eliminated. The last player remaining wins the right to return to the game as a full player.

## **A Numbers Game**

### **Episode 14**

Players must cross an individual balance beam, untying a bag of numbered tiles from the beam as they go, then take it to a solving station and place the numbered tiles in order from 01 to 10. They must then repeat the process three more times, collecting bags containing tiles from 11 to 30, 31 to 60, and 61 to 100. They must correctly arrange each bag before continuing. The first player to correctly arrange all 100 tiles in numerical order wins Immunity.

## **Meso Maze**

### **Episode 14**

Players must make their way through a waist-high maze to one of four small pyramids, where they must untie a bag of puzzle pieces to raise a flag before taking it to a solving station atop a larger central pyramid, where they must use the seven tetrahexaflexagon pieces to correctly form a four-word phrase. The first player to finish wins Immunity.

# **SURVIVOR: SOUTH PACIFIC**

## **UNITED STATES, SEASON 23**

### **'Third Time's The Charm?'**

#### **Episode 1**

Sixteen new players arrive at the new Redemption Island arena by canoe, where they are joined by two former players (Ozzy Lusth from seasons 13 and 16 and Ben 'Coach' Wade from seasons 18 and 20) arriving by helicopter. These two must each smash one of two paint-filled eggs to select which of the two preformed tribes – Upolu in blue, Savaii in red – they will each join, then immediately compete on their behalf in the first Reward Challenge before heading to their new camps.

### **Thrilogy**

#### **Episode 1**

The two completing players must climb up a twelve-foot pole to collect a wooden turtle figurine from the top, then dig under a log on the sand and crawl through the hole created, before using the turtle as the top level of a six-level Tower of Hanoi puzzle. The first player to finish wins flint and taro for their tribe.

### **Coconut Conundrum**

#### **Episode 1**

Tribes must run and crawl along a zigzagging pathway, intersecting with the other tribe's path, then make their way through a frame filled with ropes strung with coconuts. They must then work together to get all nine players over a ten-foot wall, at which point one player must dig in a small sand pit to find a machete, using it to chop four ropes, releasing a large pile of coconuts. Three tribe members must then throw these coconuts into a raised net until it is heavy enough to counterbalance a second load of coconuts, raising a tribe flag. The first tribe to finish wins Immunity.

### **Crate Escape**

#### **Episode 2**

Four members of each tribe will be harnessed to ribbons wound around a maypole, and must unwind themselves by moving over, under, and around each other to release a key. Once they have the key they must unlock the remaining four tribe members, who must slide a series of giant crates around a platform in order to move the largest one out an exit hole, carrying it to the finish platform. The first tribe to finish wins Immunity, pillows, blankets, a hammock, and a sleeping mat.

### **Over-Extended**

#### **Episode 3**

Players must place a wooden figurine on top of a small podium attached to one end of a pole, then hold the pole to keep it in the air for as long as possible. At regular intervals they must use one hand to attach an extra length of wood to the bottom of the pole, making it longer and harder to keep balanced. When a player's figurine falls, they are eliminated from the game. The survivor wins the right to stay on Redemption Island until the next duel.

### **Hitching A Ride**

#### **Episode 3**

One tribe member must carry a boogie board (attached to a towrope) along a group of floating beams to a platform, where they must untie a hanging bag and take it with them as four other tribe members use the towrope and a giant winch to pull them back to shore. Once five bags have been collected in this manner (with two different runners taking turns to collect them), they must be placed in partially-buried baskets and the remaining two tribe members must use a grappling hook to collect them from the top of an adjacent wall. Finally, these two players must unroll the banner segments inside and use them to form a giant version of the tribe's flag on the side of the wall. The first tribe to finish wins Immunity, cookies, and supplies for a variety of hot drinks.

### **Sandbagging**

#### **Episode 4**

Players are each given a pile of small sandbags, which they must throw onto a series of crates from behind a marked line. They can throw sandbags as quickly as they wish, but can only collect and throw one at a time.

The first player to get sandbags on all ten crates wins the right to stay on Redemption Island until the next duel.

## **Shoulder The Load**

### **Episode 4**

Each tribe must select two men and a woman to balance a pole across their shoulders. In regular intervals, two other tribe members must hang a ten-pound sandbag from each side of a player's pole, making it harder and harder to hold. However, the decision regarding who will receive the sandbags will be made by the non-weightbearing members of the opposing tribe. When a player drops their pole, they are out of the challenge. The last tribe with any weightbearers remaining wins Immunity, two chickens, and a rooster.

## **Simmotion**

### **Episode 5**

Players must insert a ball into the top of a metal chute. When it rolls out of one of two exit holes (a track switch near the top means balls alternate exit holes), they must catch it and place it back in the top of the chute. At regular intervals, they must add additional balls, making it harder and harder to keep track of the exiting balls. The first player to drop a ball is eliminated from the game. The survivor wins the right to stay on Redemption Island until the next duel.

## **Pig Out**

### **Episode 5**

With their hands tied behind their backs, tribe members must bite off as much meat as they can from a large spit-roast pig, then carry it across a clearing and spit it into their tribe's basket. The tribe which has the most meat on their basket after ten minutes wins Immunity, spices, vegetables, bread, and all of the collected meat.

