

# The Genius Game

## SOUTH KOREA

### Season 1 / Rules of the Game

Thirteen celebrities compete in a series of parlour games. The first game in each episode is an all-in Main Match, while the second is a Death Match elimination between two players (though the others are occasionally involved). At the start of the season each player is given a garnet (an in-game currency) and can earn more in the games; Death Match losers forfeit their garnets to their opponent. The final episode is a best-of-three contest between the last two players, with the eliminated players giving various randomly-chosen advantages to the player of their choice; the winner gets ₩1,000,000 (approximately US\$950 at the time of writing) for each garnet still in the game.

*NOTE: Solo winners of Main Matches get Immunity for themselves and another player of their choice, while solo losers select their Death Match opponent from the non-immune players. When tied, joint winners do not give away Immunity and winners pick the first Death Match participant. If both winner and loser are supposed to come from a subgroup but all players in this group are tied, they all win and pick the first Death Match participant from all other players. For clarity, these rules are omitted from challenge descriptions.*

#### **1-2-3 Game**

*Episode 1 Main Match*

Each player is given nine cards – three 1s, three 2s, and three 3s – and must use them to play a variant of the card game War against each other. In each hand, the player who plays the higher card (if there is one) scores a point, and regardless of the result both cards are removed from play. Players are allowed to trade cards and give them away, and can play as many or as few hands with any other player as they wish, though will be given a score of zero points if they have cards in their possession at the end of the time limit. After 90 minutes, the highest scorer wins and gets a garnet, while whoever has the lowest score will face the Death Match.

As there are an odd number of cards in play (117 in total), there will always be one left at the end of the game; in practice, whoever winds up with the spare card automatically proceeds to the Death Match.

#### **Winning Streak Game**

*Episode 1 Death Match*

Competing players must play rock-paper-scissors against the others in a predetermined sequence, trying to win as many consecutive hands as possible. The sequence is chosen randomly 30 minutes before the game itself, and players can strategise during this time to get the result they want. Whichever competitor gets the longest streak of consecutive wins in their eleven hands wins.

#### **Election Game**

*Episode 2 Main Match*

Players must take part in an election. They are given a brief period to discuss voting strategy with each other, then have five minutes in which to self-nominate as a candidate if they wish. Each candidate will then receive twenty colour-coded chips and will have 90 minutes to bargain for votes with them. Running "opinion polls" will be released every 30 minutes to help players see how well everybody is doing, and quitting candidacy during the campaign period is allowed. At the end of the 90 minutes, each player must vote for one candidate. Whoever gets the most votes wins, with twenty garnets split amongst players to match the distribution of their campaign chips, while whoever gets the fewest votes will face the Death Match.

Why wouldn't you nominate yourself as a candidate? There's no reward for sitting out, no penalty for dropping out, and if anything you could use dropping out of the race as a bargaining device of its own to be given more chips from the other players.

## **Winning Streak Game**

*Episode 2 Death Match*

Competing players must play rock-paper-scissors against the others in a predetermined sequence, trying to win as many consecutive hands as possible. The sequence is chosen randomly 30 minutes before the game itself, and players can strategise during this time to get the result they want. Whichever competitor gets the longest streak of consecutive wins in their ten hands wins.

## **Abundance and Famine**

*Episode 3 Main Match*

Players are presented two 'lands' with different quantities of bread available, and must purchase tickets to visit these lands with the intention of collecting as much bread as possible. One land has six pieces and the other has three, and pieces are shared as evenly as possible (with any remainders forfeited) among those who buy tickets to the relevant land. There will be five rounds and each player is given coupons for five tickets, though they can purchase extra tickets for one garnet each and are allowed to use as many tickets as they wish (including zero) in each round. Tickets are bought in private with only one player allowed in the booth at a time. After each fifteen-minute round, the number of tickets sold to each land is revealed, though their purchasers are not. At the end of the game, the player with the most bread wins Immunity, while the candidate with the least bread will face the Death Match. In addition, each player will be given one garnet at the end of the game for every three pieces of bread they collect.

## **Tactical Yutnori**

*Episode 3 Death Match*

Competing players must each select a partner from the other players, then all four must play a modified version of the traditional Korean game Yutnori. In this variant, each player is given two sticks (one marked and one blank) and all four must throw one stick at a time to determine how many spaces the current player can move around the board. Each player is given two pieces and can move either on their turn, though they cannot split a roll. If a player lands on their own piece, they are combined and move together; if they land on any other player's piece, the latter is returned to the start. Partners' pieces are for assistance only; to win, a competing player must get both of their pieces around a lap of the board without being captured. In addition to the usual stakes, partners must each stake one garnet on the game, with the winning player's partner getting both; meanwhile, the others watch in a private room and are also given the option to wager a garnet on the result in order to win two.

In regular Yutnori, which is basically a Korean version of Ludo, players are given four sticks (each with one marked side and one blank side) to throw, with the number of marked sides determining how many spaces they can move. In brief, each blank side landing face-up counts as one space, but if all four land marked-side up the player moves five spaces and an extra turn is awarded if the results on all four sticks match. The only change to this scoring mechanism in the game played here is that having three marked sticks and one unmarked stick forces the player to move back one space, but as a result it is also possible to finish by moving backwards onto the start space.

