

We Have a Challenge For You: A Brief Obsessive Guide to The Mole

**2nd Edition (January 2019)
By David A. Bindley**

CONTENTS:

Australia		
2000	Season 1 (Tasmania)	3
2001	Season 2 (Victoria)	7
2002	Season 3 (Queensland)	11
2003	Season 4 (New Caledonia)	15
2005	Season 5 (New Zealand)	20
2013	Season 6 (New South Wales)	24
Belgium		
1999	Season 1 (France, Monaco)	33
2000	Season 2 (Switzerland, Spain)	36
2003	Season 3 (Italy)	40
2016	Season 4 (Argentina)	44
2017	Season 5 (South Africa)	48
2018	Season 6 (Mexico)	53
France		
2015	Season 1 (South Africa)	58
Netherlands		
2000	Season 1 (Australia)	62
2001	Season 2 (Scotland)	66
2002	Season 3 (Portugal)	70
2003	Season 4 (Canada)	75
2005	Season 5 (Australia, Indonesia)	80
2006	Season 6 (Argentina)	84
2007	Season 7 (Thailand)	88
2008	Season 8 (Mexico)	92
2008	Junior Season 1 (Overijssel)	87
2009	Season 9 (Northern Ireland, Jordan)	99
2010	Season 10 (Japan)	104
2011	Season 11 (El Salvador, Nicaragua)	109
2012	Season 12 (Iceland, Spain)	114
2013	Season 13 (South Africa)	119
2014	Season 14 (China, Philippines)	124
2014	Junior Season 2 (Limburg, Zeeland)	129
2015	Season 15 (Sri Lanka)	132
2016	Season 16 (Dominican Republic)	136
2017	Season 17 (United States of America)	141
2018	Season 18 (Georgia)	146
United Kingdom		
2001	Season 1 (Jersey)	150
2001	Season 2 (Canada)	154
United States of America		
2001	Season 1 (France, Spain)	158
2001-2	Season 2 (Switzerland, Italy)	162
2003	Season 3 (Hawaii)	167
2004	Season 4 (Mexico)	169
2008	Season 5 (Chile, Argentina)	172

NOTES: Underlined challenge titles come from official sources. Grades given to challenges are wholly subjective. All entries are handled on a case-by-case basis and elements may be omitted or reinterpreted for the sake of clarity.

Australia

Season 1 (2000)

MOAU0001. Skyfall B-

Episode 1

Players must fly to Tasmania and 'land before the plane does', by each performing a tandem skydive with a professional from 10,000 feet above sea level. If all ten players complete the skydive, the team wins \$10,000.

MOAU0002. Pack Mentality B+

Episode 1

Five players are given a limited amount of time to repack their own luggage into a small backpack each, then must repeat the process with the other five players' luggage. Anything not repacked is confiscated for the entire game. Later, the other five will be told what happened and must each guess one item from their luggage that was not repacked, describing it in detail. If all five players guess correctly, the team wins \$5000.

MOAU0003. Air, Land, and Sea A-

Episode 1

One player chosen via secret vote is kidnapped overnight and taken blindfolded to a mystery location. In the morning, the others must split into three groups and find them, travelling by helicopter, car, and speedboat. The three groups and the hostage are all given phones, but the hostage can not make calls; in addition, they are the only one told that each group of rescuers has a key in their vehicle, one of which will be needed to release them. If the hostage is released within two hours of the search starting, the team wins \$10,000.

MOAU0004. Targa Practice A

Episode 2

Players must split into three groups, then complete a relay inspired by the Targa Tasmania driving rally. One group at a time, one member must use written instructions to guide a professional driver around two laps of a three-kilometre street course, pausing after the first lap for the other two group members to remove the back wheels, swap them with each other, and reattach them safely. If the team can complete all three legs within a combined total of 35 minutes, they win \$10,000.

MOAU0005. The Comedy Company C-

Episode 2

Eight players are split into two groups, then must use professional film equipment to record bystanders laughing for a combined time of at least one minute. They have two hours to do so; later, they are told they must repeat the process, this time without the subjects knowing they are being recorded in any way. If they complete the second part successfully, the team wins \$5000.

MOAU0006. A Stroke of Genius A-

Episode 2

One player is given a one-hour golf lesson, then is told the categories of five quiz questions and must decide which of the others would be most likely to answer the unknown question correctly, also assigning a number of strokes (from one to five) to each question. If a question is answered correctly, the golfer can take the assigned number of strokes; if they can finish a Par 4 hole within the number of strokes earned, the team wins \$10,000.

MOAU0007. The Chase A+

Episode 3

Six players must split into pairs, then take turns having one partner direct the other through a pitch-black maze, using a live overhead feed (with the walls and runners visible) to assist. As they do so, two hunters will try to catch the runner. If any runner reaches the exit without being caught, or if runners survive for a combined total of at least three minutes before their captures,

the team wins \$10,000.

MOAU0008. Two Out of Three Ain't Bad C+

Episode 3

Players are told they have a rest day and split into three groups for tours of local food manufacturers. At dinner, they are told the rest day was a lie and that they must determine which of three presented items was not tasted during their respective tours. If all three groups can correctly identify the impostors, the team wins \$10,000.

MOAU0009. Doing It for the Kids D+

Episode 3

Two players are taken to Strahan ahead of the others and must organise a karaoke fundraiser at the town's pub, with proceeds to benefit the juvenile cancer charity CanTeen. The others will later assist at the fundraiser; if the team can raise at least \$1000 for the charity by 8:00pm, they win \$5000 for the kitty.

MOAU0010. Gone; Fishin' C+

Episode 4

Five players must split into two groups and collect seafood, with two players taken to a trout farm to fish in the waters outside the trout pens, and the other three taken to rough waters offshore to catch crayfish and abalone with craypots. If they can return at least eight kilograms of seafood to Strahan Wharf by 3:00pm, the team wins \$5000.

MOAU0011. Temptation Island A+

Episode 4

Players who completed the above challenge must camp overnight on Sarah Island with only the clothes they were wearing during the day, their caught seafood, and limited camping gear to assist. A mobile phone is provided to call a yacht offshore and have one player rescued; if a player is rescued, they win an exemption but the others must still stay on the island. If all five players stay on the island until dawn, the team wins \$10,000.

MOAU0012. Riff Raft B

Episode 4

Players who competed in the above two challenges are given a makeshift raft (built from provided items by the other two players during the fishing challenge the previous day) and must use it to reach the rescue yacht 100 metres offshore. If they arrive without anybody getting wet 'above the chest', the team wins \$5000.

This episode's odd structure seems specifically designed to eliminate a woman, after the first three eliminated players were all men – the team must pick two 'Girl Guides' to build the raft when 'Scouts' or another gender-neutral hint could have been used, then those two players basically sit out of the entire episode while the others complete all three tasks AND have the chance to win a free pass.

MOAU0013. Over the Hill B

Episode 5

Players are given 30 minutes to climb a grassy hill from separate starting points to reach a flag at the top, avoiding two paintball snipers on the ground and one in a helicopter. Each player and sniper is given a paintball gun, and anyone shot at any point is out. If anybody reaches the flag within 30 minutes, the team wins \$10,000; if only one player does, they also win an exemption.

MOAU0014. Mind Your Manors B+

Episode 5

Players must split into two groups. Starting simultaneously, groups must travel along set routes through a manor, pausing along the way to solve three puzzles. They start with a 45-minute time limit, but five minutes is removed each time either group submits an incorrect answer to a puzzle. If both groups solve all three puzzles and reach the manor's front door within the time limit, the team wins \$5000.

MOAU0015. Species B-

Episode 5

Players are randomly split into pairs and taken to three different landscapes (Macquarie Harbour, the Teepookana Forest, or Ocean Beach), then must use a digital camera to photograph local wildlife. After two hours, each pair must choose four of their photos to show a wildlife expert; if they can clearly identify at least six different native species within the twelve submitted photos, the team wins \$10,000.

MOAU0016. Dam It A-

Episode 6

One at a time, four players must choose one of three abseiling lines on the Gordon Dam (two 60 metres high and one 140 metres high), then abseil and traverse the dam to collect a hanging flag. Each player can only abseil once, and each line is only within reach of one flag. If at least two of the three flags are collected successfully, the team wins \$10,000.

MOAU0017. Do As We Say B-

Episode 6

The player who sat out of the above challenge is given a day of training for the next challenge, unaware they are secretly being watched via hidden cameras and that the others must predict their behaviour in three staged situations (having a can thrown at them from a moving car, entering a 'haunted' cell during a tour of the town jail, and ordering alcohol with lunch). If they predict the separated player's actions correctly in at least two of the three situations, the team wins \$5000.

MOAU0018. Question Time A+

Episode 6

Observers from the above challenge are woken late at night and taken back to the town jail, where the remaining player must interrogate them overnight to find out what they did that afternoon (ie, the prediction challenge). The interrogator can only ask one player at a time, with anyone not being questioned staying in solitary confinement cells, but can interview each player as often as they wish. If the interrogator can learn the full rules of the prediction challenge before dawn, they win an exemption; if the others keep it a secret, the team wins \$10,000 instead.

MOAU0019. Paparazzi C

Episode 7

One player is flown to Melbourne and must find and photograph a celebrity with their consent, with a chauffeur to assist. That evening, the other players are shown the photo and must name the celebrity. If they do so correctly, the team wins \$10,000.

MOAU0020. We Are the Champions B

Episode 7

Three players must assign themselves to different sports (archery, go-kart racing, and lawn bowls), then assign three athletes to the sports based only on still photos before each competing against one of them at their chosen sports. If any of the players is able to defeat their athlete opponent, regardless of whether the athlete was matched to the right sport, the team wins \$5000.

MOAU0021. Russian Roulette B+

Episode 7

One player at a time must secretly pick one of four unmarked envelopes with pairs of possible tasks (an acupuncture session or an eyebrow piercing, having your hair dyed or head shaved, painting a nude or posing nude, or all three other pairs), then spin a roulette wheel to decide which of the tasks they must complete: the easier task if the ball lands in a black space, the harder task if it lands in a red space. The player who picks the three-pair envelope must spin three times, and players are not told what tasks the others are performing. If at least three players complete their assigned tasks, the team wins \$10,000.

MOAU0022. *Cycle Thriller* B-

Episode 8

Players must cycle 27 kilometres in relay to the summit of Mount Wellington. They can switch riders as often as they wish, with the other two players riding in a support car. If they reach the summit within three hours (when a professional cyclist could finish alone within one-and-three-quarter hours), the team wins \$10,000.

MOAU0023. *Six of the Best* B

Episode 8

Each player is given a car and must drive to collect a cryptic treasure hunt list from a Hobart landmark, then find the six items referred to (a 16th-century newsreader, a ball that disappears, a photo of a moving dinosaur, a photo of the only rope on a yacht, a mobile phone left at specific geographic coordinates, and a photo with a Tasmanian devil) before bringing them to a final destination. Players cannot contact each other and will not know what items if any they have found. If all three players reach the finish within two hours and have collected at least four of the six items between them, the team wins \$10,000.

All of the other clues are explained during the episode, but nobody even attempts to find the disappearing ball, and nearly two decades later I'm still not sure exactly what the correct item would have been.

MOAU0024. *Set Sail* B+

Episode 8

Players are shown how to rig a yacht sail before spending the night on the yacht. The next morning, they must unfurl, hoist, and set the sail at the top of the yacht's tallest mast without help. If they do so correctly within 30 minutes, the team wins \$10,000.

Season 2: Who is the Traitor? (2001)

MOAU0025. *Four By Four B-*

Episode 1

Sixteen players start in groups in four cities (Brisbane, Sydney, Canberra, and Hobart) and must travel to a specified hotel in Melbourne by 4:00pm. Each group is given plane tickets and \$500 cash, but must take at least five different forms of transport for at least a kilometre each. In addition, they are given dossiers for players in the other groups and must study them along the way; that night, they must sit a variation of the usual elimination test, answering one question about each player. If a group fails to arrive by 4:00pm, all four members are immediately eliminated; otherwise, the Mole and the nine best scorers on the test will advance and all other players are eliminated.

It's not clear what would happen if the Mole's group arrived late; my guess is the time limit was chosen in such a way as to make failure almost impossible and it was just a piece of misdirection for the sake of dramatic tension, just as the transport relay was intended as a distraction to get a final cast that was less likely to singlemindedly focus on passing challenges and more likely to develop the Mole-identifying metagame.

MOAU0026. *Tactical Assault C-*

Episode 1

Players must work together to complete a nine-stage naval training assault course covering over a kilometre. They start with a 40-minute time limit, but are penalised two minutes each time a player fails or skips an obstacle. If everyone crosses the finish line within the time limit, the team wins \$10,000.

MOAU0027. *Tour Lies B-*

Episode 2

Two players must act as guides for a busload of tourists as they travel around Melbourne. During the tour, they must tell two lies the tourists believe, and two jokes that get a laugh. At the end of the day, each tourist must fill out a survey about the guides; if all 26 tourists rate the guides as either 'very good' or 'excellent', the team wins \$5000.

The Puffing Billy Railway does, in fact, occasionally run a special train decorated as Thomas the Tank Engine.

MOAU0028. *PYRO Mania A+*

Episode 2

Two players are locked in a disused military bunker with a ticking timebomb featuring twelve wires of different colours. Six others are brought to the base separately and must search it for four puzzles in specified locations, solving each to reveal the colour of one of four wires that must be cut to defuse the bomb. An additional clue printed on the bomb casing will reveal the order in which the wires must be cut; if they are cut correctly before the bomb explodes, the team wins \$10,000.

MOAU0029. *The Old Man and the Keys B*

Episode 2

The team must pick one player to play for an exemption. The others are then shown six red cases representing the exemption and four blue cases representing \$5000 for the kitty, and must take turns diving from a pier to collect unmarked keys to open the cases. Each player can only dive once and the team must decide when the chosen player will dive, with the goal being to shift the odds of winning the cash in the group's favour; the prize represented by the case the chosen player's key unlocks is awarded.

MOAU0030. *Hunters and Collectors A+*

Episode 3

Players must split into three groups, each with a runner and two guides. One group at a time, guides must use a live overhead nightvision view and a walkie-talkie to direct the runner to collect flashing beacons in a pitch-black maze and return to the exit, while avoiding a patrolling hunter. If a player is caught they are out, with beacons in their possession also out of play; if the runners can return at least two of the four beacons safely, they win \$10,000.

MOAU0031. *The Fugitive* A+

Episode 3

One player picked randomly must hide in an area marked on a map of downtown Melbourne, holding a lightweight mannequin at all times and not entering any buildings or stores. Four others must then split into pairs and find them, with walkie-talkies to assist, but they are not told the fugitive also has one and can hear them. If hunters capture the fugitive within one hour, the team wins \$10,000; if not, the fugitive wins an exemption instead.

MOAU0032. *Dress to Impress* C

Episode 3

Two players are given the group's luggage and must choose five garments from each player to form a complete outfit. Later, two others are given the picked garments and must dress mannequins to match each player with their clothes. After twenty minutes, the mannequins will be checked; if they have made no more than ten mistakes in total, the team wins \$5000.

MOAU0033. *Blind Leading the Blind* B-

Episode 4

Players are blindfolded and taken to three mystery locations. Two players are locked in a cellar with their location marked on an unlabelled (and upside-down) road map of the region, while one other group is given a car and the third a helicopter. Groups must use two-way radios to identify their respective locations and find the hostages, using a key from each vehicle to unlock the door. If the hostages are found and released within one hour, the team wins \$10,000.

MOAU0034. *A Question of Sports* C+

Episode 4

Six players are split into pairs and must compete against each other in different sports (croquet, fencing, and canoeing), told that losers will act as waiters while the winners have a luxury dinner that evening. However, the remaining two players must secretly predict the winner of each event. If they pick at least two winners correctly, the team wins \$5000; after doing so in the first two rounds, they are offered double-or-nothing and later triple-or-nothing stakes on the final contest.

MOAU0035. *Caught Red Handed* A

Episode 4

One player is given a morning of basic detective training, while the others must work out how to steal a small ornament that will be on display during an afternoon cocktail party, without being caught by the other guests or by security cameras. After the party, the detective will watch the camera feeds and interview the others one at a time, before having to name one player they think touched the ornament, which has secretly been covered in bluelight paint. If the chosen player's hands are clean, the team wins \$10,000; if they show residue from the paint, the detective wins an exemption instead.

MOAU0036. *Lost in Time* B

Episode 5

One player chosen by secret vote is taken to the Sovereign Hill historical village and must work with its costumiers to make a disguise for themselves, then stay within a set area while the others try to identify them from a lookout tower 50 metres away. If they are correctly identified within five minutes, the team wins \$5000; if the team guesses wrongly or runs out of time, the disguised player wins an exemption instead.

MOAU0037. *Get Lost* C+

Episode 5

Two players are abandoned in a remote part of the Grampians National Park. The others must then find and rescue them, using three police search-and-rescue vehicles and with the help of the matching personnel, who can answer direct questions but will not provide hints. If abandoned players are rescued within two-and-a-half hours, the team wins \$10,000; if not, they will be left overnight with limited supplies before being collected.

MOAU0038. *Everyone's a Critic* A-

Episode 5

Two players are given a brief tour of the Powerhouse Gallery, then must use provided items to make a work of 'modern art' to fit in with the exhibits. A member of the public will then be asked to guess which work is fake, with the team winning \$5000 if they guess wrongly. Later, the other players are shown the exhibits and must identify the fake correctly for another \$5000.

MOAU0039. *Night Fight* A

Episode 6

Players are given a brief training session, then must use provided items to defend an abandoned homestead overnight as a group of 'terrorists' will try to break in and destroy a liquid-filled urn. All players and terrorists are given paintball guns, and anybody shot is out. If the urn is still intact at 2:00am, the team wins \$10,000.

MOAU0040. *Herd Mentality* C-

Episode 6

Players must work together to catch live sheep marked with crosses before placing them in a three-by-three grid of corrals to play noughts and crosses against a farmer. They have a one-hour time limit, but the challenge will end immediately once either the team or the farmer wins a game. If the team wins, they earn \$5000 for the kitty; if they mishandle a sheep at any time, the challenge is forfeited and the team is fined \$5000.

MOAU0041. *Case Studies* A

Episode 6

Two players are given a black briefcase and must exchange it with a silver case given to the others without being photographed by them. Extortionists are told the trade must take place in the public areas of Ballarat Town Hall, while the others are given a camera and cash to assist. If cases are switched within two hours, the team wins \$10,000; if extortionists are not photographed during the process, they also both win exemptions.

MOAU0042. *Jailbreak* A-

Episode 7

One player chosen randomly is locked in a ghost town's jail with a lasergun. The others are given walkietalkies but no guns and must avoid two roaming snipers to release the captive before escorting them to the town's train station. Anybody shot at any point is out. If the captive is escorted to the train station safely, the team wins \$10,000; however, if they use their gun to shoot the others and arrive alone, they win an exemption instead.

Paterson's Ridge is presented as an abandoned village; in reality, it was a set created for the iconic Australian film *The Man from Snowy River*, and was named after the original poem's author Andrew 'Banjo' Paterson.

MOAU0043. *Driving Blind* B+

Episode 7

One player must drive a car with blacked-out windows across Clunes to collect a second player from Town Hall before bringing them back to the start, following verbal directions from the others, who can control a camera mounted on the car. Navigators are given written directions to assist, and a professional driving instructor will ride in the car to judge the team's performance. If the car returns to the start within 30 minutes and without breaking road rules more than four times, the team wins \$10,000.

MOAU0044. *Hide and Peek* C

Episode 7

While recording confessionals, the host and crew are called away for some secondary filming (a hoax), leaving a folder of fake production notes on a table in front of each player for ten minutes before returning. Hidden cameras will film whether they read the notes; the team wins \$5000 for each player who refuses, but is fined \$5000 for each player who reads them.

MOAU0045. *Body of Work* B-

Episode 8

One player at a time must secretly pick one of four unmarked envelopes with pairs of possible tasks (getting face painted or getting body painted, having your hair dyed or head shaved, getting an eyebrow piercing or a tattoo, and all three other pairs), then toss a pair of two-up coins to decide which tasks they must complete: the easier task if heads, the harder task if tails. The player with all three pairs must toss three times, and players will not know which tasks the others are performing. If all four players complete their assigned tasks, the team wins \$20,000.

MOAU0046. *Hitchcock Hotel* A+

Episode 8

Players are taken blindfolded to separate hotel rooms and locked inside. Using phones to assist, they must find a series of clues in their rooms and relay them from player to player to escape, then reunite in the lobby with a mystery name connected to several of the clues. If they arrive with the correct name (Alfred Hitchcock) within one hour, they win \$10,000.

MOAU0047. *Walk on Water* C+

Episode 8

Two players must use two planks to cross a network of small towers, collecting a flag each from the opposite side of a creek before returning. The other two players must set the time limit, using an ATV to collect one open jug of water at a time from a location 100 metres away and pouring it into a leaking water cooler that starts with four minutes of water. Each available jug is filled to a different level; if puzzle solvers can return with their flags before the water cooler is drained, the team wins \$10,000.

MOAU0048. *Air Flair* B-

Episode 9

One player will be shown how to perform a light aircraft manoeuvre called a wingover, then must complete it on their own before teaching the next player. This player must then perform a wingover before teaching the third player who must also perform it. If all three players complete the stunt to an adequate standard, the team wins \$5000.

MOAU0049. *Paddle Battle* D+

Episode 9

Players must work in relay to kayak twelve kilometres along the shoreline to Queenscliff. At least one player must be in the water at all times, but players can switch as often as they wish. If they finish within three hours (when an experienced kayaker could finish within two), the team wins \$10,000.

MOAU0050. *Malice, A Fort Thought* B-

Episode 9

One player at a time must privately answer three questions about which teammate would be more likely to behave in a specific way, then will be taken to one of eight locations based on the answers. The others must then guess how they answered, with each choice leading them along a branching route through Fort Queenscliff and eventually to one of the locations. If all three answers were correctly matched, they will find the hidden player and win \$5000; if not, the team will be fined \$5000.

Season 3 (2002)

MOAU0051. Drill Down C-

Episode 1

Players must perform a simulated sea rescue drill by jumping ten metres from a helicopter into Sydney Harbour. For safety, they are given only one second to jump after receiving the all clear. If everybody completes the jump, the team wins \$10,000.

MOAU0052. Sex Pack D

Episode 1

Players are split by sex and must repack their luggage for a flight, leaving as much behind as they can. Anything not repacked is confiscated until further notice; however, each group gets the others' luggage. For each kilogram removed, the team wins \$100.

MOAU0053. Rapid Action D+

Episode 1

Players must whitewater raft along a one-kilometre section of the Gwydir River in three groups. They have the option to boycott before starting or to quit at a rest point halfway through, with no penalty for either. If at least one player finishes the course, the team wins \$10,000; however, they are fined \$2000 for each player who falls out of their raft at any point.

MOAU0054. Happy Campers B

Episode 2

Players must hike to the top of a nearby hill in three groups. Along the way, they must stop at two points and choose whether to take a small set of camping gear for the night or a \$1000 voucher. Groups will not know what the others take and they are told the gear taken will be their only supplies for the night; however, they are later offered any unclaimed sets for \$2000 each. At the same time, vouchers will be collected and the team wins the value of all vouchers presented.

MOAU0055. Black Friday A+

Episode 2

Three players are given a limited amount of time to boobytrap an abandoned mall with professional advice. Later, the others are brought to the mall and everybody is given a lasergun, before they must spend 30 minutes trying to find and shoot the members of the other group; anybody shot is out. The team wins \$1000 for each hunter shot by a sniper; however, each sniper who survives the 30 minutes wins an exemption.

MOAU0056. Take a Shot B-

Episode 2

Five players chosen randomly are given a skeet shooting training session with Olympic champion Michael Diamond. Later, one of the others is given the category of a quiz question and must pick one of the remaining five players to answer it, before that player picks a shooter to fire at five targets on their behalf. Players can only be chosen to answer and shoot once each. If a question is answered correctly, the team wins \$1000 for each target the corresponding shooter hits.

MOAU0057. Lifestyles of the Rich and Famous C+

Episode 3

One player is given a day of pampering, while the others must examine sets of houses, boats, or luxury cars in three groups before deciding which one the pampered player would prefer. Phones are given to assist, but the team can 'spend' a maximum of two million dollars; later, the pampered player is shown advertising copy for each of the possible purchases and must choose their favourite item from each category, with the same budget. If they pick the same three items, the team wins \$10,000.

MOAU0058. When the Going Gets Tough... A+

Episode 3

One player is given an acting lesson, then is strapped to a chair in a 'torture chamber' as the others work together to answer twenty quiz questions from a lookout. The team is told that for each wrong answer, the strapped player will receive an electric

shock of increasing severity, and that they can quit at any time; however, the shocks are fake. If the team completes the quiz, they win \$5000; if they quit, the strapped player wins an exemption instead.

Yes, this really is the infamous Milgram Experiment turned into a reality television challenge. Because why not?

MOAU0059. Minesweeper C+

Episode 3

Two players are given three minutes to map a grid for a series of 'mines' using a metal detector, before the others are given one minute to memorise the map. One player at a time must then walk across the grid, avoiding the mines. If they step into a grid cell with a mine, a small explosion will be triggered and their turn ends. The start and end points are preset, but are moved each time a player crosses successfully; each time a player reaches the far end of the grid safely, the team wins \$1000.

MOAU0060. Cash Back C-

Episode 3

Each player is privately asked if they would like to buy back the luggage they lost on the first day. For each player who buys back their luggage, the team is fined \$1000.

MOAU0061. Trivia Trap C+

Episode 4

Players must compete in a crossover episode of the quiz show The Weakest Link, with the winner getting an exemption and the show's usual cash prize (up to \$100,000) added to the kitty. However, they are not told that a hidden camera sting is set up in the green room, with a folder containing the quiz questions and answers left on a table during a production break. If any player still competing in the quiz learns of any information within the folder, the cash and exemption are both voided.

MOAU0062. Show Us Your Tips C

Episode 4

Players are split into three groups and given training in different skills (drawing caricatures, performing as statues, or giving massages), then are taken to three outdoor malls and must use the skills to raise money for the Surf Life Saving Association. If they can raise a combined total of at least \$300 within one hour, the team wins \$5000.

MOAU0063. Yes We Can! B+

Episode 4

Four players must take a small aircraft flight over the Gold Coast, dropping everybody's luggage onto a drop zone before landing and writing one SMS describing the location to the others, who have been taken on a boat tour of the area's canals and must first navigate back to their cars before driving to the drop zone and finding the luggage. If they finish within three hours of the luggage being dropped, the team wins \$5000; if not, they are given the option to forfeit their luggage for the rest of the season or pay \$5000 to buy it all back.

MOAU0064. Old Gold A+

Episode 5

Two players must drive around the Gold Coast to find eight unknown 'obvious' items (footage of each player as a child), using a camera to photograph each, with two others using phones and an electronic map of the region to direct them to the items. They have a limited amount of time to find the items, then are reunited and must identify the players in found items for \$1000 each. However, the other four players must secretly follow the searchers and work out what the challenge involves. If they can do so correctly without being seen, the team wins another \$5000.

MOAU0065. Murder on the High Seas A+

Episode 5

One player is given an afternoon of detective training and spends the night at a hotel while the others stay on a luxury yacht. The team must plan and stage a mock murder during the night, in such a way so that only the randomly-picked murderer knows their identity. In the morning, the detective will view the crime scene and can ask survivors a combined total of ten questions, with the murderer being the only player allowed to lie, before having to identify the murderer. If they guess correctly, they win an

exemption; if not, the team wins \$5000.

MOAU0066. *Lovers Leap* C

Episode 5

Players are asked to bungee jump from a platform suspended from a crane. The team wins \$500 for each player who jumps, with the prize doubled if everybody jumps. Later, one player at a time must predict whether a shown loved one will complete the jump. The team wins \$1000 for each correct guess, but is fined \$1000 for each error.

MOAU0067. *Disguise and Dolls* A-

Episode 6

One player is taken to the Movie World theme park and must work with the park's wardrobe department to disguise themselves, before having to hide in the park as the others search for them on foot and try to photograph them. If the disguised player is photographed within 30 minutes, the team wins \$5000; if not, they win an exemption and the option to forfeit it for \$20,000.

MOAU0068. *Shopping Spree* A-

Episode 6

Six players are split into two groups and given a total of \$5000 in \$20 notes, then must spend it all within three hours. Phones and a local phone book are given to assist; however, they cannot spend more than \$1000 on an item, must pay market rates, and cannot buy anything that could be kept after the challenge. If they succeed, the team wins \$5000; if not, they are fined \$5000.

MOAU0069. *Mental Exercise* B-

Episode 6

Players are given four mountain bikes and two electric scooters and must travel 30 kilometres to the Binna Burra resort, pausing at three points to answer questions information presented earlier. If they answer correctly, one or more bikes can be replaced with scooters; if not, one or more scooters will be replaced with bikes. If they arrive within two hours, the team wins \$10,000.

MOAU0070. *Car Smash* B

Episode 7

Players are split into pairs and must learn to complete different driving stunts (slaloming forward and in reverse, performing a handbrake turn and reversing into a narrow area, or driving figure-eights on a wet track) before having to each complete their stunt as part of a relay. If all six players' legs are completed within fifteen minutes, the team wins \$10,000; however, each time a driver hits one of the eggs perched on cones forming the course markers, the team is fined \$500.

MOAU0071. *Grow Some Backbone* C+

Episode 7

Players are given torches and must hike along trails in two groups, using night-vision cameras to record wildlife as they do so. If they can record at least five different vertebrate species within one hour, the team wins \$5000.

MOAU0072. *Mission Implausible* A-

Episode 7

One player at a time must cross a warehouse floor to collect five 'diamonds' worth different values (from \$1000 to \$5000, in \$1000 increments) and bring them back, avoiding a series of lasers. Each player can collect as many diamonds as they wish but they only have a combined total of five minutes on the floor. If a player hits a laser, their turn is over and the team is fined the value of any diamonds in their possession. If a diamond is returned to the start within the time limit, the team wins its value.

MOAU0073. *Bombs Away* C

Episode 8

Four players must each tandem paraglide with an expert, dropping two water bombs onto a large target from at least 30 metres above. Each time they hit the target, the team wins \$1000. Meanwhile, the fifth player must predict whether each drop will hit the target, without knowing results of any previous drops. The team wins \$1000 per correct guess, but is fined \$1000 per error.

MOAU0074. Quick Draw B+

Episode 8

Two players must use chalk line markers to draw an 80-metre-by-30-metre platypus on the field of ANZ Stadium. They have twenty minutes to do so, before the others fly over the stadium. If they can guess what was drawn, the team wins \$5000.

MOAU0075. I Fly B+

Episode 8

Three players are flown over the region in separate light aircraft, and must use a camera to photograph representations of two specified letters from above. They can take as many photos as they wish, but can only submit two. Later, the other two players are shown all six submitted photos and must identify the letters before using them to spell a mystery word. If they guess the mystery word (betray) correctly, the team wins \$5000.

MOAU0076. Dive Bar C+

Episode 9

Players must each perform two skydives from 4000 metres above sea level: first tandem with an expert, then solo. They must perform the tandem skydive first, and are told that each player who completes the solo skydive wins the team \$5000. However, one player is secretly told before hand that if they can ensure nobody does it, the team wins \$10,000 and they win an exemption.

This is the only challenge in Mole history where the team is guaranteed to win at least some money.

MOAU0077. Temptation Island B

Episode 9

One player at a time must secretly bid for an exemption using cash from the kitty. The highest bidder wins it, with their bid taken from the kitty; however, they are later offered double their winning bid to forfeit it.

MOAU0078. Better Slate Than Never D

Episode 9

Players must jetski in pairs around Dunk Island, with one partner driving and the other using a divers' slate to map its coastline. They have one hour to do so, before reuniting and picking one of the two maps to compare to an actual map of the island; if the submitted map is deemed at least 50% accurate, the team wins \$5000.

MOAU0079. Animal Instinct C+

Episode 10

Each player must complete a different wildlife-themed minitask (catching a snake in a garage and returning it to the wild, SCUBA diving in an aquarium tank and touching a leopard shark, or harvesting eggs from a saltwater crocodile's nest) while wearing a heartrate monitor. If all three players complete their minitasks without their heartrates exceeding 150 beats per minute, the team wins \$5000.

MOAU0080. Casino Royale B+

Episode 10

Each player is given \$5000 from the kitty in casino chips, and must use them to bet on the answers to five multiple-choice questions. Four options are shown for each question and players can split their bets; any bets on right answers are quadrupled, while bets on wrong answers are lost. At the end of the quiz, the value of all chips in play is added back into the kitty.

It's claimed that winnings are tripled rather than quadrupled, but this is visibly wrong. (The maximum bet per player per question also seems to be capped at \$1000, for a possible challenge prize of \$60,000 instead of \$15,360,000.)

Season 4: In Paradise (2003)

MOAU0081. Safe Crackers C+

Episode 1

Players meet in pairs at five payphones around downtown Sydney. One pair at a time is called and directed to a nearby safe, where they must find an adjacent sign showing a puzzle and solve it to find the safe's combination. Each pair who opens their safe within three minutes of the instructions being given wins the team \$1000.

The challenge is presented as a relay, with the first pair called by the host and each pair then calling the next, but each pair's result has no impact on the next (if a pair fails, they are then given the safe combination anyway so they can use the mobile phone inside to call the next pair), which means it... uh, isn't one, really.

MOAU0082. Mole Air C+

Episode 1

Eight players must tandem skydive with professionals from 4000 metres above sea level. Each player who dives is given a four-digit code to remember immediately before leaving the plane; that night, they must each use their code to open a locked safe. However, the other two players must also predict whether or not each player will skydive. For both parts, the team wins \$1000 for each correct guess but is fined \$1000 per error.

MOAU0083. Losing Weight F

Episode 1

Men are given five minutes to repack the womens' luggage, removing as much as they wish, with anything left out confiscated until further notice. They are not told that the women are secretly watching them. For every kilogram of luggage removed, the team wins \$1000.