## **Lost In The Shuffle**

### **Episode 6**

Each player begins the challenge with four labelled pucks on a shuffleboard table, in a crisscrossing pattern with the other player's pucks. Taking turns, they must slide one puck along the table at a time, trying to knock their opponent's pucks off the table through a series of holes in the outside walls of the table. The last player with a labelled puck left on the table wins the right to stay on Redemption Island until the next duel.

## **Losing Face**

### **Episode 6**

Three tribe members must assemble a simple wheelbarrow from provided parts, then wheel it through a narrow shared chicane to a trough loaded with coconuts, which they must release and load into the wheelbarrow. They must then wheel it through a simple maze to a second trough, again using its contents to fill the wheelbarrow. The remaining three tribe members must disassemble the wheelbarrow and use the same parts to build a giant slingshot on a platform, then use it to fire one coconut at a time towards five large face-shaped targets, which will fall over when hit. The first tribe to hit all five targets wins Immunity and a picnic lunch at the Papasaea Sliding Rocks.

## **Game Of Bridge**

### **Episode 7**

Players must remove a series of twenty planks from the edges of a 'crate', then fit them into provided gaps to form a small bridge. Each plank has a unique set of holes and therefore fits in only one place on the bridge frame. Once the bridge is complete, they must cross it before taking it apart and carrying the eight planks with painted undersides to a solving table, where they must arrange them to form the symbol painted on top of the original crate. The first player to finish wins the right to stay on Redemption Island until the next duel.

## **Family Ties**

### **Episode 7**

Prior to the challenge, tribes receive coloured paints with treemail and must decorate themselves as 'twins'. For the challenge itself, tribes must designate one pair of twins as their caller, while the other pairs are blindfolded and belted together. The callers must guide one pair of twins along a rope (which one member of the pair is also attached to) as it winds through a group of obstacles on the sand and in the water to collect a hanging bag of puzzle pieces. Each bag is at a different point along the course, and once a pair reaches the closest bag they must untie it and return it along the course to a solving station, before the next pair can begin. Once all four bags have been collected, with each pair of runners collecting two bags, the final pair of

runners must open them and use only their sense of touch to arrange the eight masks inside into four identical pairs. The first tribe to finish wins Immunity and a trip to a mock 'cinema' for a product-placement film 'sneak peek' with snacks.

## **Jail Break**

### **Episode 8**

Each player must stand behind a fence, and use provided sticks and rope to build a makeshift pole. Once they have a pole they are satisfied with, they must use it to collect three keys hanging on the other side of the fence, using them to open three locks on a 'door'. The first player to walk through their door wins the right to return to the game as a full player.

## **'Second Verse, Same As The First'**

### **Episode 8**

Immediately after the duel, the two tribes and the returning player are merged into one tribe. They are given yellow buffs and will return to one of the two tribal beaches (almost certainly Savaii's, although this is not revealed), where they will find the traditional merge feast. Although there are currently no players on Redemption Island, it will begin a second cycle starting with this episode's Tribal Council, but while players eliminated in duels will form part of the jury, those who remain on Redemption Island will not observe events at Tribal Council.

## **Coconut Cradle**

### **Episode 8**

Each player must stand on a narrow plank while holding a wooden bar in each hand, with a coconut suspended on two ropes strung between the bars. At regular intervals, they must return the coconut to its starting pole and remove a small anchor twig to extend the rope, making it harder to keep the coconut balanced when it is picked up again. When a player drops their coconut, touches any part of the holder or coconut with anything except their hands, or steps down from their perch, they are out of the challenge. The last player of each gender remaining wins Immunity.

## **Get Crackin'**

### **Episode 9**

Players must throw one coconut at a time at a small raised sandpit, attempting to land it in a round hole in the middle. The first four players to succeed advance to the final round, where they must use rocks to crack open one coconut from a pile, take a mouthful of coconut juice, then climb up an 'obstacle tower' and slide down a pole before running to a table, where they must spit any remaining juice into a tube. They must repeat the process as many times as necessary to fill the tube to a marked line. The first player to finish wins Immunity.

## **Bow-Diddley**

### **Episode 9**

Players must stand on a narrow, tilted balance beam, while balancing a ball on a girder-like curved wooden 'bow'. At regular intervals they must move farther down the beam to a narrower section, making it harder to keep the ball balanced. When a player drops their ball or steps off their beam, they are out of the challenge. The last player remaining wins Immunity. However, before the challenge players are given the option of competing or instead eating pastries and iced coffee for the duration of the challenge.

## **Keep It Up**

### **Episode 10**

Each player must stand beneath a frame, proportionally sized to their own body, and use only the backs of their hands to balance two poles in the air, using the overhead brace for support. When a player lowers the arm, the corresponding pole will drop and they are eliminated from the game. The last player remaining wins the right to stay on Redemption Island until the next duel.