## **Zombie Game**

*Episode 4 Main Match*

Two players are randomly and secretly chosen as zombies, then must attempt to turn the others into zombies over the course of 90 minutes. In each 30-minute period, each player must "touch" at least one other, but cannot touch a player more than once. If two humans touch, they each score a point; if a human and a zombie touch, the human becomes a zombie; if two zombies touch, nothing happens. Each player has one 'cure' they can use after becoming a zombie and can buy more for five garnets each, but must do so within ten minutes of conversion for it to work (and initial zombies cannot be cured). After every 30 minutes, players are told how many humans and zombies there currently are. If everybody ends the game as a zombie, initial zombies win three garnets each and must decide on a Death Match participant. If not, the highest-scoring human wins and gets one garnet per point, while the lowest-scoring human faces the Death Match.

## **Tactical Yutnori**

*Episode 4 Death Match*

Competing players must each select a partner from the other players, then all four must play a modified version of the traditional

Korean game Yutnori. In this variant, each player has two sticks (one marked, one blank) and all four must throw one at a time to determine how many spaces the current player can move around the board. Each player is given two pieces and can move either on their turn, though they cannot split a roll. If a player lands on their own piece, they are combined and move together; if they land on any other player's piece, the latter is returned to the start. Partners' pieces are for assistance only; to win, a competing player must get both of their pieces around a lap of the board without being captured. In addition to the usual stakes, partners must each stake one garnet on the game, with the winning player's partner getting both.

This is presented as deliberately being the same as the previous week's Death Match (see above); in actuality, it isn't as there is no option for spectators to wager their garnets on the result. (There's a visual change too – in Episode 3 the playing pieces are marked with the competing players' faces; here they are just labelled discs.)

## ***Scamming Horse Race***

*Episode 5 Main Match*

Each player is randomly and secretly given a different logic-puzzle-style clue to the result of a mock race between eight horses, then must combine their hint with the others' before betting on the result. The racetrack is twenty spaces long, and horses will move up to three spaces in each of twelve rounds. Each player has twenty chips to bet with, and can bet up to three on horses at the end of each round, but cannot bet on any horses in the last three spaces before the finish line. Three extra clues are available for three garnets each, but only one player can see each clue. At the end of the race, any unbet chips are forfeited and all losing bets are split evenly in accordance with the bets placed on the horses which finished first and second. The player with the most chips after this payout wins and the player with the fewest chips will face the Death Match. In addition, each player will be given one garnet at the end of the game for every ten chips they have after winning bets have been paid out.

The nine original clues are (1) of the top three horses, the one in third place has the lowest number; (2) horse 5 finishes equal to or worse than horse 3; (3) the numbers of the top three horses add up to twelve; (4) the leader at the end of Round 9 wins; (5) horse 4 finishes directly ahead of horse 6; (6) horse 1 finishes in the top three; (7) horse 2 is faster than horse 5, but slower than horse 4; (8) horse 1 beats horse 7; and (8) horse 8 is slower than horse 3. Only one extra clue – that horse 6 finishes sixth – is revealed.

## ***Winning Streak Game***

*Episode 5 Death Match*

Competing players must play rock-paper-scissors against the others in a predetermined sequence, trying to win as many consecutive hands as possible. The sequence is chosen randomly 30 minutes before the game itself, and players can strategise during this time to get the result they want; however, directly before playing it is revealed that the players eliminated in the first four episodes will also be opponents. Whichever competitor gets the longest streak of consecutive wins in their eleven hands wins.

## ***Catch the Burglar***

*Episode 6 Main Match*

Players are randomly split into two 'villages', one with five members and the other with three, with one player also secretly chosen as a burglar. Each player except the burglar is also represented by ten pieces of gold; in regular intervals, each village must exile the player they believe is the burglar. If the burglar is exiled, gold tallies stay as is, but if they are not, they steal one piece of gold from each player in their village; regardless of the result, both exiled players switch villages for the next round. To help players work out who the burglar is, all players are shown players' gold tallies after every second round, but are not shown which player each tally represents. After ten rounds, the player with the most gold in the village without the burglar wins, while the player with the least gold in the burglar's village will face the Death Match. To win, the burglar must have the most gold overall at the end of the game, otherwise they automatically take the second place in the Death Match. In addition, each player in the winner's village (plus the burglar if they also win) receives two garnets.

The real strategy here isn't so much in solving the puzzle, which is very easy, as it is ensuring you're in the same village as the burglar after Round 9 so that you can exile them right at the end and make the other village the losers.

## ***Indian Poker***

*Episode 6 Death Match*

Competing players must play a variant of poker against each other, using garnets to buy chips (with one garnet worth five chips). Players will each be dealt a facedown card from a twenty-card deck (two cards of each value from one to ten), then must hold it on their forehead without looking while using the opponent's card to decide how to bet. They may either call, raise, or fold as in regular poker, with two exceptions: A tied hand results in the pot being carried over to the next hand, and folding with a ten forces a player to forfeit ten extra chips to their opponent. The first player to lose all of their chips is eliminated; at the end of the game, chips are traded back into garnets and awarded to the winner.

## ***Open, Pass***

*Episode 7 Main Match*

Each player is given an identical deck of twenty cards, with ten having numbers and ten mathematical symbols. Using these cards and/or cards from three optional decks purchased with garnets (one, two, or three, with the three-garnet deck the most advantageous), as well as cards traded from the others, they must form a set of twenty cards to be shuffled by a dealer. After the cards are shuffled, the player has up to two chances to have the cards reshuffled if they wish. One at a time, the top card will be placed at the end of a line of ten empty spaces and the player must decide whether to have the card flipped or discarded. When all ten slots have face-up cards, cards will be removed as needed to form an alternating sequence of numbers and symbols (with the leftmost kept as needed and symbols removed if at the end or preceded by an extra 0 card if at the start), and the resulting equation will be solved. The player with the highest solution wins and receives five garnets, the player with the second-highest solution receives two garnets, and the player with the lowest solution will face the death match.