Even by 2003 standards, this is alarmingly casual sexism. And it's even more disturbing when you consider this is one of the very few reality shows that had treated men and women as equally capable players, and that the idea of women being too stupid to understand how much they were packing is undermined a little bit by how all three prior seasons had been won by women, including the previous winner being the exact 'dumb model' stereotype this is mocking.

MOAU0084. Gotten to Know You A+

Episode 2

Each player is given a handheld dossier showing another player's personal information in a high-speed slideshow, and must study it while flying from Sydney to Noumea. The next day, each player is asked one question about any of the others and has five seconds to answer. If they are correct, the team wins \$1000; if not, the team is fined \$2000.

MOAU0085. Cross My Heart B

Episode 2

In a relay, one player at a time must climb down a ladder to reach a two-rope traverse suspended between two dam pillars 75 metres above the ground, then cross it and climb back up, all while wearing a heartrate monitor. They must pause in place if their heartrate exceeds 160 beats per minute, resuming only when it lowers. Players can opt out of they wish, but the team will incur a ten-minute penalty on top of the time it takes for the player to return. If all nine players finish the traverse within one hour, the team wins \$10,000.

MOAU0086. Double Cross B-

Episode 2

Six players are taken in pairs to different locations and must each solve three puzzles to earn clues for a crossword, which must be relayed to the last three players to solve and place in a giant crossword grid. Hints are available throughout, but the team is fined \$1000 per needed hint. If the puzzle is finished within the time limit (see below), the team wins \$10,000, minus \$1000 for each error in the completed grid.

It's stated several times that the time limit is twenty minutes, but graphics show a 30-minute countdown clock.

One puzzle, about European capitals that begin and end with the same letter, appears to have been rewritten with the number 'four' taped onto the display board. My guess is the puzzle originally said there were three (Oslo, Warsaw, and Andorra la Vella), and it was pointed out before filming that Ankara would also count as part of Turkey is in Europe.

MOAU0087. *It Takes Two* F

Episode 3

Two women are secretly given the keys to the mens' hotel rooms and must steal the same amount of weight from their luggage as the men took from women in Episode 1. If they do so successfully, the women will win back their luggage.

MOAU0088. *Air Drop* B

Episode 3

Six players are split into pairs, each with a flier and a hanger. Fliers must ride in a helicopter and direct its pilot over the water to a moving target, so that hangers (dangling beneath the helicopter) can drop three flourbombs onto it from 40 metres above. The target is split into three zones worth different values (\$5000, \$10,000, and \$20,000) and each pair wins the first value they hit; however, only the first drop is free, with the team fined \$1000 if a pair needs a second and another \$2000 if a pair needs all three. If a team fails to hit the target within three drops, they win nothing but the team is still fined the value of their drops.

MOAU0089. *Double Dive Dare* C

Episode 3

Players are split by sex and taken to different diving locations. Men must put on diving helmets and dive to find lobster traps with their confiscated luggage inside, then get fully dressed while underwater. Meanwhile, women must snorkel from their boat to a set of 24 submerged puzzle pieces, collecting one at a time and using them to assemble a photo of the team. Only twelve of the pieces are used, and each time a wrong piece is collected the team is given a one-minute penalty. If both groups finish their respective tasks in a time of 40 minutes or less, the team wins \$5000 and the men win their luggage back.

MOAU0090. *Photographic Evidence* C

Episode 3

Players are split into three groups and taken to different locations, then must record three things (a photo of the group with ten local adults, a photo of two group members of opposite sexes wearing each other's clothes, and a video of a local singing the chorus of Waltzing Matilda in English) in order. If they can record at least eight of the nine possible items within 30 minutes, the team wins \$10,000; if not, they are fined \$1000 for each additional item they would have needed to pass the challenge.

MOAU0091. *It's All Coming Back to Me Now* D+

Episode 3

Directly after the elimination, survivors are given the option to bring the eliminated player back. Each player must vote in secret later that night; if any player decides to bring them back, they will return and the team will win \$50,000.

MOAU0092. *Car Go* C+

Episode 4

Players must work together to solve a giant slide puzzle, with four players driving cars forward and backward in a grid so that a marked car can drive out of an exit, and the others using a live overhead shot to direct them via walkie-talkie. If they finish within one hour, they win \$5000, plus the option to forfeit it and solve a double-or-nothing harder puzzle with the same rules.

It's claimed the puzzles can be solved in nine and seventeen moves respectively; however, the graphics showing both solutions add additional moves that do not impact the solutions.

MOAU0093. *Oui, Oui, Oui, All the Way Home* B-

Episode 4

One player is kidnapped and taken by helicopter to a mystery location. Later, three others must use a phone to relay yes-or-no questions to the hostage, trying to work out where they are. Each time the answer is 'yes', they will be shown a close-up photo of the location, and eventually a map identifying it by name; however, each time the answer is 'no', they are penalised two minutes. If they can identify the location, fly there, and release the hostage within an hour, the team wins \$5000.

MOAU0094. Tour or False c

Episode 4

Two players must memorise as much information as they can during a tour of a local cultural centre, before being asked one unknown question about their tour (the name of their guide) at the end of the day, with the team winning \$5000 if they answer it correctly. Meanwhile, two others secretly follow them and must predict how they will act in four staged situations (donating to Girl Guides, handing in a lost wallet, putting a dropped water bottle in an adjacent bin, and speaking French to a local who tries to start a conversation). The team wins \$1000 for each correct prediction, but is fined \$1000 per error.

MOAU0095. Riff Raft B-

Episode 5

Players must use an assortment of random items to assemble a seaworthy raft, then paddle to a yacht anchored offshore. After 30 minutes of work, they are told to pick the least useful player, who is given a metal detector to search in a marked area for buried coins they can use to rent a kayak and paddle to the yacht. If anybody arrives within one hour, the team wins \$5000.

MOAU0096. New Caledonian Whispers A-

Episode 5

Players are split into four groups and taken to different locations. One player is given a codeword and must explain it via SMS to two others, who must call another pair and describe how to draw it, who must then fax their drawing to the last two players to guess the word. There are three rounds, each with a fifteen-minute time limit; for each correct guess, the team wins \$2000.

MOAU0097. Walk the Plank c-

Episode 5

Players are shown the category of a multiple-choice question and must decide who will answer it, with each player answering only one question. After answering, they must walk across a girder suspended twenty metres in the air to collect an attached wallet – a green wallet halfway across if correct, or a red wallet from the far end if wrong. Each player who collects their wallet without falling wins \$5000 for the team, and the option to trade it for an exemption.

It's clear that the exemptions were a last-minute addition to justify the below twist from a narrative perspective; given the raft challenge offered an exemption when it first appeared on the US version, it seems likely the player who rented the kayak would have been offered one if they'd arrived at the yacht first.

MOAU0098. Back to the Future F

Episode 6

The player eliminated in the previous episode is offered the chance to return to the game. If they decide to return, the \$50,000 earned by bringing an eliminated player back earlier in the season will be removed from the kitty.

MOAU0099. Over the Falls C+

Episode 6

Players are given a limited amount of time to memorise signs showing what items (camping gear, luxury foods, useless junk, or \$5000) is represented by colour-coded bags in each of four rounds, with text shown in distracting colours as a hindrance, then must work together to retrieve the bags as they are thrown from an adjacent waterfall. In each round, one player has three minutes to collect bags, while the others use ropes to tow them through the current; the team wins the items represented by the first two bags they collect in each round.

It's not just players who get confused by the distracting colours on the signs (a psychological principle known as the Stroop effect): the sign players see and the graphics viewers are shown display three different arrangements for the items in the third round.

MOAU0100. Balls of Steel D+

Episode 6

In a relay, one player at a time must stand on a plank beneath a steel ball held aloft by a battery-powered magnet, with the others 'camping' in an adjacent room with the supplies won in the previous challenge, waiting for the battery to fail and the ball to drop. If the ball is caught, the team wins \$10,000; if not, they are fined \$10,000. However, during the night they are given the option to quit the challenge, forfeiting the possible win but preventing them from losing any money.

MOAU0101. Pull the Plug C-

Episode 6

Six players must split into two groups and paddle boats around two laps of a marked course, answering a multiple-choice quiz question after the first lap. Boats start with one hole through which water can enter, and must remove a plug from a second hole if they answer the question wrongly, but they are provided a small teacup to bail water as needed. There are two rounds, with players able to switch positions (including who is sitting out) after the first; for each boat that completes both laps without sinking, the team wins \$2000.

MOAU0102. Banana Benders B

Episode 7

Players are split into two groups and board separate banana boats towed behind the same speedboat, then must switch boats with each other while the boats are in motion. There are three rounds with the boats moving at increasing speeds, for prizes of \$1000, \$3000, and \$6000; if all players are on the opposite boats at the end of the ten minute time-limit, the team wins the cash value assigned to that round.

MOAU0103. Give It Away Now B+

Episode 7

Players are given five minutes to unanimously award one player an exemption. If they succeed, the team wins \$5000. The next day, after failing to do so, they are given twenty minutes to award an exemption to one player by simple majority; if they fail to do so again, the team will be fined \$5000.

MOAU0104. Do or Dive C-

Episode 7

Two players must SCUBA dive in a pool, miming the names of six films or TV shows into an underwater camera for two other players to guess and relay via walkie-talkie to the last two players, who must search a mock graveyard for the grave marked with the actor or character who died in the relevant project and dig up their coffin. They have fifteen minutes to mime, guess, and dig; at the end, coffins are opened one at a time, with one containing \$10,000 and the team winning it if they find it. However, they are offered \$5000 to quit the challenge without opening any coffins, and \$1000 to quit after two empty coffins are opened.

MOAU0105. Case Closed C-

Episode 7

Having been given sealed tubes two days before and told to keep them on their person at all times (with \$1000 fines if a player cannot produce theirs during surprise checks), players are stopped by police and arrested while driving to a (fake) challenge. Players are questioned one at a time, with the canisters confiscated for testing at the end of the interviews. Players are not told the canisters have photo-sensitive paper inside; for each player whose paper shows exposure to light, the team is fined \$1000.

MOAU0106. Dam It C-

Episode 8

One player at a time must abseil 75 metres down a dam, trying to collect a case containing a photo along the way. Once all five players reach the bottom, they can buy any missed cases for \$3000 each, before using the photos to find a treasure hidden somewhere in the surrounding area. If they find it within an hour of the first player starting to abseil, the team wins \$10,000.

MOAU0107. Love is In the Air F

Episode 8

One player at a time must predict whether their loved one will complete a tandem skydive with a professional. The team wins \$10,000 for each correct guess, but is fined \$10,000 for each error.

MOAU0108. *I'm Leaving on a Jet Plane* A-

Episode 8

Four players are taken to a beach and asked a multiple-choice question, the answer to which is a country, before using planks to spell their answer on the sand. Three minutes after the question is asked, the fifth player will fly overhead in a vintage fighter jet and must note what is written. After four questions, this player will be shown the questions one at a time in a different order, and must match the answers to their questions. For each question matched to its correct answer, the team wins \$2000.

MOAU0109. *Ship of Fools* C-

Episode 9

One player at a time must answer two questions about how they would act in given situations, before being hidden in one of four cruise liner cabins based on their answers. The others must then guess which of two options matches their answer, travelling in different directions and eventually ending at one of the cabins. If they answer both correctly, the team will find the hidden player and win cash for the kitty: \$2000 for the first three rounds, \$5000 for the last.

MOAU0110. *Jeux Sans Frontieres* B-

Episode 9

Players are given photos of four local athletes in different sports (windsurfing, outrigger canoeing, petanque, and a variant of cricket), then must assign themselves and the athletes to the sports before competing against them. For each player who beats their opponent, the team wins \$5000.

MOAU0111. *It's a Knockout* B-

Episode 9

Players are driven blindfolded to a mystery location, where two players at a time must work together to solve two mathematical puzzles. The faster pair advances to the second round, where one player at a time must answer eight analogical multiple-choice questions correctly, with the full question being repeated after any wrong guesses. The faster finisher advances to the final round, where they must play a solo game of Memory while the others (taken blindfolded to a second location one kilometre away) try to find them. If the Memory player matches all the pairs before being found, they win an exemption; if any of the other players finds them first, the team wins \$5000 instead.

MOAU0112. *The Great Chase* B-

Episode 10

Players are told to find host Grant Bowler in a mystery location, travelling by helicopter and told only that the first clue is on an island in their hotel's pool. It is part of a jigsaw map of New Caledonia with instructions to find the remaining pieces at the top of a lighthouse; these pieces direct the team to a coral atoll for two final pieces, transparent crosshairs that can be overlaid on the map to reveal the final location. The team wins \$20,000 for arriving with a completed puzzle, minus \$1 for each second it takes them to finish.

MOAU0113. *Rhyme Time* B+

Episode 10

Players must use a clue written in rhyming slang to find a blacklight hidden near their hotel. Once they find it, they must use it and additional rhyming slang clues to find the four digits in a safe combination, then the order in which they are used. Hints are available at any point at a cost of \$1000 each; if the safe is opened within twenty minutes of starting, the team wins \$10,000.

Season 5: The Amazing Game (2005)

MOAU0114. Snakes Are Live F-

Episode N/A

This season features two major format changes: rather than being filmed months in advance, each week's challenges were filmed the previous weekend before being broadcast in an episode that ended with the test and elimination being held live, and all money not won by the team would be awarded to the Mole as long as they remained undetected.

In addition to removing the 'pressure cooker' environment this show thrives on, and in addition to host Tom Williams being completely unable to host competently, it seems fairly obvious the elimination test was actually held offscreen beforehand and the test viewers are shown is entirely to plug a sponsored viewer contest.

It's not quite clear what 'staying undetected' means in terms of the Mole's prize, but since the idea was quietly dropped after they were chosen on the test by at least one player every single week, with one of the season's sponsors instead providing them a short holiday, it's a moot point.

MOAU0115. Snow Way Out D-

Episode 1

Players must split into three groups and use radio receivers to search separate snowfields for buried avalanche beacons. One of them is attached to a black box while the others are attached to dogtags with combinations for the box's two locks. If the box is returned and opened within 30 minutes, the team wins a locked case containing \$25,000; however, nine players must spend the night camping in a snow cave in order to win its key.

MOAU0116. Cliff Notes B-

Episode 1

Players must split into two groups and climb up separate ladders attached to the sides of a cliff (with one climb being harder than the other), collecting a suspended bag each along the way before running down a trail back to the base of the cliff. At the bottom, players must open their bags to reveal lettered tiles, using them and one given letter to solve a two-word anagram. Hints are available at prices of \$5000, \$10,000, and \$15,000; if the team finishes within one hour, they win \$25,000.

MOAU0117. Counter Attack c

Episode 2

Players must split into three groups and count different farm-themed items (chicks in a pen, sheep in a field, or sewing needles in a haystack), submitting guesses via walkie-talkie. If a group guesses incorrectly, they are banned from guessing again for one hour and the team is fined \$1000. After two groups guess correctly (with all three having 599 items to count), the last is given three options: working overnight and making one guess in the morning for \$25,000, betting \$10,000 on whether there are more or less than 600 items to count, or abandoning the challenge entirely.

MOAU0118. A Mental Workout B-

Episode 2

Nine players must find three chess pieces hidden 'in obvious places' in downtown Christchurch (eg, the bishop in the cathedral), then bring them back to the start and use them to play chess against a local schoolgirl, beating her in order to receive tickets for a gondola to the top of a nearby mountain. Meanwhile, the other two players must cycle to the top of the same mountain, but are later offered a helicopter to the summit for \$5000. If the chess players reach the summit first, the team wins \$25,000; if the cyclists arrive first, they both win exemptions.

MOAU0119. Cray of Light B-

Episode 3

Two players at a time must swim to a set of buoys and dive to collect 30 crayfish from submerged traps, with ten each at depths of one, two, and four metres, before returning them to the starting boat. Each pair can only be in the water for a maximum of three minutes; for each crayfish returned in time, the team wins \$500. Later, they must paddle a traditional Maori canoe back to shore in a time limit of one minute per collected crayfish for a bonus \$10,000.

MOAU0120. Air, Land, and Sea B

Episode 3

Two players are kidnapped overnight and taken to a mystery location. The next day, the others must split into three groups and each use a map and GPS to find a mobile phone and key at given coordinates, travelling by car, speedboat, or helicopter. When they find the phones, they can work with the hostages to try and identify their location; if all three groups arrive with their keys and free the hostages within two hours of starting, the team wins \$25,000.

MOAU0121. Independence Day F

Episode 4

Players must split into three groups and collect signatures on a petition to make New Zealand a state of Australia, a common cause of contention between the nations. They have a day to prepare before getting two hours to collect, bringing them to New Zealand's Parliament building for checking. All signatories must be New Zealand citizens and players cannot mislead them into signing the petition; if they can collect at least 100 valid signatures between them, the team wins \$25,000.

The challenge is held on the same day as New Zealand's general election. It is unclear whether the challenge would have been easier or harder if held on a different date.

MOAU0122. Shoot 'Em Up A-

Episode 4

Six players must use ATVs to collect one rifle shell at a time from an ammunition dump a kilometre away, bringing it back to fire at a skeet shooting target, while the other three players try to shoot them with paintball guns from nearby vantage points. Any player hit by a paintball is out. If rifle shooters can hit ten targets before they are all hit by paintballs, the team wins \$25,000; if not, the three snipers all win exemptions.

MOAU0123. Swing and a Miss c+

Episode 5

One at a time, four players are strapped into the world's largest canyon swing and must stay there while one of the other four is asked four quiz questions about the group. The team wins \$1000 per correct answer; however, if a wrong answer is given their turn ends immediately and the suspended player is dropped into the canyon. If all four questions are correctly answered, the suspended player is offered a bonus \$1000 if they agree to be dropped into the canyon anyway.

MOAU0124. Grab Your Balls c+

Episode 5

One at a time, players who answered questions in the above challenge must bungee jump from 40 metres above a river, touching a beach ball thrown by the other players as it floats towards them. The team wins \$5000 for each player who manages to touch the ball, but is fined \$5000 for each player who refuses to jump.

MOAU0125. There's No I in Steam c+

Episode 5

Two players must work together to drive a steam train ten kilometres, while the others are split into pairs and must complete different minitasks (finding the other half of a cut ticket in a pile of 1000 stubs, dressing mannequins for each player in their clothes from a communal pile, and making Devonshire tea) in different carriages. Once a pair finishes their minitask, they can help the other groups. If all three pairs complete their minitasks and reach the front of the train before it finishes the course, the team wins \$25,000; if not, the two drivers both win exemptions.

MOAU0126. Bad Seeds c-

Episode 6

Two players must lead a group of tourists through the Aranui Caves, completing three minitasks (bursting into tears, starting a group hug, and laughing like a kookaburra) during the tour without being busted as fakes. Meanwhile, the others must traverse a deeper section of the cave, following a marked path to find personalised hidden tokens. If the tour guides can get at least one 'excellent' rating on satisfaction surveys given after the tour, the team wins \$4000 for each token returned to the surface within

one hour. Later, players are offered a bonus \$5000 if guides camp overnight in the caves, with cavers having the option to spend \$1000 each on supplies of camping gear or food for the night.

MOAU0127. *Bad Buoys* C-

Episode 6

One player at a time must drive a jetboat around a marked course, grabbing a card from a buoy along the way. The fastest player sits out of the second round, where the others must complete another lap each in a relay, collecting a puzzle piece from the buoy and solving a line puzzle on the dock. If the puzzle is solved within eight minutes, the team wins \$25,000; if not, the player who sat out wins an exemption and the team is fined \$5000 for each extra minute taken.

MOAU0128. *Hell's Kitchen* F

Episode 7

Female players are given a food stall and must cook corn and eggs in a traditional Maori fashion, by boiling it in a hot springs, then sell it to tourists at a set price. While two players cook, the other two must search a nearby mudpit for four dogtags marked with digits of a safe combination, bringing them back to the stall and using them to open the safe. If it is opened within one hour of starting, the team wins \$100 per dollar earned at the food stall (with enough food provided to earn \$250, or \$25,000).

MOAU0129. *Dirty Tricks* F

Episode 7

Male players must search downtown Rotorua for volunteers to act as body doubles for themselves. Later, players and volunteers must cover themselves in mud and stand in a line, before the women try to pick out the men from a distance. Each person in the lineup is given a face mask, and women are only allowed one guess for each disguised player. The team wins \$5000 each time the women correctly identify a player; each male player not chosen wins an exemption.

So basically, these two challenges amount to 'men get to play for an exemption, and thus a better chance at hundreds of thousands of dollars in prize money, but women have to stay in the kitchen'. Which is a shame, because without the blatant sexism of the enforced cast divide, both ideas would be solid B or B+ challenges instead of very low Fs.

MOAU0130. *Driven Crazy* B-

Episode 7

Players must split into pairs and drive around one lap of an off-road course, concluding with a near-vertical seven-metre drop. They are then told to drive a second lap of the course, switching seats and with the new drivers blindfolded. If all three pairs finish the second lap within 30 minutes, the team wins \$25,000; however, they are fined \$5000 each time a driver removes their blindfold and each time a navigator touches the steering wheel.

MOAU0131. *Route of All Evil* C+

Episode 8

Players must hike in three groups around separate round-trip courses, searching for three sets of camping gear along the way before having to spend the night camping in subzero temperatures. Each time they find gear, they must choose whether to take it or a varying cash prize (\$1000, \$2000, or \$5000). Groups will not know what the others have taken; anything returned to the start within two hours is won. During the night, the team is offered a campervan for \$2000; however, only two players can use it.

MOAU0132. *Bobcat Basketball* A-

Episode 8

Three players must use excavators to pick up soccer balls floating in a large tank of water, driving them halfway across a quarry to a barrier and dropping them into the scoops of earthmovers driven by the remaining two players, who must continue across the quarry to deposit the balls into a large metal cage. Balls are out of play if they touch the ground at any point; for each of the 25 balls successfully transferred within 30 minutes, the team wins \$1000.

MOAU0133. Buy and Sell C

Episode 8

During the above challenge, one player at a time is secretly asked via walkie-talkie to bid for an exemption using cash from the kitty. The highest bidder wins the exemption, with their bid removed from the kitty; however, they are later offered twice the value of their winning bid to forfeit it and face elimination.

MOAU0134. United; States of America D

Episode 9

Two players are given one hour to climb the interior stairs of the SkyTower, the Southern Hemisphere's tallest building, to its crows' nest, passing signs showing each of the United States of America along the way. Meanwhile, the other two must list the states from memory, with one player in the crows' nest writing a list and the other (collected by climbers along the way) on a ledge outside the observation deck working with tourists to relay states via walkie-talkie. Players in the crows' nest at the end of the hour must then list as many states as they can without using their notes. For each correct state listed within five minutes, the team wins \$500.

MOAU0135. Cruise Control B

Episode 9

During an afternoon yacht ride, players are told to unanimously award one player an exemption (and thus, a place in the final). If they fail to do so before returning to shore, the team is fined \$25,000.

MOAU0136. With Friends Like Theseus B+

Episode 9

One player at a time must enter a pitch-black maze and search for five glowing beacons hidden at various points, bringing them to the exit without being caught by a patrolling hunter. As each player runs, the others will use a live overhead shot to direct them via walkie-talkie; if a player is caught, their turn is over and any beacons in their possession are out of play. The team wins \$5000 for each beacon successfully delivered to the exit.

MOAU0137. Two Out of Three Ain't Bad B

Episode 10

One player at a time must randomly pick one of three minitasks (a 5000m tandem skydive, a 134m bungee jump, or riding in a plane for 30 minutes as its pilot does aerobatic stunts), then perform it. However, they are later told that the challenge is only passed if exactly two players finish their minitasks. If exactly two players complete their minitasks, the team wins \$25,000.

MOAU0138. Either Or B-

Episode 10

One player at a time must privately answer two questions about how they think the others would act in given situations, before the others are asked the same questions and must bet a value from \$1000 to \$5000 (in \$1000 increments) on which of them was the given answer. If they guess correctly, the wagered amount is won; if not, the team incurs it as a fine.

Season 6 (2013)

MOAU0139. *Slow Motion* F

Episode N/A

This season features a major format change. Rather than having one episode a week with an elimination at the end of each, the season features multiple episodes per week (three for the first four weeks, then two), with eliminations at the end of each week and in two additional midweek episodes. While the prize is raised significantly from prior seasons, some challenges now feature players competing for individual prizes only, with no cash available, and exemptions must be won and 'defended', essentially forcing players to win them twice instead of once.

Or at least that was the plan. But between glacial pacing, a bad choice of host, the show being ill-suited to a stripped format, and the single worst marketing campaign a reality show has ever had, the show was axed after four episodes, with the rest of the season burned off in various late-night timeslots and a planned reunion episode cancelled entirely.

But on the plus side, the live eliminations are gone. So that's an improvement.

MOAU0140. *The Drop Off* D-

Episode 1

Abandoned in three groups at different locations, players must hike in specific directions to find a flagpole, collecting their luggage along the way. Each group's final suitcase has an envelope on it with instructions to open it only if they think they will run out of time, unaware that it will cause them to be collected by a rescue vehicle and driven to the pole. If all three teams arrive within two hours, the team wins \$15,000; however, the team will be fined \$5000 for each group that is rescued and \$100 for each player who arrives without their luggage.

MOAU0141. *Cashing In* C

Episode 1

Directly after winning money for the first time, the team must choose a treasurer to keep the kitty (as prop cash). This player is then offered an exemption; if they take it, they must forfeit half of whatever the team earned.

Basically this is just an excuse to justify taking the concept of a treasurer from the Dutch version; this season is heavily based on that version, to the point its producers were involved in the casting process and it was later confirmed its host was approached to present this version. (Notably, the year before this season was made that version became accessible to English speakers through a fan project to subtitle its episodes; all but two of the challenges this season that were taken from the Dutch version were taken from the four seasons that had been subtitled at the time of filming.)

MOAU0142. *Highwire Relay* B

Episodes 1 and 2

Two players at a time must complete a two-rope traverse across a gorge, starting at opposite ends and handing a baton from one player to the other in a marked area in the middle before climbing over each other to finish crossing. The first pair to cross successfully banks \$500, with each successive pair doubling the banked amount (to a maximum of \$16,000); however, if a pair fails in any way, all money banked so far is voided and the next pair must start a new chain.

MOAU0143. *Money Bags* C+

Episode 2

Players are split into two groups and taken to opposite ends of a five-kilometre trail, where they are given twenty 10kg sandbags each representing \$100 and items to help carry them with. They must then hike to meet each other, passing up to six flags with bonus cash values on them. If both groups meet within 90 minutes, they win the value of all sandbags carried to that point, plus the value on a bonus flag if they meet at one; however, in the middle of the trail is a champagne pyramid worth \$10,000 and the first to reach it has the option to trade it for their sandbags, with its value won if the tower is intact when groups meet.

For the maximum \$22,000 prize to be won, the group closest to the only \$10,000 flag had to take all of their sandbags, the others had to exchange theirs for the champagne tower, and they met at the flag even though the tower was almost impossible to move and even though players were explicitly told there was more than \$16,000 available (which would

make the sandbag group less likely to stop, as the total value of the flag and all sandbags was only \$14,000). It was never ever going to happen.

MOAU0144. Key to Comfort D-

Episode 2

Four players at a time must search an abandoned military fort in pairs for twelve dogtags with keys attached. The group has a total of fifteen minutes to search; later, those who found keys are given the option to unlock chests of camping gear for the night. Each chest is marked with its contents and a cash value; if a chest is opened, the team is fined its value.

MOAU0145. Beach Brain Teaser D-

Episode 3

Players must split into two groups, with no limit of the number of players in each. One group is given five minutes to arrange nine planks to match an image of an unbalanced set of scales, then the others must move exactly five planks to balance the scales. If they do so correctly, they win back the money spent in the above challenge.

The team is fined \$1200 of the available \$2450 because the first group is deemed to have not arranged the planks sufficiently. Even though the puzzle was solved, which would imply they did so well enough and the fine was arbitrary?

MOAU0146. Chain Gang C-

Episode 3

Players are shackled to a long chain around a central podium. Every five minutes, the podium will rise briefly to reveal both a set of keys and the treasurer's exemption, and the group must pick one player to step forward and take an item. If they take the keys, they can free themselves and return to a luxury campsite for the night, with the group winning \$10,000 if everyone takes the keys within one hour; if a player takes the exemption, they and all players still chained will remain chained overnight.

If the podium rises every five minutes and there are twelve players, time would run out right as the last player makes their choice. Yet somehow there were only two players left with twenty minutes to go, instead of five. (And if it was the treasurer's exemption and it wasn't stolen from them, why don't they get it back after the challenge?)

MOAU0147. Speed Reader C+

Episode 4

Six players are split into pairs and taken to different points along the coast, where they are given two pairs of categories and a card showing cash values assigned to letters of the alphabet, then must paint a category and letter onto each of two sheets. They must then hold up one sheet at a time as three other players pass in a jetboat, with these three having to write down as many valid answers (eg eel or elephant for 'E animals') before the end of their trip. Later, their writing is given to the last two players; for each valid answer they can read, the team wins the cash value assigned to its letter.

We are shown a graphic with the letters and their values; for unknown reasons, H is omitted.

MOAU0148. Map Madness A

Episode 4

Two players are taken to a rooftop overlooking downtown Melbourne and must direct the others (in two groups, starting at different locations) to walk to each of four buildings with flags on their rooftops, climbing them to find cryptic clues leading to an unknown location. If both groups reach the final location within 90 minutes, the team wins \$5000; in addition, all members of the first group to arrive win one joker.

MOAU0149. Treasure Hunt C-

Episode 5

One player is taken offshore by boat, while the rest must dig beneath a marker to find a distance and compass coordinates, then use a 25-metre rope and a compass to search Brighton Beach for another buried clue with a kite attached, repeating the process to find a third clue and a key that will unlock a hut containing three additional kites. If all four kites are found and flown in formation so that the offshore player can read the words written on them within one hour, the team wins \$5000.

MOAU0150. Path to Temptation A-

Episode 5

One player at a time must walk around the State Library of Victoria's reading room to each of twelve boxes containing rewards (cash for the kitty, totalling \$14,500, or individual prizes of varying value), deciding at each whether to take the item or continue and hope to find something better. They cannot backtrack or swap; while the first player walks blindly, they can then share any information they wish with all remaining players before choosing the next walker and being sequestered on a balcony. Each player wins what they take; however, the team is fined \$1000 each time a sequestered player communicates with those below.

In order: (1) An exemption for test 7, (2) \$5000, (3) four jokers, one of which must be given away, (4) \$1000, (5) two jokers to give away, (6) two exemptions for test 6, (7) \$2500, (8) an exemption for test 3 and a mystery offer, (9) \$1000, (10) five jokers, (11) \$5000, and (12) nothing.

MOAU0151. Stairway to Heaven C

Episode 6

Starting at the bottom of a large staircase, players must solve a mathematical equation involving information about multiple players (eg one player's age minus the number of pets another has) and leave a player behind before climbing that many steps. The process will continue for ten questions, with yelling back and forth to work out answers allowed. If the answer to the last question leads the final player to finish on the correct step, the team wins \$10,000; however, prior to starting players are given the option to change the stakes to \$30,000 for success with a \$10,000 penalty for failure.

MOAU0152. Gutterball D+

Episode 6

Players are given nine gutters of different shapes and sizes, and must use them to ferry balls down a hill from a start point at the top into an urn at the bottom. Each player can only touch one gutter at a time, and cannot move their feet while the ball is in their gutter. One player must watch for rulebreaks and cannot touch any gutters; if a rule is broken without them noticing, the team is fined \$1000 and the ball is out of play. For each ball successfully delivered within one hour, the team wins \$5000.

MOAU0153. To Be or Not To Be F

Episode 6

At the elimination, the player who claimed the mystery offer during the library challenge is shown three players who did not score lowest on the test, then must decide whether or not to continue the elimination.

The whole reason the mystery offer worked when the Dutch version originally did this challenge was because it was for the first elimination and players were celebrities who didn't want to harm their public image by appearing cutthroat on a game show. Doing the same thing in a civilian season, in a season with almost no forward momentum anyway, was an insanely stupid production choice.

MOAU0154. Hide and Seek C-

Episode 7

Two players are kidnapped and taken to a mystery location. Later, the others must find them by car, with maps and a phone to assist. They can call hostages up to fifteen times, each for a maximum of 30 seconds, but hostages can only use the words 'yes' and 'no'. If the hostages are found within three hours, the team wins \$10,000; however, they are fined \$1000 every time the hostages use a forbidden word during a call.

MOAU0155. Pixels C+

Episode 7

Players are split into two groups and each given a list of four Australian celebrities, then must choose one before using a guide to create a pixellated portrait of them by sticking grayscale sheets of paper onto a portable billboard. After two hours, groups are each shown the other billboard and must identify the celebrity. For each correct guess, the team wins \$2500.

MOAU0156. Aeroplane Acrobatics Challenge B

Episode 8

Five players are shown eight aerobatic stunts and must memorise their names, before being sequestered in a hanger in two groups. One at a time, the others must then ride in a stunt plane and describe the stunt it performs via walkie-talkie for one of the hangar groups to identify. Each group gets two stunts to guess, winning \$5000 for identifying both correctly or \$2000 for identifying only one.

MOAU0157. The Tram Game C

Episode 8

Players are given suitcases with sealed luggage tags and taken to different stops on a tram route. The two players at the first stop are told that when the tram arrives, they must open their tags to reveal two Australian towns and the player whose town is farthest from Melbourne by air must board, with the other staying on the platform. The tram stays at each stop for one minute, with a warning bell ten seconds before leaving, and rules must be relayed from player to player. If the player whose town is farthest from Melbourne is on the tram when it reaches the end of the line, the team wins \$10,000; if a pair fails to decide before the tram leaves, the challenge ends immediately and the team is fined \$10,000.

MOAU0158. Easy As 1, 2, 3 D

Episode 8

Each player is given one joker for free, then has the option to wager it in a game of chance. One participant at a time must guess whether host Shura Taft is holding one, two, or three cards beneath a cover. If they guess correctly, they win two additional jokers; if not, their original joker is forfeited.