## **Price On Your Head**

### **Episode 10**

Players must fill a bowl with rice and use a small cushion to balance it on their head, then walk across two seesaws to deposit it in a basket on one end of a third seesaw. If they touch their bowl or if the bowl drops, they must return to the start of the course. The first player to fill their basket enough to tip the seesaw, raising a flag, wins Immunity.

## **C.A.T.**

### **Episode 10**

Before leaving Tribal Council after the previous vote, another Immunity Challenge will be held with a vote immediately after. Players will be asked a series of multiple-choice questions based around survival skills and the local wildlife, and must show their answers using a provided cube. If a player answers a question incorrectly, they are out of the challenge. The last player remaining wins Immunity.

## **Offer It Up**

### **Episode 11**

Each player is given a metal 'arm' balanced on a small pivot, and must stack ceramic dishes of Probst's choosing on a small round platform at the opposite end of the arm at regular intervals. As they continue, the stack will become taller and more unwieldy. When any of a player's dishes drop from the arm, they are eliminated from the game. The last player remaining wins the right to remain on Redemption Island until the next duel.

## **Deja Vu**

### **Episode 11**

Players will complete a series of tasks based on elements from previous challenges. Firstly, they must throw one sandbag at a time from behind a marked line onto a colour-coded crate (Sandbagging). The first three players to get a sandbag on all three of their crates advance to the second round, where they must use a giant slingshot to fire coconuts at three large face-shaped targets (Losing Face). The first player to hit all three of their targets wins Immunity, and a bush shower and massage at camp, which they can share with one player of their choice.

## **Puppet Master**

### **Episode 12**

Players must throw a grappling hook from behind a marked line to collect three bags on the ground, one at a time. Once they have all three bags, they must open one and roll the ball inside through a giant labyrinth maze to a finish hole, avoiding the decoy holes, and using only two handles to tilt the octagonal table. If the ball drops through a decoy hole, they must start the entire maze again. The first player to finish wins the right to stay on Redemption Island until the next duel, and the right to select three players who have not been voted out to win an afternoon visit from their loved ones on Redemption Island.

## **Flip Out**

### **Episode 12**

Starting from different corners on a hexagonal 'pineapple' game board, players must take turns flipping over an adjacent tile to show the purple underside, then stepping onto it. Players cannot stand on any purple space, and if they are unable to make any moves, they are eliminated. The last player remaining wins Immunity.

\* South Pacific = Pineapples! We're learning so much about remote areas of the world here! (I'm just glad it wasn't freaking coconuts. Not that there hasn't been plenty of that.)

## **Block It Out**

### **Episode 13**

Players must solve a tabletop version of the sliding puzzle from Crate Escape (and many prior seasons of this show) to release a hatchet, then use it to chop a rope, releasing a bag of puzzle pieces. They must then take the bag to a solving station and stack the four cubes inside so that each column of four cube faces shows four different colours. The first player to finish wins the right to stay on Redemption Island until the next duel.

## **Batman Wall**

### **Episode 13**

Players must use a rope to climb a near-vertical wall, untying one of five bags. Each time they collect a bag, they must return to the ground and take it to their solving station. Once they have untied all five bags, each further up the wall than the last, they must remove the twenty-seven tiles inside and use the designs on one side to sort twenty-four of them into matching pairs. They must then memorise the numbers on the backs of the three unmatchable tiles, before climbing the wall to the very top and using the three numbers to open a combination lock, raising a flag. The first player to finish wins Immunity, and a pizza and garlic bread delivered to camp which they can share with a player of their choice.

## Get A Grip

### Episode 14

Players must climb up a ladder to the top of a round pole, then hold onto it for as long as they can. There are a series of narrow divots carved around the pole at regular intervals for assistance. When a player touches the ground, they are eliminated from the game. The survivor wins the right to return to the game as a full player.

\* Interesting that even with a twist clearly planned as a mechanism to keep the returning players around for as long as possible, the producers apparently still felt the need to stack the deck by making the final duel this particular challenge when one of the returnees is known for being good at endurance challenges and *has won this exact challenge in the past.*

## Teeter Tower

### Episode 14

Standing next to a weighted seesaw, each player must use one hand to pull a lever and hold the seesaw balanced, while using the other hand and a group of domino-like tiles to assemble a tower on the other end of the seesaw, high enough to reach a point marked with an adjacent sign. If their tower falls or if they run out of tiles, they must start again. The first player to build a tower high enough to reach the sign wins Immunity.

## Lei Of The Land

### Episode 14

Players must select one of the 'petals' of a giant flower-shaped ropes course, then complete an obstacle to reach a bag of puzzle pieces at the far end before returning along the same obstacle to their solving station in the middle. Once they have collected all five colour-coded bags, they must open them and insert the eight flower-shaped pieces into the gaps between a series of fifteen rotatable cog-like pieces so that none of them can move. The first player to finish wins Immunity.

\* Even though each player only needs to collect five bags, the flower inexplicably has ten petals, each with an obstacle.

# SURVIVOR: ONE WORLD

## UNITED STATES, SEASON 24

### 'One World, One Beach'

#### Episode 1

Eighteen players are taken together by truck to the starting location, where they are split into two tribes by gender (women on Salani in cyan, men on Manono in orange) and given one minute to loot whatever they can from the truck. Each tribe must then carry their supplies in opposite directions around the island to their camps – which for the first (well, second) time are on the same beach. Each tribe has a specific Hidden Immunity Idol, and if a player finds the wrong idol they must give it to a member of the other tribe before the next Tribal Council.