The basic deck contains each number from 0 to 9, three subtraction and division signs, and two addition and multiplication signs. The one-garnet deck contains two 0s, 1s, 2s, and 3s, a 7, an 8, and the same mix of symbols as the basic deck. The two-garnet deck contains three 4s, 5s, and 6s, a 9, three multiplication and division signs, and two addition and subtraction signs. The three-garnet deck contains three 7s, 8s, and 9s, a 10, three addition and multiplication signs, and two subtraction and division signs.

It sounds like winning is pretty much up to pure chance, but there are two ways to gain an advantage – the two- and three-garnet decks have different coloured patterns on their facedown side, and the pattern on the facedown side isn't symmetrical, allowing you to turn selected cards upside down before giving them to the dealer so you can avoid stretches of duplicate card types.

## ***Indian Poker***

*Episode 7 Death Match*

Competing players must play a variant of poker against each other, using garnets to buy chips (with one garnet worth five chips). Players will each be dealt a facedown card from a twenty-card deck (two cards of each value from one to ten), then must hold it on their forehead without looking while using the opponent's card to decide how to bet. They may either call, raise, or fold as in regular poker, with two exceptions: A tied hand results in the pot being carried over to the next hand, and folding with a ten forces a player to forfeit ten extra chips to their opponent. The first player to lose all of their chips is eliminated; at the end of the game, chips are traded back into garnets and awarded to the winner.

## ***Beans Dilemma***

*Episode 8 Main Match*

Players are randomly split into two teams of three, with each player given a sealed locker containing ten beans in their team's colour. In rounds, players have fifteen minutes to strategise before taking turns to enter the locker room and each placing a number of beans into a jar. The team which puts the most beans in the jar scores a point, but players will only be told how many beans the losing team used. The game ends when a team scores three points; the player with the most beans left on this team is declared the winner, while the player with the fewest beans left on the losing team will face the Death Match. In addition, players on the winning team will receive one garnet for every bean they have left.

The Korean word for "bean" is "kong"; as it is also a common nickname for one of the six players, this game was renamed Kong's Dilemma when the episode was given English subtitles by fans.

## ***Image Game***

*Episode 8 Death Match*

Thirty-six cards showing different images are dealt evenly among the six players. Taking turns (with cards redealt every two hands), the two competitors must each give one of their cards to the dealer and provide a one-word clue about it to the other players. Each player must then pick one of their own cards to match the clue and hand it to the dealer, before everybody except the cluegiver guesses which of the six cards provided was the cluegiver's. Competitors lose one garnet if their opponent guesses correctly or if they guess their opponent's card incorrectly, and lose two garnets if everybody guesses correctly or if everybody guesses incorrectly. The first player to lose all of their garnets is eliminated.

## ***Expression Auction***

*Episode 9 Main Match*

Each player is given cubes numbered from 1 to 10 and must use them to bid on a series of tiles marked with numbers and mathematical symbols in an auction, with the goal being to form an equation equalling exactly ten. After a lot becomes available, players have five seconds to bid; if a bid is made, the others then have five seconds to match or beat it. If a bid is beaten the process continues, but if it is matched the tiles are void; regardless, all cubes used during bids are removed from play once a lot is bought or voided. The 24 lots are sold in a set order revealed before the auction begins, with a ten-minute timeout period after every sixth lot, although one remains a mystery until it is offered. Players cannot trade or discard their purchases, and must alternate symbols and signs in their expression. The game ends when a player finishes their expression correctly; this player wins while whoever is farthest away from finishing (either with the farthest solution to their current equation or by not having a complete expression at all) will face the Death Match. If nobody finishes an expression correctly by the end of the auction, the player closest to ten after the final lot wins, and the player farthest away will face the Death Match. In addition, the winner will receive garnets equal to the solution of their expression, up to twenty maximum.

The lots are: 1, 2, 3, 4, 5, 6, addition sign, multiplication sign, subtraction sign, division sign, 6, 7, the mystery item, 1 with a multiplication sign, 2 with a multiplication sign, 3 with an addition sign, 4 with an addition sign, 8 with a division sign, 9 with a division sign, 10 with a division sign, 6 with a subtraction sign, 7 with a subtraction sign, an addition sign, and 10. The mystery item is an 11 cube; players use garnets to bid for it and only the winner's bid is taken, but equalling the current bid is not allowed.

## ***Indian Poker***

*Episode 9 Death Match*

Competing players must play a variant of poker against each other, using their garnets as chips. Players will each be dealt a facedown card from a twenty-card deck (two cards of each value from one to ten), then must hold it on their forehead without looking while using the opponent's card to decide how to bet. They may either call, raise, or fold as in regular poker, with two exceptions: A tied hand results in the pot being carried over to the next hand, and folding with a ten forces a player to forfeit five extra garnets to their opponent. As an added help, the three non-competing players will watch from another room and advise each player whether to bet or fold, but competitors will not know who is giving which advice. The first player to lose all of their garnets is eliminated.

## ***Confined Scamming Horse Race***

*Episode 10 Main Match*

Prior to this episode filming, players are told to bring a guest of their choice with them, unaware they will be partnered with their guests in both of this episode's games. As with Scamming Horse Race from Episode 5, players are given logical clues regarding the result of a mock race between eight horses, then must try to bet on the horses which finish first and second. The same rules for the race and betting apply as in the game's previous appearance, but each player is confined to a different discussion room and only their guests can leave to negotiate and bet on their behalf. Clues are also handled differently – each partner randomly picks a clue at the start of the game and an additional clue is given after every third round, with three bonus clues viewable at an increasing cost (three garnets the first time anybody is shown any of the clues, four for the second, and so on). The two participants who earn the most chips when bets are paid out wins, with guests earning immunity for their partner, while the two players left without after immunity has been awarded automatically facing the Death Match. In addition, each participant will be given one garnet at the end of the game for every ten chips they have after bets are paid out.