MOAU0159. Second Opinion B-

Episode 9

Players must watch a short skit featuring multiple characters and props, then will be taken away briefly before returning to watch it again. After the second viewing, one player at a time must identify one of the ten things changed for the second skit. The team banks \$2500 for each correct guess, but all banked money is voided if a player guesses wrongly. After one guess each, players are given 30 seconds to confer over the remaining differences, before choosing one player to make one guess for each. The team wins \$1000 for each correct guess in this second round.

MOAU0160. Smash and Grab D+

Episode 9

One player at a time must randomly pick a bat marked with a player's name, then use it to smash one of several pinatas marked with different prizes while riding a zipline across a valley. Only the prize on the first smashed pinata is won, with personal prizes awarded to the player shown on the bat, but all hit pinatas are out of play. Each player will only ride the zipline once and can only be chosen once.

In order: (1) \$2500, (2) three jokers, (3) \$5000, (4) an exemption for test 5, (5) \$10,000, (6) a joker, (7) \$1000, (8) two jokers, (9) \$5000, and (10) an exemption for test 4.

So basically this is a vastly inferior copy of a challenge from just four episodes ago, with the bonus of visual metaphors highlighting that they were both running the idea into the ground AND beating a dead horse. Well done, show.

MOAU0161. Mole on Ice C-

Episode 10

Four players must skate across a small ice rink to collect two pucks each, before returning behind a marked line and firing them at five goals of varying sizes and values (\$1000, \$2000, or \$5000) to set a target. The other four players are then given the same task, with the team winning whatever the second group scores if they can outscore the first group within the same amount of time. Later, goal values are changed to one, three, and five jokers, and each player is given two pucks to fire past two other players into the goals, winning any jokers they score.

MOAU0162. Smoke Signals B-

Episode 10

Players are split into pairs and taken to the tops of different hills. One pair must then solve a simple puzzle to identify a four-digit code, before the team relays it from pair to pair via smoke signals. At the end, the last pair must then use the code they saw to open a safe. If they succeed, the team wins the \$5000 inside; if not, other pairs are each offered the chance to try their codes, starting with the pair that received a code latest and paying different amounts (\$2000, \$3000, or \$3500) for the chance to do so.

MOAU0163. Arch Enemies F

Episode 11

One player at a time must use a bow to fire one arrow at an archery target. The player closest to the centre wins an exemption and the right to read one other player's journal for twenty minutes, taking up to ten photos of it for their own reference.

MOAU0164. Exemption Defence B+

Episode 11

Players are split into teams based on whether they hold exemptions for future tests, and each player is given a paintball gun. One exempt player at a time must cross a barrier-filled clearing, collecting a flag from the middle, without being shot by non-exempt players. Each player competes in only one round, and anybody shot is out. If an exempt player can reach the end of the field with the flag, or survive for five minutes, they keep their exemption; if not, the team wins \$5000.

MOAU0165. An Offer You Can't Refuse D

Episode 11

One player at a time is asked to decide whether to take either a joker or the contents of a mystery envelope. If they take then envelope, the number of jokers is increased and re-offered; increased offers and envelope contents (among them cash, advance knowledge of test questions, and exemptions for the next test) change from player to player.

MOAU0166. Cash Flow B+

Episode 11

Four players at a time must whitewater raft down the canoe slalom course used during the Sydney Olympics, while the other four are split into pairs and throw six balls of different sizes from bridges overhead for them to collect. Each ball has a different value (\$500, \$1000, or \$2000, with two extra \$5000 balls floating in hard-to-reach parts of the course); if all paddlers are inside the raft when it crosses the finish line, the team wins the value of all balls inside the raft with them.

MOAU0167. Mic Drop C-

Episode 12

One player at a time is split from the group and asked several random questions, with the Mole also secretly predicting whether each player will complete a fourteen-storey face-first abseil down a silo. The team wins \$2000 for each wrong prediction by the Mole, but is fined \$2000 for each correct prediction.

MOAU0168. Domino Effect B-

Episode 12

Players must split into two groups and arrange a series of giant dominoes on narrow tables to form a domino rally on a split-level surface, ending at a detonator. The team can arrange the tables any way they wish, but all turns must be at right angles and dominoes must span the full length of each table. At the end of 40 minutes, the rally will be started; if they complete it and hit the detonator, they will fire a confetti cannon and win \$3000.

MOAU0169. Cash Out F

Episode 12

Immediately before the test, players who hold exemptions for it are told they must pay \$15,000 from the kitty to stay exempt.

MOAU0170. Beach Run F

Episode 13

Players must run along a beach to a flag, wade through the shallow water to a buoy, then return to the start line, staying as a group until the final sprint. If every player finishes within a mystery time limit (six minutes), the team wins \$5000; in addition, the first player of each sex to finish wins a joker.

Yes, it's literally 'run over there'. And the time limit not being revealed until afterwards means producers can rig it so players are guaranteed to win the money.

MOAU0171. Flag Race F

Episode 13

Starting laying on the ground, players must stand up and run to collect one of four sticks twenty metres down the beach. As a handicap, women start facing the sticks, while men start facing away. The four players who grab sticks advance to the second round, where there are only two sticks; the winner of the head-to-head final round wins an exemption for test 7.

MOAU0172. Mole Minefield C+

Episode 13

Players are shown a five-by-five grid of sand, with five cells having buried cases worth \$2000 and one having a buried bomb. Each cell also has a buried clue showing how many of the surrounding eight cells contain cash (in green) or the bomb (in red). The team can dig in up to ten cells, with an extra dig earned each time they find a cash case; however, if they dig up the bomb, the challenge ends immediately and they win nothing.

The graphics used to explain the task have two cash prizes next to a clue marked '1'.

MOAU0173. Back to School C+

Episode 13

Players must split into two groups, then search a school for six classrooms representing different subjects (English, maths, science, geography, history, and music), picking one of three quiz questions written on a blackboard before submitting an answer via phone. Each group can only enter a room once and each question can only be answered once; if a guess is wrong, the group must leave a player behind before continuing. The team wins \$1000 for each correct answer given within fifteen minutes.

MOAU0174. Let it Ride B

Episode 14

One player at a time is split from the group and must cut a deck of cards, before they are dealt one at a time. Most cards contain various rewards (cash, jokers, advance knowledge of test questions, exemptions for specific future tests or for any future test, and the power to keep an exemption without having to defend it), and players can either quit the challenge with what they have or continue. However, if they receive a card with a red fingerprint on it at any point, their turn is over and they lose everything.

MOAU0175. Ultimate Memory C

Episode 14

Players who hold exemptions for test 6 must play Memory against each other, using 44 tiles with Gold Coast-themed images. Meanwhile, the others must split into pairs and use a hotel's stairs to unfurl nine banners hanging from balconies on different floors, with one pair starting on the roof and the other on the ground. The first player to find eight pairs keeps their exemption; however, if all nine banners are unfurled before anyone does, the exemptions are all voided and the team wins \$10,000.

MOAU0176. Multilayer Maps B+

Episode 14

Six players are split into pairs and must use boats to search the Gold Coast's canals for the seventh player, then take them to an unknown finish point. The hidden player has a full map of the canals showing the finish and can call the others; however, the other pairs are given partial maps showing only their start point, the hostage, and a small section of the canals, and cannot call the other pairs directly. If the hidden player is delivered to the finish within 90 minutes, the team wins \$20,000.

MOAU0177. Going, Going, Gone F

Episode 15

Players must bid on a series of personal prizes in a silent auction, using cash from the kitty. Players are given a minimum and maximum bid for each item beforehand, and have one minute to write a bid if they wish, with the highest bidder winning it and their bid taken from the kitty. If multiple players bid the highest amount, the first to hold their bid up wins it.

In order: (1) a mystery item [\$10,000], with bids from \$500 to \$10,000, (2) a joker, from \$50 to \$5000, (3) five jokers, from \$1000 to \$15,000, (4) a mystery item [the right to keep an exemption without having to defend it, from \$1000 to \$10,000, (5) an exemption for test 8 that does not need to be defended, from \$10,000 to \$25,000, and (6) a free pass to the final four that does not need to be defended, from \$20,000 to \$70,000.

MOAU0178. Snorkel Challenge B+

Episode 15

Six players must split into pairs and take turns to memorise a map of a shark-filled aquarium tank, then swim through it to view seven photos of players or their families in a given order, identifying who each photo represents before guessing which players' photos were at two specific positions in the sequence. Each team has fifteen minutes to swim, with the seventh player listening to them confer; after all three pairs have made guesses, the listener is shown their matches without knowing who matched each and can make as many changes as they wish. If all seven players are correctly matched to their family photos after the listener's changes, the team wins \$10,000.

MOAU0179. Payback Time D+

Episode 16

Players with exemptions that need to be defended are asked if they would like to forfeit them in order to win \$45,000 for the kitty. If all three are forfeited, the team wins the cash.

MOAU0180. Train Trivia C

Episode 16

Two players are given a list of twenty quiz questions and their answers, then must memorise the answers to the ten they think are hardest, before using a handcar to travel along a four-kilometre train track, writing these answers on signs and hanging them along the route as they go. Later, the others will travel along the route in a steam train and have until the end of the course to answer all twenty questions, using the signs to assist. The team wins \$500 for each correct answer, and a bonus \$5000 if they answer all twenty questions correctly.

MOAU0181. Walk on Water B-

Episode 16

Players must use two planks of different lengths to cross a maze of small podiums to reach a finish podium. Each podium has its capacity marked on it, and only one player can touch each plank at a time. In addition, one one-person podium holds a mystery prize (\$100 for the kitty and advance knowledge of a question from the next test) if anyone reaches it; if all six players are on the final podium at the end of twenty minutes, the team wins \$5000.

MOAU0182. Writing With Jeeps B+

Episode 17

Two players are taken to an overlook and given cards showing zigzagging patterns, then must use phones to direct the others in pairs to drive a car around the quarry below so that an attached plow will dig through the sand to copy the pattern, with the two patterns combining to form a word. After twenty minutes, the drivers are brought to the overlook and must identify the word. If they do so correctly, the team wins \$5000.

MOAU0183. Town Trek C

Episode 17

Players are given a giant map of Australia made of blackboard puzzle pieces and must carry the pieces along a trail to the far end before rebuilding it. Along the way, they will be told at several points to write as many Australian towns as they can name

onto each state and territory. If they reach the end within one hour, they are given five minutes to rebuild the map and write any extra towns onto the map, before being told that the real challenge is to guess if there are more or fewer than 175 towns visible in the correct regions on the rebuilt map. If they guess correctly, the team wins \$5000.

MOAU0184. Make it Crane D+

Episode 18

One player at a time must jump from a platform suspended 30 metres in the air to a cargo net hanging a short distance away, grabbing bundles of prop cash attached to the net. There is a total of \$50,000 attached to the net; anything grabbed is won.

It's not quite clear how the cash is divided (it is stated that each bundle is worth \$5000 or \$10,000, yet this doesn't match the number of bundles visible), or whether a player could simply grab the net and climb around collecting all of the money on their own.

MOAU0185. Catch and Release D

Episode 18

Three players are each given a giant slingshot and must use their legs as anchors, firing it to launch twelve balls down a playing field for the others to catch in buckets. If a ball is caught, the team wins the cash value (\$500, \$1000, \$2000, or \$5000, or fines of \$1000 or \$2000) assigned to the second of field where it is caught. Shooters have a staggered start but each only has three minutes to fire; after they have finished, roles are reversed and another round is held with the same rules.

MOAU0186. Cash Waterfall B

Episode 19

One player is suspended from ropes in front of a waterfall, and one other on a kayak in the water below must use a megaphone to direct the remaining players (one at the top of the falls, the others unable to see the suspended player) to move the hanging player around via ropes and pulleys to collect six suspended boxes, dropping them into the water for the kayaker to collect. The team wins the money inside all boxes delivered to an adjacent beach within 30 minutes (up to \$35,000), but is fined \$1000 each time any player except the kayaker attempts to provide directions.

MOAU0187. Mole Bowls D-

Episode 19

One player at a time must roll one lawn bowl across a green to a circular target. The team wins \$5000 for each bowl that stops inside the target, and the player closest to the central jack wins advance knowledge of a question from the next test (to be held directly after the challenge) and the right to read the others' journals for ten minutes, taking photos for their own use; later, each player is given the option to pay \$1000 for a second roll to try and steal the individual prize, with no extra cash available.

MOAU0188. Jokers and the Thief C

Episode 20

The treasurer is split from the group and told the total number of jokers still in players' possession, then is offered the chance to remove them all from play. If they accept the offer, the team wins \$5000 for each joker forfeited.

MOAU0189. Mazed and Confused C-

Episode 20

One player must collect a large hourglass from the centre of a maze, bringing it to the far exit. They must then use an overhead camera feed to direct the others through the maze one at a time, collecting an envelope each from the centre before exiting. If a player exits before the hourglass is empty, the team wins the cash value (\$5000, \$10,000, or \$15,000) inside their envelope.

MOAU0190. Go Mole D

Episode 20

Players must play a modified version of Go Fish against each other, using a 48-card deck and trying to collect sets of four cards marked with each player's face. Players each start with six cards and must ask the person to their left for a card with a specific player on it, stealing the card and getting another turn if they have it. If a player collects a full quartet, they are removed from play, with a player out if an opponent collects their quartet. The first player to collect their own quartet, or the last player left,

wins a 30-second time credit on the next test.

The reward is basically useless – it only matters if the winner is tied for the lowest test score, and finished slowest, but was less than 30 seconds slower than an opponent.

MOAU0191. Photo Finish B-

Episode 21

Players are given a limited amount of time to study a cast photo from the first day, then must dress themselves and eliminated players in the same outfits from their luggage and arrange them to replicate the photo exactly, with another photo taken at the end of fifteen minutes before being compared to the original. The team wins \$50,000 for finishing the second photo in time, minus \$5000 for each wrong outfit and \$5000 for each player in an incorrect position.

MOAU0192. Liar Liar F

Episode 21

One player at a time will be strapped to a lie detector, then each of the others will be able to privately ask three yes-or-no questions to help them identify the Mole, using the lie detector results as they wish. There is no cash available in this challenge.

Belgium

Season 1 (1999)

MOBE0001. Six Pack C-

Episode 1

Two players must spend the day tasting wines at a vineyard. That night, they are given six bottles of local wine and must taste them before deciding which one they did not earlier taste. If they guess correctly, the team wins F50,000.

MOBE0002. Taste Chased B

Episode 1

Eight players are split into three groups and taken to different locations, then must use GPS trackers to find the other two players as they complete their wine-tasting challenge somewhere in a ten-kilometre-square search area. They are not given any transportation, but can hitchhike as needed. If wine tasters are found before they finish tasting, the team wins F100,000.

MOBE0003. Mini Driver C+

Episode 1

Two players without drivers' licences must pick two others to give them short driving lessons, before each completing a basic driving course with three obstacles: removing a fallen log from the road, reversing uphill, and parallel parking. If both drivers finish in a combined time of less than 35 minutes, the team wins F150,000.

MOBE0004. You Raise Me Up C

Episode 2

Two players must organise a karaoke fundraiser for charity in a local bar, with the others later acting as assistants. If they can raise at least 1000 francs by 9:30pm, the team wins F50,000.

MOBE0005. Fore Thought B+

Episode 2

One player is given an hour to learn to play golf, then must complete a Par 4 hole in a limited number of strokes. To set the limit, they are given the topics of six quiz questions and must assign six players to answer one each, also allocating different numbers of strokes (from one to six) to each question and winning the assigned strokes if the question is correctly answered. If they hole the ball without running out of earned strokes, the team wins F100,000.

MOBE0006. Quantum Leap B-

Episode 2

One player at a time must bungee jump 85m from the Pont de Ponnass bridge. If everyone jumps, the team wins F150,000.

MOBE0007. Candid Camera C+

Episode 3

Players must split into two groups and use provided gear to record bystanders laughing without them knowing they are being filmed. If they can record at least one minute of valid laughter footage within an unstated time limit, the team wins F50,000.

MOBE0008. The Maze Runner A-

Episode 3

Six players must split into pairs and take turns trying to cross a darkened maze, with one partner running and the other using a live overhead shot to direct them via walkietalkie. As they do so, two hunters will try to catch the runner. If any runner escapes successfully or stays within the maze without capture for three minutes, the team wins F100,000.

MOBE0009. Which Watch? C+

Episode 3

Two players are shown two similar luxury watches, one real and one fake, and must determine which is which without removing either from a fortress on the edge of town. At the end of an unstated time limit, they must use a sledgehammer to smash the fake watch. If they smash the correct watch, the team wins F150,000; if not, the team is fined F150,000.

MOBE0010. The Secret Ingredients B+

Episode 4

Two players must buy seventeen listed ingredients before working with a local chef to prepare a traditional French dish. Later, the others are given a serving of the dish to share while blindfolded and are told that salt, pepper, and butter were all used, then must guess seven of the other fourteen ingredients. If all seven guessed ingredients were used, the team wins F50,000.

MOBE0011. Survivor: French Countryside C

Episode 4

Five players are taken to a campsite and must complete five minitasks to prepare the site for overnight use: catching two wild rabbits and preparing them for cooking, catching a fish weighing at least one kilogram, collecting a litre of milk from provided cows and goats, pitching a tent, and making a campfire. If all five minitasks are completed by sunset, the team wins F100,000.

MOBE0012. Shoot 'Em Up B+

Episode 4

Players must secretly vote for one person to get a mystery reward: the right to decide which four of the other six players will compete in this challenge. These four are taken to the base of a hill and must climb to a flag at the top, without being shot by paintball snipers on the ground and in a low-flying helicopter. Any player shot is out. The team wins F150,000 if any runners safely reach the flag within 30 minutes; if they fail, the selector wins an exemption instead.

MOBE0013. Think On Your Feet B+

Episode 5

Players are split into two groups and taken to separate parts of a castle. Starting at the same time, they must walk along set routes to exit the castle, pausing at three points to solve puzzles shown on signs. They cannot continue until they solve each puzzle correctly, and each wrong guess by either group will result in five minutes being removed from the one-hour time limit. If both groups exit the castle within the time limit, the team wins F100,000.

MOBE0014. On Your Bike C

Episode 5

Four players must work in relay to cycle to the summit of the nearby Mont Ventoux. If they can reach the summit within three hours (when a professional could finish in under two), the team wins F100,000.

MOBE0015. Just One Question C+

Episode 5

Two players are taken to a hotel for the day and must learn as much about it as possible. Later, they will be asked one question about their day: the type of drink given in their limousine while driving to the hotel. If they answer correctly, they win F50,000.

MOBE0016. Oh Craps B

Episode 6

One player at a time must privately pick an unmarked envelope containing pairs of possible minitasks (sketching nudes or posing nude, having plaster casts applied to one or both arms, having your hair dyed or shaved, getting body painted or getting a tattoo, or all four other pairs) and must roll a die to decide which of them they must complete: the easier task if they roll a 3 or lower, the harder task if they roll a 4 or higher. The player with all four other pairs must roll four times. If at least three of the five players finish their assigned minitasks, the team wins F200,000.

MOBE0017. *Guy Incognito* B

Episode 6

One player is given a limited amount of time to disguise themselves and find locals willing to act as decoys, then must stay in a set area below a tower while the others try to identify them from above. The group has five minutes to search, but can only pick one person. If they choose the disguised player, the team wins F50,000; if not, the disguised player wins an exemption instead.

MOBE0018. *Champions vs Contenders* B-

Episode 6

Players are shown unmarked photos of four local athletes – an archer, a go-kart racer, and two petanquiers – and must assign the champions and themselves to the sports before competing against them, trying to deliberately mismatch the champions to make it easier for themselves to win. If any players can defeat a champion, the team wins F100,000.

MOBE0019. *Do As We Say* B

Episode 7

One player is split from the group to prepare for the below challenge. Meanwhile, the others must secretly watch them on a silent camera feed and predict how they will act in five staged situations: walking under a ladder, ordering alcohol with lunch, being served a cold meal, answering an unattended phone, and helping fix a flat tire. If they correctly predict the separated player's behaviour in at least three of the five scenarios, the team wins F100,000.

MOBE0020. *The Truth Will Set You Free* A

Episode 7

During the above challenge, the separated player is briefed on several common interrogation techniques. That night, the others are taken to a disused local prison and locked in separate cells, then must keep the prediction challenge secret as the separated player interrogates them throughout the night. Only one player can be questioned at a time, but they can be questioned as often as the interrogator wishes. If the group can keep the task secret until dawn, the team wins F50,000; if the interrogator finds out the full details of the challenge before dawn, they win an exemption instead.

MOBE0021. *La Plus Belle Aventure, Le Plus Beau Voyage* A-

Episode 7

Two players must memorise a list of addresses in Aix-en-Provence, while the others are blindfolded and taken to one of them. They must then use a basic map to direct the memorisers along a set route through town, passing a series of signs showing letters of the alphabet, until the memorisers can work out which of the addresses can be spelled with the seen letters and drive to it to find the guides. If the group is reunited within one hour, the team wins F150,000.

MOBE0022. *Planes, Trains, and Automobiles* c-

Episode 8

Each player travels to Monte Carlo in a different vehicle and must complete a different minitask. Minitasks are as follows:

1. The player in the plane must find and photograph a celebrity with their consent. If the others can later identify the celebrity, the team wins F100,000.
2. The player in the train must draw caricatures in a public park, with customers paying whatever they feel the sketch is worth. If they can sell a sketch for at least 200 Francs, the team wins F100,000.
3. The player in the car is given F100,000 in casino chips and must play French roulette. If they can double their money within one hour, the team wins F100,000; if not, the team is fined the original F100,000.

Season 2 (2000)

MOBE0023. *The Allied Invasion of France* C+

Episode 1

Players are flown towards central France and must each complete a tandem skydive with a professional from above the town of Lapalisse. If all ten players skydive, the team wins F100,000.

MOBE0024. *Follow the Leaders* B-

Episode 1

Eight players must hike up a mountain, attempting three optional minitasks (a small-scale bicycle biathlon, a plank puzzle, and a ski slalom) on the way. Each time they complete one, they bank an unknown cash prize (F100,000, F50,000, or nothing) and can take a gondola for part of the journey to the next destination. However, the other two players must decide who attempts each minitask and the prizes for each. If the hikers reach the summit by 7:00pm, they win the banked cash, minus F25,000 for each hiker who quits.

MOBE0025. *Withdrawal Symptoms* C

Episode 1

Players are given fifteen minutes to study ten signs with information about themselves. Two players will then get a map of town split into nine sections and must find the town's only ATM by guessing the ages of the others. Each time they guess correctly within two attempts, a section of the map is removed; later, they must use other information from the signs to solve a series of equations to work out the PIN for a bankcard, before searching the remaining sections of the map for the ATM and withdrawing cash. Extra players can be called to assist at any point, with anyone picked helping until the end of the challenge, but a fifteen-minute penalty is incurred for each extra player needed. If the cash is withdrawn within 90 minutes of players starting the age puzzle, the team wins F100,000.

MOBE0026. *A Load of Bull* C+

Episode 2

One player at a time must enter a bullring and face two charges from a calf, with it touching a blanket held by the player on each charge. If at least eight of the nine players complete the task, the team wins F150,000; however each time a player is able to grab the calf by the tail and pull it to the ground, the team earns the right for one additional player to sit out.

MOBE0027. *Let's Go Shopping* C-

Episode 2

Two players must buy €500 of groceries in a supermarket, including at least one Belgian-made item, without spending more than €10 on an item or buying more than one of the same item (including brands or variations of an item). As they do so, they must wear heartrate monitors and pause in place if they exceed 120 beats per minute. If they do so validly (with €10 leeway due to Spain's dual currencies at the time) within 30 minutes, the team wins F50,000.

MOBE0028. *Keep Chasing That Rainbow* B-

Episode 2

One player must ride over the countryside in a hot air balloon, while six others must split into two cars and follow them, with one car leaving at the same time as the balloon and the other ten minutes later. Cars can call each other, but the balloon has no phone. If both cars reach the landing site within fifteen minutes of the balloon, the team wins F100,000.

MOBE0029. *Carriage Return* B

Episode 3

Six players must use cryptic clues to find ten horse-drawn carriage tickets hidden among a library's books. When one is found, one player must take it on foot to the specified stop and board the carriage as it travels on a set route through town. If they miss the carriage or try to board at the wrong stop, they must return to the library for a new ticket. If all six players board the carriage before it finishes its route at the library, the team wins F150,000.

MOBE0030. Counting Sheep c

Episode 3

Two players are taken to a farm and presented three dogs, only one of which is trained to herd sheep, and must choose one to help them herd a large flock of sheep from one field to another, all while counting the sheep. If they can herd all of the sheep and provide the correct total of 953 within one hour, the team wins F100,000.

MOBE0031. It Takes a Village A-

Episode 3

One player chosen randomly is taken captive in an abandoned village. Later, the others must cross the village to rescue them, avoiding two roaming lasertag snipers, then escort them back across the village to a finish location. The captive has a lasergun but rescuers are unarmed, and anybody shot at any point is out. If the captive reaches the finish with another player, the team wins F50,000; however, if they shoot their teammates and arrive alone, they win an exemption instead. If the captive is shot, or all rescuers are shot before rescuing them, the challenge ends immediately.

MOBE0032. Cash Out B-

Episode 4

Players are offered F200,000 to quit the game. If anyone accepts, they will take the cash and leave at the end of the episode, in addition to the usual elimination, and the player eliminated in Episode 3 will return to the game.

MOBE0033. Swindler's List c

Episode 4

Six players must play the game I'm Going On A Trip with each other, with one player listing an item they'd take on a trip and later players reciting the current list in order before adding a new item. When a player makes an error, they are out; the last player left is given one extra chance to add an item. Meanwhile, the last player must transcribe a speech with as few errors as possible. Later, the transcriber is given the list and must obtain one item from it for each transcription error, without any money being provided. If they can do so within an unstated time limit, the team wins F5000 per item on the list.

MOBE0034. Trivia Trap B+

Episode 4

Six players must split into two groups. One group is taken to a room and given a limited amount of time to solve ten puzzles in order. They can only take one guess per answer; for each right answer, they win F50,000. They are then led on a confusing route to a second room to watch a live feed of the other group trying the same puzzles. The second group has no time limit, but is not told the team will be fined F50,000 for each puzzle solved. The first group must send one player back to the puzzle room on foot, with the challenge only ending either when the second group finishes or when the runner arrives and convinces them to stop.

MOBE0035. An Open and Shut Case A-

Episode 4

Two players are split from the group and given a case containing both F100,000 and an exemption, while the other four are given its key. Using mobile phones to talk to each other, the team has three hours to open the case with the key, with case holders remaining unseen by their teammates. If they can do so successfully, the team will win the money but one of the case holders (chosen via unknown methods) will be awarded the exemption.

MOBE0036. Two Heads Are Better Than One B-

Episode 5

Players must split into three pairs (deemed smart, savvy, and stupid) and travel to a hotel. The savvy pair is given photos of the route and an unusable car filled with props, then is left to their own devices. The smart pair must drive throughout the region answering a series of quiz questions in a treasure hunt format, with each multiple-choice answer sending them to a different town but only correct answers making it possible to continue. The stupid pair is taken directly to the hotel and given a book with the smart pair's answers, and a phone to call them. If either pair of searchers arrive by 8:00pm, the team wins F50,000; however, the stupid pair is told that if the smart pair arrives late and the savvy pair on time, the team wins F200,000. In addition, there are only four beds and late pairs must stay on the street; if both search pairs arrive in time, the stupid pair must stay on the street.

MOBE0037. Hearts and Hands C+

Episode 5

Players each get four jokers for the next test and must stake one at a time on a blackjack hand. The winner of the hand collects the staked jokers and is taken to another room, where they are shown twelve people and must pick out each player's loved one, matching them before returning for the next hand. Correct matches are kept for the winners of later hands. If all six loved ones are correctly matched within four hands, the team wins F50,000 and an overnight visit; in addition, players win all jokers in their possession when the challenge ends.

MOBE0038. Water Ways D+

Episode 5

Players are given six different watercraft (a jetski, a surfboard, SCUBA gear, a dinghy, a small boat, and waterskis) and must use them to travel twenty kilometres to a harbour, in a relay. Each player must use a different watercraft, and is out of the challenge when they give up. If the team reaches the harbour before everyone quits, they win F100,000.

MOBE0039. The Next Great Artist B

Episode 6

Two players are taken to an art gallery and must use given items to make an artwork that fits in with the existing pieces, before an art critic unfamiliar with the gallery tries to pick the fake. If they choose wrongly, the team wins F50,000. Later, the others will also be taken to the gallery and must pick their teammates' work. If they guess correctly, the team wins another F50,000.

MOBE0040. Chicane Whispers B-

Episode 6

Three players are taken to an empty lot, where a driving instructor will teach one player to drive through a wet chicane of traffic cones at speed. They must then complete the stunt at a minimum speed of 35km/h before teaching the second player, who must perform the stunt before teaching the third, who must also perform it. If all three players complete the stunt within two and a half hours of the first player starting their first attempt, the team wins F100,000.

MOBE0041. We Break the Dawn B+

Episode 6

Players must use paintball guns and various supplies to protect a hacienda from a number of unarmed operatives who will try to break in overnight and destroy a glass bowl placed beneath two spotlights in a courtyard. Any operatives hit by a paintball are out. If the bowl is still intact and under the lights at dawn, the team wins F100,000.

MOBE0042. Tour Lies B-

Episode 7

One player must act as a tour guide for a group of tourists, without being identified as a fake. During the tour, they must tell three blatant lies that are believed, get the group to laugh twice, and get them to sing twice, before collecting tips at the end. If they complete all of the objectives and make as much in tips as a real guide would, the team wins F50,000.

MOBE0043. The Sweet Escape A

Episode 7

Three players are locked in separate rooms in a hotel, without knowing where in the hotel the others are. They must use a series of hidden clues in their rooms to escape, communicating with each other using the hotel's internal phones. If all three players can escape their rooms and reunite in the foyer within 90 minutes, the team wins F100,000.

MOBE0044. Trust Me B-

Episode 7

Players must each secretly rank the others in order of preferred elimination. The player the team least wants eliminated overall must assign the others to minitasks (being the assistant in a knife-throwing routine, walking over hot coals, and walking across two sloped beams over a gorge), then guide them to complete the stunts blindfolded. Blindfolded players are unaware that two

of the stunts are hoaxes (the knife throws are faked, and the coals are not lit). If at least two minitasks are completed, the team wins F150,000. In addition, an exemption will be given to the guide if all three players have the same result, or to one of the other players if they are the only person to complete their minitask.

MOBE0045. *Easy as 1, 2, 3* B+

Episode 8

Players must each privately answer a survey about their opinions of the other two players. In rounds, one player at a time is then hidden in one of eight buildings in a village based on their answers to three questions, and the others must navigate the village by guessing what they said. Each possible answer to a question sends them in a different direction, and eventually to one of the buildings. There are three rounds, with each player hidden once. If all three answers in a round are correctly matched, searchers will find the hidden player and the team will win F50,000.

MOBE0046. *Triple Treat* C

Episode 8

Each player is randomly (see below) assigned a different minitask. Minitasks are as follows:

1. One player is taken to a dead tree with four cars parked around it, and must use provided tools to cut it down. If the tree avoids hitting a car when it falls, the team wins F50,000; if not, the team is fined the amount (from F25,000 to F100,000 in F25,000 increments) shown on the car.
2. One player must run a shell game stand, hiding a ball under one of three cups and shuffling them before having the customer guess where the ball is. They will start with 15,000 pesetas and win 1000 each time they fool the customer, but must give the customer 1000 pesetas if they find the ball. If they can win three rounds before losing all of their money, the team wins F50,000.
3. One player must teach a group of school children the first verse of a popular Flemish song, before the children are filmed singing it. Later, the other players are shown the recording and must write the lyrics of the verse. If they do so without any errors, the team wins F50,000.

It's implied the tasks are set based on where each player ended up in the above challenge, but it's just too impractical (between having eight challenges prepared, the possibility of two players ending up at the same location, and the fact that two players got tasks they were suited to) for that to be plausible.

Season 3 (2003)

MOBE0047. Venetian Blinds A-

Episode 1

Three players (chosen beforehand by the Mole) must use walkietalkies and an electronic map of downtown Venice to find the others, who are each carrying a GPS tracker as they explore the city with no idea they are in a challenge. They are not given any photos to identify their teammates. The team wins €150 if the searchers can find and collect one teammate before they walk out of the area seen on the map, with the prize doubled (up to a maximum of €9600) for each subsequent player collected.

MOBE0048. What's Your Point? B-

Episode 1

Players must use brief hints to allocate themselves in uneven groups to five minitasks (a brainteaser, drawing players Pictionary style, scaling a wall and shooting targets with a rifle, trying to sleep next to the shooting range, or nothing), before one player at a time is interviewed in private and the Mole allocates values from zero to nine points to each player. The group is then given the option to switch any two values, before groups attempt the minitasks, earning each player's points if they succeed. The player chosen to do nothing cannot earn their points. If the group earns at least 26 out of 45 points, they win €3000.

MOBE0049. Cross My Heart B-

Episode 1

One at a time, players must complete a two-rope traverse over a gorge, while wearing a heartrate monitor. If a player's heartrate exceeds 130 beats per minute, they must pause in place until it lowers. The team can withdraw a player at any time but they will receive a fifteen-minute penalty on top of any lost time. If all ten players finish in under 90 minutes, the team wins €5000.

MOBE0050. I'm No Superman C

Episode 2

Two players receive the results of aptitude tests from the show's audition process, and school reports from each player's past, then must use the information to identify and rank the three best performers in three categories: physical ability, intelligence, and emotional intelligence. They have a limit of two guesses per category, with the number of correctly ranked and identified players revealed after each guess. After all six guesses, they must combine the information from their guesses to identify which player performed the best overall. If they guess correctly, the team wins €2000.