### Free Fallin'

#### Episode 1

One player at a time must jump from 'a 25-foot tower' into a trapeze net, then clamber along the net to a tribe mat on the ground. When everyone is present, they must climb up a two-stage ladder to a long balance beam, cross it, and slide back to the ground. Finally, they must climb a second two-stage ladder to collect four bags of puzzle pieces and cross a V-shaped rope walkway to the finish platform, where an unknown number of tribe members must assemble the puzzle to form a 'clue to unlocking a flag'. The first tribe to finish wins Immunity and flint.

\* Abandoned after one player injures themselves in the first fall (which is actually less than ten feet with the way the tower is set up), all mentions to the puzzle element are edited from Probst's explanation of the rules, although it is mentioned in the behind-the-scenes preview videos.

### DIY Knots

#### Episode 2

With treemail for this Probst-less challenge, tribes receive three wooden crates and instructions to take them to a neutral location before opening any. The two larger crates contain a series of long ropes plaited around a metal ring, one per tribe, which members must untangle in order to free the metal ring. The first to finish wins a tarp, but both tribes get to keep their ropes and the crate they came in.

### By The Numbers

#### Episode 2

Tribe members must line up next to each other on a narrow balance beam over the water. One at a time and starting with the player farthest away, players must squeeze around each other to reach the finish platform at the end of the beam. If a player falls into the water, or if the crosser touches more than one tribemate at the same time, the current crosser must start again. The first tribe to get all eight participating members to the finish platform wins Immunity.

### Shut Your Trap

#### Episode 3

In rounds, one member of each tribe will be presented a line of assorted items, and must attempt to memorise their arrangement. When a player believes they have memorised the sequence they must pull a lever to drop a covering, hiding the lineup from both players, before moving to an adjacent station and using a group of provided items to replicate it. The first player to do so correctly wins a point for their tribe. If neither player does so correctly, they repeat the process until someone does. The first tribe to score five points wins fishing gear and a canoe with paddles.

### Ow Pairs

#### Episode 3

Tribes must select one member as their 'caller', while the remaining six players are blindfolded and belted together in pairs. The caller must guide the pairs through a clearing filled with assorted barricades to one of five colour-coded water towers, where they must pull a rope to drench themselves and lower a bag of puzzle pieces. Once all five bags have been lowered, untied, and returned to a solving station at the start, the caller must use the ten pieces inside to finish a model tree on a provided base. The first to finish wins Immunity.

# Coco Connection

## Episode 4

One tribe member at a time must use a giant slingshot to fire coconuts at a 5x5 vertical frame of targets at the far end of a clearing. In order for a target to count as hit, at least half of the target must be forced out of the frame. The first tribe to hit five consecutive targets in any direction wins a choice of either 'comfort' (pillows, blankets, and a futon mattress), 'protection' (a tarp), or 'luxury' (coffeemaking supplies and donuts).

## Puzzle Relay

### Episode 4

Six tribe members will be handcuffed together in pairs. One pair must run across a seesaw to a puzzle station, where they must arrange nine log slices into a perfect rectangle. Once they are done, they can pick up an adjacent key and return along the seesaw to the start, at which point the next pair can begin. They must cross two seesaws to reach their puzzle, where they must use four oddly-shaped blocks to form a triangular pyramid. Once they have returned with their key, the last pair must cross three seesaws to reach the final puzzle, a 4x4 sliding tile puzzle showing the season's logo and their tribe name. When all three keys have been collected, the final tribe member must use them to open three locks, raising their tribe's flag. The first tribe to finish wins Immunity.

\* The winning tribe voluntarily gave up Immunity and went to Tribal Council instead of the losing tribe. (Even ignoring the idiocy of willingly giving up a tribe member, why couldn't they just have thrown the challenge if they wanted to vote somebody out?)

## 'Scrambled'

### Episode 5

Immediately prior to the challenge, players are told to drop their buffs. They must each select a paint-filled egg from a small bowl, with a different bowl for each tribe, and smash it to reveal their new tribes. Those with cyan paint in their eggs become members of Salani, while those with orange paint become members of Manono. Three members of each tribe will switch, while the remaining players will remain on their current tribes.

## Dear Liza

### Episode 5

In a relay, four players at a time must carry a large bucket with several holes along a chicane and over a wide hurdle to a water tower, where they must fill it before blocking as many of the leaks as they can while carrying it back to the start. When they reach the start, they must pour any remaining water over a ledge into a barrel on one end of a seesaw, repeating the process until the seesaw tips, raising a flag. The first tribe to finish wins sandwich and coffeemaking supplies, and the right to remain at their beach. The losing tribe will be sent to a new beach, although they will have approximately the same amount of supplies as the winning tribe has at their beach.