The four original clues are (1) horse 1 and horse 2 are both faster than horse 3, but neither wins; (2) horse 5 finishes within the top three; (3) horse 7 finishes directly before horse 6, but sometime after horse 4; and (4) horse 4 is slower than horse 8 but faster than horse 7. The three purchasable clues are (1) horse 1 finishes right before horse 2; (2) the horse which finishes second has a higher number than the horse which finishes third; and (3) the numbers of the horses finishing in the top three places equal fourteen when added together. The three clues given during breaks are (1, after Round 3) one of the horses in last place after Round 6 will finish

second; (2, after Round 6) the winning horse was first after Round 1; and (3, after Round 9) the horse that didn't move at all in Round 3 finishes third.

## ***Tactical Yutnori***

*Episode 10 Death Match*

Competing players and their guests must play a modified version of the traditional Korean game Yutnori. In this variant, each player has two sticks (one marked, one blank) and all four must throw one at a time to determine how many spaces the current player can move around the board. Each player is given two pieces and can move either on their turn, though they cannot split a roll. If a player lands on their own piece, they are combined and move together; if they land on any other player's piece, the latter is returned to the start. Partners' pieces are for assistance only; the first competitor to get both of their pieces around a lap of the board without being captured wins.

## ***5:5 Game***

*Episode 11 Main Match*

Prior to the game being revealed, players are given one hour to learn as much as they can about ten guests unknown to them as possible. The guests come from various backgrounds; however, players are not told that the guests have been told they must not answer any questions while three or more people are present, must not conform to any player requests, and are free to avoid answering any questions which invade their privacy. At the end of the hour, players will be told they must then ask the guests yes-or-no questions of their choice, keeping each question to a length of twelve characters, not rephrasing their previous questions, and trying to ensure there are five yes answers and five no answers. There will be two rounds of questions, with three questions per player in Round 1 and five per player in Round 2, with an additional ten-minute break in between to gather more information as needed. Players will not know what questions the others have asked. Each time a player gets exactly five yes answers, they score a point. The player with the highest score after both rounds wins and receives one garnet per point, while the other two players will automatically face the Death Match.

## ***Same Picture Hunt***

*Episode 11 Death Match*

Competing players are shown a four-by-four grid of letters, each with a different symbol hidden behind it. They are also given an individual conveyor belt with room for 20 tiles, which are dealt after a group of 48 tiles (three copies of each symbol) are shuffled. Taking turns in an order selected by the player with more garnets, players must attempt to move a token to the front of their conveyor by finding the symbol in front of their tile on the board. If they are correct, they move forward and their turn continues; if not, the belt slides backwards one space (forcing the player back) and a new tile is placed at the end. The first player to reach the front of their conveyor belt wins; if a player's token falls off the back of the belt first, that player loses and the player still on the belt wins.

## ***Indian Poker***

*Episode 12 Final Match, Round 1*

Players must play a variant of poker against each other, using twenty chips to bet. Players will each be dealt a facedown card from a twenty-card deck (two cards of each value from one to ten), then must hold it on their forehead without looking while using the opponent's card to decide how to bet. They may either call, raise, or fold as in regular poker, with two exceptions: A tied hand results in the pot being carried over to the next hand, and folding with a ten forces a player to forfeit ten extra chips to their opponent. The first player to possess all 40 chips simultaneously wins.

The three extra items for this game are five extra chips, another five extra chips, and the power to increase one of your own cards' value by two at any point during a hand. Prior to the game starting, twenty garnets are added to the overall prize and three non-game-specific items are revealed: the power to duplicate any one of your other items, the power to void any one of your opponent's items, and the power to decide which order the three games in the final will be played (with the proviso that the only new game of the three must be second).

## ***Gyul! Hap!***

### *Episode 12 Final Match, Round 2*

Players are shown a grid of nine symbols, each showing a shape on a background, with three possible shapes, shape colours, and background colours. Taking turns, players have ten seconds to identify a set of three symbols where each of the three characteristics is either the same on all three symbols or is different on all three symbols. If a set is found, they score a point; if they guess incorrectly, they lose a point. If a player runs out of time, play passes to the opponent (as it would after the guess) but there is no penalty for not guessing. The round continues until a player correctly guesses that there are no valid sets remaining, earning three points. If a player guesses there are no sets remaining and is wrong, the eliminated players watching in a private room will be allowed to guess. With the same time limit, the first player to find a valid set earns a point for the player they gave their item to before the first game started. The player with the highest score after ten rounds wins.

The three extra items for this game are the power to double all points both players earn within any one round, the same power, and the power to know how many valid sets are present on the board before the round begins.

## ***Same Picture Hunt***

*Episode 12 Final Match, Round 3*

(Rules not available.)

As this game is not played – the same player won both of the first two rounds, ending the game early – it is unknown whether the format would have been identical to its appearance in the previous episode and what the three items for the game would have been. Based on the graphics seen at the start of the episode, it appears the items amounted to a one-tile head start, the power to see the full board briefly, and the power to make any one guess worth a three-tile move instead of moving one tile at a time.