MOBE0051. Time's a-Tickin' B

Episode 2

Seven players must follow a marked route through an abandoned warehouse to a timebomb, solving physical puzzles along the way to clear the path. Once they reach the bomb, they must solve a magic square puzzle to work out which digits each of nine blank buttons represents, then use them to enter the team's combined age. Once they enter an age, a wire will light up and they must cut it to defuse the bomb; however, the correct wire will only light up if the team's total age was entered correctly. If the team cuts the correct wire, they win €4000; if they cut the wrong wire or take too long to complete the challenge, the timebomb will explode and the team wins nothing.

MOBE0052. Airs and Graces C+

Episode 2

Players must run across a field to a helicopter, avoiding paintball snipers along the way. If a player is shot, they are out. The helicopter has four seats and will only take off once all four are claimed or there are no runners left. If at least three players arrive safely, the team wins €5000 minus €1 for each second it takes for the helicopter to take off after the challenge begins. Those on board will then be flown away and must choose one of them to win an exemption. If they cannot decide, one of the others will be randomly chosen to receive it. However, before finding out who is exempt, the others are told they can void the exemption by forfeiting the money won in the first part of the challenge.

MOBE0053. Tall Order C-

Episode 3

Three players are each given a tall, narrow pole and must climb it so that they can stand on top without assistance. If all three players can stand on their poles simultaneously for at least fifteen seconds within one hour, the team wins €3000.

MOBE0054. Jailhouse Shock C+

Episode 3

Having been given sealed tubes after the first challenge and been told to keep them on their person at all times (with €500 fines each time a player fails a surprise check), players are arrested and questioned after a staged car crash, with tubes confiscated and the photo paper inside tested for exposure to light. Players whose tubes had not been opened win a luxury dinner and €2000 personal cash each, while the others are locked in separate jail cells and must solve a mathematical puzzle to be released. Each player can make only one guess, and will stay jailed overnight if they fail; however, diners each have the option to forfeit their cash to free a prisoner, without knowing if it will have an effect. For each player still jailed at midnight, the team is fined €2000.

As far as I can tell, players cannot win any cash for the kitty in this challenge; the goal is merely to avoid the fines.

MOBE0055. The Great Divide D+

Episode 3

Players are each asked to decide whether they wish to be exempt until Episode 5, knowing that the exempt player will be split from the group for the entirety of the next episode, making it harder to identify the Mole. The exempt player will be chosen at random from those who accept the offer, or from all players if nobody accepts.

MOBE0056. Route of All Evil B+

Episode 3

Players must hike along a branching eight-kilometre trail, solving multiple-choice puzzles at five points. Each possible answer directs the team in a different direction if chosen, and players cannot split up. Correct answers lead to the next puzzle, but wrong answers add a kilometre to the hike and lead to a dead end where one player must be left behind. If at least three players reach the end of the trail within three hours, the team wins €4000.

MOBE0057. Car Crash Television A-

Episode 4

Players are given five stock cars, one of which has its roof and sides painted in five different colours. Two players must drive the painted car over five coloured markers on the ground to 'activate' the corresponding sections, while the others use their own cars to stop two demolition derby drivers from crashing into the active sections. If the stunt drivers hit an active section, it is out of play and cannot be reactivated. At the end of twenty minutes, the team wins €1000 for each active section.

MOBE0058. What's the Catch? B-

Episode 4

In a relay, players must stand beneath a metal ball held aloft by an electromagnet, waiting for the magnet to fail at some point overnight. Only one player can be below the magnet at a time, and players can switch as often as they wish. If the ball is caught when it drops, the team wins €3000.

MOBE0059. Bombs; Away C+

Episode 4

The split player is taken to a small island with five hidden safes, each holding a bomb with a puzzle attached. They must relay the puzzles via walkie-talkie to the others, who must solve it and send a player through a tunnel to enter its solution into a computer. If the right answer is entered within twenty minutes of the safe being opened, the bomb will be defused and the split player can open it to reveal a cash prize (€3000, €2000, €1000, or two €0 values); if not, it will explode. The challenge continues until all five safes are found; later, the split player is offered the chance to win any unclaimed money from the challenge by forfeiting their exemption and facing elimination.

If the challenge continues until all five safes are found, what's the point of hiding them in the first place?

MOBE0060. Lovers Leap B-

Episode 5

Players are told that their loved ones are on a boat waiting offshore, and that they have predicted whether their players will bungee jump from a ledge attached to a nearby cliff. They must then try to match the predictions. If at least four players do so correctly, the team wins €3000 and an overnight visit from their loved ones.

MOBE0061. Fire Away C

Episode 5

Players must split into two groups and each use three forms of transportation (staircase, tandem bike, and horse for one group, jetski, motorboat, and kayak for the other) to deliver a lit torch to a beach ten kilometres away, in a relay. A variety of props is given to help keep the fires burning. If either group arrives with a lit torch within 90 minutes, the team wins €3000.

MOBE0062. Duel It Yourself C+

Episode 5

Players must unscramble letters to spell a twelve-letter word. The first to finish must assign players to a series of head-to-head minitasks (listing things that fit in given categories, a paintball shootout, or estimating 100 seconds), with the winner of each earning three jokers for the next test. In addition, the allocator is given €1000 and must bet as much as they wish on the winner of each minitask, with money won in earlier rounds available to wager with in later rounds. If the player has any money left after the last minitask, the team wins it.

MOBE0063. Let's Get Physical C+

Episode 6

Two players must attempt to solve a series of puzzles within time limits. For each puzzle, one player must complete a physical challenge to set the time limit while the other solves. After each puzzle, both players are shown five envelopes marked with cryptic Italian hints representing prizes, and must choose one to either claim (if the puzzle was solved in time) or forfeit (if not), with two envelopes having €1000 cheques and the rest having other props. After four puzzles, the team wins all prizes claimed.

MOBE0064. Field of Dreams B-

Episode 6

Three players must use provided items to assemble a full flatpack bedroom suite in a field, sorting out the parts that have been mixed together. However, one piece has been replaced with a different item. If they can identify both the missing part and the item it has been replaced with, the team wins €3000.

MOBE0065. Alley Swoop A-

Episode 6

All ten players' journals are scattered throughout the alleys of a small town. The most trusted player (chosen via a series of secret polls throughout the season) must find them without being shot by another player with a paintball gun, who is directed via walkietalkie by the other players atop a lookout tower. The chaser is given only three paintballs and cannot start chasing until a journal has been taken; in addition, the searcher is also secretly given a walkietalkie and can hear the others. If the searcher collects five journals within an hour, they win an exemption; if they are shot at any point, the team wins €4000 and the shooter wins the exemption instead.

MOBE0066. Camp Out B-

Episode 6

Players must each secretly pick the three people they think are most likely to be eliminated, with the two who get the most votes having to spend the night camping. If either tent is empty in the morning (ie, if a camper is eliminated), the team wins €2500.

MOBE0067. Air Apparent B-

Episode 7

Players are given 30 minutes to memorise nine posters showing aerobatic stunts, then must each ride in a plane as it completes one of the stunts, guessing the stunt before landing. Three players will each complete one stunt while the last completes two; if at least three of the five stunts are correctly identified, the team wins €4000.

MOBE0068. Pick a Card, Any Card B+

Episode 7

Players are each given four cards showing different prizes (an exemption, five jokers for the next test, €2500 in personal cash, or nothing), then must hold a series of one-on-one negotiations to decide who will select each card. Each possible pair is given five minutes to negotiate, before players each choose a card in private. If a player is the only one to choose any of the three rewards, they win it; if all four players choose different cards, the team wins €5000.

MOBE0069. Backseat Driver C+

Episode 7

Players are shown a grid filled with cars, one with its doors and windows covered. They must drive the other cars forward and backward to clear a path for the covered car, then drive it forward and down the street without hitting cardboard cutouts of the players, with players in the back seat guiding the driver using a live shot from a camera on the car's roof. Prior to starting, they are shown the grid from overhead and must set a time limit and prize: twenty minutes for €6000, 30 minutes for €4000, or 40 minutes for €2000. If the car reaches the finish within the time limit and without hitting any cutouts, the team wins the prize.

MOBE0070. The Final Four C-

Episode 7

Players are given the option to cancel the elimination, by having all players who won prizes in the card challenge forfeiting their prizes. If they do so, all four players will compete in the finale; if not, the elimination will continue as planned.

MOBE0071. Triple Play B

Episode 8

This challenge is split into three connected minitasks. Minitasks are as follows:

1. Players are shown 24 cards with quotes made about them in confessionals during the season, and must take turns to pick those about them. Cards will be flipped to reveal a fact about the season, but a player is out if they pick a quote about another player. When no more cards can be flipped, players are given a map of Italy and ten clues referencing pairs of towns that must be joined with lines. If the lines are made correctly, they will intersect at the locations of the final two minitasks, which players must split up to attempt.
2. Two players are given photos showing local landmarks with their distance (in minutes of walking time) from a hidden case shown. Players must use a drawing compass to mark the distances on a map of Orvieto and find the case, then walk to collect it. As they start, a man will walk directly to the case from a location twenty minutes away; if they can collect the case before him, the team wins €3000.
3. Two players must decide which of them will enter the Orte church. This player is told the church needs €3000 to fix its leaky roof, and must compete in four basic games (eg Connect Four) against locals. If they win at least three games, they get the option to either take €3000 for the kitty or donate it to the church; if not, the church gets the money by default. They are not told that if they donate the money, the prize available for the other pair's minitask will be tripled.

Season 4 (2016)

MOBE0072. *The Middle* C+

Episode 1

Players are taken in two groups to locations exactly five kilometres apart, then must follow guideposts to hike to each other while using provided items to estimate the distance, with each group placing a flag where they think the route's midpoint is before they decide which one to submit as a guess. Along the way, each player must split from their group briefly to attempt a minitask for cash (filling a glass with liquid from a bottle without lifting the bottle for €500, crying on cue for €1500, or driving at speed while blindfolded for €3000), banking the cash if they pass but having to stay behind if they fail. If the picked flag is within ten metres of the midpoint, the team wins all money banked.

It is stated that groups are divided based on how players answered the question 'Would you want to be the Mole?' during their auditions, though this is built up to be significantly more of a clue than it actually is.

MOBE0073. *Llama Drama* A-

Episode 1

Two players are given photos of a llama herd and shown cash values assigned to each llama, then must direct the others via walkie-talkie to lasso them and bank the cash values. Only one player can be in the llama pen at a time, and catchers must change each time a llama is caught. Most llamas are worth values from €100 to €2000, but two will cause the team to lose all of their banked money. The team wins all money in their possession at the end of one hour.

MOBE0074. *Trust Fall* B

Episode 1

Players must privately rank each other from most to least suspicious. Results are then combined and players suspended from a bridge in half-metre increments above the water, with the least suspicious twelve metres high and the most seven-and-a-half metres high, and must release their harnesses to drop into the water one at a time. If everybody drops, the team wins €5000.

One player pulls out of the challenge before it begins due to illness; though it should have been a failure as not everybody completes the stunt, the task is deemed passed as everyone who was suspended when it began dropped.

MOBE0075. *Bomb's Away* A

Episode 2

The last eliminated player is locked in a car with a paintbomb and told it can be defused by entering the car's licence plate into a laptop. They are given ten codes and must ask the others personal questions via walkie-talkie, removing the plate with the first letter of each answer from play. If all nine questions are answered correctly, they will find the right plate and defuse the bomb, returning to the game and winning the team €5000. The bomb starts with a one-hour timer but will count down at double speed if a wrong code is entered; if they enter two wrong codes or run out of time, the bomb will explode and they will stay eliminated.

MOBE0076. *Banana Blenders* C+

Episode 2

Players must split into two groups and sit on different banana boats attached to the same speedboat, then switch boats with each other while being towed across the water at high speed. Each time a player falls, the boats must be reset. If all nine players switch places successfully within 30 minutes, the team wins €4000.

MOBE0077. *Pump it Up* C+

Episode 2

Three players are shown a puzzle and must solve it before a soccer ball inflated by a mechanical pump explodes. After ten puzzles, they are given the balls they saved and must use them to take penalty kicks against a local goalkeeper. If they can score at least three goals, they win €3000 and the option to take a final double-or-nothing penalty kick.

MOBE0078. *Head in the Clouds* C+

Episode 2

Six players must cycle along a high-altitude road to a church, passing signs showing Christianity-themed information along the way. At the top, they must pick one player to enter the church and answer a mystery question: putting the fourteen Stations of the Cross paintings in chronological order. They are only allowed to submit one guess, but can enter and leave the church as they wish; if they submit a correct guess within 90 minutes of the challenge starting, the team wins €3000.

MOBE0079. *Shot in the Dark* A

Episode 3

Two players must attempt a five-stage buzzwire game, completing each stage successfully before moving on. At the same time, the others must enter an abandoned house and turn off five hidden switches without being shot by blindfolded paintball snipers who will fire at any noise they hear. Each time the buzzwire is touched, an alarm on the searchers' outfits will sound; any player shot is out. If all five switches are turned off within 30 minutes, the team wins €1000 per completed buzzwire stage.

MOBE0080. *Chain Reaction* C

Episode 3

Players are shackled to a communal chain near a small cage containing the shackle keys and an exemption. The group must choose one player at a time to take an item from the cage when it is raised at various intervals. If they take the key, they can free themselves and return to a hotel for the night; if they take the exemption, they win it but they and all other players still chained will not be freed until the morning. If every player frees themselves, the team wins €5000.

MOBE0081. *The Sound of Music* A+

Episode 4

Two players must direct a DJ to play a series of songs as cryptic hints to direct three other players into a waiting taxi and then to three Buenos Aires landmarks, collecting two pieces of sheet music from each. Guides can watch the taxi via GPS but can only use the songs to communicate, and the radio can only be heard in the hotel lobby and the taxi. After 90 minutes, collected sheet music will be played on an accordion, and guides must identify the songs by title and artist. For each song they correctly identify, the team wins €500.

MOBE0082. *Full of Shirt* C+

Episode 4

Two players are given the identical shirts each player wore on a hike between locations in the previous episode, and must use only smell to match them to their wearers. Once they have done so, they will be told how many are right, then will be given a chance to smell the other players before trying again. If they can match all seven shirts, they win €2000.

MOBE0083. *Feeling Horse* D+

Episode 4

Players are sequestered and must answer ten optional quiz questions about horses as fast as they can. They will then secretly be assigned one of seven horses based on how fast they finished, before the horses race. After the race, they must decide as a group whose horse won. If they are right, the team wins €100 per correct answer given on the quiz; if not, the player whose horse won the race wins an exemption.

MOBE0084. *Wine and Dine* C

Episode 5

Two players are given a wine-tasting lesson, then must taste four Argentinian wines and pick the most expensive. The team wins €2000 if they guess correctly, but is fined the same amount if they are wrong. In addition, they will be served a luxury meal for lunch; if they can identify that it was cooked by their loved ones, the team wins another €1000.

MOBE0085. Eye of the Beholder A

Episode 5

One player must describe three paintings via walkie-talkie for three others to paint copies of in a different room. After 30 minutes, the originals are hung in a gallery with similar decoys, and the last two players must match the copies to the originals. They have ten minutes to submit up to three guesses, and are told how many are right after each attempt. If they can correctly match all three paintings to the originals simultaneously, the team wins €3000.

MOBE0086. Love and War B

Episode 5

Players must work with their loved ones to solve five tangram puzzles and spell 'DE MOL', with players able to view an answer board a short distance away but unable to touch the pieces. The player in the first pair to finish will then stand on a raised perch and try to shoot the others with a paintball gun as they carry sealed envelopes across an outdoor dining area one at a time. The team wins €1000 for each runner who crosses the course without being shot; in addition, the sniper wins an exemption if they shoot the player whose envelope contains a marked token.

MOBE0087. Hide and Seek B+

Episode 6

One player is kidnapped and taken to a mystery location. The others are split into pairs and taken to different locations, then must use phones and clues in the hostage's location to find them. One pair is sent to a pizza restaurant and must work out they need to order a delivery and follow the driver to the hostage, while the other is sent to a park and find a man with three homing pigeons, then free the one shown in a photo at the hostage's location and follow it via GPS to the hostage. If both groups find and release the hostage by 1:00pm, the team wins €5000.

MOBE0088. Sound Off C

Episode 6

One player at a time is given three minutes to stand behind a one-way mirror and watch the others as they talk to the Mole via headphones. All players will wear headphones, but only the Mole will hear the player, with the rest hearing a series of random audio clips instead. Players can use any observations about the others' reactions during their three minutes however they wish.

MOBE0089. Stop and Go Station C+

Episode 6

Players must assign themselves to four unknown minitasks by picking props, then assign three minitasks (building a tower from clay and skewers, eating a choripan, and finding a nearby commuter's photo in a newspaper) to take place at different stations on a railway line, trying to set them so the players attempting them can finish in time to board a train. Each station's minitask is worth a different value (€3000 for the first, then €2000 and €1000); if the player with the fourth minitask can run from the train's starting point to the fourth station and board it, the team wins all money earned by players who board the train in time.

MOBE0090. Jokers' Wild B+

Episode 6

After taking the test, players are told that up to eleven jokers for it will be given away over two rounds. In the first, six jokers will be placed in a bag and one player at a time will privately be offered the chance to take up to three. If any jokers remain at the end, they will be doubled using the remaining jokers and another round held with the same rules. If all eleven jokers are taken after the second round, the team wins €3000; if not, or if the team is unable to decide who will next receive the offer within five minutes, they are fined €3000.

The only way to pass the challenge is to ensure exactly one joker is taken in the first round – if any more are taken, at least one will be left behind and not be offered in the second round; if none are taken, there are not enough for the jokers to be doubled and the challenge ends immediately.

MOBE0091. *Wild...* C+

Episode 7

Two players are taken to a birdwatching area and given a board with 46 local bird species, then must photograph any birds they see before showing an expert. If they see a shown bird, they bank a cash value assigned to it (with rarer birds worth more); however, if they show the same species a second time, they lose all banked money. The team wins all cash in their bank at the end of an unknown time limit.

MOBE0092. *...Goose Chase* A-

Episode 7

Two players must use horses to deliver a goose to a ranch twelve kilometres away, without it being stolen by two gauchos who initially give them a one-hour head start. Along the way, they can attempt three additional minitasks (breaking bottles with a slingshot, a giant matchstick puzzle, and carrying the goose on foot past the other players as they complete the above challenge without it being photographed) to win additional cash, but the gauchos will not stop chasing and will travel faster after they reach each minitask. If the goose is delivered safely, the team wins €1000 plus all money won in minitasks.

To entice the other birdwatchers to photograph the goose if they see the others pass, it is shown on their board with a €1500 value, significantly more than any of the other cash prizes available.

MOBE0093. *Ready, Aim, Fire* C

Episode 7

This archery-themed challenge is split into three rounds, as follows:

1. Players must take turns firing arrows at two archery targets, one representing the power to read eliminated players' journals and the other a chance at an exemption. Each prize can be played for by only two players; the round continues until players are split into pairs.
2. Players competing for the exemption are shown 25 arrows and must take turns removing one, two, or three from the set. The player who takes the last arrow will play for the exemption, while the loser will play to stop all of the others winning their prizes.
3. Journal players must use a rope to haul a raft loaded with eliminated players' journals across a lake, while the others stand on a nearby shore firing flaming arrows at it. If the raft reaches a buoy safely, haulers win access to read three journals each for 30 minutes. If the player competing for the exemption hits the raft, they win it. If the other archer hits the target, neither of the prizes are awarded.

An extra round is shown with journal players firing at the target again to decide who wins the right to choose first if the prize is later won; this appears to be a last-minute addition after the first two players to hit a target both hit the exemption. (Both rounds are presented as simply giving players one shot each, but the challenge's structure means that this is blatantly untrue, as it could not continue without the targets being hit.)

MOBE0094. *The Temptations* B-

Episode 8

Players must hike along a trail, pausing at three points to receive tempting offers (a massage, €2000 in individual prizes from a display, and a paragliding trip). Each player is presented each offer in secret and is unaware what the others pick, but is told that each time exactly two of them accept an offer, the team wins €2000.

MOBE0095. *The Mirror Never Lies* C+

Episode 8

One player at a time must cross a dry riverbed while collecting tubes containing different cash amounts (with €7000 available in total), wearing goggles that show them a live feed from a camera positioned so they see a mirror image. If a player reaches the end of the 30m course within four minutes, the team wins any cash inside their collected tubes. Later, the fastest finisher is told that two guests at their hotel know the Mole's identity and can ask one of them one question to help identify them. However, one guest will tell the truth and the other will lie, and they are not told which is which.

Season 5 (2017)

MOBE0096. Push the Button B+

Episode 1

Eleven players arrive at an airport in separate cars and are told that one may be eliminated before flying to South Africa. After briefly deliberating in five groups, each player has one minute to decide whether to push a button in their car. If nobody pushes their button, the team wins €5000 and all eleven players continue. If anybody pushes the button, the first players (up to five) to do so will win seats on the flight, then the rest will be shown the last player to board the plane and must push their button when they think their occupation appears in a slideshow. The first player to push their button when the right occupation appears wins a seat and becomes the subject of the next round; the last player left in their car is eliminated.

MOBE0097. The Long Run to Freedom B

Episode 1

Players must complete a 27-kilometre cross-country run, with two players starting and the others completing minitasks (a rope trick puzzle, crossing slackline tightropes, removing 30 kilograms of items from everybody's luggage, and answering a chain of quiz questions correctly) at the start line before riding in a van to relieve them. There is only one van and pairs can decide when to leave, but any players left behind are out. Two players must run at a time; if runners finish within three and a half hours, the team wins €5000 minus €1000 for each pair left behind.

The minitasks are essentially chosen blindly, with two players choosing each of four thematically-relevant quotes from Nelson Mandela; the running route is also set to be equivalent to one kilometre for each year Mandela spent in prison.

MOBE0098. Rooftop Drop C-

Episode 1

Players must split into pairs, each with a person who wants to perform a stunt and one who doesn't. One pair at a time must answer a multiple-choice question about another player, before being blindfolded and having to fall backwards from two stools on a rooftop. If they answered correctly, the stunt performer will swing over the street and the other will land on a mattress; if not, roles will be reversed. Players will not know the result until they drop; if both partners drop simultaneously when a siren sounds, the team wins €500. If all five pairs succeed, the money won will be doubled.

The challenge's structure may seem like a hint that the Mole pushed their button in the first challenge, but there's no reason an eleventh player couldn't have had to answer a question and drop on their own to double the prize.

MOBE0099. Bus to Move B-

Episode 2

Players must ride a tour bus around Cape Town, getting off in groups to attempt minitasks (counting fish, finding the name of a ship written in graffiti etchings, identifying words bleeped in music, and arranging diamonds by cost) at different landmarks and trying to board a second tour bus following the same route 20 minutes later. Each group is given a choice of two prizes (€1500 or a joker on the next test for each member) and must board the second bus to win it; however, the player eliminated in the first challenge will complete Episode 1's test after the challenge, and will receive any jokers chosen but not won by groups. If they outscore the last eliminated player, they will return to the game and this episode will end with a double elimination.

MOBE0100. The Choir A

Episode 2

Three players must work with a music teacher to learn the local gospel song Shosholozza, then must sing it with a gospel choir after assigning cash values (€500, €1000, or €1500) to each player. As they sing, two blindfolded locals will walk through the choir separately and try to pick the three fake members. The team wins the cash value assigned to a player if both judges fail to identify them, but are fined the same amount if both judges choose them as one of the fakes.

MOBE0101. Cage Fight A

Episode 2

Seven players are blindfolded and placed in different positions around a set of animal enclosures. When the challenge starts, they must remove their blindfolds and use the animals and various props, escape room-style, to get the key for a goat enclosure, free a baby goat and get the lion from an adjoining enclosure inside, then enter the vacated lion enclosure and push a button. If they push the button within 90 minutes, the team wins €3000.

MOBE0102. Air Head C

Episode 3

Four players must take turns to sit on a floating airbag, opening an envelope and solving a puzzle inside before being launched into the water. Two other players who cannot see them are shown the puzzle and a countdown timer that starts with €1000 but subtracts €50 every five seconds, and must decide when to push a launch button. If the seated player solves the puzzle before being launched, the team banks any cash left on the time. After the fourth round, players are given an offer: take the banked cash and quit, or have launchers complete a fifth round as solvers, with the banked amount triples and as the new start value and the team winning anything left on the timer if they finish before the previous solvers launch them.

MOBE0103. Drunk History A+

Episode 3

Two players are shown how a museum's alarm system works before planning how to steal three specific objects, while the others are taken to a cocktail bar and told there will be no challenges until the next day. At midnight, drunk players are taken to the museum and guides must use walkie-talkies and live security camera feeds to direct them to steal the items without being caught by a guard. Each item is worth a different value (€500, €1000, or €1500); if an item is stolen and brought outside within an hour and without tripping an alarm or being caught by the guard, the team wins its value.

MOBE0104. Last Rights B+

Episode 3

During the elimination, one player at a time must wear infrared glasses to view their result on a screen that will appear white to all other players. Later, players are given a chance to debate before each voting for the player they think got the red screen. If the player with the most votes did, the team wins €3000 and they are eliminated; if not, the lowest scorer wins an exemption and the second-lowest scorer will be eliminated instead.

MOBE0105. Cycle Killer B+

Episode 4

Players must cycle 30 kilometres to a campsite, where limited camping gear will be waiting. Along the way, they will be shown three optional minitasks (chopping wood, using one of their bike chains to complete a gear network, and paddling a leaking boat to a raft) where they have a choice between playing for cash (€1000, €1500, or €2000 respectively) or extra camping gear. However, one player must pedal behind the group with a red lantern on their bike, without stopping; if a player is passed by them, they are out and the team is fined €500. If the player with the lantern finishes at an average speed of at least 10km/h, the team wins anything earned in the minitasks.

I'm not sure why the show didn't just say 'within three hours'.

MOBE0106. Scrabbled Eggs A-

Episode 4

Two players must play Scrabble against host Gilles de Coster in the middle of the Southern Hemisphere's largest maze. Players will start with seven random letters, and Gilles will choose letters randomly for the entire game, but they can use an annotated map to direct the others via walkie-talkie to collect letters written on ostrich eggs hidden around the maze. Each player can hold only one egg at a time, and must either hand it to Scrabble players or smash it before continuing; in addition, the maze is filled with live ostriches. The challenge continues until letters run out or fifteen minutes expires without a word being played; if the team defeats Gilles, they win their score (the usual Scrabble scoring system multiplied by ten) in Euros.

Gilles is a former quiz show champion.

A golden egg is also hidden and players are told its finder wins a special reward; so that the next challenge can be held, all players are allowed to search for it once the Scrabble game concludes without it being found.

MOBE0107. *Hall in One* A-

Episode 4

Players are told €3000 is hidden in a cafe somewhere in the Dutch-speaking half of Belgium. One player must work with their loved one in Belgium to find it, using photos of Flemish town halls and their distances from the cafe to identify it, then direct them there to collect the money. The others' loved ones are already at the cafe, and players must take turns trying to complete a golf hole in ten strokes or less. Each time a player succeeds, they win a key to unlock one of six cases containing items to help identify the cafe and its phone number. If they can call the cafe and get their loved ones to open the safe before the solo loved one arrives, the team wins the €3000; if not, that loved one and their player wins the money.

MOBE0108. *Lost in Translation* A+

Episode 5

Four players are taken blindfolded to a mystery location; later, the others are given a car with eight GPS devices in different languages and must work out which is set to the mystery location. To help, hidden players are given ten clues to Afrikaans compound words and must form a human chain to connect pillars marked with its components. If they are correct, they bank €300 and can spend three minutes searching bookshelves in an adjacent room for translation dictionaries in the seven false GPS languages; if wrong, they will receive an electric shock and the clue is out of play. If drivers arrive at the correct location within 90 minutes, the team wins the banked cash.

MOBE0109. *Love is a Battlefield* C+

Episode 5

Players' loved ones are locked in a cage at the far end of a minefield, and must pick players to answer multiple choice questions based only on their topics, with players answering by standing on one of three triggers. After each player answers one question, the team must decide who answers the remaining questions, stepping off their triggers to do so. If a player steps off a trigger representing a wrong answer, a bomb will explode behind the loved ones. If ten questions can be answered without setting off the bomb, the team wins €3000.

It's not clear what the point of answering the last question is, if the result of it doesn't impact anything. Or why the bomb is not triggered when players have to step on and off the triggers to reach later rows.

MOBE0110. *Love is Still a Battlefield* B+

Episode 5

Players and loved ones must compete in a Hunger Games-inspired paintball shootout. Each pair is given a shield, a gun, and fifteen paintballs, but loved ones cannot shoot or compete alone after their player is shot. At various points, extra paintballs and a €5000 prize will be dropped onto the course. If there is only one player remaining after an hour, they win an exemption, plus the cash for the kitty if they collected it; however, during the challenge players are told that the team will be fined €500 per extra survivor, and that the exemption will be awarded to a player standing on a central podium at the end of the time limit if multiple people survive.

MOBE0111. *The Rainbow Nation* A-

Episode 6

One player at a time must dive three metres to a submerged air pocket and study a modified version of South Africa's flag, with the colours switched and shown by having each written in a different colour (eg, the word 'blue' in red). Each player has their own flag to study, and players can only be in the pocket for ten minutes in total. They are then given a blank copy of the flag and must colour it to set the prize for the challenge, before each swimming to a set of ten backpacks showing different flag designs and picking the one they had to memorise. If all five choose correctly, the team wins €2000, with the prize doubled if the flag was also coloured correctly; however, each player who picks wrongly loses their luggage for the rest of the season.

MOBE0112. Heart Attack B-

Episode 6

Players are each sequestered wearing heartrate monitors, then must answer four numerical quiz questions by getting their heartrate to the desired answer any way they can. If they are within three beats per minute of the right answer at the end of two minutes, they bank €200. Later, one player at a time is chained to a chair with up to three €200 cards in front of them, and must stay calm in a pitch-black room as the Mole moves around them. If they are more than ten beats per minute over their resting rate at any one-minute interval, the Mole will take away a card. The team wins any cash left after the last player's three minutes.

MOBE0113. No Rest for the Wicked B-

Episode 6

After taking the test (which has a question about this then-unknown challenge), players are told the elimination will take place 90 kilometres away at dawn, and must drive there using a car with a caravan attached. One player must sleep in the caravan while wearing a sleep monitor, while another observes them and signals the others so they are driving only when they think the sleeper is actually asleep. If they arrive at the elimination location within four hours, with at least two players sleeping and driving while sleepers were considered awake for no more than ten minutes in total, the team wins €3000.

MOBE0114. Score! B+

Episode 7

One player must identify the film a music score is from, search 30 marked rugby balls for the one with its title, and kick it across a rugby field for the others to collect, pass to the player with the film's lead actor on their jersey, and place in one of five scoring zones worth different values (€100, €0, €200, the loss of all money earned so far, or €500) while avoiding a local rugby team. Once a track starts, the team will push a 900kg scrum machine across the field's width until a ball is kicked; the challenge ends either when the machine reaches the end of the field, or after ten questions. If the correct player places the correct ball in a scoring zone, the team wins that zone's value.

MOBE0115. The Times, They Are a-Changin' B+

Episode 7

Two players are given a dinner in an antique-filled restaurant, then are distracted by a tour while ten items are switched for different items. The other two then assign cash values (from €50 to €500 in €50 increments) to each change, before diners return to the table and must name them. The team wins all money assigned to differences found before the diners' third error.

MOBE0116. Dear Diary B-

Episode 7

Players are brought to a guesthouse, and are told that the eliminated players' journals will be placed in an adjacent treehouse overnight. Players are free to look at them if they wish, but the team will be fined €500 for each journal read.

MOBE0117. Lie Detector B-

Episode 7

One player at a time must attempt an individual minitask (grabbing signs while crowdsurfing, swatting flies with pancakes, recreating a QR code using black and white furniture, or keeping a candle lit while standing in front of a fan and under a spigot) for up to €1000, before telling the others either the truth about what they did or lying with a preset cover story. If the others can correctly guess whether they are lying, the team wins the money banked; if not, the split player wins two jokers for the next test.

MOBE0118. School Daze B+

Episode 8

One player at a time is asked a question about which of the others answered a question a given way during the audition process, and must collect school children from one of two houses based on the answer (with eight children if correct, or two if wrong). Later, they must assign themselves and the children to three minitasks (a tug of war, solving mathematical problems, and memorising Dutch words), then work with the children to beat their teachers. Each player who beats the teachers wins €1000.

MOBE0119. *The Wild Life* B

Episode 8

One player must spend an hour memorising information about local wildlife before giving a two-hour safari tour. The other two players must use provided items to find and photograph a particular animal, with one player holding a tracker but unable to hear it and the other holding a camera but blindfolded. The team wins €1000 if the tour guide earns a rating of at least 60% on satisfaction surveys given to their group, and another €2000 if they can identify the species of the photographed animal.

MOBE0120. *Take? Flight?* C+

Episode 8

Players are seated in separate cars, each with a button inside, and must decide whether to push it as the amount of cash on a screen increases from €0 to €5000 in €100 increments. If a player pushes the button, they take that amount from the kitty for themselves, and the other two players win a helicopter flight over Pilanesberg National Park. If nobody pushes, the kitty will stay at its current value and all three players win the flight.

Season 6 (2018)

MOBE0121. Ghost Chain A

Episode 1

Players are buried alive in pairs of coffins, with positions assigned by the Mole beforehand, and must work with their partners to solve a series of puzzles and escape. Pairs are also assigned different cash values (€250, €500, €750, €1000, or €2500) corresponding to the number of puzzles that must be solved in order for them to escape. If a pair escapes within one hour, the team wins the value assigned to their coffins.

MOBE0122. Band on the Run A-

Episode 1

Eight players must run along a set route through the streets of San Miguel de Allende, leaving players behind along the way to attempt minitasks (making a domino rally, solving anagrams with lettered basketballs and using spare balls to score baskets, and placing Celebrity Head with a Spanish-speaking local). If a group finishes before a mariachi band passes them, they win €1000 and can join the other two players behind the mariachi band and help them identify the five songs they are playing. At the end of the route, players who followed the band must search 30 chickens marked with women's names and must find the five names used in the songs' titles. If they catch the five correct chickens within five minutes, the team wins another €1000.