## Basketbrawl

### Episode 5

In rounds, three players at a time (of matched genders) must race across a rectangular 'field' in the water to collect a ball released into the middle, then work to shoot it into an elevated, colour-coded net at one end of the field. One member from each tribe will start touching the pontoons beneath the two nets, which are next to each other, while the other players will start at the far end of the field. Any legal forms of physical contact are allowed in order to get contact of the ball, and the first tribe to get the ball in their net scores a point. The first tribe to score three points wins Immunity.

## Coco Pops

### Episode 6

One tribe member at a time must climb up a stack of giant crates to a trough loaded with coconuts, then attempt to throw it onto a giant trampoline on the ground so that it bounces into one of five octagonal targets at the other end. Players can throw coconuts as fast as they can move (with each thrower returning to the ground before the next player starts climbing), and each time a target is hit it will collapse away. The first tribe to hit all five targets wins a trip to 'a Survivor-style ice cream parlour'.

\* Before an Immunity Challenge can be held, one player is medically evacuated from the game. As a result, the planned challenge is cancelled.

# 'What Was, What Will Be'

## Episode 6

Both tribes are summoned to Tribal Council, where the players not on the evacuee's tribe are debriefed on the situation. Before leaving, they are merged and given new black buffs. They will return to their original shared beach for the remainder of the game.

## Sea Turtles

### Episode 7

Players are randomly divided offscreen into two teams of six. One team member must dig a hole beneath a fence on the beach and climb under, then crawl beneath a wooden grate to reach a group of four flags. They must dig beneath one of the flags to find a bag of puzzle pieces, before returning along the course to the start. Once four players have collected bags, one at a time, the remaining two team members must open them and use the thirty-five pieces inside to assemble a mosaic turtle in a provided frame. The first team to finish wins pizzas and beer away from camp.

## Rollerball

### Episode 7

Players must stand on a small plank for as long as possible, while holding a round wooden tray with one hand. One ball will be placed on the tray at the start of the challenge, and two extra balls will be added at regular intervals. If a player steps off their log or drops any of their balls, they are eliminated. The last player remaining wins Immunity.

## 7UP

### Episode 8

Players will be divided offscreen by schoolyard pick into two teams of five, with one player left out and unable to win. One team member at a time must slide down a steep waterslide to the beach below and wade to retrieve a large floating 'puzzle crate' (with partial images painted on each face), unclipping it and bringing it back to a platform on shore. Players already on the beach from prior trips can assist in retrieving the heavy crates as they see fit. Once all five crates have been retrieved, the team members must work together to arrange them on their platform with two extra crates so that a tribal image is displayed on top. The first team to finish wins a barbecue feast with unlimited product-placed soft drink. In addition, the winners will get to bring a cooler containing bottles of the soft drink back to camp.

## Odd-Shaped Bottoms

### Episode 8

Players must each manoeuvre three bags of puzzle pieces from one end of a rope wound over, under, and around a ladder bridge to the other. While doing so, they must also move from one end of the bridge to the other, returning to the start if they fall. The first four players to finish advance to the final round, where they must open them and use the sixty blocks inside (each with a unique uneven bottom) to finish a rectangular prism on a provided base, showing a mask design. The first player to finish wins Immunity.

## DIY Ladder Tree Golf

### Episode 9

With treemail, players are given all of the props for this Probst-less challenge. They will be randomly divided into two teams of five, and must take turns throwing a bolo onto a tree-like frame with five horizontal bars worth differing point values, with the largest bar at the bottom being worth one point and the smallest at the top being worth five). If a bolo wraps around a bar, they score the relevant number of points for their team. The team with the highest overall score after everybody has had one throw wins a seafood feast on a nearby island.

## When It Rains, It Pours

### Episode 9

Players must each stand barefoot on a small plank, with one hand above them chained to an overhead bucket of water. When a player steps off the plank or lowers their arm, the bucket will tip to drench them, and they are eliminated. At various points as the challenge continues, players are given the option to voluntarily quit in order to receive assorted food rewards (cookies and milk; cupcakes and milk; a bowl of candy; chicken wings and beer; and hamburgers, potato chips, and beer). The last player remaining dry wins Immunity.

## **Survivor Auction**

### **Episode 10**

With treemail, players are each given five hundred dollars in American currency, which will be used to bid on an assortment of items – three donuts and an iced coffee; corn chips and a margarita; a protein shake with two bananas; a bush shower and a toothbrush for immediate usage; a BLT sandwich with chips and soft drink; peanut butter and chocolate; a letter from home (later made valid for all players for the same price the winner paid); an advantage in the Immunity Challenge; and a mystery item (a strawberry cake to be shared with the tribe, but with only one minute to eat it) – in an auction. Bids increase in twenty-dollar increments, and players cannot pool money or share items unless otherwise stated. The auction will end without warning.

## **Return From The Dead**

### **Episode 10**

Players will complete a series of tasks based on elements from previous challenges. Firstly, they must each untie a series of plaited ropes to release a metal ring (DIY Knots). The first three players to finish advance to the second round, where they (and the player who won the advantage in the auction) must climb up a stack of crates to a trough of coconuts, which they must bounce off a trampoline into an octagonal, colour-coded target (Coco Pops). The first two players to hit all three of their targets advance to the final round, where they must use a giant slingshot to fire coconuts at a 3x3 frame of targets (Coco Connection). The first player to hit three targets (with at least half of the target falling from the frame) in a row in any direction wins Immunity.