## **Season 2 / Rule Breaker**

*Thirteen celebrities compete in a series of parlour games. The first game in each episode is an all-in Main Match, while the second is a Death Match elimination between two players (though the others are occasionally involved). At the start of the season each player is given a garnet (an in-game currency) and can earn more in the games; Death Match losers forfeit their garnets to their opponent. The final episode is a best-of-three contest between the last two players, with the eliminated players giving various randomly-chosen advantages to the player of their choice; the winner gets ₩1,000,000 (approximately US\$950 at the time of writing) for each garnet still in the game.*

*NOTE: Solo winners of Main Matches get Immunity for themselves and another player of their choice, while solo losers select their Death Match opponent from the non-immune players. When tied, joint winners do not give away Immunity and winners pick the first Death Match participant. If both winner and loser are supposed to come from a subgroup but all players in this group are tied, they all win and pick the first Death Match participant from all other players. This season, Main Match winners also get a clue leading to an immunity token hidden somewhere on the studio set, allowing them to skip a Death Match and pick their replacement for any one elimination until the Final Four episode, although the twist ends as soon as it is used. For clarity, these rules are omitted from challenge descriptions.*

## ***Food Chain***

*Episode 1 Main Match*

Each player is randomly allocated one of thirteen animal characters, which are given different positions on a five-level food chain and have different habitats and conditions for winning and losing. They are also each secretly told which animal a player of their choice has been allocated. In each of four rounds, players must move to one of the four habitats, where they have the option of attacking one other player in that habitat, although if they attack an animal equal to or above them on the food chain it does not count. If an animal is outside their specified habitat in a round, they must return to their habitat in the following round. Due to the variable requirements, winning does not necessarily depend on survival; players who have fulfilled their win conditions at the end of the game's four rounds are all immune, picking the first Death Match participant from those remaining. In addition, each winner receives one garnet.

## ***Quattro***

*Episode 1 Death Match*

41 cards – numbered from 1 to 10 in red, green, blue, and yellow, with an extra gray 0 – are shuffled and dealt, with competing players getting four cards each and the others each dealt three. After looking at their cards, competitors must select one to reveal; after this, they are given the option of trading one of their other cards at a time with any of the non-competing players, aiming to collect four cards of different colours and values (called a 'quattro'). Non-competing players cannot refuse a trade, but are free to select any of their three cards to give back. When players have finished trading, they must reveal another of their cards before repeating the process, and so on. Competitors must each make one trade with each non-competitor throughout the game, but can trade in any order. When each competitor's final card is revealed, the player whose quattro has the highest total value wins. If values are tied or if neither player succeeds, the player with the highest individual card wins; if only one player makes a valid quattro, they win by default. However, if either player's hand includes the 0 card at the end, they automatically lose.

## ***Seat Exchange***

*Episode 2 Main Match*

After randomly sitting at twelve seats arranged in a circle, each player is given a designation (either a number from 1 to 11 or an X) via phone, then the group is told of the longest chain of adjacent players with consecutive numbers. They then have ten minutes to strategise and trade seats as they wish; however, each player may only trade seats once per round. At the end of the round they will again be told of the longest chain, then designations will rotate so that 1 becomes 2, 2 becomes 3, and so on, with 11 becoming X and X becoming 1. The game continues in this manner until exactly five players with consecutive numbers end up seated next to each other in the correct order; when this happens, all players in this chain win, while whoever is X in that round will face the Death Match. However, the player positioned third in the winning chain will receive ten garnets and will be the only one to receive a clue for the hidden immunity token.

## ***Sun Moon Star***

*Episode 2 Death Match*

Prior to the game itself, non-competing players randomly select a participation order, then each select a sun, moon, or star symbol to be placed under a cup. After a brief period to strategise, competitors are then each given four chips and must use them to wager on the symbols each player picked. In each round, the first player to bet is limited to betting no more than half of the chips their opponent has in total, while the second player to bet must stake at least twice as many chips as their opponent. Chips bet on the correct symbol will be tripled, while chips bet on either of the incorrect symbols will be forfeited. The player with the most chips after the tenth round (or the last player with chips remaining) wins. In addition, non-competitors can also bet their garnets on a player of their choice, with their bet doubled or forfeited depending on whether or not that player wins.

## ***King Game***

*Episode 3 Main Match*

After voting for a king, each player secretly chooses one of two hand signals. The King must then split all eleven players including themselves into two groups, with each group having at least two members. Within each group, players whose signal is in the minority for that group each score a point. After each round, the current King picks a new King from the players who have not yet taken the role; players are allowed to change hand signals every two rounds. However, players are given the option to use a Token of Treason to defy a King's order; each player can only do this once during the game and they must spend garnets to do so – two garnets for the first player, three for the second, and so on. After everybody has been King once, the player with the highest score wins, while the player with the lowest score will face the Death Match. However, if there is a tie for the lowest score ALL of the affected players will face the Death Match. In addition, all players who avoid the Death Match will be rewarded with one garnet.

## ***Gyul! Hap!***

*Episode 3 Death Match*

Players are shown a grid of nine symbols, each showing a shape on a background, with three possible shapes, shape colours, and background colours. Taking turns, players have ten seconds to identify a set of three symbols where each of the three characteristics is either the same on all three symbols or is different on all three symbols. If a set is found, they score a point; if they correctly guess that there are no valid sets remaining, they score three points; if they guess incorrectly, they lose a point. If a player runs out of time, play passes to the opponent (as it would after the guess) but there is no penalty for not guessing. The round continues until either a player correctly guesses that there are no valid sets remaining or until players last three turns each without any guesses being made. The player with the highest score after ten rounds wins.