One of the celebrities, in a game held in Mexico, is Donald Trump. Because of course it is.

MOBE0123. Cliff Hangers C+

Episode 1

Two players at a time must abseil down different parts of a canyon, with one partner shown a quote made during the audition process and the other shown four players who may have said it. The team wins €1000 for each pair who correctly identifies the source of their quote; in addition, the fastest abseiler overall wins a sealed envelope to open directly after the elimination.

MOBE0124. The Fugitive B

Episode 2

The player who won the sealed envelope spends the night camping alone. At dawn, they must run ten kilometres to a hacienda, using a branding iron to turn twenty blank discs along the way into jokers for the next test. Fifteen minutes after they leave, the others will start chasing, splitting themselves among three vehicles (horses, a pick-up truck, or a helicopter with 20 minutes of fuel) and trying to shoot them with three paintball guns. Chasers will also be given a branding iron to stamp a Euro sign onto any unbranded discs they find. If the fugitive reaches the hacienda without being shot, they win every joker they made; if the others shoot them, the team wins €200 for each Euro token they deliver to the hacienda before the fugitive is shot.

MOBE0125. Blind Faith B+

Episode 2

Two players must make their own way to the local cathedral while blindfolded, then take a walking tour of Guanajuato with a provided guide without removing their blindfolds. At the end of the tour, they will be asked three questions about events from their day, earning €1000 per correct answer. However, they must also carry a chest containing everybody's journals around with them; if they open the chest at any point, they win nothing.

MOBE0126. Ace of Base C

Episode 2

Five players must play a modified version of baseball against a local child team. A pitching machine will fire a set of 60 balls at home plate at 30 second intervals, and players must hit them before running around the bases as the local team tries to return the ball to a basket. If a player is at a base between pitches, they can attempt to collect a red ball in one of three ways (searching a ball pit, playing a giant version of Operation, or a table maze); however, only one player can be on each base at a time, and any players not on a base when the ball reaches the basket are out. If a player scores a run, two other players will be asked a child-level quiz question for each red ball they obtained, earning €100 per right answer; however, if they score a home run, they win €300 automatically and no questions are asked.

MOBE0127. Donor Party A

Episode 3

Players must split into three groups and complete separate minitasks to earn supplies for a traditional Mexican street festival to be held later that evening, each also offering a €1500 prize. Minitasks are as follows:

1. One player must listen to a mashup of two songs and identify their performers, relaying them to a second player on a balcony so they can direct a third player below to smash pinatas marked with the performers' faces while blindfolded. Correct pinatas have candy inside, while decoys have pebbles. There are six rounds; if both performers in a round are correctly smashed, the team wins €250.
2. Three players must track three dancers in a crowd of locals, all wearing and exchanging sombreros, while taking turns to leave the balcony and play a game of Memory. After matching all eight pairs, one player must enter the crowd and pick out the dancers; for each correct person chosen, the team wins €500.
3. Two players must answer multiple-choice questions by having either player drink a shot of liquid corresponding to their guess, with correct glasses having water and wrong glasses having tequila. After fifteen questions, they have fifteen minutes to try and get the alcohol out of their systems before having to take a blood alcohol test. If both players are deemed sober enough to drive, the team wins €100 per correct answer.

The 'festival supplies' part is so downplayed and ultimately irrelevant (dancers are present at the festival despite the team completely failing that minitask), and the minitasks are so complex that it's unclear why this isn't just considered three distinct, parallel challenges.

MOBE0128. Driving Force C+

Episode 3

Two players must answer five multiple-choice questions about Belgian road laws while driving around five laps of a racetrack, with the driver reading the questions and the other player strapped to the roof using a guidebook to find the answer, holding a paddle up to a speed camera at the end of the lap. Later, the others must split into three groups and complete minitasks (changing a safety car's tyres, untangling an extension cord to power an electronic roadworker, and using exercise bikes to power traffic lights) to slow down a professional driver as they complete five laps. If the professional driver finishes their laps slower, the team wins €500 plus an extra €500 for each correct answer photographed.

MOBE0129. Cash Cases B+

Episode 3

Directly before the elimination, players are shown eight cases with different cash values (€6000, €3000, €2000, €1500, €1000, €700, or two €0 cases) and must each choose one after being told how the lowest scorer answered a specified question from the test, and with the Mole being told in code who the lowest scorer. Players with cash cases are then secretly offered the chance to buy jokers for the test for €500 each (up to the value of their case), potentially changing the result. The elimination will then be held as usual and the team will be fined the full value of the eliminated player's case; if nobody buys jokers and the eliminated player had one of the €0 cases, the team wins €3000.

MOBE0130. Courier Change A

Episode 4

Five players are presented four puzzles and must work together to solve any of them, submitting a guess to receive an image they must describe via phone for the other two players to find in a mural, matching it to one of 46 names in a legend. The main group must then search 46 parcels for one with part of the name in its address, then have two players deliver the parcel via cargo bike. If the guess was correct, the image will lead to one of four addresses with €1000 prizes; if not, they will find nothing. There is only one bike and players can reattempt unsolved puzzles as they wish; the team wins anything found within two hours.

MOBE0131. Colour Code C+

Episode 4

Two players are locked in a small room with a paintbomb set to explode in one hour. Three others must travel through three rooms with various props, solving a pair of escape-room-style puzzles to both access the next room and identify a colour corresponding to a wire on the bomb. After the third room, they will be shown the bomb and must cut the wire with a colour not previously referenced to defuse it. Captive players can see the bomb timer and use a microphone to talk to the others (helpful in solving one of the colour puzzles), but cannot see or hear solvers. If the bomb is defused before exploding, the team wins €3000.

MOBE0132. Dulce de Lucha B

Episode 4

Two players are shown posters illustrating 20 choreographed wrestling moves, then must work with two luchadores to learn five of them. That night, the others will be given three minutes to memorise the posters, then will watch the pair perform the five chosen moves before each having to name one. If all five players name correct moves, the team wins €3000.

MOBE0133. Stair Lift C

Episode 4

Players must board an elevator and travel to the top floor of the Torre Latinoamericana, stopping at six floors on the way. At each stop, one player has 30 seconds to run to a multiple-choice question, choose a card with the correct answer, and return it to the elevator before running up the stairwells to the top floor. If the player who stays in the lift all the way to the top is the first to arrive, the team wins €500 per correct answer; regardless of the result, the first player to the top wins an exemption.

MOBE0134. Coast Rider B

Episode 5

Players must split into pairs and complete separate minitasks (solving a rebus and relaying the solution via photo so it can be found on a page of a dictionary, finding and solving a long mathematical equation on a log flume, and working with children to find three numbers on different sideshows), with two pairs stuck on their rides for the challenge duration and the other pair having to also collect the other pairs' answers. After one hour, collectors must open three of the park's numbered lockers, based on the answers they have found; for each correct locker opened, the team wins €1000. In addition, players are then presented six park mascots visible throughout the challenge and must match each player to the costume their visiting loved one secretly wore, winning a bonus €1000 for matching all six correctly.

MOBE0135. Dinner and a Movie B-

Episode 5

Each player must work with their loved one to answer quiz questions related to film scenes watched on a drive-in screen. Each question is worth a different value (first €25, doubling for each successive question) if correctly answered; however, after giving a correct answer a pair is given the option to quit and spend the night at a luxury hotel. If a pair stays until the last question and answers incorrectly, their earlier winnings are voided and they will spend the night camping in their car.

MOBE0136. Hit Me With Your Best Shot B+

Episode 5

One player at a time must walk through an abandoned mall with their loved one, taking €1000 in gifts for the loved one (or for charity) from a series of displays, before the player must privately decide whether to trade the gifts for three jokers on the next test. Players must then stand in a circle and discuss their choices with each other, before each simultaneously using a paintball gun to take one shot at another player. Any player not shot wins their items; if all players who took jokers are shot and all players who did not win their prizes, the team wins €3000.

Yes. As the show itself points out, this is a literal Mexican standoff. In Mexico City. (It is also the third season in a row where players and their loved ones have been involved, in some manner, in a paintball challenge.)

MOBE0137. The Missing Link C+

Episode 6

In rounds, three players at a time must play a modified version of Wheel of Fortune, using a wheel with values from €25 to €200 and working together to solve the puzzle, while the others attempt a minitask (identifying loaded tortilla ingredients, recording reversed lyrics and identifying the songs when they are un-reversed, or three timed party trick puzzles) nearby. If the minitask is completed successfully, the team wins the spun values of each correctly guessed consonant, minus the spun values for each unused consonant and €50 for each vowel chosen. After three rounds with different combinations of players, the team is offered a double-or-nothing bonus round, with one player picking five consonants and a vowel before having fifteen seconds to guess the link between the previous three answers.

The three original rounds are phrased so that the maximum possible prize, if the largest value is spun and won on every

single turn without any vowels, is exactly €5000.

MOBE0138. Truth or Dare B-

Episode 6

One player at a time is shown nine basic punishments worth different values (from €100 to €700 in €100 increments, then €1000 and €2000) and must pick one to subject the others to, then observe their reactions on a live camera feed. The Mole will not be punished and must fake their reactions. A player cannot pick an item already used; if all players endure the stimulus for as long as required without quitting or breaking the rules of the stimulus, the team wins its assigned cash value.

MOBE0139. Herd Immunity C+

Episode 6

Each player is given a goat in a colour-coded bandana, and must lead it to a pen five kilometres away within two hours. Along the way, they will be presented four ways to gain or lose goats for their herds. A goat is considered lost if it moves over twenty metres away from its handler. At the end of the course, one player at a time will be presented two pens – one representing €200 for the kitty for each goat inside, the other representing a chance at an exemption – and must divide their goats however they wish. A golden tortilla will then be placed on a plinth in the latter pen, and the player whose goat eats it wins an exemption.

MOBE0140. Tri and Stop Me D+

Episode 7

Players must work in relay to complete a modified triathlon, with two players kayaking one kilometre, the other two cycling twelve kilometres, and all four players running seven kilometres to the finish. In the middle of each stage, players will be shown an optional minitask (throwing quoits, opening coconuts with a machete, and hitting golf balls onto a green) and must decide whether to attempt it for a possible €1500, or skip it and use a faster vehicle for the rest of the stage; in addition, the later two stages can only begin after players waiting in the changeover complete a minitask (a crossword puzzle, or digging for a key in a large pile of sand) to unlock necessary equipment. If at least three players cross the finish line within three hours, the team wins €500 plus any money earned in minitasks.

MOBE0141. The Sting B+

Episode 7

Players must each randomly choose a hotel room, unaware they are also choosing their roles in this challenge. One player is told they must predict how the others will act in separate hidden-camera situations (staying in a small sauna with two noisy locals, confronting someone who steals their seat at the pool, and giving their phone number to a flirty local), earning €1000 per right answer. However, the others are told this is a hoax and that the real task is for them to do the opposite of what the predictor thinks, with the team actually winning €1000 per incorrect prediction.

MOBE0142. Time is Money B-

Episode 7

Players must race to solve a riddle, with the first to do so splitting players into pairs for the first round of an elimination-style series of head-to-head minitasks (memorising a grid of symbols and taking turns to name them, a game of Jenga, and trying to talk your opponent into blowing out a candle), with the winner of the final round earning the right to attempt a final puzzle in order to identify a phone number that can be called to hear the Mole. However, minitasks are timed, with €10 being taken away from a possible €2000 prize at regular intervals until they are won, and from the entire kitty at a faster rate in the final round.

MOBE0143. Bite Me B-

Episode 8

Players are shown four coins representing the natural elements and must solve three multiple-choice puzzles (identifying which of sixteen items is not used to flavour provided chocolates, identifying the fourth-tallest of seven towers, and identifying which of four famous songs was originally recorded in Veracruz) to work out which coin is made of chocolate, with each possible answer eliminating one of the coins. They can take as long as they wish on each puzzle, but must choose a coin when a group of Voladores finish a traditional pole-spinning ritual that lasts 30 minutes. If they choose the right coin, the team wins €3000.

Big Ben is the name of the bell inside the tower, not the tower itself. (Officially, the tower was simply known as the

Clock Tower until 2012, when it was renamed Elizabeth Tower to celebrate Queen Elizabeth II's diamond jubilee.)

MOBE0144. *Swingers Party* C+

Episode 8

One player at a time is suspended 50 metres in the air, and must release one of their safety cables to complete a canyon swing, trying to grab a bag at the opposite peak of their swing. A timer starts at €1000 once a player is in position and subtracts €10 per second until they drop, with the team winning any cash left when they drop and it being doubled if they grab a bag. However, the player who drops closest to 100 seconds without going over wins a text chat with the Mole, during which the answer to one question from the final test will be revealed.

France

Season 1 (2015)

MOFR0001. Distrust Fall B

Episode 1

Players must vote on who the Mole is based on their first impressions, then each perform a tandem skydive with a professional. If every player skydives, the team wins €6000; however, the player who received the most votes is given the option to forfeit the money and take an exemption for themselves.

Due to unsafe weather, the skydiving portion of the challenge is abandoned and the team is awarded the cash without anybody having to skydive. (It is unclear whether the exemption offer was specifically tied to the skydiving challenge or whether it would have carried over to a later challenge if the cash was not won here, but for clarity I'm listing it as two parts of a single challenge.)

This season features a slightly modified format, with cash not won by the team placed into a second kitty for the Mole, with the Mole winning it if they remain undetected.

MOFR0002. Crossed Wires B-

Episode 1

Two players at a time must complete a two-rope traverse over a 35m-deep gorge, starting at opposite ends and passing a baton from one player to the other in a marked section in the middle before continuing. The first pair to successfully cross banks €500, with each subsequent crossing doubling the banked cash (up to a maximum €8000); however, if a pair fails, the bank is emptied and the next pair must start a new chain. The team wins whatever is in the bank after the final pair's crossing.

MOFR0003. Mask and Ye Shall Receive B

Episode 1

Two players are split from the group and given four photos of carved wooden masks, and must describe them via walkie-talkie for the others to find in a market filled with dozens of decoys. Only two players at a time can search the market, and the team has ten minutes in total to search. For each correct mask found, the team wins €1500.

MOFR0004. Caught Out B-

Episode 2

One at a time, eight players must stand on a wooden raft and ride it down a river to a 30-metre-tall waterfall, then jump off the raft as it goes over the edge to grab a sack suspended a short distance away. However, prior to the first player completing the task, the remaining player must choose which four of the sacks will contain money and which four will be empty. The team wins €2500 for each money sack grabbed successfully.

MOFR0005. Word Up B+

Episode 2

One player is given two minutes to memorise a list of twenty unrelated words, then must ride a donkey cart to another player and spend two minutes relaying the list to them before disembarking and having that player continue, relaying the list from player to player in this fashion. At the end, the last player must write down every word they remember. For each correct word listed, the team wins €250.

MOFR0006. Par for the Course D+

Episode 2

Players must work together to complete a five-stage obstacle course over two kilometres. If they finish the course within twenty minutes, the team wins €5000; however, each time a player fails to complete an obstacle, €1000 is removed from the prize.

At least, the distance is stated to be two kilometres. In actuality, the obstacles (while basic in an early-era Survivor

style) are too time-consuming to get nine people through, and visibly too close together, for the entire course to be much longer than about 750m.

MOFR0007. Making Tracks A-

Episode 3

Two players must ride a jeep through Kruger National Park, searching for seven animals (lion, rhinoceros, elephant, giraffe, kudu, buffalo, and hippopotamus) and using a camera to photograph them. Each time they photograph a correct animal, they can use a corresponding map to direct one of the others to collect a cash envelope from an address in the streets surrounding their hotel by phone. The seven envelopes have different amounts inside (with €10,000 in total); the team wins anything they collect within two hours.

MOFR0008. Cage Match B+

Episode 3

Players are harnessed to a rope on a ring-shaped platform, with a small beam allowing one player at a time to reach a cage in the middle. At various intervals, a pedestal inside the cage will rise to within reach, allowing a player to take either a key or an exemption from inside. If they take the key, they can unlock themselves and the remaining players will continue the challenge, with the team winning €5000 if all seven players free themselves. If they take the exemption, the challenge ends immediately and all players still harnessed to the rope will remain harnessed until the next morning.

At least that's the theory. As the challenge is held in the middle of a national park in South Africa, the presence of lions in the surrounding area eventually makes it too unsafe for players to be chained overnight.

MOFR0009. Smash and Grab C-

Episode 3

One player at a time must randomly select a pole marked with another player's name, then use it to smash one of ten pinatas while riding down a zipline. Six of the pinatas represent cash for the kitty (€2000, €1000, or four €500 values), while the other four represent personal prizes (an exemption, and one, two, or three jokers) that will be awarded to the marked player if they are hit. All pinatas hit are removed from play; however, only the first prize each player hits is won.

I'm missing something here – the team smashes the €1000 and two €500 pinatas, yet appears to win no money, with the graphics showing the remaining €3000 being added to the Mole's prize.

MOFR0010. Messages from Above C

Episode 4

Two players must fly over the area in a light aircraft, searching for four giant numbers written on signs visible from the sky. Each time they find one, they must search a list of quiz questions with numerical answers for the one with the seen number as its answer, writing it as a message in a bottle and dropping it from the sky as they return past the airstrip for the others to collect. Once players on the ground have the four questions, they must answer them and use the digits in some order to open a waiting safe. If the safe is opened within one hour of starting, the team wins €5000.

MOFR0011. Step It Up B-

Episode 4

Starting at the bottom of a large staircase, players are given a question involving personal information about two or more of them and must work out the answer before climbing that many stairs. All seven players will climb after the first question, then one player must be left behind on each stair as the others continue, with players allowed to yell to each other to answer questions. If after seven questions, the last player ends on a specific stair, the team wins €3000.

MOFR0012. Sold Out C-

Episode 4

Players must bid on a series of items (one joker, two jokers, three jokers, and an exemption) in an auction, using blackboards to write their bids. Each player can make only one bid on each item, with the highest bidder winning it and their bid taken from the kitty. If no player makes a bid on an item in a set amount of time, it is not awarded.

MOFR0013. Lakes and Pains C+

Episode 4

Two players are taken blindfolded to a mystery location. Later, three players must take a boat across a lake to a puzzle and solve it to release a mobile phone, while the others take an ATV along a trail to a copy of the same puzzle and solve it for the key to the hostage's location. Once both groups have solved the puzzle and returned to the starting point, they must use the phone to call the hostages and work with them to identify their location, before travelling there to find and free them, directing a driver. If the hostages are released within two and a half hours of starting, the team wins €5000.

MOFR0014. Leap of Faith B

Episode 5

One player at a time will be asked to bungee jump from a bridge joining the Orlando Cooling Towers. However, prior to the challenge the Mole was asked to predict whether each player would complete the stunt. For each player who does the opposite of what the Mole predicted, the team wins €1000.

MOFR0015. The Trouble With Triples B-

Episode 5

Two players at a time must search an abandoned warehouse complex for one of three minitasks (collecting buckets containing cash with a fishing rod, a crawl maze, and a brainteaser puzzle), then attempt to complete it for €2000. Each minitask can only be attempted by one pair and rules remain unknown until they start, but once a pair starts a minitask they cannot switch. Players not attempting a minitask must remain in a control room and use live camera feeds to assist the pair via walkie-talkie. The team wins all cash returned within 30 minutes.

MOFR0016. Swap Meet C+

Episode 5

Players must each randomly pick a sealed envelope containing one of six prizes (one, two, or three jokers, an exemption, €2500, or nothing) and privately read its contents, then attempt to trade it with another player. If a player trades their envelope within five minutes, they win whatever is inside the envelope they receive.

MOFR0017. Tents Situation C+

Episode 5

Starting from a tent in the middle of a field, two players at a time must search the field for ten €500 envelopes, bringing them back to the tent without being shot by paintball snipers on ATV. Players in the tent are given an electronic map of the field and walkie-talkies to assist; each player can only leave the tent once, and if a player is shot they are out, with any cash in their possession out of play. Anything returned within 45 minutes is won; however, one of the envelopes is also next to the exemption won in the previous challenge, and if any player except its previous winner finds it, they can choose to steal it instead of taking the adjacent money.

MOFR0018. Cash Out C-

Episode 5

Players are offered the chance to take €10,000 from the kitty, in exchange for their place in the game. If only one player accepts the offer, they will take the cash and leave, with the elimination cancelled; if more than one accepts, they must agree amongst themselves which player will quit. If no player takes the offer, the kitty remains intact.

MOFR0019. Reading is Fundamental B+

Episode 6

Players are taken to different locations the same distance from an unknown endpoint and given four envelopes with clues inside, then must use them to find the location on foot. They can open one clue for free, then must pay €500 for each extra clue. If a player reaches the final location within one hour, they can choose one of six prizes: €4000, €2000, one, two, or three jokers, or an exemption from the final elimination. Anything claimed within an hour is won.

Prior to the elimination, each player gets a brief Skype chat with an eliminated player of their choice.

MOFR0020. *Globe Theatre B*

Episode 6

Players are shown three glass globes on a stage with a pendulum-like device nearby held in place by a series of long, taut ropes tangled around the rest of the theatre. They must work together to find the starting points of the four ropes and release and secure them in order to swing the pendulum enough to smash the globes one at a time; however, only one of the four anchor points allows its user to see the stage. Each globe has a different amount of cash inside (with a total of €7500 available); the team wins the values inside all globes smashed within 30 minutes.

MOFR0021. *Judge Jury D*

Episode 6

One player at a time must sit in a court witness stand and answer a series of questions from the other players, who can ask anything they wish except 'Are you the Mole?'. They must answer with the truth. No cash can be won.

MOFR0022. *Train of Thought c*

Episode 6

One player at a time must search a luxury steam train for four locals who will ask them questions about the season. Each time they answer a question correctly, a hidden clue that could help them identify the Mole will be highlighted. No cash can be won.

The Netherlands

Season 1 (2000)

MONL0001. *The Road Warrior* B-

Episode 1

Five players are brought to one end of an off-road trail and must work together to drive 25 kilometres to the far end, using a map to navigate. Each player must drive for at least one kilometre, but for no more than six kilometres. If they reach the far end of the trail within two hours, the team wins f7500.

Players must leave their belongings at their hotel; before completing the below challenge, the other five players must repack each player's luggage into a small backpack each, with anything not repacked confiscated for the entire season.

MONL0002. *Deep in Thought* C+

Episode 1

Five players are brought to a dive site near the Great Barrier Reef, and must take turns SCUBA diving to collect one of ten placards placed ten metres below the surface. Once each player has collected a placard and returned it to their boat, players must work together to arrange them into a grammatically-valid Dutch sentence. If they finish within an unknown time limit, the team wins f7500.

MONL0003. *Blow Me* C+

Episode 1

Players will be given a brief demonstration in how to play the didgeridoo, then must each attempt to play it for one full minute without stopping. The team wins f2500 for each player who succeeds.

It is implied the challenge will recur throughout the season, but it never does. It's barely even shown in THIS episode.

MONL0004. *Raise the Bar* B-

Episode 2

Three players are sent to a small town and must organise a party to be held in the local pub that evening, trying to obtain as many guests as possible. They have all of the pub's resources at their disposal, and are allowed to advertise any way they can. If at least 100 people attend the party by 7:00pm, the team wins f5000.

As part of the episode we are shown a report from a local news broadcast, featuring journalist Adam Boland. Boland later went on to be the executive producer of Channel Seven's morning news program Sunrise, filmed in the same Sydney TV studio the Australian version of The Mole used for its ill-advised live eliminations in one season.

MONL0005. *Wild World* B+

Episode 2

Six players must split into two groups, each with a captain who will be shown five quiz questions about Australian culture and must decide which of the others in their group will answer each. After the final question, the captain must enter an animal enclosure (either a crocodile pen or a shark-filled aquarium tank) and search for one envelope per incorrect answer given during the quiz. If both captains collect their necessary envelopes within five minutes, the team wins f5000.

MONL0006. *Splash and Grab* B

Episode 2

Players must split into two groups and whitewater raft along a section of the Tully River, collecting up to ten envelopes placed along the way. Players can only collect envelopes of the same colour as their group's safety helmets, and each player can only collect one envelope. One of the envelopes represents a f5000 prize; if this envelope is collected, the team wins the cash.

MONL0007. *I'm a Survivor c-*

Episode 3

Six players are taken to a deserted island and must survive without assistance for 24 hours. During their time on the island, they must catch at least eight fish and must harvest at least twelve litres of coconut milk any way they can. If they succeed, the team wins f5000. They are provided a small crate of food and drinks they can consume if necessary; however, if the crate is opened the team automatically fails the challenge.

Graphics confirm the challenge is held on Russel Island, one of the Frankland Islands archipelago; ironically, Russel Island is the only island in the chain that ISN'T completely deserted.

MONL0008. *Bushtucker Trial B+*

Episode 3

Two players must taste a series of six local delicacies (kangaroo, emu, crocodile, possum, witchetty grub, and spiny-leaf insect), before being reunited with the others. All eight players are then blindfolded, and the other six are each served one of the six delicacies, having to describe it for the original tasters to identify. If they correctly match at least four of the six delicacies, the team wins f5000.

MONL0009. *Rain Drops B+*

Episode 3

One player at a time must bungy jump from a tower in the middle of the rainforest. If all eight players complete the bungy jump before 7:00pm, the team wins f15,000.

MONL0010. *Maybe I'm A Maze B+*

Episode 4

Six players must split into pairs and take turns to navigate a maze, with one partner running and the other using a live overhead feed to direct them via walkie-talkie. As each pair attempts the maze, two patrolling hunters will attempt to catch the runners. If any of the three runners is able to safely reach the exit at the far end of the maze within two minutes, the team wins f7500.

MONL0011. *Fail Whale B-*

Episode 4

Four players are taken on an afternoon whale-watching cruise and must use a camera to take three specific photographs: one showing a whale's head, one showing a whale's tail, and one showing exactly four whales. Each player can take a maximum of four photos. If all three photos are successfully taken, the team wins f5000.

MONL0012. *Bad Sports B*

Episode 4

Three players are shown local champions in each of three sports – archery, go-kart racing, and boomerang throwing – without being told each champion's sport, then must assign themselves and the champions to the sports before competing head-to-head against them. If any of the players can defeat their champion opponent, the team wins f5000.

MONL0013. *Beach Flags B*

Episode 5

One at a time, four players must run down a trail to meet the remaining two players on a nearby beach. As they do so, two local hunters will try and steal a flag attached to their back. If at least two of the four runners arrive at the beach without their flags being stolen, the team wins f10,000.

MONL0014. *No Rest for the Wicked c*

Episode 5

Directly after the above challenge, players are told they will be given different accommodations for the night, with one player using each of a luxury villa, a hotel room, a local family's spare bedroom, a tent, a hammock, and a sleeping bag, and must decide who will sleep where. Later, the player chosen to stay at the luxury villa is given the option to take an exemption and stay

in the villa but make the next challenge harder, or make the next challenge easier but forfeit the exemption and switch places with the player chosen to use the sleeping bag. No cash is available.

MONL0015. Dice Dice Baby B

Episode 5

One at a time, five players must privately pick an unmarked envelope containing two possible tasks (having one or both arms placed in casts, spending an hour locked in a wine barrel alone or with a live mouse, getting body painted or getting a tattoo, posing for an artist in your underpants or completely naked, and having your hair dyed or shaved off), then roll a die to decide which one they must complete: the easier task if they roll a 3 or lower, otherwise the harder task. Players will not be told what tasks the others have received. If all five players complete the assigned tasks, the team wins f10,000; however, if the player who earlier received the dilemma chose to make the challenge easier, they are given the option to complete any tasks the others failed to complete in order to receive the money.

MONL0016. Take a Hike C+

Episode 6

Players must make their own way from Maryborough to Byron Bay, about 450 kilometres away. They can split up as they wish, but must take two surfboards with them and must use a camera to record ten different locals talking about the Netherlands. If all five players arrive before sunset and the additional rules have been followed, the team wins an unstated prize.

MONL0017. Coast to Coast C

Episode 6

Four players must ride bicycles along a cross-country trail to a nearby beach, run along it to two tandem kayaks, paddle along the coast to the next beach, and run back to the starting lighthouse, climbing to the top. Players cannot begin the next section of the rally until all four of them have finished the previous section. If all four players reach the top of the lighthouse within an unstated time limit, the team wins f5000.

MONL0018. Hide and Seek B

Episode 6

One player must create a disguise for themselves and convince locals to later sit with them in a small clearing beneath a local lighthouse as the others try to identify them from the lighthouse deck. The other players can only make one guess, and have a limited time to search. If they identify the disguised player, the team wins f5000; if not, the disguised player wins an exemption.

MONL0019. Surf's Up C

Episode 7

Two players are given a brief surfing lesson, then must each paddle a surfboard into the water, stand up on it, and remain balanced for five seconds. If both players succeed within an unstated time limit, the team wins f5000.

MONL0020. Howzat B-

Episode 7

Two players are taken to a circus training facility and given a brief trapeze lesson, then must work together to correctly perform a basic trapeze routine known as a catch. If they do so successfully, the team wins f5000.

MONL0021. A Chorus for Us A-

Episode 7

Two players are taken to Nimbin and must convince at least ten locals to learn a Dutch-language pop song from the 1960s. Later that afternoon, the locals must perform the song at 4:00pm for another local, who will be given the lyrics and sheet music for five Dutch songs from the era and must guess which was being performed. If they guess correctly, the team wins f5000.

Players are chosen with a hint referring to the 'love, peace, and understanding' concept made popular by hippies in the 1960s, seemingly an in-joke about how Nimbin is infamous in Australia for... well, being the Amsterdam of the South, if you know what I mean.

MONL0022. *Pain in the Neck* B

Episode 7

Two players are presented two expensive necklaces, one of which is real and one of which is fake, then must determine which is which. They can ask locals for assistance, but cannot take the necklaces with them or bring anybody to the starting point. Once they have decided, the necklace they think is fake will be thrown into the Pacific Ocean. If they threw away the fake necklace, the team wins f5000; if not, the team will be fined f5000.

MONL0023. *Harbouring Resentment* A-

Episode 8

One player at a time will be asked a question about their opinions of the eliminated players, picking two as their answer before the others each try to match them, scoring a point each time they match either answer. Players are then taken to Circular Quay and each given a list of locations (one for the highest scorer, two for the middle scorer, three for the lowest) and a set of props representing people at each location who have part of a message directing them to the final location. They must only travel by ferry or on foot, and each player has different locations to find; once a player has found all of their locations and received the full message, they must proceed to the final location: the top of the Sydney Harbour Bridge. The team wins f5000 for each player who arrives within three hours of starting their search.

Season 2 (2001)

MONL0024. *Mind Over Mountain* C+

Episode 1

Eight players must hike with their luggage to the top of Ben Nevis, the tallest mountain in Britain, with any luggage left behind forfeited for the entire season. Meanwhile, the other two are taken directly to the summit by cable car and must solve a series of puzzles, with each correct answer allowing them to make a round-trip in the cable car to collect a bag of camping gear for the night. Solvers must stop as soon as the first hiker reaches the summit; the team wins f1500 for each hiker who reaches the summit within two hours, with the prize doubled to f24,000 if all eight hikers finish in time.

MONL0025. *Bank on It* B-

Episode 1

Players are given fifteen minutes to memorise personal information about themselves as shown on a set of signs. Two players are then presented a map of Inverness split into nine sections and must enter the others' birth years into a laptop, with each correct answer removing a section of the map where an ATM is not hidden. They have only one attempt per player; later, they must use other numerical information from the signs to solve a series of equations and work out a provided bankcard's PIN, then search the remaining area of the map on foot for that bank's ATM and make a withdrawal. Solvers can request help from others of their choosing, and anybody called can help for the rest of the challenge, but each assistant removes fifteen minutes from the 90-minute time limit. If the withdrawal is made within the time limit, the team wins f5000; if not, they are fined f5000.

MONL0026. *Pipe Down* B+

Episode 2

Three players are split from the group and must learn to play Frere Jacques on the bagpipes, with one player learning from a professional and subsequent players being taught by the previous learner. The last player to learn the song must then perform it for the group that evening; if the others can correctly name the song, the team wins f3000.

MONL0027. *Cabin Fever* A-

Episode 2

Two players are taken to a small hut and given a pictographic map of the area, while four others are taken to different nearby locations in pairs and given mountain bikes. Using walkie-talkies to communicate, players in the hut must first work out where the others are, then direct them to the hut. If all six players are inside the hut after one hour, the team wins f5000.

MONL0028. *Night Time* C-

Episode 2

Players have their watches confiscated and must work out how long a provided hourglass runs for per turn, then use it to keep track of time while spending the night in a cabin. If they can sound an airhorn within one minute of 8:30am the next morning, the team wins f7500.

MONL0029. *Loch, Stock, and Eight Floating Barrels* B-

Episode 2

Players must use an assortment of provided supplies to assemble a raft, then paddle on Loch Ness to retrieve an envelope from a buoy anchored offshore. If they can collect the envelope and return to shore within 90 minutes, the team wins f5000.

MONL0030. *Show and Hotel* B-

Episode 3

One player is split from the group and must work an overnight shift in a series of roles around a hotel, unaware hidden cameras will film them throughout. The next day, three players must guess how the worker acted in five staged situations (dressing in either a suit or kilt, asking for information when told about a local version of The Mole with identical challenges, using a phone to call home when offered, wearing underpants under the aforementioned kilt, and reading fake production notes when left alone with them) throughout their shift. If they predict correctly in at least four of the five situations, the team wins f2500.

MONL0031. *Route of All Evil* B+

Episode 3

Three players must walk along a set path through a sprawling garden to the centre of a maze, pausing at six points to attempt puzzles. They are allowed one guess at each, winning f1500 per correct answer, before four other players attempt the same puzzles in a stationary position at the start of the path. However, they are not told that each correct answer they give will incur a f1500 fine; the challenge continues until they answer all six puzzles or until a runner from the first group can find their way back along the route to the start and convince them to stop.

