WEEK ONE	
The Drop Off *NL 12x01*	Starting in groups from three points, hike in a specific direction to reach a finish flag, picking up each group member's suitcase along the way. If all three groups arrive within two hours, $15,000 is won, less $100 per suitcase left behind and $5000 per group who opens a shortcut envelope placed on their final suitcase, taking a rescue car to the finish. In the Dutch challenge this is based on, players hiked individually and weren't told which way to go, just to get to the landmark shown. It was shown for 20 minutes and tedious after five. Here? 30 minutes plus ads, with 70% fewer concurrent scenes to edit between.
Cash and Treasurer	
High-Wire Relay	Two players at a time cross a two-rope traverse from opposite ends, meeting in the middle to exchange a baton before continuing past each other to finish their journeys. $500 is won for the first successful crossing in a chain, doubling for each additional crossing, but if a player falls, drops the baton, or enters the central 'red zone' before it is passed, the money won so far is voided and the chain resets for the next pair. If the baton switches players, then they pass each other, doesn't that mean it winds up where it began, defeating the purpose of the challenge?
Money Bags *NL 10x04*	In two groups of six, hike down a 5km trail from opposite ends, using various items to help carry 10kg sandbags. Meet within 90 minutes to win $100 for each sandbag brought (up to $4000), meet at one of six flags along the way to also win its shown value (up to $10,000). First to reach a champagne pyramid may swap their sandbags for it and its $10,000 value, but it must be intact when groups meet for the value to be added to the kitty. So, 'carry this over there' for the third challenge in a row, basically. (In the Dutch version, sandbags were 5kg and the seven players met with 140kg. With five more players, three more men, and stronger materials, only 20kg more was taken here. And half of the 160kg overall weight was abandoned at the champagne pyramid.) To win the maximum, you have to (1) have a specific team arrive at the pyramid and swap, (2) have the other team carry all twenty sandbags, and (3) meet at the largest bonus sign. It was never going to happen, even before you consider how slow moving the pyramid is. How did one group who stopped to fight (and weren't moving fast to begin with) and another carrying a champagne pyramid manage to travel 3.5 kilometres between them in thirty minutes?
Key to Comfort *NL 5x02*	Search a disused fort for twelve keys, in a relay with two pairs at a time searching. After fifteen minutes, those with keys have the option of using them to open labelled chests of camping gear for the night. Chests' shown values will be removed from the kitty if opened. Why the relay? It's not like there's a set time limit per player. Maybe the search area was too small, in which case the challenge needs reworking. (In the Dutch version, the search was a lifesize game of Minesweeper, and the relay made sense as the others weren't waiting like hockey goons – each group began when their shuttle helicopter to the remote challenge site landed.)
Beach Brain Teaser *NL 12x06*	A giant matchstick puzzle, using driftwood. Eight players have a diagram and five minutes to build an unbalanced set of scales from nine planks; the other four them have the same time limit to balance them, moving only five planks. Touch a plank and it MUST move; succeed to win back the money spent in the previous challenge. $1200 is removed from the available $2450 prize because the first group allegedly failed to build the diagram properly. But if the second group solved it successfully, doesn't that mean they DID (albeit more than a little lopsidedly)?
Chain Gang *US 5x05, NL 10x04*	Cuffed to a chain extending around a circular pool with a key and an exemption on a central podium, one player must cross a bridge to the podium every five minutes and select either of them. Take the key and unlock yourself, camping in luxury overnight; take the exemption and those still chained (including yourself) stay locked up overnight. $10,000 is won if everybody takes the key. Two odd things about the presentation: The treasurer can't defend their exemption as if they had to give it back before the challenge it was never really theirs, and if the exposition is to be believed there must be five people left with 20 minutes to go, not two. Both prior versions of this challenge happened with seven players remaining (though the Dutch version was planned for eight). The exemption being less important here, combined with an oncoming thunderstorm, made the successful result a foregone conclusion.
ELIMINATED: Seble. Eleven players remain.	