## ***Blackout Game***

*Episode 4 Main Match*

During recording of the previous episode, players are each asked which player they perceive as the favourite to win. The two players who get the most votes will make the first selections in a chain pick to split players into two teams. Taking turns, one player at a time must sit in a chair as the hall as the lights are turned off and the members of the other team decide whether or not to cross a line on the floor. After one minute, the seated player must push one of two buttons to show whether they believe players crossed the line. Between them, team members can only predict a crossing a maximum of four times within their five rounds. If players cross and are caught, they are out; if they are not caught, they earn points – one point for a player's first successful crossing, two for their second, and so on. If no players cross and this is correctly predicted, there is no effect; if none cross but a crossing was predicted, one attacker of their team's choice can cross for free, earning the relevant number of points. After every player has acted as the defender for one round, the team with the highest score wins and must select a member of the losing team as the first Death Match participant, with that player restricted to their four teammates when choosing their opponent. In addition, each winner will receive one garnet and a clue leading to the hidden Immunity token.

## ***Sun Moon Star***

*Episode 4 Death Match*

Prior to the game itself, non-competing players randomly select a participation order, then each select a sun, moon, or star symbol to be placed under a cup. After a brief period to strategise, competitors are then each given four chips and must use them to wager on the symbols each player picked. In each round, the first player to bet is limited to betting no more than half of the chips their opponent has in total, while the second player to bet must stake at least twice as many chips as their opponent. Chips bet on the correct symbol will be tripled, while chips bet on either of the incorrect symbols will be forfeited. The player with the most chips after the tenth round (or the last player with chips remaining) wins.

## ***Seven Commandments***

*Episode 5 Main Match*

Each player randomly draws four chips from a sack containing red, blue, green, and yellow chips, then must attempt to maximise their value. To do so, they are also each given a matching set of ten fill-in-the-blank cards that can be used to form 'global bills', and a card with a 'personal bill' that changes for each player. Throughout the two-hour time limit, players can propose global bills at any time, with the group voting on each proposed bill. When voting, players can either approve, oppose, sign, or veto. The first two act as regular yes and no votes respectively, while sign and veto are used to automatically pass or deny a bill; however, a wild card must be used in order to do so and each player is only given one, having to either earn more in the game or forfeit all of their chips if they wish to sign or veto another bill. If players attempt to both sign and veto the same bill, whichever side has the most votes wins; if they are tied, all sign and veto votes are void and only regular votes will be included. There can only be seven global bills in effect at a time, and if an eighth is passed, the oldest of the existing bills is voided to make room for it. At the end of the time limit each player is given one more chance to propose a bill, after which the scores are calculated. The highest scorer wins and receives seven garnets (though none are awarded if there is a tie), while the lowest scorer faces the Death Match.

## ***Laser Chess***

*Episode 5 Death Match*

Competing players must play a variant of chess against each other. They are each given a king, a laser, five triangle knights, two square knights, and a splitter, which are arranged in a set pattern on a giant chessboard. The knights each have a mirror on one side and reflect the laser if hit on this side, but are removed from play if hit on any other side, while the splitter has a diagonal window that both reflects the laser and allows it to pass straight through (thus making it immune from attacks). On each turn, players can either move one of their pieces (except the laser) one space in any direction (including diagonally) or rotate one of their pieces by 90 degrees. At the end of each turn, both lasers are fired, with the goal being to position the pieces so the opponent's king is hit by a laser. The first player to hit the opponent's king with a laser wins.

## ***Monopoly Game***

*Episode 6 Main Match*

64 cards representing different items – eight cards each showing coal, steel, and wood; seven cards each showing water, oil, rice, gold, and diamonds; and five cards showing bombs, which can be voided at a cost of ten garnets each – are shuffled and dealt. After each player views their eight cards, they are given back to the dealer for safekeeping and two players at a time are able to consult the dealer in order to trade cards, aiming to collect all of the cards for any of the nine items. Pairs can trade as many or as few cards as they wish, as often as they wish, but each trade must be for an even amount of cards. If a player completes any of the eight larger collections, they win five garnets and whoever has the most bomb cards in play at that point will face the Death Match. If a player collects all of the bombs in play, they win ten garnets and whoever has the largest variety of items will face the Death Match.

## ***Blackout Game***

*Episode 6 Death Match*

With the two competitors as captains, players are split into two teams by schoolyard pick. Taking turns, one player at a time must sit in a chair as the hall as the lights are turned off and the members of the other team decide whether or not to cross a line on the floor. After one minute, the seated player must push one of two buttons to show whether they believe players crossed the line. Between them, team members can only predict a crossing a maximum of three times within their four rounds. If players cross and are caught, they are out; if they are not caught, they earn points – one point for a player's first successful crossing, two for their second, and so on. If no players cross and this is correctly predicted, there is no effect; if none cross but a crossing was predicted, one attacker of their team's choice can cross for free, earning the relevant number of points. After every player has acted as the defender for one round, the captain whose team has the highest total score wins.

## ***God's Judgement***

*Episode 7 Main Match*

Each player must select a pouch containing two dice – one standard, one with either the odd or even numbers from 1 to 12 – and must each select two possible totals before throwing the dice ten times. Players can rent extra dice (chosen at random from a pouch containing two types, one with digits from 3 to 5 twice each and one with digits from 4 to 6 twice each) for a five-garnet deposit each and use them instead of the original dice, but the deposit will only be returned if the player wins. Trading and giving away dice is also allowed, but each dice can only be used by one player. Each time a player's roll equals one of their two selected numbers, they score a point. The player who scores the most points in their ten rolls wins (with a solo winner receiving one garnet per point), while the player with the lowest score will face the Death Match.

As with Open, Pass (also held at this exact point in the previous season), this seems to be mostly luck until you realise the key twist: the pips on the dice aren't aligned in the traditional manner – instead, they are arranged on a truncated four-by-four grid – and the dice themselves are magnetic and can be taken apart and reassembled to provide more favourable pip arrangements.