MONL0032. *Down and Out* B-

Episode 3

The test and elimination are held as usual; however, the lowest scorer is not immediately eliminated. The next day, players must take turns performing a free abseil down a cliff to collect one of eight keys, using their key to open a locked case upon landing. Five cases represent f2000 prizes, while the others are empty. Each player must abseil only once and the team can choose when the lowest scorer must abseil; the team wins all cash collected within 90 minutes. If the lowest scorer's key opens one of the cash cases, they will return to the game and the second-lowest scorer will be eliminated instead; if not, they stay eliminated.

I can't for the life of me figure out the advantage to any strategy other than forcing the lowest scorer to go last. At least when Australia's version tried a nearly identical challenge, the two options were cash for the team and an exemption for the player, making it a decent game theory exercise. But here the options are essentially 'the team wins cash, and the one player who needs an exemption wins it' or 'the team wins nothing, and the one player who needs an exemption goes home', meaning there's no benefit to the team to forcing the lowest scorer to go early.

MONL0033. *Up, Up and Away* C+

Episode 4

Six players are split into two groups and taken to different locations, then must work together to follow a hot-air balloon with the last player inside. The balloon will start in the same location as one group and only that group can contact the player inside, though the groups can call each other; if both groups can find the balloon's landing site and touch its basket within fifteen minutes of it landing, the team wins f5000.

MONL0034. *Rank and File* B

Episode 4

Players must use clues to find maps hidden inside seven specific books in a library, then each use a map to board a taxi at a specific location as it drives on a set route through Glasgow. The taxi will wait at each location for one minute before leaving; if a player arrives late or attempts to board at the wrong location, they must return to the library to find a new map. If at least five of the seven players board the taxi before it reaches the end of its journey at the library, the team wins f7500.

MONL0035. *Mission: Implausible* A-

Episode 4

Two players must break into Kelvingrove Museum, get to the guard's room while the guard is patrolling, and open a safe to find a map showing the location of a necklace in the museum, then avoid a series of security lasers to steal the necklace and escape in a waiting getaway vehicle. If the lasers are broken at any point, an alarm will sound and they have five minutes to reach the car. If the thieves steal the necklace and escape safely, the team wins f5000; if they are caught by the guard or fail to escape in time after setting off the alarm, the team is fined f5000.

MONL0036. *A Pair Affair* B

Episode 5

Players must split into pairs (skilful, smart, and stupid) and travel to a hotel by 8:00pm. The skilful pair gets the hotel's name, a set of photos showing the fastest route, and an unreliable van filled with assorted props, then are left to their own devices. The smart pair is given the first clue in a treasure hunt and must drive to find a landmark with the next clue, repeating until they arrive at the hotel. The stupid pair is taken directly to the hotel, and is given a book with all of the answers to the smart pair's clues, and a phone to call the smart pair and assist. The team wins f10,000 if all three teams arrive within three-and-a-half hours, but is fined the same amount if anyone fails; however, the stupid pair is told that if they mislead the smart pair enough

for them to arrive late, one of them will be chosen randomly to win an exemption.

MONL0037. Love is Blind B-

Episode 5

Players are sequestered in separate rooms. One at a time, they will be taken to another room and shown twelve people, six of whom are players' visiting loved ones, and must try to match each loved one to their player. Each player's final lineup will be left in place for the next player, but players are not told who has attempted the task before them. If all six loved ones are correctly matched after the final player's attempt, the team wins f5000.

MONL0038. Prison Break C+

Episode 6

Three players are locked in separate parts of a disused prison facility (a solitary confinement cell, a hallway, and an outdoor cage). Using walkie-talkies to communicate, they must use an assortment of props in their respective locations to free each other. If all three players are able to escape their locations within one hour, the team wins f5000.

MONL0039. Stomach Fake B-

Episode 6

Two players must follow a traditional recipe to make a haggis. A local cook will then be presented the players' haggis and two others made professionally, and must taste all three before deciding which was fake. If they guess wrongly, the team wins f2500; later, the other three players must taste the same haggises and correctly identify the fake for another f2500.

The players' haggis is so visibly oversized compared to the professional haggises that everyone has to be blindfolded during their tastings to avoid making it completely obvious.

MONL0040. Castle Hassle B+

Episode 6

Players must defend an isolated castle for four hours, protecting a wooden box in the courtyard from a series of attackers who will try to break in and steal it. Each participant is given a lasertag vest and a lasergun that can fire 200 times, with additional gear also hidden for players to find; anybody shot is out. If the box is kept safe for four hours, the team wins f5000; however, they are also given the option to wager up to f5000 from the kitty on success beforehand, winning double their wager if they pass the task but being fined the wagered value if they fail.

MONL0041. Rope a Slope B

Episode 7

Players must split into pairs and use ropes of different lengths (three and five metres) to measure the length of a short section of river containing several small waterfalls, before comparing their answers and guessing the exact length of the measured section. If the guess is within fifteen metres of the actual length, the team wins f10,000.

MONL0042. Trust Is A Dangerous Word B+

Episode 7

The player chosen as 'most trusted' in a secret vote must guide the others to complete different stunts (being the assistant in a hatchet-throwing routine, walking across hot coals, or walking around a narrow rooftop ledge) blindfolded, without blindfolded players knowing that the first two stunts are faked. If at least two players finish their stunts, the team wins f5000; in addition, if all three blindfolded players have the same result for their minitasks, the guide wins an exemption.

MONL0043. Bands on the Run A-

Episode 8

Players must learn a series of signals used by a drum major to direct a pipeband, then must each collect two coloured flags from the far end of a field while leading their bands using only the correct signals. If players can collect all six flags and return to the starting positions within three minutes, the team wins f7500.

MONL0044. *Scotch Courage* c

Episode 8

Each player is assigned a different minitask involving making money. Minitasks are as follows:

1. One player must act as a guide for a busload of tourists as they ride around Edinburgh, collecting tips at the end of the tour. If they collect an average of at least £0.50 per tourist, the team wins £2500.
2. One player is given a computer with internet access and must offer to answer any questions asked of them for money. If they can raise at least £10 within one hour, the team wins £2500.
3. One player must work as a caricaturist in the busy Royal Mile area, with caricature subjects paying what they believe the artworks are worth. If they can sell a caricature for at least £5, the team wins £2500.

Even at the time of filming, Google was commonplace and the second minitask was essentially impossible. Especially in Scotland, a country known for both technological innovation and libraries.

Season 3 (2002)

MONL0045. *Down and Out* C+

Episode 1

One player at a time must abseil 76 metres down a dam wall. The team wins €1000 for each person who completes a standard abseil within two hours, and €2000 for each person who abseils face first instead; if all eleven players finish within the time limit, any cash won is doubled. However, when only three players remain atop the dam they are told they must repack everyone's luggage into two large sacks, with anything not repacked before the end of the time limit confiscated for the season.

MONL0046. *Any Port in a Storm* B

Episode 1

Nine players are split into three groups and must deliver barrels of port wine on foot to different port lodges around Porto. To work out the delivery locations, the remaining two players are given three pairs of questions related to information from players' application forms, and must answer them to identify two letters in the name of the correct lodge, searching the city's skyline from across the river for the only port lodge with both correct letters in its name and relaying it to deliverers. Solvers can call the others to help answer questions, but each call for assistance incurs a five-minute penalty. If all three barrels are delivered correctly within one hour, the team wins €10,000; if not, the team is fined €10,000.

There's something odd going on with each group of deliverers also receiving a carafe of port from the correct lodge, and a local expert tasting them at the end, but it seems to be just pointless busywork to ensure nobody is doing nothing the way most players were during the previous season's similar ATM challenge.

MONL0047. *In Your Dreams* C

Episode 2

Four players are taken directly to the next destination and given a fake challenge, to sleep for a total of ten hours while wearing video goggles and being wired to a sleep monitor. Three others must find the answer to a quiz question and use it to form a URL for a website showing three things: directions to take a train in a given direction until they see a shown landmark, getting off at the next station, a cryptic clue referring to something that can be used to find the URL of the next website when they arrive, and a photo referencing a prop the other three players must collect while driving. Eventually, a clue will reveal drivers must collect solvers and take them to the sleepers' location, where the three items (randomly displayed on the video goggles) are checked. If all three correct items are collected, the team wins €5000; if not, the team is fined €5000.

Note that the sleepers don't actually affect the challenge at all.

MONL0048. *Turning on the Water Works* B-

Episode 2

One player is split from the group, while seven others must each assign themselves to a different watercraft and work in relay to travel as far as they can, with players who choose motorised watercrafts having two minutes and all others having four minutes. The team wins €1 for each metre travelled in total; however, the separated player must then use a paddleboard to travel back to the start, with the team being fined €25 for each minute it takes them to finish.

MONL0049. *The Grapes of Wrath* B+

Episode 2

Two players are taken to a vineyard and must disguise themselves as workers so the others cannot identify them. Later, the others are split into two groups and each given four minutes to pick out a disguised player using only a live camera feed showing close-up shots of workers either picking grapes by hand or stomping grapes with their bare feet. The team wins €2500 for each disguised player correctly identified; however, each disguised player not picked wins an exemption.

MONL0050. *Follow the Money* A

Episode 3

Two players are taken to a secret location and must use a GPS to track a car as its driver travels around Vila Real to collect cash from seven locations. At each location, the driver will wait for two minutes before getting out of their car to collect the money;

trackers must guide the others via phone to collect the cash from each location before the driver does, with each player taking money from a maximum of one location. Each location has a different amount of cash, with €10,000 available in total; if a player delivers their cash to the trackers before the driver arrives after visiting all seven locations, the team wins it.

MONL0051. *Bicycle Race* C-

Episode 3

Players must split into two groups and ride bikes up a mountain in a relay, switching riders and incurring a one-minute penalty each time a cyclist's foot touches the ground. The team wins €20,000 if both groups reach the finish within one hour and €5000 if only one group does, but is fined €5000 if neither team finishes in time; in addition, members of the faster team each win a five-minute phone call home.

MONL0052. *Night of the Living Dead* C+

Episode 3

After completing the test, players must take turns sitting beneath a steel ball held aloft by an electromagnet, waiting for the attached batteries to fail and the ball to drop. If the ball is caught, the team wins €5000 and the catcher wins an exemption, with the elimination being cancelled if they were the lowest scorer on the test.

MONL0053. *Zero to Hero* C

Episode 4

During the first episode, players each receive a letter giving them the option to call a given phone number. At the start of this episode, players who called are each given a new letter telling them that if they fail to win anything for the team in this episode without being detected, they will secretly win an exemption. All players will complete the test regardless; if a player who wins an exemption scores lowest, the elimination will be cancelled.

MONL0054. *Eternal Flame* C+

Episode 4

Two players are given the others' luggage and will be asked a multiple-choice question about the group, then must place one player's luggage on each of three barrels representing the wrong answers, before the barrel representing the right answer is blown up and any bags on it destroyed. The process is then repeated with the remaining three barrels and two of the other bags, and again with the two remaining barrels and the final bag. The team wins €3000 for each question correctly answered (ie, each time a barrel is blown up without any bags being destroyed).

It is later revealed that the bags were fake.

MONL0055. *Stuck in the Middle with You* B-

Episode 4

Six players are split into pairs and taken to the different nearby mountaintops, then each pair is told to triangulate the exact midpoint of their starting locations, with one partner searching and the other staying on top of the mountain and using a map to direct them via walkie-talkie. All three pairs share the same walkie-talkie frequency and thus only one pair can communicate at a time; if any player can find a mobile phone waiting at the midpoint and make a call within 40 minutes, the team wins €10,000.

MONL0056. *Heart of Darkness* B+

Episode 4

Six players must work in relay to complete a two-rope traverse suspended next to a waterfall, while strapped to a heart rate monitor and pausing in place if their heart rate rises ten beats per minute higher than their resting heart rate. The team wins €1000 for each player who completes the crossing within one hour; in addition, the remaining two players are split from the group beforehand and must correctly guess how many players will complete the crossing in time for an extra €4000.

MONL0057. *Hit Me With Your Best Shot* C-

Episode 5

Six players must compete in a series of head-to-head paintball duels in an abandoned village, with the first player to shoot their opponent in each round advancing to the next round; the last player remaining wins an exemption. In addition, each participant

is privately asked beforehand to guess which player will win. The team wins €10,000 if the player chosen most often wins the exemption, but is fined €10,000 if any of the other players do.

The duels are essentially arranged as a single elimination format, with two players receiving byes in the first round to account for the two players split from the group for the below challenge. It's not explained how the two players with byes are chosen, or why the challenge couldn't have simply been held with all eight players present.

MONL0058. The Universal Language B+

Episode 5

Two players are given a list of six Dutch songs and must choose four to teach to a local band who do not speak Dutch or know any of the songs. Later, the band will play each of their songs for the others to guess, with one player guessing the first song, two guessing the second, the remaining three guessing the third, and all six able to guess the last. If all four songs are correctly identified, the team wins €5000.

MONL0059. Forest Dump B

Episode 5

One player is kidnapped and taken hostage overnight. The next morning, the others must split into two groups and use provided clues to find a hidden sets of keys each, then find and release the hostage. Both groups and the hostage are given a mobile phone to assist, but the hostage cannot receive calls and can only make three outgoing calls for a maximum of one minute each. If the hostage is found and rescued before 12:00pm, the team wins €10,000; if not, the team is fined €5000.

MONL0060. Tour or False B-

Episode 6

Five players are given a four-hour guided tour of Evora, then must spend two hours relaying the information to the other two players, before being told these two will each be asked five questions about the tour and secretly having to predict who will answer more correctly. The team wins €5000 if the chosen player answers more questions correctly but is fined €5000 if the other player does; if both players answer the same number of questions correctly, no money is won or lost.

MONL0061. Church Organs B

Episode 6

Two players are taken to a local church, where prayers for the ill are traditionally made by placing a photo of the sick person in the church's gallery and a wax statue of the relevant organ on the altar, and are given one hour to find photos of the others as children and match them to statues representing past illnesses or injuries. If all five other players later deem their photos and illnesses correct, the team wins €7500.

MONL0062. Overhead B-

Episode 6

One at a time, five players are strapped to the roof of a biplane and flown over the surrounding area, passing over a series of giant letters on the ground they must remember. After each player has flown, they must use the letters they saw to spell a single Dutch word. If the word is correctly guessed, the team wins €10,000; if not, the team is fined €5000.

MONL0063. Divide and Conquer B-

Episode 7

Two players are presented a pen filled with 100 sheep and must herd exactly half of them into a second pen 300 metres away, choosing one of three dogs (only one of which is a trained sheepdog) for assistance. If there are exactly 50 sheep in the pen at the end of one hour, the team wins €10,000; if not, they are instead fined €10,000.

MONL0064. The Situation B

Episode 7

Four players are brought to a plaza and split up for the afternoon, with one player at a time sitting at a cafe with a crew member while unaware they are being filmed by hidden cameras. While each player is observed, one of the others involved in the challenge will be brought to a nearby room and must guess how they will react when a local asks for assistance, with the team

winning €1000 per correct prediction. However, the last player to guess is given the option to double all four players' winnings if they guess correctly, with all winnings voided if they are incorrect.

Each player's situation is different; while the first three are fairly simple (giving one of the crew member's cigarettes away, letting a local street poet write a poem for them, or giving cab fare to a local with no wallet), the last player (who guessed first and thus knows about the cameras) is falsely led to believe their prediction will involve giving a busker money, with the real prediction being about whether they turn to look at an attractive local walking past while the busker asks them for money.

MONL0065. *Nevermore* C

Episode 7

Players are shown six statements about themselves, as given by their visiting loved ones, and must match each player to the quote made about them. If all six players are allocated correctly, the team wins €5000. In addition, players correctly matched are reunited with their loved ones, while those who were wrong are each given the option to pay €3000 to see their loved one.

MONL0066. *Just in Case* B

Episode 8

Four players are shown four briefcases representing different prizes (an exemption, five jokers for the next test, a five-minute phone call with the Mole, or nothing), and must negotiate in pairs with two of the other three for five-minute periods before each secretly choosing a case. If a player is the only person to choose a case, they win its prize, with the team winning €5000 if all four cases are chosen; meanwhile, the fifth player listens to all of the negotiations and will win an exemption if they pick all four choices correctly. If negotiators fail but the empty case is won, the player who took it is given the option to win the €5000 regardless by performing as a circus clown in front of a large audience.

MONL0067. *Got Wood?* C+

Episode 8

Two players must use axes to chop down a tree so that it lands in one of four areas representing different results (prizes of €5000 or €10,000, or fines of the same values), with the team earning the result the tree lands in. Meanwhile, the others must drive a van with blacked-out windows to the tree, using two live feeds from car-mounted camera to follow a set route. If they can arrive within one hour and park the car so that the tree lands on it when it falls, the team wins a bonus €5000.

MONL0068. *A Load of Bull* B+

Episode 9

Three players must work in relay to complete a six-stage round-trip course (a zipline and driving offroad for the first player, kayaking and steering a donkey cart for the second, and riding a horse and climbing a rope ladder for the last), with each player memorising a number shown during their section of the course and relaying the numbers to the next person. The last runner must give all three numbers to the final player, who must cross a bullring to collect a locked briefcase defended by a small calf and use the numbers to open its three locks. If the case is opened within two hours of the relay starting, the team wins €10,000; if not, the team is fined €5000.

MONL0069. *Question Time* A

Episode 9

One player is split from the group and briefly trained as an interrogator, while the others must complete Episode 2's elimination test as though they were this player. Whoever matches the fewest of the interrogator's answers is given the challenge's €10,000 prize and must keep it on their person until further notice. Later, the interrogator is given from midnight until dawn to question the others one at a time and work out what they did, how much it was worth, and who is currently holding the cash. If they can find out all of the necessary information before dawn, they win an exemption; if not, the team can keep the cash prize.

MONL0070. *A Room With No View* C+

Episode 10

Players are split up and taken to different parts of a fortress – one at the start of a row of eight underground rooms, one in the fifth of these rooms, and the third on the surface. Working together, they must use a variety of props to solve a series of physical

puzzles and reach the exit of the eighth room. Each room has three possible exits – to the previous room, the next room, and via a hole in the roof – but some doors are blocked and there is only one way to travel from each room to the next. If they exit the final room within two hours, they win €10,000; if not, they will be fined €5000.

It's not clear why they even need to enter the last few rooms when all three players are on the surface after the fifth room (the player inside because it is the only way out; the others because they were already out after the fourth).

MONL0071. Treasure Island B-

Episode 10

Players are given a treasure map with three clues leading to locations around a small island, and must use it to find bottles containing different cash prizes (€3000, €4000, and €5000) at each location within 90 minutes. The team can decide who picks up each bottle, but any money collected by the Mole will be incurred as a fine instead of being added to the kitty.

Season 4 (2003)

MONL0072. *Take a Hike* C+

Episode 1

Players must choose an order for themselves before using a map and compass to hike in single-file to a campsite, carrying their supplies for the night and staying in the chosen order at all times. The team wins €1000 for each player who arrives in the correct position within three hours, with the prize doubled if all ten players do.

MONL0073. *The Light at the End of the Tunnel* B-

Episode 1

Nine players are locked in the bunkers of Fort Charlotte while the last player must ride an exercise bike at a speed higher than 18km/h, unaware that doing so will power a laser which the others need to direct at a sensor via handheld mirrors. The laser will only hit the sensor and open the exit door if it takes the shortest possible route, and the door will close 30 seconds after the laser is broken or directed away from the sensor. Opening the door will allow players without mirrors to collect tripods to brace the mirrors and allow the others to exit; if everyone escapes within one hour of being locked in, the team wins €5000.

MONL0074. *Ship of Fools* C+

Episode 2

Two players are taken to a maritime museum and must use the information within and in the surrounding neighbourhood to answer six nautical quiz questions, while the other seven are trained to crew a tallship. Each time a correct answer is found, they will be given part of a set of coordinates which must be relayed by phone to players on the ship to navigate to, dropping anchor when they reach the coordinates. If they drop anchor at the correct location within 90 minutes of starting, the team wins €5000; however, solvers are secretly given the option to wager another €5000, winning it if sailors stop at the right location and incurring it as a fine if they fail.

MONL0075. *Sack Race* B

Episode 2

Six players' belongings are hidden in different locations around Halifax. The others are presented 30 garments, five from each player whose luggage was hidden, and must match them to their players. Each garment has a letter or number attached which must be entered into a computer. If a player's five items are correctly matched, they will be shown where their luggage has been hidden and one player must collect it by bicycle. They are allowed three guesses at each player's garments; if they fail to match and collect a player's belongings within 90 minutes of starting, it is confiscated until further notice. For each bag collected within the time limit, the team wins €1000.

MONL0076. *Locker Room* C

Episode 2

Six players are chained together around a central pole, each secured with a separate combination lock. To free themselves, they must read a series of posters showing questions about the group, and use numbers corresponding to each player to form the three-digit combinations for each lock, then repeat the process to open a final lock on an exit door. However, there is only one small light in the room, gradually getting dimmer throughout the challenge until eventually the room is pitch-black. If all six players can escape the room within 45 minutes, the team wins €5000.

MONL0077. *Money for Nothing* D+

Episode 2

After four players are revealed as safe during the elimination, players are offered the chance to cancel the elimination. However, if they decide to do so they must forfeit all money won to date.

MONL0078. Shop 'Til You Drop C+

Episode 3

Two players are given the equivalent of €250 in Canadian dollars and must spend it in a supermarket, while wearing heart rate monitors and having to pause in place if they exceed the heart rates recorded at the start of the challenge. However, they cannot spend more than €10 on any item, must buy at least three Dutch products, and must buy at least three sale items announced on the supermarket's speakers. If they can do so within 90 minutes, the team wins €1000.

MONL0079. 'Round the Old Oak Trees A-

Episode 3

Two players are given 60 ribbons, and must use them to mark the route while following a GPS on foot to an unknown location. Four others are sequestered individually at the start, and will be released one at a time to follow the ribbons to the finish, taking as many ribbons as they wish without knowing how many people are behind them. If all six hikers reach the finish within two hours of the first pair starting, the team wins €100 for each ribbon followers take with them; however, if they fail, the team will be fined €100 for each ribbon brought to the finish.

MONL0080. On a Swing and a Prayer B

Episode 3

After completing the elimination test, the team is taken to a bridge and must pick four players to each perform a giant swing from it. If all four chosen players swing, the team wins €8000; in addition, each player who swings wins an exemption, and the elimination will be cancelled if the player who scored lowest on the test is one of the swingers.

MONL0081. Jack Off C+

Episode 4

Six players must each randomly select one of six lumberjack-themed minitasks (making fire, throwing axes, using a chainsaw to cut a log, woodchopping, tree climbing, and log rolling), then are shown six locals and must each pick one as an opponent. Three of the locals are real lumberjacks while the other three are not; for each player who beats their opponent, the team wins €1000. However, the other two players must predict how many players will win before the first round begins. If they predict correctly, one of them will win an exemption and the team will instead be fined €1000 for each player who beat their opponent.

MONL0082. Blind Ambition B-

Episode 4

Players are told that the challenge will involve all of their senses, and must select a value from €1 to €5000 to wager on its result. Their chosen value is then nailed to a tree in front of players before they are led away and blindfolded, then must return to collect the money without removing their blindfold. If they find the money within 30 minutes, they win it; if not, it will be removed from the kitty.

MONL0083. There's No I In Stream B-

Episode 5

Six players are split into two groups by sex. Men are taken to a forested stream with several small waterfalls and must find four sealed tubes, opening them to reveal questions about the local area which must be relayed to women via walkie-talkie. Women must then answer the question correctly to receive instructions to drive to a specific location, and eventually to reunite with the men for one final question that will direct them to the seventh player. If they arrive within three hours, the team wins €7000; however, the hidden player is given the option to instead take the money for themselves and leave the game the next day, cancelling the regular elimination.

Oddly, the player who receives the offer to quit is chosen by producers offscreen rather than being picked by the team, probably to give the most likely odds of the offer being taken and the twist to be worthwhile. (Similarly, the player is separated from the group for the entire episode, maximising the chance that they will score lowest on the test and be eliminated if they refuse the offer.)

MONL0084. Dozey Do C

Episode 5

Two players must organise the team's accommodation for the night, without any money being provided to help them do so. If they succeed within one hour, the team will stay in the lodgings; if not, the team will be given a hotel for the night but must pay for their rooms using money from the kitty.

MONL0085. 5, 6, 7, 8 C

Episode 5

Four players are taken to a nightclub and must learn a line dancing routine with the assistance of locals, before performing it for a judge. If the judge deems their attempt adequate, the team wins €2500.

MONL0086. Lost Luggage C+

Episode 5

Four players must play a game of 'I'm Going on a Trip', with the first player listing an item they will take with them on a holiday and players then taking turns to recite the existing list and add a new item starting with the last letter of the previous answer. When a player makes an error, they are out, with the first player out earning a two-minute phone call home and subsequent players earning an extra two minutes for each person they outlast. The two remaining players must then collect every listed item for €2000; however, the players with the two longest calls are given the option to forfeit them in order to guarantee the team wins the money.

MONL0087. Boated Off the Island B+

Episode 6

Four players are flown to an island and must search it for supplies to build a boat, then use it to cross the lake to a hotel where the other two players are waiting. They are provided with a boat engine and a crate containing an item that can help, unaware that it is a walkietalkie with directions to a room at the hotel where an envelope listing the locations of several necessary supplies (including a boat); however, opening the crate and the envelope each result in the group being fined €2500. If players on the island reach the hotel within three hours, the team wins €5000.

MONL0088. Trust No One A-

Episode 6

Players must each rank the others from most to least trustworthy. The most trusted player overall is placed in a helicopter overhead, while the others are given one paintball gun to share and must transport a suitcase across a forested area without being shot by a series of paintball snipers or the player overhead. Additional guns can be collected from a location halfway across the field; anybody shot at any point is out. If a player can deliver the suitcase to the end of the course within 90 minutes and board the helicopter when it lands, the team wins €10,000; however, if the trusted player shoots everybody and takes the case themselves, they win an exemption instead.

MONL0089. Un Deux Trois Contact B+

Episode 7

Players must each randomly pick one of five jobs (porting luggage, making juice, shining shoes, parking cars, or acting as a DJ) to be completed in different locations around downtown Montreal. During each player's shift they will be given a secret clue to the form of the final destination, unaware it will be the previous season's Mole visiting in disguise and answering a fake phone call), but players can only contact each other to work it out after their shifts. If all five players reach the final destination by 4:30pm, the team wins €3000; regardless of the result, players who arrive on time will each receive two minutes to question the former Mole about strategy.

MONL0090. Trait Tables B-

Episode 7

Two players are presented a list of positive and negative characteristics, and must assign one of each to each player. Later, the others will be shown the five pairs and must guess which player each represents. If all five are correct, the team wins €2000.

MONL0091. Slippery When Wet B

Episode 7

Three players are shown a car doing a 180-degree turn on ice, then must perform the same stunt one at a time, with the first player taught by a professional and the others each taught by the previous player. The first player wins the team €500 for completing the stunt adequately, with the second earning €1000 and the third €1500; however, the third player is also offered the chance to double the previous winnings if they complete the stunt adequately, with the team winning nothing if they fail.

MONL0092. Dark Night C

Episode 7

Players are woken during the night and given five minutes to assemble, at which point they must present the canisters given to each of them after the season's first challenge. The team is fined €1000 for each tube not produced; later, one player at a time must watch as the photo-sensitive paper inside is tested for exposure to light. Each player whose tube remained sealed will see a small photo clue referencing the Mole, while those with opened tubes will see only black paper; if no player has opened their canister, the test and elimination will be cancelled.

MONL0093. Sing! C-

Episode 8

Players are given a sealed envelope and must drive to the next destination, singing as many Dutch-language songs as they can during the journey. When they arrive, the envelope will be opened to reveal three songs; if any of them had been sung during the drive, the team wins €1000.

MONL0094. Ranch Dressing D+

Episode 8

Players must complete a series of typical ranch chores (feeding wild broncos and other horses, cleaning stables, riding a horse, and equalising an undercover equestrian arena), splitting up however they need to complete the chores. If all five chores are completed within 90 minutes of starting, the team wins €2500.

MONL0095. A Numbers Game B+

Episode 8

Players must search an abandoned grain silo for five monitors showing cryptic hints to parts of a phone number. Each monitor is numbered to represent its answer's position in the phone number, and shows a different player's loved one asking a question about themselves with a numerical answer, some of which must be combined with numbers displayed around the silo to form the correct digits. Once the team has a phone number, they must call it to be told of a final location, which they must then find. If they arrive within 90 minutes, the team wins €5000; however, they will be fined €1000 for each wrong phone number called.

MONL0096. Silly Love Songs C-

Episode 8

Each player must choose a song that reminds them of an event in their lives, then sing it to their visiting loved one. For each loved one that can identify the correct event from the song chosen, the team wins €250.

MONL0097. Speed Kills B

Episode 9

Players must solve ten puzzles in order while riding a bus around a racetrack for a maximum of sixteen kilometres. They are only allowed one guess at each puzzle, and cannot pass. The bus starts at a speed of 25km/h and will slow down by 5km/h per correct answer. The team wins €3000 for answering five puzzles correctly, minus €0.50 for each metre travelled; if they answer six puzzles wrongly, or fail to finish before the bus completes the course, they will be fined the maximum €5000.

MONL0098. Chasing Cars C+

Episode 9

Players are shown a six-by-six grid with eight cars parked inside it (each covering two or three adjacent grid cells), and must drive the cars forwards and backwards without turning so that a marked car can be driven out of the grid, using a live overhead shot of the grid to assist. If the marked car is driven out within 30 minutes, the team wins €4000; if not, they are fined €4000.

MONL0099. Fake This Job B+

Episode 9

Three players must complete different minitasks (working at a safari theme park, being a VJ on a cable music channel, and acting as goalkeeper during a professional ice hockey team's training session), while the fourth player is told of the three tasks but not who did each. Later, the fourth player is given an hour to interview the others as they wish, with one player telling the truth about their day and the others lying, before having to guess which player is telling the truth. If they guess wrongly, the team wins €5000; if they guess correctly, the team is fined €5000 and they win an exemption.

MONL0100. Pieces of Eight B-

Episode 10

One player at a time is privately asked three questions about how they perceive the other two, then is hidden in one of eight nearby houses based on their answers. The other two players are then given the same questions and must predict how the hidden player answered each, travelling in different directions around the neighbourhood and eventually to one of the eight houses. If all three answers are correctly matched, the hidden player will be found; for each player found, the team wins €1000.

MONL0101. Prisoner of Society A-

Episode 10

Each player is blindfolded and locked in a separate part of a disused prison facility (a cell in one building, a hallway in another, and a watchtower that can see both). Using a variety of props in their respective locations, they must work together to free themselves and find the prison's central hall. If all three players reach the central hall within 90 minutes, the team wins €7000; if not, the team is fined an unknown amount (likely the same €7000).

Season 5 (2005)

MONL0102. *Jury's Out* C+

Episode 1

One player at a time must pick three former players from a set of six and answer two questions from their preshow dossier, one honestly and one falsely, before answering any follow-up questions and having their jury decide which story is fake. Money is won in a chain if the jury guesses wrongly, with €500 for the first error, then €1000, €1500, and so on (and is cumulative, ie a third consecutive error would earn a total of €3000); players can bank any winnings before their turn, but banking or being caught in a lie will reset the chain to €500. Any money earned by the final player is automatically won.

MONL0103. *Double Trouble* D

Episode 1

Immediately upon arriving on Kangaroo Island, players must take the first test. To help them, each player can watch videos of two other players explain how they'd approach the game if they were the Mole. There will be no elimination following this test; however, the team's total percentage of correct answers will be noted and they must continue to improve upon this score each week, with a double elimination to be held the first time the total percentage is lower than the previous test's percentage.

MONL0104. *Cold Comfort* B

Episode 2

Players are split into three groups. One group at a time is flown to a beach and must dig in a 5x14 grid of sand to find ten keys buried in separate cells, with any remaining cells adjacent to keys having a buried marker showing how many keys are adjacent. Players can only dig in a maximum of ten cells at the start of the challenge, but an extra dig is earned for each key found; in addition, each group can only dig until the next group arrives, and the rules must be relayed from group to group. The team wins €1000 for each found key; later, they are shown ten barrels of camping gear for the night, each with a different price set based on its unknown contents, and must decide which to open, with the costs of any opened barrels removed from the kitty.

MONL0105. *Pack Moles* B

Episode 2

Directly after the above challenge, players are told to pick a number from one to ten, knowing only that it represents minutes. The next day, they are given that many minutes to repack their own luggage into two small backpacks each, before each player is given one hour to spelunk through a cave to its exit. The team wins €1000 for each player who finishes in time, but is fined €500 for each player who refuses to spelunk; in addition, players who finish in time each win the right to choose any two backpacks except their own to keep, with anything not repacked into a backpack and any backpacks not chosen confiscated for the season.

MONL0106. *Sacks on Tracks* A-

Episode 3

Three players must drive an old car along a railway track, hanging eight labelled sacks (and the unclaimed backpacks from the spelunking challenge) from poles as they go. Two players must then shovel coal to power a steam train along the route, while the last four players ride in a carriage and use a hooked pole to collect the bags. However, shovelers are given a list of the sack labels showing four are 'bombs' and a phone to call drivers to learn where they were placed, then must relay this information to collectors any way they can to avoid them being collected. The team wins €1000 per collected sack, but is fined €2000 for each bomb, with no stakes for collecting the backpacks beyond their owners winning back their luggage; in addition, one player is secretly offered five jokers for this episode's test if the team loses money overall.

One player sits out of this challenge due to illness; as a result, only three players collect luggage instead of four.

MONL0107. *The Game of Life* C

Episode 3

Players are split into three groups. Two groups have players of the same sex; in each of these, one player is given five minutes to detail their careers to the others, before all three must try to convince four Dutch-speaking Australians that they are the chosen player. After each local asks each player one question, they must vote for who they think is the real chosen player; for each

incorrect vote, the team wins €1000. Later, the third group is given 100 seconds to identify a mystery celebrity (the player eliminated in Episode 2), asking only yes-or-no questions. If the celebrity is guessed in time, the team wins €2500; however, they are fined €500 for each incorrect guess.