\* The challenge is introduced with a 'Day 27' chyron... although they somehow return to camp after the challenge on 'Day 26'.

## **Touchy Subjects**

### **Episode 11**

Players are each represented by an effigy attached to a plank, held out of a fire by a rope secured in three places. They will be given a survey to answer in private, then will be gathered and asked the same questions. This time, they must guess the answer most commonly given by the eight remaining players. Each time a player selects the correct answer, they will be allowed to use an axe to chop through a section of another player's rope. After a player's rope is cut three times, their effigy will drop into the fire and they are out of the challenge. The last player remaining wins a picnic lunch on a nearby island with two players of their choice.

## **Slip Sliding Away**

### **Episode 11**

Two players at a time must slide along a greased surface, collecting a quoit from the middle before sliding to the far end and throwing it onto one of three hooks from behind a marked line. If they miss the hooks they must collect the quoit before trying again. The first player in each randomly-selected pair to finish advances to the second round, where they must repeat the process with two quoits against a new opponent. The two winners advance to the final round, where they must repeat the process with three quoits. The first player to get all three of their quoits on the hooks wins Immunity.

## **Connecting With Loved Ones**

### **Episode 12**

Players and their loved ones will be harnessed together, and to a rope that spans the length of a long hitching post but is held in place by a series of additional ropes. They must slacken the other ropes in order to make it possible for them to travel from one end of the main rope to the other. The first pair to finish wins a feast with two pairs of the player's choice.

## **I Hold On**

### **Episode 12**

Players must stand on a log over the water, holding a towrope behind them above their hips, for as long as possible. In regular intervals, the length of the rope will increase via winch, forcing players to lean forward. When a player falls into the water, they are out of the challenge. The last player remaining wins Immunity.

## **Spinning Wheel**

### **Episode 13**

Players must unwind a circular disc from the pole it is attached to without removing their hands (thus, by running around the pole in circles), then repeat the process twice more with larger wheels. Once they have all three, they must take them to a solving station and fit them together to form a 'decoder', spinning them until

three different numbers are displayed in a column on the wheels among several decoy half-numbers (which either have no matching half or are impossible to align). Finally, they must use these numbers in some order to form a three-digit combination, allowing them to pull a lever and raise a flag. The first player to raise their flag wins an overnight stay on a yacht with two players of their choice.

## **Bone To Pick**

### **Episode 13**

With one hand tied behind their back, players must use an S-shaped fish hook to snag a second hook, then attempt to pick up a third hook with this chain, then pick up a bag of puzzle pieces. Once they have the bag, they must carry it to a hanging 'fish skeleton' without dropping it and fit the pieces inside into a marked area to form part of the ribcage. They must then repeat the process with a second set of four hooks, and again with a third set of five hooks. The first player to insert the ribs so that none of them are touching each other wins Immunity.

## **Balance Beam Maze**

### **Episode 14**

Players must untie a series of knots to open a gate, then run across a maze of tilted balance beams (returning to the start if they fall off), then climb onto a raised trapeze net and untie five colour-coded bags of puzzle pieces from different points on the net. Once they have collected all five bags they must take them to a solving station, then use the forty-two pieces inside to solve a puzzle, revealing a cryptic clue to three numbers in a combination. Finally, they must climb up a net, ramp, and ladder to their combination lock. The first player to release a metal bar from their combination lock, raising a flag, wins Immunity.

## **Operation Balance Build**

### **Episode 14**

Players must use a two-pronged handle to pick up a wooden 'bowl' from a table, then across a clearing and through a metal frame (balanced on a spring) to a small podium attached to the top. They must repeat the process ten times, avoiding knocking the frame hard enough to tip their stack of bowls. If any bowls fall at any point, they must carry them back to the starting point and try again. The first player to stack ten bowls on their podium at the same time wins Immunity.

# SURVIVOR: PHILIPPINES

## UNITED STATES, SEASON 25

### 'Three Of A Kind'

#### Episode 1

Three tribes of five (Matsing in blue, Kalabaw in red, and Tandang in yellow) are each joined by a returning player from a previous season who was forced from the game by the show's medical crew. They are given one minute to loot a raft, paddles, and as many supplies as they can from a boat before paddling to their tribe camps. Anything that survives the trip can be kept.

### Share The Wealth

#### Episode 1

Two tribe members are belted together and must run down a trail to a cargo net, climbing it and untying a set of knots to release two boat paddles before returning. The next two tribe members must paddle out to a buoy and dive down to untie a treasure chest from its anchor, swimming it back to shore. When they get it across a marked line (with the rest of the tribe's help), the final two team members must open it and use the puzzle pieces inside to assemble a pagoda on a provided base. The first to finish wins Immunity and a fire-starting kit, and the second to finish wins Immunity and flint.