## ***Indian Hold 'Em***

*Episode 7 Death Match*

Competing players must play a variant of Texas Hold 'Em poker against each other, using garnets to buy chips (with one garnet worth five chips). Players will each be dealt a facedown card from a 40-card deck (four of each value from one to ten), as well as having two shared cards being dealt, and must hold their cards on their foreheads without looking while deciding how to bet by using the three cards they can see for assistance. For this variant, three of a kind beats a three-card straight, which beats a pair, which beats no combination, with the higher card winning in case of a tie. Players may either call, raise, or fold as in regular poker, with two exceptions: A tied hand results in the pot being carried over to the next hand, and folding with anything better than a pair forces the player to forfeit ten extra chips to their opponent. The first player to lose all of their chips is eliminated; at the end of the game, chips are traded back into garnets and awarded to the winner.

The game was held at a time when one player had no garnets (having spent the last of them buying special dice in the above game); presumably the game would have been abandoned had they been unable to borrow garnets from the other players.

## ***Minus Auction***

*Episode 8 Main Match*

Each player is given nine chips for usage in an auction. 33 cubes marked with negative values from -3 to -35 will be hidden from sight

and jumbled, with one removed before the auction starts, then the rest will be drawn randomly for bidding. One player at a time will be offered a cube, and can either take it or contribute a chip or a garnet to add to the pot, with the next player in line being offered the cube if they pass. When a cube is bought, its buyer also wins whatever is in the pot and becomes the first bidder on the next cube drawn. Cubes remain for sale until bought, regardless of whether everybody originally passes. There is a ten-minute break after every eighth lot is auctioned. Once all 32 available lots have been bought, scores are calculated, with each chip in a player's possession worth one point, each cube worth the appropriate number of negative points, and garnets worth nothing. However, if a player has cubes with consecutive values, only the highest-valued (closest to zero) of these cubes will be included in their score. The player with the highest negative score wins and (if not tied) wins five garnets, while the player with the lowest score will face the Death Match.

It is theoretically possible but incredibly unlikely for a player to finish the game with a score higher than zero; the way rules are explained on screen suggests a player who does so would not win.

## ***Same Picture Hunt***

*Episode 8 Death Match*

Competing players are shown a four-by-four grid of letters, each with a different symbol hidden behind it. They are also given an individual conveyor belt with room for 20 tiles, which are dealt after a group of 48 tiles (three copies of each symbol) are shuffled. Taking turns in an order selected by the player with more garnets, players must attempt to move a token to the front of their conveyor by finding the symbol in front of their tile on the board. If they are correct, they move forward and their turn continues; if not, the belt slides backwards one space (forcing the player back) and a new tile is placed at the end. The first player to reach the front of their conveyor belt wins; if a player's token falls off the back of the belt first, that player loses and the player still on the belt wins.

There are two minor modifications from the game's appearance in the previous season – first, the display board itself appears to be slightly darker but otherwise identical (complete with the English letters anachronistically marking spaces having the same configuration), second, the dealer rotates tiles from the front of the board rather than behind.

## ***Layoff***

*Episode 9 Main Match*

The final five players will compete alongside six contestants from the previous season in an office-themed version of Food Chain, the first game of the season. Each player is randomly allocated one of eleven roles, with different departments (or not), positions on a five-level office hierarchy, and conditions for winning and losing. In each of four rounds, players must move to one of the three departments, where they have the option of firing one other player in that department. If they try to fire the president, they are fired instead; if they fire anyone else of equal or higher rank, nothing happens. If a player has a specified department but spends a round outside it, they must return to their department in the following round. Due to the variable requirements, winning does not necessarily depend on survival; players who have fulfilled their win conditions at the end of the game's four rounds win one garnet each (including guests, who receive the cash equivalent), and these players will select the Death Match participant from the current players who failed. However, if only one player failed, they automatically face the Death Match and none of the others will be immune; if all five current players won, the player with the most garnets will be the only one granted immunity and will select the first Death Match participant.

## ***Black and White***

*Episode 9 Death Match*

Each player is given nine colour-coded blocks – black tiles with even digits from 0 to 8, and white tiles with odd digits from 1 to 7 – and must use them to play a variant of the card game War against each other. In each hand, players will take turns placing one tile facedown in front of the dealer, using only the tile colours to predict what the opponent has used. The used tiles will not be revealed, but the player using the higher-valued tile (if there is one) scores a point. In the first hand, the player with the most garnets will decide who will play first; subsequently, whoever won the previous hand will play first. After all of the tiles have been used, the player with the most points wins. If there is a tie, the entire game will be rerun with the same rules.

## ***Big Deal Game***

*Episode 10 Main Match*

For this game, players will be paired with the members of Korean boy band Super Junior, although only the players themselves will be told who their partner is. After each randomly selecting two blocks of different colours, they must use these blocks to earn points. One dealer will randomly select players one at a time, while a second will randomly select combinations of at least three different block colours (red, blue, green, yellow, or white), with no colour appearing more than once in a combination. The current player must then attempt to make deals with the others – including their partner as needed – in order to form the given combination, exchanging points for access to whatever colours they don't have. In the first two rounds, players have five points for each block in the combination to trade with; in the third, they have ten points per block. If a player makes deals successfully, traders will receive their points and the player will take whatever is left. If a player is unable or unwilling to complete their combination, they can instead take points equal to one block for themselves. After all three rounds have been held, the pair with the highest cumulative point score wins, while the player in the pair with the lowest cumulative score will face the Death Match. If there is no tie for the winner, the player will receive five garnets and the partner will receive its cash equivalent.