The eliminated player is also returned to the game after the challenge; it is unclear whether this was always planned or whether it was to replace the aforementioned sick player, who had to be removed from the show. (Certainly, had the double-elimination twist been enforced in Episode 2, it would have been logistically impossible to do, which just makes it even weirder that the two options were essentially 'start the season with two glorified non-eliminations in a row' and 'start the season with a non-elimination and a double-elimination, then feature one of the eliminated players again for no reason'.)

MONLO108. On the Road Again C+

Episode 4

Players must each rank the others in order of mental strength. The next day, the strongest overall must guide the runner-up to drive a road train around a marked course, driving through ten 'gates' of traffic cones. Their time and the number of cones hit will both be measured, before the third-strongest player must guide the fourth-strongest to complete the course faster and with fewer cones hit. If they succeed, the team wins €5000; if not, the team is fined €5000. In addition, the weakest player must place signs marked with three players of their choice on different gates; if one of the chosen gates is hit, the player shown on its sign will be penalised one correct answer on this episode's test.

MONLO109. Trading Cases A+

Episode 4

Players are given three identical briefcases worth different values (€500, €1500, or €3000), and must secretly follow a local man around downtown Adelaide to exchange his case with one of theirs without him noticing, making as many switches as they think necessary within an unstated time limit. The man will then be shown all nine players in a lineup and must identify who made the most recent switch. The team wins the value in the man's new case if he guesses wrongly, but is fined the same amount if he is correct; if he has his original case at the end of the time limit, the team is automatically fined €3000.

One player is secretly made a special offer in exchange for certain actions in this challenge; while viewers see them being made the offer, it is never revealed what the offer actually was.

MONLO110. Looney Tunes C+

Episode 5

Four players are given one hour to learn the iconic Australian song 'Waltzing Matilda' with a group of school children, before being taken to a local football game and having to each sing a section in front of a crowd. If the entire song is sung correctly, the team wins €2500; in addition, the best singer as chosen by the crowd wins an exemption, and one player is secretly offered three jokers on this episode's test if they forget the lyrics and cause the group to fail.

As a result of the special offer, players are not told about the exemption until it is awarded.

MONLO111. You Better Work B-

Episode 5

Four players are split into pairs by sex, and must each make a work of modern art to fit in with a group of pieces made by local arts students, within five hours and with a \$100 budget per pair. They must then decide which of the two pieces will be placed in the gallery, before a local art critic unfamiliar with the works tries to guess the fake. If they guess wrongly, the team wins €2500; later, the others will be brought to the gallery and must correctly identify the fake for another €2500.

MONLO112. Miss Direction A

Episode 5

Two players are taken blindfolded to a mystery location, then must use a map and a phone to direct the others around Adelaide in two groups, starting from different positions and each collecting clues from two public squares. However, until groups find each other one group cannot turn left and the other cannot turn right. Guides cannot make calls and groups cannot call each other; however, the four clues can be combined to form the number for a second phone hidden with the guides, allowing them to talk to both groups at once. If guides can work out their location and direct both groups to reach them within 90 minutes, the

team wins €4000; if not, the team is fined €4000.

MONLO113. What a Croc D

Episode 6

During a boat tour of the Adelaide River, players must each take a photo of a saltwater crocodile jumping from the water to eat a piece of meat attached to a pole another player is holding. Each player can only take one shot, and can only use the pole once. The team wins €250 per valid photo taken. Later, players must camp overnight on an island, with those who took valid photos each hiking to the centre of the island alone and watching one hour of a TV show or movie featuring crocodiles, trying to memorise it. In the morning, hikers will each be asked one question about what they watched, with the team earning €250 per correct answer; if all of the questions are answered correctly, the money won in the quiz will be doubled, and one of the hikers will randomly be awarded an exemption.

MONLO114. Cunning Stunts B+

Episode 6

Six players must split into pairs and watch a pilot perform four aerobatic stunts. One partner in each pair will then ride in the plane as the pilot performs one of the stunts, and must use a walkie-talkie to describe it so that their partner (who cannot see them) can guess which stunt was performed. If all three guessers guess their stunts correctly, the team wins €3000; if not, the seventh player must ride in the plane as it completes one stunt for each error and describing them for the entire group to guess, winning €3000 for guessing every stunt correctly but being fined €3000 if any errors are made.

MONLO115. Mates' Traits A-

Episode 7

Two players must SCUBA dive to find submerged photos of each player, and five signs showing different personality traits. They must match each trait to a different player and draw a symbol to represent them on a diver's slate, attaching it and the trait sign to a float for the third player to collect via boat. This player must decide who is represented by each symbol, then travel along the coast to the fourth player and relay the players and their traits by megaphone. The fourth player is then given 25 minutes to buy an item representing each player from local stores and match them to the same traits, before the final player is shown the items and traits and must guess who each pairing represents. The team wins €6000 if all five are correctly matched, minus €2000 for each incorrect match.

MONLO116. Square Route B

Episode 7

Two players must ride across Bali in the back of a small truck, taking photos to help them remember the route as they travel. Later, the others must cycle along the same route, using a phone to obtain directions from the photographers. If the cyclists arrive at the finish destination within two hours, the team wins €3000.

MONLO117. Up and Downs B-

Episode 8

Players must dig beneath a marker to find a note with a distance and compass coordinates leading to a kite buried elsewhere on a beach, then must use a compass and a 25-metre-long rope to dig it up. Attached to the kite is a new note which must be used to find another kite, and so on. The fourth note instead leads to a buried camera; once it is found, the kites will be switched for larger kites with words on them, which three players must fly while the fourth takes a photo showing the words forming a sentence. If a photo with the correct sentence visible is made within two hours of starting, the team wins €4000.

MONLO118. Shoot First... C

Episode 8

Starting in pairs on opposite sides of a quarry, players must work together to shoot a masked sniper with laserguns and collect the key he is guarding, before using it to open a chest. The sniper has eight lives while players each start with three, but can use a recharge point in the centre of the quarry to regain lost lives. The key can only be collected once the sniper is eliminated, and if a player is shot while holding it they must abandon it for someone else. Whichever player opens the chest wins an exemption; in addition, several targets are placed throughout the quarry for players to shoot, but only one player can hit each; for every target hit by the exemption winner's pair, the team wins €1000.

It's not quite clear why the sniper is explicitly and repeatedly called 'Godzilla' when not only is Godzilla Japanese, but the challenge is filmed at a temple dedicated to the Indonesian cultural figure Garuda and the sniper's mask is clearly also inspired by Garuda.

MONLO119. ...Ask Questions Later C+

Episode 9

After receiving a brief lesson, each player must complete one golf hole within a maximum of twenty strokes. If they take more than fifteen strokes, they will be asked a multiple-choice question about local life, with one false option for each extra stroke needed; if they answer wrongly, they must then find a local who matches the correct answer to the question. If all three players can either finish the hole within fifteen strokes, answer correctly, or find a correct person, the team wins €3000.

MONLO120. Action and Reaction C+

Episode 9

One player at a time is privately asked two questions about how they would act in given situations, and a third question about which eliminated player they would replace themselves with as a finalist. Players are then gathered and must take turns trying to guess what the others have said. If they can match the given answers at least three times, the team wins €1000; for each additional correct guess, the team wins another €1000.

Season 6 (2006)

MONLO121. Split Decision D+

Episode 1

Immediately upon arrival in Argentina, the team must pick one player of each sex to be split from the group until Episode 3, with the chosen players exempt until then but unable to witness any challenges. If they fail to agree on two players, two will be chosen at random and the team will be fined €1000.

MONLO122. Stars in Their Eyes C+

Episode 1

Players are given a speed-dating-like chance to get to know players of the other sex. Later, five players are each given a question about something they said during the dates and must choose a player they think will know the answer. For each correct answer, the team wins €1000 and one star towards the quality of their lodgings for the night – a one-star youth hostel for one correct answer, a five-star luxury hotel for five correct answers, and so on.

MONLO123. Keeping Track B-

Episode 1

One player at a time must cross a railway bridge over a ravine to reach a grid of tiles, then take turns in the reverse of the order they crossed to play a game of Memory. Each of the 36 tiles represents one of four items – cash, cash fines, jokers, or player photos. Cash and fines are added or subtracted from the kitty when they are matched, and a player is out of the challenge if their two photos are matched. If two jokers are matched, all players still in the challenge win a joker. The challenge continues until all but one player is out; the last player remaining wins an exemption.

Players eliminated while in the possession of jokers this season must give them to another player rather than having them automatically removed from play. This rule, presumably to maximise the potential of the new twist, is not carried forward to future seasons with jokers.

MONLO124. Packed to the Rafters B-

Episode 2

Players are called and told to pick the heaviest, without any context being given. The next day, they have 90 minutes to build a raft from provided supplies, before having to choose a player. This player have their weight measured and divided by seven (as seven players are present), and each player must repack their own luggage until it is below this target weight. Players must then load their repacked luggage and ten small logs onto the raft, before paddling an attached inflatable raft down a river. The team wins €500 for each log that reaches the end of the course without falling off the raft; in addition, players will only be allowed to keep any luggage that reaches the end of the course safely.

MONLO125. City vs Country A

Episode 2

Six players are given horses and start in pairs at posters marked with different Amsterdam landmarks, placed around the landscape according to their positions within the real Amsterdam, while the seventh player (chosen in a sudden-death multiple-choice quiz about Amsterdam) must use a map of the city to direct riders via walkie-talkie so they can collect cash from posters representing other landmarks. Each pair can only collect cash in envelopes of their assigned colours, and must deliver any cash they find to the Dutch Bank before travelling to the Dam; however, each pair can only visit the bank once. If all three teams reach the Dam within an unknown time limit, they win all cash correctly delivered to the Dutch Bank.

MONLO126. Zipped Up C+

Episode 3

Players must travel along a treetop zipline course in pairs, pausing at six points to identify the players displayed in childhood photos along the way. At the end, each player will be asked whose photo was in a particular position in the sequence (from first to sixth). For each correct answer, the team wins €500.

MONLO127. *Hold Me Closer, Tiny Dancer* C-

Episode 3

Players in the main group are shown five couples dancing the tango behind a silhouette screen, one at a time, and must guess which couple is actually the two players split from the group at the start of the season. If they guess correctly, the team wins €2000; if not, the separated players both win exemptions. In either case, the team will be reunited after the challenge.

MONLO128. *Train of Thought* B+

Episode 4

Players must each choose one of seven suitcases before being taken to different stops along a railway line, then must wait for the train. The first player must board and ride to the second, then both must open their cases to reveal a location from a prior season and the player whose location is farther from Buenos Aires must board the following train, repeating the process until a player from the final pair rides to the end of the line. However, only the first player is told of the rules, which must be relayed from player to player. If the player who travels to the end of the line has the case with the location farthest from Buenos Aires overall, the team wins €5000; if not, they are fined €5000.

MONLO129. *Testing Times* B-

Episode 4

One at a time, players must search a mazelike warehouse for the key to a locked room containing a laptop, then unlock the room and use the laptop to complete this episode's test, with the timed test officially starting when they enter the warehouse. There are also cash and jokers hidden in the warehouse for each player to collect; in addition, the player eliminated in Episode 3 is locked in a small cage with a mystery envelope and can be released by any player at a cost of two jokers. If they are released, they will return to the game and (per the envelope) will win an exemption for this episode.

MONLO130. *Como La Flor* B+

Episode 5

Players are given six Argentinian banknotes, each showing a local historical figure. Using only this money (187 pesos in total) to pay for travel, players must collect a rose with a clue attached from each of the historical figures' final resting places, then combine the clues to identify the final destination. Players can split up at will, and are given mobile phones to assist. If all seven players reach the final destination within an unstated time limit, with all six roses, the team wins €10 for each peso not spent.

MONLO131. *Surveillance State* A-

Episode 5

Players without jokers must stand around a table as one joker at a time is placed on it, and must decide when to claim the jokers in play and leave the table. When only one player is left without jokers, the others must split into two teams. Two members of each team must then wear signs showing parts of an address, then try to find the other team's runners in a small village and work out the address, before finding it and collecting a clue showing the final location, all while the remaining team members use walkie-talkies and live feeds from over twenty security cameras around the village to assist. The first team to reach the final location is then offered the chance to compete in a second round against the jokerless player, with the first player to arrive in this round winning exemptions for this episode and the next; if nobody accepts, the losing team is made the same offer, with the exemptions not awarded if every team member again refuses to compete. In addition, the prize for this challenge is set by how many players accept the offer: €10,000 if nobody accepts, minus €5000 for each player who chooses to compete.

MONLO132. *School Daze* B

Episode 6

Three players are taken on a tour of an impoverished local school, with a Spanish-speaking guide, and must create a list of ten items they think the school needs, before being given two hours and the equivalent of €1000 to buy the items in Salta and return to the school. If they cannot find any of the items, the team will be fined €1000. Meanwhile, the other three players are given a list of 50 Dutch words (including the ten items) and must work with the school's students to learn their Spanish translations. After two hours, players from this group must name the ten purchased items in Spanish, with one player being chosen to name each. For each correct answer given, the team wins €250.

MONL0133. Dinner and a Show A

Episode 6

Players are invited to a luxury dinner with a rich local couple, unaware it is part of a challenge. During the dinner, one player at a time must excuse themselves and randomly pick one of six envelopes in a different room containing different simple minitasks to be performed during the dinner without the others or the couple realising. For each player who completes their assigned minitask successfully, the team wins €250.

MONL0134. Oh, Pit Crew C+

Episode 6

Players are given three old cars, and one player at a time must drive a car around one lap of a four-kilometre track, with the others performing a series of basic maintenance tasks on the two waiting cars for each lap. Only two players can use each car, and a car cannot leave until the maintenance tasks set for that lap are completed. If all six laps are completed in a time between 23 and 25 minutes (one minute per kilometre, with a minute leeway, and with players' watches confiscated to prevent cheating), the team wins €5000. If they fail to finish within the specified time range, the team is fined €5000.

MONL0135. Oh Snap! B+

Episode 7

Three players must use a camera to photograph a 'famous' local who can be recognised by locals in a town square. Meanwhile, the other two must introduce themselves to as many people as they can in the same town square. After 90 minutes, the pair is given the trio's photo and must find someone who can identify the local subject, while the trio is given a photo of the pair and must also find someone who can identify them. The team wins €1500 for each photograph whose subject can be identified by a local within three minutes.

MONL0136. Religious Education D+

Episode 7

One player at a time will be asked a series of questions about the game so far. If they answer a question wrongly, their turn ends immediately. If they answer five questions correctly, they will be allowed to enter a church and view the Mole's identity.

MONL0137. Grab Bag A-

Episode 7

Players must run across a large field, collecting as many of fifteen bags placed throughout the field as possible while avoiding three gauchos on horseback who will try to lasso them. Several 'safe zones' offering protection from the gauchos are provided for assistance. If a player is lassoed, they lose any bags they are carrying and must stay in place until untied by another player. A player cannot re-enter the field after crossing the finish line, and the challenge ends when no more players are running (either by crossing the finish line or being caught by the gauchos); for each bag safely carried over the finish line, the team wins €200.

MONL0138. Mountain Bikes C+

Episode 8

Players are told to pick a number between one and seven, without knowing why. Later, they must split into pairs and cycle in relay along a road, starting at 3170m above sea level and ending at 4170m above sea level. Partners can switch at will and can abandon the challenge whenever they wish. Players win their chosen number in Euros for each metre climbed before quitting (eg if they picked six, each metre climbed is worth €6). In addition, the first cyclist across the finish line wins an exemption.

MONL0139. Light Boxes C

Episode 8

Players are presented a 4x4 grid of cells containing different rewards or penalties (cash, fines, the right to read each player's journal, extra time to read any won journals, and two 'bombs' that immediately eliminate a player from the first part of this challenge), and must take turns flipping over one of the planks forming the gridlines to show the painted underside. When a player flips the fourth plank surrounding an item and completes its 'box', they win the item, with this stage continued until all four journals are claimed. Later, players who won journals must read the journals in a darkened room, each choosing one other player to turn a crank continually in order to power the room's only light.

MONLO140. Q&A C

Episode 8

Each player is privately asked two questions – one a yes-or-no question about their personal beliefs, the other about which eliminated player they would most like to see take their place in the game. Later, the others are asked the same questions and must guess what the original players said. For each correct answer, the team wins €125.

Oddly, the show eschews its usual chronological editing to show the private answering parts throughout the episode.

MONLO141. Salt 'n' Schlepa C+

Episode 9

Players must drag a wooden sled across a salt flat to collect large blocks of salt that have been dyed red and bring them back to the start. Each block is worth a different amount (with €4000 in total) and is placed with a note showing the value of the next block. Players must decide after collecting each block whether to continue to the next block or return their current blocks to the start. If they return to the starting point within one hour, the team wins the total value of all returned blocks.

MONLO142. Past Tense C

Episode 9

Immediately after the previous challenge, players are asked one question about a minor production detail from a challenge earlier in the season, and are each given the opportunity to answer. Each player can only give one answer. The first player to give the correct answer wins the right to read the Mole's dossier, providing at least one correct answer from the final test; if all three players guess incorrectly, nobody wins the right to read the dossier.

Season 7 (2007)

MONL0143. Thai Again C+

Episode 1

Immediately upon landing in Bangkok, players must repack their luggage into smaller backpacks. Anything not repacked is confiscated for the entire season. For every full kilogram of luggage confiscated, the team wins €100.

MONL0144. Clip Service B+

Episode 1

Players are given fifteen minutes to introduce themselves to each other, before having to choose a number from one to ten without knowing why. Later, they will be shown a short film clip and must each guess the player they think it depicts. Players who answer correctly win a joker and continue in the challenge while anyone who answers wrongly is out; if any player lasts at least as many rounds as chosen, the team wins €2500.

MONL0145. Alley Oops B+

Episode 1

One player is kidnapped immediately after the above challenge. The next day, the others must find them on foot in Chinatown, travelling along an unknown set route. At several points, they will be presented multiple-choice puzzles, and must solve it before travelling as a group in the direction representing their answer. If they answer correctly, they will find the next puzzle and can continue; if not, they will be told to leave one player behind before returning to the puzzle. After six puzzles, the team will reach a temple and must decide whether to ring a bell once or twice, knowing that one result will give them €250 for each player who reached the temple and the other will give the kidnapped player an exemption; however, the kidnapped player will decide beforehand which decision leads to which result, and the group must decide whether to trust what they tell them to do.

MONL0146. Tongue Thai'd A-

Episode 2

Six players must travel around Bangkok in pairs to collect pairs of placards from two different landmarks each, with the other three players using a GPS map to direct them via phone. Each pair can walk as much as they need, or take any of six other forms of transportation (bus, taxi, tuktuk, SkyTrain, ferry, or longboat), but a pair can only use each form of transport once. When a pair has collected their four placards, they must travel to the guides' location and arrange the Thai characters on them to form a final set of instructions written phonetically, then follow them. If the group can form the final instructions and follow them correctly within 90 minutes, the team wins €3000.

MONL0147. Tall Order B

Episode 2

The team must pick five players to abseil from the roof of Baiyoke Tower, the tallest building in Thailand, to a small balcony below. If all five volunteers succeed, the team wins €2500; however, each player who finishes is offered the chance to forfeit it for a second round, where the remaining four players must all abseil to win €10,000. Only one player needs to accept the offer for the original prize to be forfeited; if any player refuses to abseil, the team wins nothing.

MONL0148. Legends of the Hidden Temple B

Episode 3

One player at a time must follow a mazelike path of brick walkways around a temple's gardens, working out the correct path to the temple itself. At various points on the correct route, players are presented with different cash amounts (with €3000 in total) and jokers, and must decide to either take it or leave it for another player. If a player strays from the correct route, they will be stopped and are out of the challenge, forfeiting any money in their possession. Walkie-talkies and a whiteboard are provided to help waiting players identify the correct route; however, players who are stopped will be separated from the group. Players all get to keep any jokers they claim, but only cash which is delivered to the temple can be kept.

MONLO149. *Night of the Living Dead* B+

Episode 3

The test is held as usual, but each player views their result without the others seeing. All players including the lowest scorer will travel on an overnight train from Ayutthaya to Chiang Mai, and must memorise the names of every station the train stops at. If they can name every station in order without error upon arrival in Chiang Mai, the team wins €3000. In addition, the lowest scorer is given a secret mission to steal the others' journals without being caught. If they can steal at least four journals without being caught, they win the opportunity to remain in the game; if they fail, they will be eliminated immediately.

Notably, the lowest scorer does not automatically stay in the game if they complete their mission; while not eliminated, they are split from the group until further notice.

MONLO150. *Wacky Chases* B

Episode 4

Two players must drive a buggy marked with targets around a set area, using a map to navigate. The other five must split into three groups (two pairs in buggies and a player in a helicopter) and must try to shoot the targets with paintball guns, collecting five hidden €1000 envelopes as they chase. If any of the targets are shot within twenty minutes, the team wins all money collected by the hunters and one hunter randomly wins an exemption. If the prey avoids being shot for twenty minutes, one of them randomly wins an exemption but the team wins no money.

MONLO151. *Second in Command* C-

Episode 4

Players must each stand in a private corral and raise their hand to silently bid on a series of items (a luxury hotel for the night while the others stay in a youth hostel; three jokers; the journals stolen in the previous episode and the separated player returned to the game; one joker; and five jokers) in an auction, using money from the kitty. Bids increase in €50 increments and each auction will continue until only one bidder remains; however, the highest bid is declared void and the second-highest bidder for each item will win it, with their winning bid removed from the kitty and any personal prizes later awarded in secret.

The kitty is left at €100 after this challenge – the kitty is completely drained, but the final bid that brings it to €0 is voided; nevertheless, in the next episode the €100 is removed without any explanation.

MONLO152. *He Ain't Heavy...* B-

Episode 5

Players are shown nine giant crates with numbered covers, then must work with an elephant to sort them in order of weight and stack them in a three-by-three wall accordingly. No scales are provided, but hints to the exact weights of each crate in pounds (in the form of a mathematical equation using personal information about players) can be bought by agreeing to remove €500 from the maximum prize per hint. At the end of 90 minutes, the covers will be removed to show parts of a dragon image; if it is correctly arranged, the team wins €4500.

MONLO153. *Bamboozled* B+

Episode 5

Players must split into three groups and use poles to paddle bamboo rafts down a slow-moving river, searching for eight barrels along the riverbank as they go. Seven are marked with players' names and can only be collected by that player's group, while the eighth has a question mark and can be collected by anybody. The team wins €250 for each named barrel correctly collected and brought to the end of the course, with all winnings doubled if the eighth barrel is also delivered.

Letters from home are also hidden in glass bottles along the course, but players are not required to collect these and are only hinted to their existence by being told to split into the groups via a message in a bottle in their hotel's pool.

MONLO154. *Water You Waiting For?* B

Episode 6

Players must split into two groups and hike along separate trails to a waterfall, collecting hanging photos of the other group's members along the way. When they reach the waterfall, they must use the photos (and themselves, if the other group is yet to arrive) to form an unknown sequence. After each guess, they will be told how many of the six players are correctly positioned; if

they can correctly arrange everybody within twelve guesses and within fifteen minutes of the second group arriving at the waterfall, the team wins €5000.

MONLO155. Lift Off B

Episode 6

One player at a time must enter an elevator and answer a question about an event from the season, then continue to a floor corresponding to the right answer before being asked a new question. After three questions, they will be directed to travel to a final floor, where another player will be waiting outside the door when it opens. If all three questions are answered correctly, the waiting player will be the Mole; if not, it will be one of the other players. The team wins €1000 for each player who is later shown to have ended on the Mole's floor.

MONLO156. The Temple of Doom A

Episode 6

Players are each given a camera and must search a tourist-filled temple for an unknown paparazzo, trying to photograph them without being caught in one of the paparazzo's photos. They are not aware that one player (chosen by a secret poll earlier in the episode) has been given a secret mission to act as the paparazzo; anybody photographed by this player is out of the challenge. If the paparazzo can take valid photos of all five opponents within one hour, they win three jokers; if the others photograph the paparazzi first, the team wins €5000.

MONLO157. Message in a Bottle C

Episode 7

Players must search two small adjoining islands for hidden bottles and jars containing money, bringing them to the waiting host. A boat is provided to travel between islands, but a maximum of four players can ride it at a time. Any money delivered to the host by a genuine player within one hour wins the team its value multiplied by the number of minutes remaining when it is delivered (ie, delivering €50 with six minutes left is worth €300); however, all money delivered by the Mole is worthless.

MONLO158. Tents Situation B+

Episode 7

Players must assemble five tents on the beach, then spend the night camping. Each tent is marked with a different prize – an exemption, one joker, the answers the last eliminated player gave on their final test, a mystery prize, or nothing – and players must decide which tent they want to sleep in. If all five players are in different tents at 7am the next morning, the team wins €5000; regardless of the result, each player who sleeps alone in one of the four prize tents wins the corresponding prize.

MONLO159. Missionary Positions B+

Episode 7

Players must take a walking tour of Phuket, with four players (those who did not pick the mystery tent in the above challenge) each completing a secret mission along the way. At the end of the tour, the player who did not have a secret mission is split from the group and presented eight possible missions one at a time, and must decide which player if any had that mission. After all eight possible missions have been revealed, they can make any changes they deem necessary, before being given the option to take a joker for themselves or use it to correct any one answer. If all four answers are deemed correct, the team wins €3000.

MONLO160. Food Fight C

Episode 8

Players must split into pairs, with one pair playing Jenga against each other and the other pair competing against each other to build the tallest card house within a time limit. The winner of each round advances to the finale, while the losers will each later be asked to eat a water cockroach. Winners must then try to coax their opponent into saying either 'yes' or 'no', with the first to say either word losing and being told about the water cockroaches, then must decide how many they must eat to ensure a total of at least two are consumed. If the three losers eat at least two water cockroaches between them, the team wins €3000.

MONLO161. The Ladder to Success c

Episode 8

Players must use a pile of bamboo shoots, sticks, and ropes to build ladders, then use them to reach four envelopes hanging overhead. A different ladder must be built for each envelope but items can be reused, and each player can only climb one ladder. Each envelope contains Thai characters that can be combined to form a final set of instructions; if players can collect all four envelopes, have them translated, and complete the instructions within one hour, the team wins €3000.

MONLO162. The Sting c+

Episode 8

One player at a time is left alone in a hotel room with a basket of jokers and folders of production details, unaware they are being filmed by hidden cameras. The first player's actions have no consequence; for each subsequent player, players who had previously been in the room must predict whether they will attempt to cheat. The team wins €1000 per correct prediction.

MONLO163. Whatever Floats Your Boat c

Episode 9

Episode 8's elimination is postponed before any results are revealed. The next day, players must split into pairs and use a map and GPS to navigate a longboat driver to a specific set of coordinates, collecting a new set and repeating the process. After finding three locations in this manner, each player must paddle a separate canoe to the final destination, then search for an envelope upon arrival. The first player to find it is given the choice to add €5000 to the kitty and have the elimination held that night, or add no money but cancel the elimination and have all four players complete the final test.

Season 8 (2008)

MONLO164. First Impressions D+

Episode 1

One at a time, six players must step forward so they cannot see the others, then answer a quiz question about the clothing one of the others is wearing. For each correct answer given, the team wins €250.

MONLO165. Over the Hill B-

Episode 1

Players are randomly split into two groups by choosing shotglasses filled with water or tequila. One group is taken to a cliff and must rock climb to the top one at a time, while the other group is given bicycles and must cycle along a road to the top of the same cliff. Cyclists will start at the same time as the first climber, and must stay together; for each climber who finishes before the cyclists reach the top, the team wins €1000.

MONLO166. Jokers and the Thief B+

Episode 1

Players must stand around a table. At various points, one joker at a time will be moved from a stack on the table's edge into the centre for players to claim. The first player to grab the joker wins it, but must leave the table; if a joker is not claimed, more will be added. After all seventeen jokers are claimed, players are told that they can cancel the elimination by forfeiting all of them, with each player making their decision while completing the test; however, the team will be fined €100 for each joker forfeited, and the elimination will be held regardless of any forfeits if any jokers are kept.

MONLO167. Shoot 'Em Up C-

Episode 2

Players are given a brief training session, then must take turns in a randomly-chosen order to fire a pistol at a group of jars and bottles lined up on three shelves. The top shelf represents different numbers of topitos for whoever shoots them, the middle shelf represents cash for the kitty (with €3000 in total), and the bottom shelf has bottles for each player. If a player's bottle is shot at any point, they are out of the challenge and anything they have shot is voided; after two rounds, anything shot by players still in the challenge is awarded.

Topitos are a new addition for this season, taking the form of wedge-like coloured tokens. The first player to collect eight wedges of the same colour, or to collect eight wedges of eight different colours (with trading and stealing allowed) wins an exemption; once the exemption is won, the remaining topitos are worthless. If a candidate with topitos is eliminated, their topitos are removed from play, limiting the available combinations of topitos.

MONLO168. Loads of Codes A-

Episode 2

Two players must select the names of any three team members, then use a translation guide and their own bodies to relay these names via Morse code to two other players. These two players must use another translation guide and two flags to relay the names via Semaphore to a third pair, who must mime them for another player, who must draw the relevant players for the final player to guess. Each group is in a different location around a lake and can only see the others via monoculars; for each correct name guessed by the final player, the team wins €1000.

One player is absent from this challenge due to illness; presumably, they would have been positioned with the solo player guessing the mimes and drawing the symbols.

MONLO169. Weight and See C

Episode 2

Players are given ten minutes to repack their luggage, with anything not repacked confiscated for the season. At the end of the time limit, the bags will be weighed in an order of players' choosing. If the final total weight of every bag is less than 100 kilograms, the team wins €100 for every kilogram of weight in the final bag weighed; if not, the team wins no money and the last player must continue to repack until they are under the weight limit.

MONL0170. Sometimes I Feel Like I Win When I Lose C-

Episode 3

Players must stand around a table with several plastic covers on it. One cover at a time will be randomly lifted to reveal the topitos (if any) beneath, and players can claim them if they wish. The first player to do so wins the topitos on offer; however, each player can only claim one set of topitos. The challenge continues until all eight players have taken an offer.

MONL0171. Off the Cuff Remarks B-

Episode 3

Players must each privately choose two signs with different words on them, harnessing them on their chest and back before being taken to different locations in Tepoztlan. They must then search the village on foot for each other, handcuffing themselves together any time players meet so that the words on their backs form as long a sentence as possible. Once all eight players are cuffed together, the words will be read in a circle, starting with the player on the left of the chain. For each word in the longest valid sentence formed, the team wins €250.

MONL0172. The Catchers in the Rye B+

Episode 3

Two players must stand in a tower overlooking a cornfield and use walkie-talkies to direct three others through the field to five clearings, raising flags to multiply €500 prizes by different values (quarter, half, double, triple, or no change) while avoiding three hunters who will try to catch them. All runners wear coloured flags to assist guides, and players wear bells on their feet to help the hunters find them. Clearings become safe zones once their flags are raised; if a player is caught outside a safe zone, they are out of the challenge. Once all five flags are raised or all three raisers are caught, the guides must direct the other three players through the field to chop down the flagpoles with machetes, again avoiding the hunters (and with safe zones removed once their poles are cut down), delivering the flags to the far end of the field. Players who leave the cornfield cannot re-enter it; all money safely delivered to the far end is won.

The maximum prize is €4000; however, winning this requires the quarter- and half-multiplier flags to not be raised, and if they are raised the actual maximum is only €3375.

MONL0173. Hotel California C+

Episode 4

Players are split into four prop-filled hotel rooms, unaware it is for a challenge. Moving between the rooms as they wish, they must work out that the images shown in a slideshow in one room must be found among thousands of photos in another room, then work out that these images can be combined to form a photomosaic before flipping them over to find the combination for a safe hidden in one of the rooms. If they can find and open the safe before an alarm clock in one of the rooms rings (after approximately 90 minutes), the team wins €2500.

MONL0174. Bombs Away B+

Episode 4

Players must search an abandoned industrial facility for a series of paintbombs that have different amounts of time left before they explode, then solve a puzzle or complete a physical task to defuse them. If a player defuses a bomb, they can take the waiting topitos and €500 for the kitty; if a bomb explodes and they get hit by its paint, they are out of the challenge. Walkie-talkies are provided to assist, and the team wins any items in their possession at the end of one hour; in addition, one of the minitasks involves removing weights from a scale, and each weight held by a surviving player at the end of the challenge earns the team a bonus €50.

MONL0175. Thou Shalt Not Lie C

Episode 4

One player at a time is asked a numerical multiple-choice question about the season, then must enter a church and ask 'the Mole' any yes-or-no question of their choice, with the Mole extinguishing one of two candles to show their answer. They are not told whether they have answered the original question correctly; however, the Mole will tell the truth with their answer if they were correct and will lie if the player was incorrect. No money can be won in this challenge.

Not only is it impossible for players to tell whether they were correct (especially with the questions being things they could not have possibly known, such as the depth of the lake featured in the message relay challenge or the number of photos on the walls in the hotel challenge), the editing makes it impossible for viewers to tell whether the Mole is answering yes or no to several of the questions.

MONLO176. *Life is a Rollercoaster* B+

Episode 5

Players are each given an envelope and seated in different cars on a rollercoaster. As they ride, they must open their envelope to reveal a questions about another player, and the answer to one of the other questions, then work together to match the answers to their questions. They must then ride the rollercoaster again, with players whose answers were incorrectly matched receiving envelopes with numbers inside and players who provided correct answers having to add these numbers together. If they provide the correct total at the end of the ride, the team wins an unstated amount of money.

MONLO177. *Higher Education* C

Episode 5

One player at a time is split from the group and privately offered a night in a luxury hotel, and then an exemption, each at a cost of €1000. The next morning, the player to accept the exemption offer is kidnapped and the others must split into three groups to find them. One player is taken to the top of Mexico's tallest building and told where the hostage is, while the other pairs are given a phone each and must work out how to signal their phone number to the player so they can relay the hostage's location. If the hostage is found within 90 minutes, the team wins €2500 and the hostage loses their exemption (with the others having to select a new player to receive it).