### Manila Folders

#### Episode 2

Four players must split into pairs and work in relay to collect sets of puzzle pieces from three increasingly-distant tables, returning them to the start. Once they have been collected, the relay must continue as they unfold the ~~carpet samples~~ puzzle pieces and assemble them into three marked areas of a solving table, one at a time, with the help of the fifth player as a caller. The first to finish wins Immunity, bedding, and a tarp, and the second to finish wins Immunity and a tarp.

### Deep In Thought

#### Episode 3

In a relay, one tribe member at a time must swim to a buoy and dive down to unclip a wheel marked with four letters. The first wheel is two feet deep and each successive wheel is another two feet deep (with the last wheel sixteen feet deep). Once all eight wheels are collected, the entire tribe must fit them onto an axle in order – shown with dots painted on the side of each wheel – and spin them to form an eight letter word. The first to finish wins Immunity, fishing gear, and a canoe, while the second to finish wins Immunity and a smaller set of fishing gear.

### Swing Break

#### Episode 4

In a relay, one player at a time must load a rice-filled pot onto each end of a yoke, then carry it over a grate and two hurdles to a set of plinths, placing them in holders before crawling under the obstacles on their way back. When all six pots are placed, the whole tribe must crawl beneath the obstacles to the plinths, and use a small wrecking ball to smash them all from behind a marked line. The first to finish wins Immunity, spices, steaks, vegetables, and cookware, and the second to finish wins Immunity, garlic, chilli, salt and pepper, and a pot. In addition, both winning tribes are given the option of exchanging their rewards for a tarp and rope.

\* Based on a South African challenge involving smashing pots with coconuts to release puzzle pieces, this is to my knowledge the only time a puzzle element was removed from a challenge before it was reused.

### 'One Pair'

#### Episode 5

Having been 'decimated' by losing all four previous challenges, Matsing is dissolved immediately before the Reward Challenge and its final two members must each select a wrapped package containing a new buff for one of the other tribes, so that two tribes of seven are formed.

## **Idol Hands**

### **Episode 5**

In rounds, one member of each tribe must balance a small idol on a handheld podium, while using the other to try and knock the opponent's idol into the mud. The first to do so scores a point for their tribe. The first tribe to five points wins a coffee set and cookies.

## **Thrash, Slash, And Bash**

### **Episode 5**

Tribes must race down a ramp, across a ditch, and over a sandhill and a net A-frame to reach a drawbridge, untying a series of knots to lower it. One tribe member must then use a hatchet to chop through a log to cut a rope, dropping a huge pile of bamboo cylinders into a storage area on the ground. Finally, two players must search them for twenty (not nineteen) cylinders marked with letters and arrange them in a solving station to spell a mystery five-word phrase. The first to finish wins Immunity.

## **Bog Roll**

### **Episode 6**

In rounds, three members of each tribe must run to a giant wicker ball, then push against the other tribe to roll it into their goal at the far end of the muddy field in order to score a point. Wrestling is allowed. The first to three points (or not) wins a lunch feast.

## **Philiping Out**

### **Episode 6**

In rounds, one member of each tribe must use a giant slingshot to launch balls into a clearing, for the others to catch using teardrop-shaped butterfly nets. Players must start next to one of four poles in each round. If a player catches a ball, they score a point for their tribe. The first to five points wins Immunity.

## **'Full House'**

### **Episode 7**

A boat arrives at each camp, and teams are given ten minutes to pack as much of their camp in it as they can before they are taken to a new beach. Upon arrival they will find a small feast and new black buffs (yet again).

## **Wrist Assured**

### **Episode 7**

Players must hold onto a small winch keeping a bucket filled with a quarter of their body weight in the air. When they release the tension, the anchor rope will unspool, lowering their bucket. They can attempt to wind the winch back whenever they wish, but can only touch the winch with their hands. When a player's bucket touches the ground, they are out. The last player of each sex with their bucket aloft wins Immunity.

## **Catch Of The Day**

### **Episode 8**

Players are divided offscreen into two teams of five. One team member at a time must carry the end of a long rope to a floating fish trap, then dive down to detach its anchor before hanging on as the group pulls them to shore. Once all four traps are collected, one team member must dig in a sandpit to find a key, which unlocks a frame. Two team members must then remove a set of swatches puzzle pieces which apparently somehow swam into their traps and use them to form a flag. The first to finish wins a barbecue feast away from camp.

## **Snake In The Grass**

### **Episode 8**

Players must climb over and under a series of four high-and-low hurdles, untying a bag from each high hurdle, before untying a third bag from a pole. The first three to carry all of their bags across the finish line advance to the final round, where they must fit the pieces into a frame to form a snake. The first to finish wins Immunity.

## Muddy Waters

### Episode 9

Players are divided offscreen via schoolyard pick into two teams of four, with one player left out and unable to win. In a relay, one team member at a time must crawl beneath a grate and climb over an A-frame to reach a mud pit, where they must collect a bag of balls before crawling through a pit of rice (beneath a beam) to place it on a table. Once all four team members have collected bags, they must remove the balls and throw them into a narrow tube (with a funnel-like hole overhead). The first to get all twelve balls into their tube wins a trip to deliver supplies and toys to a nearby school, and a lunch feast with locals.