## ***Indian Hold 'Em***

*Episode 10 Death Match*

Competing players must play a variant of Texas Hold 'Em poker against each other, using garnets to buy chips (with one garnet worth two chips). Players will each be dealt a facedown card from a 40-card deck (four of each value from one to ten), as well as having two shared cards being dealt, and must hold their cards on their foreheads without looking while deciding how to bet by using the three cards they can see for assistance. For this variant, three of a kind beats a three-card straight, which beats a pair, which beats no combination, with the higher card winning in case of a tie. Players may either call, raise, or fold as in regular poker, with two exceptions: A tied hand results in the pot being carried over to the next hand, and folding with anything better than a pair forces the player to forfeit ten extra chips to their opponent. The first player to lose all of their chips is eliminated; at the end of the game, chips are traded back into garnets and awarded to the winner.

## ***Elevator Game***

*Episode 11 Main Match*

For this game, the final three players will compete as a team in a variant of Snakes and Ladders against three eliminated players. To move, each player is given two buttons – one representing a move of one space, one representing no move – and must push one per turn. Once everybody has pushed a button, the total number of spaces chosen is revealed (but not who pushed which button) and the piece must move that many spaces along the board, with a series of one-way 'elevators' replacing the snakes and ladders. In addition, each of the three players is given ten tokens worth differing point values (eight worth one point, two worth two points) to place on spaces of their choice, and if either piece lands on one of these spaces they earn the relevant point value. The game ends when either team reaches or passes the final space on the board, with twenty garnets awarded to players if they finish first and the cash equivalent split among the ten eliminated players if the eliminated players do. Regardless of the result, whichever player earns the most points during the game wins (and nominally receives the garnets if need be), while the other two players will face the Death Match.

## ***Black and White***

*Episode 11 Death Match*

Each player is given nine colour-coded blocks – black tiles with even digits from 0 to 8, and white tiles with odd digits from 1 to 7 – and must use them to play a variant of the card game War against each other. In each hand, players will take turns placing one tile facedown in front of the dealer, using only the tile colours to predict what the opponent has used. The used tiles will not be revealed, but the player using the higher-valued tile (if there is one) scores a point. In the first hand, the player with the most garnets will decide who will play first; subsequently, whoever won the previous hand will play first. After all of the tiles have been used, the player with the most points wins. If there is a tie, the entire game will be rerun with the same rules.

## ***Indian Hold 'Em***

*Episode 12 Final Match, Round 1*

Competing players must play a variant of Texas Hold 'Em poker against each other, using twenty chips to bet. Players will each be dealt a facedown card from a 40-card deck (four of each value from one to ten), as well as having two shared cards being dealt, and must hold their cards on their foreheads without looking while deciding how to bet by using the three cards they can see for assistance. For this variant, three of a kind beats a three-card straight, which beats a pair, which beats no combination, with the

higher card winning in case of a tie. Players may either call, raise, or fold as in regular poker, with three exceptions: A tied hand results in the pot being carried over to the next hand, folding with a pair forces the player to forfeit five extra chips to their opponent, and folding with anything better than a pair forces the player to forfeit ten extra chips. The first player to possess all 40 chips simultaneously wins.

The three extra items for this game are five extra chips, another five extra chips, and the power to replace the shared cards before betting begins. Prior to the game starting, three non-game-specific items are revealed: the power to duplicate any one of your other items, the power to void any one of your opponent's items, and the power to decide which order the three games in the final will be played (with the proviso that the only new game of the three must be second).

## ***Truth Detector***

*Episode 12 Final Match, Round 2*

Players must each create a four-digit password of their choice, then take turns asking their opponent questions to figure out their code. Each time a question is asked, the answerer must respond with a lie. If the answerer gives a truthful, irrelevant, impossible, or evasive answer, they will be punished by having to reveal a digit that is not contained within their password. When a player thinks they know the opponent's code they may guess it in lieu of asking a question. The first player to correctly guess the opponent's code wins.

The three extra items for this game are the power to ask the first question, the power to avoid a penalty once, and the power to ask two questions within one turn at a point of one's choice.

## ***Quattro***

*Episode 12 Final Match, Round 3*

41 cards – numbered from 1 to 10 in red, green, blue, and yellow, with an extra gray 0 – are shuffled and dealt, with players getting four cards each. After looking at their cards players have the option to keep them or trade them back to get a new hand; each player is allowed to switch hands up to twice if they wish. When both players are happy or have run out of trade chances, each of the eliminated players will be dealt three of the remaining cards and players can look at one eliminated player's hand. Players must then reveal one of their cards, then will have the option of trading one of their non-revealed cards at a time with an eliminated player of their choice, aiming to collect any four cards of different colours and values (a 'quattro'). Eliminated players cannot refuse a trade, however they are free to choose which of their cards will be traded. When players are satisfied, they must reveal another of their cards before repeating the process, and so on. Players are limited to three trades in total and must make all three trades with different players. When each player's final card is revealed, the player whose quattro has the highest total value (or the player with the highest individual card, if both have the same total) wins. If only one player makes a quattro, they win by default. If neither player makes a quattro, or if both quattros use matching numbers, the entire game is replayed.

The three extra items for this game are the power to trade hands one extra time before the game begins, the power to make one extra trade during the game (though this fourth trade must be with another player rather than any of the three used previously), and the power to trade any of their unrevealed cards with the 0 card for free regardless of which player has it. The last item is a double-edged sword – with the 0 card usable in a Quattro here (compared to in the game's debut, when it was an automatic loss if a player held it), using it makes it easier to complete a Quattro but harder to complete a high-scoring one.