## Paddle Out

### Episode 9

Each player must balance an oversized boat paddle on a ball pivot, then roll a ball down a rail carved into the handle and tilt it as necessary to land the ball into one of six small divots on the base. If a ball drops from the paddle, it will land on a ramp and roll back to the player. The first to get balls on all six divots at the same time wins Immunity.

## Snare the Drum

### Episode 10

Players are split into two teams of four. One team member at a time must run between three marked circles in the sand, flipping over a giant colour-coded disc in each to show an animal face. They can also flip their opponent's disc back over to show the blank side, but each disc must stay in its marked circle. The first player to have all three of their drums flipped face-up scores a point for their team. The first team to three wins an afternoon at a makeshift spa with lunch.

## Push Your Luck

### Episode 10

In each part of this three round challenge, players are given a long rope with a buoy and one end and must move it from one end to the other. In the first, the rope is tangled around a pole and a hitching post, and the first five to finish advance. In the second, the rope spirals around a balance beam, and players must return to the start of the beam if they touch the ground, with the first three to finish advancing. In the final, the rope is wound around an outrigger canoe and a lookout platform in the water, and the first player to finish wins Immunity.

## Survivor Auction

### Episode 11

With treemail, players are each given five hundred dollars in American currency, which will be used to bid on an assortment of items – pancakes and bacon with orange juice; a cheese platter and red wine; six donuts and an iced coffee; a mystery item (fried chicken and chips); a mystery item (a baked potato, with the option to trade it for rations of rice and beans for the entire tribe); a mystery item (two sub sandwiches and a glass of soft drink); an advantage 'in the game' (an advantage at the Immunity Challenge); and a mystery item (veal shanks for the tribe, with no utensils and sixty seconds to win) – in an auction. Bids increase in twenty-dollar increments, and players cannot pool money or share items unless otherwise stated. The auction will end without warning.

## Brains and Brawn

### Episode 11

Players are belted to a rope (wound around a fence) and asked a multiple-choice trivia question about the Philippines, before having to wind themselves along the rope from one end to the other. Players who answer incorrectly must also carry a bag with 5% of their body weight. The last player to finish is out. The second round is the same, with the fence replaced by a toughnut to climb through while attached to a rope. Penalty weights are cumulative. The first two to finish (and the player who bought an advantage in the previous challenge) move on to the final round, where after another trivia question they must climb through a three-level frame, untying a series of knots to remove rope barricades. The first player to finish wins Immunity.

\* Rigged? No. Just unbelievably awful. The thing is, though, that all of the individual elements of this challenge... aren't that bad. But combining the skeletons of three different challenges just didn't work. A quiz with penalties for wrong answers, then an obstacle course to be performed with the handicaps earned? That's a pretty good idea. Untying knots? With the right extra components it could work (see The Great Escape in *Survivor: The Amazon*), but these weren't it. And we know the move-along-a-rope challenge is a Survivor staple. But combining these three (and the advantage twist) was a dreadful idea.

## **Mud Slinging**

### **Episode 12**

Players must throw muddy sandbags to their visiting loved one, who must then throw them at bamboo tubes placed on plinths at different heights. The first pair to knock all five tubes down wins an overnight trip to camp for the loved one.

## **Fish & Game**

### **Episode 12**

Players must run across a floating balance beam to a grappling hook, then drop it like an anchor to snag three submerged quoits attached to bags. Once they have all three bags, they must take them to shore and use the materials inside to build a pole, then use the pole to hit a lever. The first player to hit their lever with enough force to lower a flag wins Immunity.

## **Sliders**

### **Episode 13**

Players must climb up and over an A-frame, then wade to a buoy in the water to collect a bundle of quoits before returning them to the start. Once they have collected both of their quoit bundles, they must untie them and throw them at a line of five pegs. The first player to get one quoit on each hook wins a whale shark watching trip with two players of their choice.

## **One Track Mind**

### **Episode 13**

Players must use two small planks to form a bridge and cross a pair of knotted ropes, untying two puzzle pieces along the way. Once they have both pieces, they must take them to a solving station, assemble them and several other waiting pieces to form a table 'maze', and roll a ball from one end of the path to the other without it falling into any of the four decoy holes. The first player to finish wins Immunity.

## **Dragon Slayer**

### **Episode 14**

Players must run across a balance beam and over an bamboo A-frame to untie the first of three bags of puzzle pieces before carrying it through a toughnut to a second balance beam, where they must untie the second bag. They must then run up a steep wall (using a rope for assistance) to untie the third bag, before using the pieces to assemble a 'dragon' in a vertical wire frame. The first to finish wins an advantage in the final Immunity Challenge.

## **The Ball Drop**

### **Episode 14**

Each player must use two wooden handles to hold a smaller wooden cylinder in the air, balancing a metal ball on a small groove carved into the cylinder. Every five minutes for the first twenty, they must lower their cylinder back down onto its support block and add one additional shorter cylinder on each side, making it harder to hold. When a player drops their ball, they are out. The player with the advantage is allowed to have a second chance, with the current round resetting after they drop their ball for the first time. The last player with their ball balanced wins Immunity.