It's not clear what would have happened if more than one player accepted the exemption offer, or if nobody did; based on how similar situations are handled in at least one future instance, my guess is there would have been a random draw of some or all of the affected players offscreen to decide who was kidnapped.

MONLO178. *All or Nothing* C-

Episode 5

The exempt player is offered the power to cancel the episode's elimination by deliberately scoring as low as possible on the elimination test. If the exempt player scores lowest and thus would have been eliminated, the elimination is cancelled.

MONLO179. *Whatever Floats Your Boat* B-

Episode 6

Four players must use 200 pesos to buy supplies from the Xochimilco floating markets, then use them to raise as much money as they can within two hours. At four points during the two hours, the other two players are asked to wager on whether the main group will be able to raise at least 1000 pesos by the end of the time limit, using money from the kitty to bet with. For the first wager, they can bet any amount they wish; for each subsequent wager, they can either keep their bet as is or raise it by up to double, but cannot lower it. If the main group can raise at least 1000 pesos, the wagered money is won; if not, the team is fined the amount wagered.

MONLO180. *Taxi* B+

Episode 6

Four players are each given a taxi with a letter painted on its roof, and driven aimlessly around Mexico City. The other two are positioned on a balcony overlooking Zócalo Square, and must use phones to get the riders to direct their drivers to it, then guide the taxis through the traffic so that the letters spell 'taxi' as they pass through the exit intersection below them simultaneously. If they can do so within one hour, the team wins €2500.

MONLO181. *Remember the Time* A-

Episode 6

Players must randomly pick one of two envelopes to determine the stakes for this challenge – either €500 for each player who survives until the end of the challenge with no penalty for failure, or a €250 fine for each player who fails but no reward for success. They must then take turns to list the challenges so far this season in chronological order, listing one challenge at a

time. If a player makes an error, they are out of the challenge and the next player must start the sequence again from the first challenge. The challenge continues until either all players are out or until all challenges have been listed correctly; however, there are two rounds, with players again randomly picking the stakes for the second round.

During this challenge, the hotel offer and the hostage search are treated as two separate challenges; for the purposes of this guide, I've listed them together as the offer is little more than setup for picking which player will be the hostage.

MONLO182. Global Positioning System A-

Episode 7

Three players must use a GPS to drive a car to a mystery destination. However, the GPS only provides cryptic instructions (eg, 'at the next intersection, turn and drive towards Switzerland') and players must work out which way they need to drive. If players arrive at the final location within an unstated time limit, they win €2500, minus €250 each time they stray from the set route.

MONLO183. Smash C+

Episode 7

Two players are presented 36 pinatas of various designs, one of which has €1500 inside. They must then hang them from an overhead network of wires so that the other players can later work out where the money is. Searchers can only smash one pinata; if they smash the one with the money inside, they win it.

MONLO184. The Old Man and the Keys B+

Episode 7

Four players must split into pairs and drive speedboats through a mangrove forest, searching for five coloured signs showing different cash values (with €3000 in total). Later, each pair is given three keys marked with cash values, with five of the six matching the sign values, then must use walkietalkies to work with the fifth player (in a helicopter overhead) to find floating boxes of the correct colours in the open water near the forest and open them with the corresponding keys. Only one key can be attempted for each box; for each box opened within 30 minutes, the team wins its assigned value.

MONLO185. Cruise Control A

Episode 8

Starting from separate locations, players must use an annotated map and walkie-talkies to collect 24 cash envelopes (each with €100 inside) hidden on three levels of a cruise liner, before proceeding to a row of four adjacent finish cabins. Each player has only six envelopes marked on their map, and cannot collect their own envelopes; in addition, if two players see each other, they are both out of the challenge. If a player reaches one of the end cabins safely within one hour, the team wins all of the money they collected.

MONLO186. Night Time B

Episode 8

With their watches confiscated, players must use a limited set of supplies to improvise a method of measuring the passage of time. After fifteen minutes, they are told the current time and must use their device to estimate when it is midnight, pushing a button to stop a hidden clock. If they push the button within two minutes of midnight, the team wins €3000.

MONLO187. Straight Flush C-

Episode 8

Players must split into pairs, then sketch a copy of a map while being driven along an off-road track. Each pair is then given a deck of cards and must identify the two missing, before searching beneath two flags in a field to find them. They are not told that the field is above a water-filled cave, and players must first find the entrance before collecting their missing cards. The first pair to return with both cards wins the right to play for an exemption. All four players will then play a game of Texas Hold 'Em poker, starting with the same number of chips and continuing until only one player has chips left. If one of the 'winners' is the last player left, they win an exemption; if not, the team wins €3000.

MONL0188. *Make it Crane* C+

Episode 9

Players are presented a series of adjectives and must decide which of them is best described by each, being assigned positions in the final challenge based on these answers. One player must use an earthmover to scoop up sand from several large mounds and pour it onto a conveyor belt, so it falls on top of a coffin with a second player inside, while the third uses a shovel to dig through this sand for gold bricks. They are not told how many bricks there are; for each of the ten hidden bricks collected before the player in the coffin demands to be released, the team wins €500.

MONL0189. *Time's Up* C

Episode 9

Players are given a brief lesson in the basics of the Mayan language, before being shown how to display dates using a Mayan calendar. They must then set a calendar to show the Mole's birthdate before climbing a pyramid to a Mayan priest and asking any question they wish in Mayan to help identify the Mole. If the calendar was set to the correct date, they will be told the truth; if not, they will be told a lie.

To make the questioning a bit easier, players hear a Mayan translation of 'who is the Mole?' while driving to the poker challenge in the previous episode, but are not given any context to help them understand what was said.

Junior Season 1 (2008)

MONLO190. Radio Gaga B+

Episode 1

Two players are taken to an outside broadcast trailer and must use it to make a 30-minute radio broadcast, while the others must split into two groups and use radio receivers to find them, travelling by cargo bicycle. At various points in the broadcast, hosts must call groups and ask them quiz questions from a provided list, with the team winning 500 vierduiten per correct answer given, but are not allowed to tell them where they are. If a group arrives within the time limit, they win the chance to play for an exemption in the next challenge; if neither group arrives in time, the hosts win the chance at the exemption.

A vierduiten is an archaic Dutch coin worth the equivalent of two-and-a-half Euro cents; at the end of the season, the prize – significantly smaller as a result of this change, which was to comply with Dutch laws regarding game show prizes for minors – is converted to Euros and awarded to the winner.

MONLO191. Tall Order B

Episode 1

One player at a time must perform a free abseil inside Zwolle's tallest tower to reach a series of wooden crates marked with different towers from around the world, and clip it to a harness so it can be raised back to the top. Seven of the crates contain money equal to the height of the corresponding tower in metres, while the last contains an exemption, but players are not told which is which. The team wins the money inside their first crate automatically and the money inside each subsequent crate if the abseiler can correctly guess whether the tower on it is taller or shorter than the previous tower; if a player competing for the exemption picks it and guesses correctly, they win it.

The exemption is actually easy to pick out – seven of the towers are real, while the Tower of Babel was fictional. (Notably, one of the real towers used was the Baiyoke Tower, a reference to the previous year's adult season in Thailand where players were asked to abseil down it.)

MONLO192. Photo Essay A-

Episode 2

Players must listen to a historical story about Zwolle, then pick one player to memorise it. The others must then work in a relay, two at a time, to take a photo representing one of several words underlined in a copy of the story. Photos cannot feature the players themselves, and cannot feature any letters; in addition, each word can only be used once and each pair can only take one shot. After one hour, the memoriser is shown the photos and must guess which word is represented by each. For each word correctly identified, the team wins 200 vierduiten.

MONLO193. Easter Eggs B+

Episode 2

One player at a time must choose whether they would like to be positioned in a fennek (armored car) or field for this challenge, with a limit of four players in the fennek. Players in the fennek must navigate it around a marked course and use its cameras to read three signs marked with coordinates, relaying them via walkie-talkie so the others can use a GPS to find money-filled eggs at the given coordinates in a large field. Each egg contains 500 vierduiten; anything found within an unknown time limit is won.

MONLO194. Kart Counting B

Episode 3

One player at a time must ride a go-kart along a set route through downtown Zwolle, each counting how many of a different item (bus stops, city maps, zebra crossings, wall lanterns, telephone booths, and priority signs) they see along the way. Answers must be relayed from player to player, until the last player has a six-digit number that will be used as the combination to open a safe; if it is opened within 30 minutes of starting, the team wins 2000 vierduiten.

MONLO195. *Night at the Museum* A-

Episode 3

Two players are taken to a museum's security office and must use walkie-talkies, floor maps, and the live feeds from the security cameras to direct the others to steal two items hidden in the museum. One item is protected by sensors that will detect rapid movement while the other is guarded by a set of laser barriers, and triggering either security system will sound an alarm that will alert a patrolling security guard. The team wins 1000 vierduiten for each item brought out of the museum without capture.

MONLO196. *Shopping List* C

Episode 4

Players must play the game 'I'm Going on a Trip', with the first player listing an item and each subsequent player reciting the existing list verbatim before adding a new item. When a player makes a mistake, they are out; once only one player is left, they are given one more chance to add an item. Later, losing players are split into pairs and each pair given €10, then must search a market for the items they listed. The team wins 100 vierduiten for each listed item collected within 30 minutes; if all of the listed items are collected within the time limit, the money won in the challenge will be doubled.

MONLO197. *Milling Around* B-

Episode 4

One player must stand beneath a windmill and use a digital camera to photograph images strapped to each of the windmill's sails while it is in motion. Photos are automatically relayed to a computer inside the windmill, but each photo is automatically deleted when a new photo is taken. Two players must use the photos to identify the location the strapped images represent, while the others relay messages between the photographer and the searchers; once the location is known, teams must direct a waiting driver to it. If they arrive within an unstated time limit, the team wins 1500 vierduiten.

MONLO198. *The Power of Three* B+

Episode 5

Two players are given an architect's model of downtown Zwolle and must use it and walkie-talkies to guide the other two players through the streets from their starting location to a marked building. Once they find it, they will be given the address of a third location and must use the model to find the exact midpoint of the triangle formed by the three locations, then direct the walkers to it while also running to the location. If all four players arrive within an unstated time limit, the team wins 2000 vierduiten.

MONLO199. *Eight Misbehavin'* B-

Episode 5

Players must each randomly choose two hotel room keys from a set of eight. Once all eight have been chosen, they must work together to answer three multiple-choice questions about the season to date, travelling around the hotel in different directions based on their answers to each question. After all three questions, they will end at one of the hotel rooms and the player with its key can enter to read the answers one of the season's players gave to a series of questions during the audition process. If all three questions are correctly answered, the room will contain the Mole's answers; if it is later shown that the team ended at this room, an extra 1000 vierduiten will be added to the winner's prize.

MONLO200. *Baby I'm Burnin'* C+

Episode 6

One player is locked in a small room in a simulated apartment building fire, and must use an annotated map and a walkie-talkie to direct the other two through the fire to collect prop banknotes representing vierduiten from various locations around the building, before rescuing the guide and escaping the building. The guide cannot collect any money, and any money collected by the player later revealed to be the Mole is worthless. If all three players escape the building within an unstated time limit, the team wins all money collected by genuine players.

Season 9 (2009)

MONLO201. *Not On Your Life* C+

Episode 1

Players arrive one at a time and are told that the Mole has not been chosen yet, then are asked whether they would like the role. The team wins €500 for each player who refuses the offer, but is fined €500 for each player who accepts. Those who accept will each then be privately interviewed by the four prior celebrity Moles, who will decide which of the ten players will be the Mole.

It's not clear whether this is genuine or whether it's a ruse for the cameras as a ploy to introduce everyone quickly. None of the sabotages or clues connected to the Mole are particularly imaginative in a way that would suggest they were prepared beforehand; however, it seems incredibly unlikely that the show's producers would risk the season going pear-shaped if the wrong person was chosen.

MONLO202. *Photographic Memory* A+

Episode 1

Players are presented a wall of TV screens showing live feeds from ten cameras hidden in a shipyard warehouse, and must first find the cameras before positioning themselves in front of them so that the screens show each player in the position they stood during their pre-season cast photo. Walkie-talkies are given for assistance; if all ten players are arranged correctly at the end of 45 minutes, the team wins €3000.

MONLO203. *Decision Time* B+

Episode 1

Eight players (the first to volunteer for an exemption, and seven others chosen in a chain schoolyard pick) are split into pairs and each given a topito, then must decide within three minutes which player will receive both topitos and continue to the next round, repeating the process. If two players are unable to decide in time, they are both out of the challenge and the team incurs a €1000 fine. If the final round produces a winner, they will collect all eight available topitos and earn an exemption; if not, the exemption is not awarded to anybody.

MONLO204. *Bus Lines* B+

Episode 2

Seven players are taken with their luggage to different locations around Belfast and must wait for a double-decker bus to arrive. When it does, they have four minutes to take any clothing they wish to keep from their bags and hang it from clotheslines before the bus leaves, with anything not hung in time confiscated for the entire season. The seven players are allowed a maximum of 100 garments between them; later, the other two players have five minutes to remove any garments they wish from the lines, with anything removed also confiscated. For each garment they remove, the team wins €100.

MONLO205. *Half and Half* C+

Episode 2

Four players are taken to the abandoned offices of the company that built the Titanic, and must search it for envelopes with half-Euro notes and for an exemption, with the search ending as soon as the exemption is found. That night, the other five have 90 minutes to search the same offices one at a time for the other halves of the notes and for a second exemption, with walkie-talkies given to assist. Both exemptions are valid for their winner and another player of their choice, and can be used in any episode; if they are both used in the same episode, the elimination will be cancelled.

MONLO206. *The Circle of Life* A-

Episode 2

Eight players are split into pairs and board separate carriages of the Belfast Wheel. The ninth player on the ground is shown four questions, each about two team members (eg, 'which two players have a combined height of 353cm?'), then must choose a player riding the wheel and switch places with them, trying to position themselves so each cabin contains the two correct answers to a different question. There may be multiple ways to answer each question but only one way to answer all four simultaneously, and the team is allowed a maximum of ten switches; after the final switch, the team wins €500 for each cabin

with two players who can successfully answer any of the questions together.

MONLO207. Game of Phones A

Episode 3

Six players are split into pairs and taken to different payphones around Belfast, while the other three are taken to a different location, each given the phone number to contact one pair, and must use payphones of their own to call them. Callers must relay a multiple-choice question about the area near the phone box and use the answer to direct them to a new phone box, repeating the process until they are directed to the final destination. However, pairs cannot make calls, and callers have a limited number of coins to share. If all three pairs reach the final location within 45 minutes, the team wins €125 for each coin not used.

MONLO208. Words Have Power A-

Episode 3

Players are told to enter a theatre and find the hidden prize for the challenge, bringing it back to the entrance. To help them search, one player must speak into a microphone on stage, with one of seven light towers illuminating (and playing a section of Beethoven's Fifth Symphony) each time they say one of the seven words in a hint to the prize's location. If the team can work out the clue, find the hidden €2500, and return to the entrance within twenty minutes, they win it.

MONLO209. Demolition Derby A

Episode 3

Six players must split into pairs and drive around a maze-like wrecking yard, smashing into ten hidden car windows representing €200 prizes and one representing a €1000 prize, with the remaining players using walkie-talkies to direct them. Each car is worth a different multiplier (double, single, or half) and the team wins the value of each smashed window multiplied by the value of the car that hits it; however, two 'hunter' cars are also patrolling the yard and any group who becomes locked in is out of the challenge. The challenge continues until all three groups are out or all eleven windows are smashed.

MONLO210. Eviction Prediction C-

Episode 4

One player at a time must privately vote for the player they believe will be eliminated next. The player who gets the most votes will have one of their correct answers on the next test voided; in addition, the team will later receive €250 for each player who voted for the player who does get eliminated.

Unusually, the voting is interspersed throughout the episode rather than being shown in its chronological position.

MONLO211. Lot and Key D+

Episode 4

Players are given a ring of five keys and must search a beach for seventeen foot lockers, some of which can be opened with these keys. Players cannot move the lockers or take the keys off the ring; if a locker opens, it will contain either cash for the kitty or extra keys to help open the remaining lockers. After 30 minutes, they must use the money in a Dutch Auction, with sets of camping gear for the night offered at a high price and gradually lowered until either they are bought or removed from play; in addition, players will be offered their own luggage back in pairs at a set price of €1000 per pair.

MONLO212. On a Roll B-

Episode 4

One player at a time must roll a giant ball down a hill, towards twelve 'goals' at its base representing different multipliers (-5, -3, -1, 0, 1, 3, or 5). There are several haybales on the hill which players can move to direct their balls towards the goals; however, each player can only move one bale, and any bales moved by the ball are not reset for later players. Prior to rolling each player must choose an amount (€50, €100, €150, or €200) to wager on their throw, with each player's wager is multiplied by the value represented by the goal their ball lands in.

MONLO213. All Fort One B+

Episode 5

Two players are taken to the roof of Dunluce Castle and must use walkie-talkies to direct the others to collect money hidden in the surrounding area and bring it to the castle without being shot by three lasertag snipers, using live feeds from cameras the snipers are wearing and a map of the hiding places to assist. Any player shot by a sniper at any point is out, with any money in their possession voided; however, players who cross the bridge to the castle cannot return. The team wins all money delivered to the castle before all five collectors are shot.

It is stated that Dunluce Castle was where the Crusaders left on a journey that eventually led them to Jordan, where the season moves to following this challenge; while both Northern Ireland and Jordan are locations associated with the Crusades, this does not seem to be entirely accurate (a point which brings the show's decision to have a 'let's make fun of the contestants for not knowing where the Crusaders went!' montage into question). Indeed, Dunluce Castle is now mostly known as being the filming location for House Greyjoy on the television series Game of Thrones.

MONLO214. Full of Shisha B-

Episode 5

Players are given a verbal list of seven items in Arabic, then are provided ten dinar and must purchase the listed items (apple, mint, lemon, strawberry, orange, banana, and watermelon) in a market. After 30 minutes, they will be presented ten hookahs each with a different flavour, and must attempt to match the items they bought to the correct hookahs. For each listed item correctly matched to its hookah within an unstated time limit, the team wins €250.

MONLO215. Rolling in the Deep C

Episode 5

Players are randomly split into two teams of three, with one player left out. One member of each team must take turns rolling a die, then decide which of their teammates must move the rolled number of spaces around a giant board game path. Some spaces have cash which is banked by landing on them, while others represent quiz questions about the players and locations from this season with €250 prizes for correct answers. In addition, the player left out of a team waits on a jail space and will switch places with a player from one of the teams if they are landed on. The first team to have both movers reach the finish wins an exemption to be randomly awarded to one member, but only the money earned by the losing team will be added to the kitty.

The challenge is introduced as a classic Dutch game, but the earliest known version of the Game of the Goose (which the challenge is based on) is from modern-day Italy.

MONLO216. Reflection D

Episode 6

One at a time, each player must ask the player they chose as the Mole on the previous episode's test any three questions of their choice while standing behind a one-way mirror and using a microphone to distort their voice. Players can answer the questions honestly or with lies, and questioners can use the information gained however they wish. There is no money available.

MONLO217. The Amman-zing Race B+

Episode 6

Players must split into pairs and identify the locations where three photos were taken, then travel to them by taxi, with twenty dinar given to each pair to pay for cabs. The first two photos were taken at locations where a pair will find a local holding a €250 envelope, while the third was taken at the final location, the Amman Citadel. All cash taken to the finish within an hour is won.

MONLO218. Chariots of Ire A

Episode 6

One at a time, four players must ride a chariot around a lap of the Jerash Hippodrome, with the final two players raising a heavy sign to show the solution to a tile jigsaw as the riders pass. A second chariot will be given a short head-start; if it manages to complete a full lap and pass players, the challenge ends immediately. Upon finishing their laps, players must work together to assemble the puzzle, with a short period of time given after the final rider's lap to finish. If the puzzle is correctly solved within the time limit, the team wins €2000.

MONLO219. Shopping Spree A-

Episode 7

Players must search a supermarket for items made in each of the first twelve countries to adopt the Euro as their currency. They have a 50 dinar budget, cannot buy two types of the same item made in different countries, and are not told the twelve correct countries beforehand. After 30 minutes, they must match their purchases to items representing their origin countries. For each country with an item correctly matched, the team wins €100; for each item wrongly matched, the team is fined €100.

The countries, for those playing along: Austria, Belgium, Finland, France, Germany, Greece, Ireland, Italy, Luxembourg, the Netherlands, Portugal, and Spain. Jordan, for the record, does not have the Euro and is not in Europe.

MONLO220. Ice Breaker C+

Episode 7

Players must use ropes to carry a large block of ice upriver through the Wadi Mujib gorge to reach a second block of ice. Once they find it, they must smash both blocks open to release €500 notes, then return through the gorge to the start. If the first ice block melts before it arrives, the challenge ends immediately. If it is intact upon reaching the second block and both blocks are smashed open within two minutes of arrival, any money safely returned to the start will be doubled.

MONLO221. Who Wants Seconds? B+

Episode 7

Players must act as waiters and serve lunch to 25 guests, learning as much as they can about each guest, with each guest wearing a nametag to assist. Later, the nametags are taken away and players are given three minutes to arrange the guests in alphabetical order, winning €50 for each person in the longest correctly-arranged chain. They are then offered a second round, doubling the amount won if they can sort the guests into their groups and explain their relationships, but being fined double their original winnings if they make any errors.

MONLO222. Train Chain A-

Episode 8

Players are locked in separate steam train carriages and must each complete a different minitask (solving a brainteaser, making a mirror from provided items and reading a phrase shown on the outside of the carriage, arranging four photos of the train's route in the order they appear, and searching hundreds of inflated balloons to find one with a word written on it) to find a code, relaying them to the player in the first carriage to enter into a computer. Each correct answer will then reveal the combination to a safe in that player's carriage. Each safe contains a different amount of money (€1000 in total), which is won if the safe is opened before the end of the trip; if all four safes are opened in time, the money collected will be doubled.

MONLO223. Tourist Trap B

Episode 8

Players must use a camera and tripod to take a photo of themselves standing in front of the temple at Petra, without any other tourists in the shot. If they can do so within fifteen minutes of arriving at the temple, the team wins €1000.

MONLO224. Over and Under C

Episode 8

Players must split into pairs and measure the distance of a round-trip course to Al-Shobak castle and back, using a rope (of a length in metres unknowingly chosen beforehand, by picking a number from 1 to 100) to measure the road to the castle and a laser to measure the tunnels on the way back. Upon finishing, each pair must estimate the total length of the route; the pair closest to the actual distance (1023 metres) wins an exemption for one partner, but the losing pair must decide which partner receives it. There is no cash available.

MONLO225. Looney Dunes B

Episode 9

One player must use a walkie-talkie to direct the others to drive armoured cars with covered windows around a desert clearing to hit coloured flags. All of the flags are placed in pairs but each driver is only allowed to hit one of the two colours. The team

wins €100 for each flag correctly hit within fifteen minutes, but is fined €100 for each flag incorrectly hit; in addition, they win a bonus €500 if both cars are guided into collision in a marked area at the end of the time limit.

MONL0226. *Blow Job* A-

Episode 9

Players are shown a courtyard with hundreds of small candles wrapped in paper bags, each marked with a player's name or a description of a previous challenge. They will then be asked a series of questions about the season and must blow out all of the candles marked with the answer they believe is correct. After the tenth question, they are brought to a balcony and must read the remaining lit candles to find the answer to an unknown final question (the prize for the challenge). If they can read the number 850 correctly, they win €850.

No, I'm not sure why the prize for this challenge is so low and arbitrary either.

MONL0227. *You Raise Me Up* C+

Episode 9

Each player must hike along a different path through the desert, stopping at three points to choose between cash for the kitty (which varies at each point but is likely the same €1100 for each player) and advance knowledge of a question from the final test, releasing a colour-coded bunch of helium balloons representing their choice so the others can see. All money collected by the two genuine players will be added to the kitty, while money collected by the player later revealed as the Mole is worthless.

Season 10 (2010)

MONL0228. Bridge Over Troubled Waters A-

Episode 1

Players are split into three groups, with four on a boat, two on a helicopter, and the remaining four on separate pylons of the Megami Ohashi Bridge. Players on the bridge must first solve a series of riddles to determine which player must stand on each pylon, before those on the boat use a telescope to identify the players on each pylon and use colour-coded flags to signal this information to the helicopter. Once all four pairs of flags have been relayed, players from the helicopter are given a list of the colours assigned to each player and pylon, and have five minutes to work out who stood where, choosing keys representing players and using them to open locked crates representing the matching pylons. They only have one chance to unlock each crate, winning €1000 for each crate unlocked; if all four are unlocked, the winnings will be doubled.

MONL0229. Personal Shoppers B+

Episode 1

Eight players are each given 3000 Yen and must buy an item that represents themselves. They are then split by the other two players into pairs and must walk along a riverside path past each item, trying to decide who bought them. Each item starts with a photo of a player who allegedly bought it, and the pair can choose to keep the waiting photo or switch it with a photo of the player they think bought it; however, each pair only has one photo of each player. After all four pairs have completed the walk, two in each direction but unaware which players have already walked, the other two players are shown the final photos assigned to each item and are allowed to make up to two changes if they wish. The team wins €250 for each item correctly matched to its buyer after these final decisions.

MONL0230. Tram Spotting A-

Episode 2

Players must split into three groups and disembark a tram at different stops in Nagasaki, using a clue written only in Japanese to find two hidden bamboo tubes in different locations (one near the tram stop, the other at a nearby landmark with some minor Dutch connection), before returning to the tram as it passes back through town in the opposite direction and combining the one-word clues inside their collected tubes to identify a final destination. Tubes cannot be opened until a group is back on board the tram, and the final location must be correctly identified by entering it into a computer before travelling there. If the team can arrive at the final location within an hour of the first group disembarking, the team wins €2500.

MONL0231. Dutch Courage A

Episode 2

Players are taken blindfolded to the abandoned Holland Village theme park, and must split into five groups. One group at a time must search the park for a series of nine switches, while those yet to search remain in a control room and use four live camera feeds of different areas in the park to assist runners via walkie-talkie. Each switch will reveal part of a park map showing where €3000 is hidden; however, players must avoid being shot by two patrolling lasertag snipers who are also being guided by their own controller. Any player shot is out. If a player can find the money and safely return it to the control room within one hour, the team wins it.

MONL0232. Joker and the Thief C

Episode 2

Players must split into pairs, with one player left out. They are then divided into two groups, with one partner in each group, and must choose when to claim a set of jokers as they are slowly added to a communal pile on a table. Players in pairs are collecting for their partners while the solo player is playing for themselves, and each player can only take jokers once. There are only four turns per group (ie, the last player left in the group with the extra player will not win any jokers), and a maximum of three jokers per offer. Later, one pair at a time must decide how to share their collected jokers, with partners allowed to lie about how many they claimed in the first round.

MONLO233. Hit the Road B-

Episode 3

Players must split into pairs and drive with instructors around a Japanese driver training lot, with one partner driving the car and the other using a walkie-talkie to navigate from an overlook so they drive over ten boards placed in different positions before returning to their start point. Guides are given maps to assist and drivers must follow local road laws at all times. Each player wins an unstated amount of money for each board they drive over within 30 minutes, but is fined for each road rule they break; however, if a player uses the same stretch of road more than once, they are disqualified and earn no money.

One player is unable to participate because of illness; as a result, one of the drivers has no navigator.

My best guess on the cash prizes for this challenge would be that each board (and fine) was worth €100, with the four groups being counted separately for a total prize of €4000.

MONLO234. Just Like Old Times B+

Episode 3

Players are told to prepare for a luxury lunch with two VIP guests, unaware they are the two former hosts of this show. During the meal, one player at a time is called from the table and secretly presented seven envelopes. One contains a joker and another contains a phone for use in a later challenge, but all seven give the player the secret task of convincing the former hosts that they are the Mole. After lunch, the hosts will be asked to guess who the Mole is. If their choice is later revealed to be wrong, the team wins €3000; if they guess correctly, the team is fined €3000.

MONLO235. Four of a Kind B

Episode 3

During the elimination, results are revealed until only the lowest scorer remains. This player is taken away without seeing their screen, while the others are each given green and red tokens. One at a time, the lowest scorer must call them to a table and have them secretly place each token under one of two covers, then ask them where the green token is before deciding which cover to lift. If they collect four green tokens, they win an exemption and the elimination is cancelled; if they collect four red tokens, they will be eliminated but the team will win €2000.

The sick player is removed from the game prior to this challenge; as a result, it is theoretically possible for the lowest scorer to collect three tokens of each colour. It is unclear what would have happened in this scenario.

MONLO236. Detention B+

Episode 4

Players must split into three groups and must search a school for ten classrooms with different questions displayed, each based on a different school subject. Groups are free to ignore classrooms as they search, but must submit a guess for each room they enter; if they answer wrongly, or take longer than five minutes to answer a question, one group member must remain in the classroom while the rest continue. If a group reaches the school entrance within twenty minutes, the team wins €250 for each question that group correctly answered.

MONLO237. Currency Conversion B

Episode 4

Players are split into two groups and taken to opposite ends of a trail, where they must use provided items to build a stretcher to help them carry a pile of sandbags along the trail to meet the other group. Six signs along the road show different cash amounts in yen, but the team is given no further information. If groups meet each other at a sign within 90 minutes, they win a portion of its value equal to the percentage of the sandbags that arrived with them (with the largest value being equal to €4000).

MONLO238. Chains B

Episode 4

Players are shackled to a communal chain wound around several trees, with enough slack for one player at a time to reach a table in front of them. Every fifteen minutes, a cover on the table will be lifted for one minute to reveal both a key and an exemption, and a player must take one of them. If a player takes the key, they can release themselves and will win money based on how many players had previously freed themselves (€50 for each of the first two players, then €100, €200, €400, €800, and

€1600). If a player takes the exemption, the challenge ends immediately and all chained players will remain shackled overnight.

MONLO239. *Islands in the Stream* B

Episode 5

Players are split into pairs and taken to different waterside locations, where one pair is given a rowboat and all three are given parts of a stone temple. Using walkie-talkies to assist, players must work out how to get the five pieces to a fourth location and assemble the temple. Only one player can row each leg of the journey and no player can row two legs in a row or row between the same two locations twice; in addition, a rower can take one other player or one temple piece at most. The team wins €500 for each temple piece delivered to the final island within 90 minutes; if the temple is correctly built, the prize will be doubled.

MONLO240. *Kanji Remember?* B+

Episode 5

Players must hike up a trail to the top of Mount Zao, unaware they must memorise the kanji shown on a series of signs along the way. At the top, they are given a safe locked with four combination locks, then must search a basket of placards showing kanji for the ten characters they saw, arranging them in order before flipping them over to reveal the lock combinations. Players are only allowed to try opening the safe once, but can return down the trail to check the signs as they wish; if the safe is opened within 45 minutes of starting the hike, the team wins €1500.

MONLO241. *Sing Like Nobody's Listening* A

Episode 5

Players are split into two groups of three and seated in different karaoke cinemas. Taking turns, one group at a time must choose a song from over 60,000 in an index, then perform it into a camera that will be silently screened into the other cinema for the other group to identify. Players cannot pass but can use their index to help them identify the song; for each song identified within 30 minutes, the team wins €100.

MONLO242. *Stairway to Heaven* B

Episode 6

Players must climb a large outdoor staircase to a Buddhist temple, leaving behind the player they trust least at four points until eventually only one player reaches the top of the staircase. Each player left behind is then offered a choice between taking €500 for the kitty and jokers for themselves (one for the first player left behind, two for the second, and so on). All players who choose jokers win them, but the first four players are unaware the cash is only won if all five players choose to take their €500.

It's implied the last player's decision impacts what happens to the decisions the others made, but that does not seem to match the way the challenge unfolded.

MONLO243. *Art is Subjective* B+

Episode 6

One player at a time must climb a spiralling ramp to the top of a tall building, passing pairs of numbered photos showing events from the season so far. Starting from the first pair, they must work out the logic behind the photos and choose one they believe applies to the Mole, then lift an attached card to reveal the number of the next photo pair, following the sequence until they are directed to look through one of five telescopes at the top of the ramp. If they choose the correct photographs throughout the challenge, the telescope will be focused on the Mole in a plaza below; if not, it will be focused on one of the other players.

The challenge is left intentionally vague for players to make it harder for them to work out the logic (and thus ruin the reveal of the Mole), with players only told that they could see the Mole if they understand the concept; at the reunion, it is revealed that the logic was essentially that since you weren't going to see the Mole until the end, you had to choose the photos that were taken from the Mole's point of view.

MONLO244. *Go With the Float* B-

Episode 6

Four players must split into pairs and paddle inflatable canoes along sections of the Mogamigawa River to collect floating bottles, placing a coin into each before releasing it to continue floating down the river for the last player to collect. Each bottle is marked with a different cash value (either €250 or €500), and a pair is out of the challenge as soon as they pass a pair of flags

on the riverbanks. The team wins the values assigned to any coin-filled bottles collected by the final player.

MONLO245. Payout C+

Episode 6

At the elimination, one player at a time is offered an exemption for €1000. Any player who chooses not to take the exemption will see their results immediately, and players are forbidden from looking at or communicating with each other in any way. If the player who would have been eliminated buys an exemption, the elimination is cancelled.

MONLO246. Case in Point B-

Episode 7

One player is split from the group, while the other four are presented four cases representing different prizes (a private dinner with another player, an unknown number of jokers, a mystery prize, or nothing). In a round-robin format, two players at a time must meet in the middle of the Shibuya scramble crossing and briefly negotiate to discuss which of the four cases each of them will take each case, unaware the separated player is listening. After each possible pair has negotiated, each player must choose one of the four cases in private, with a player winning their chosen prize if they are the only person to take their case. If the listener can correctly predict which of the four cases each player takes, the team wins €2000.

As part of the season's 'nothing is as it seems' tagline, the mystery prize is nothing and the empty case wins its holder the right to compete for an exemption in the next challenge.

MONLO247. Lost in the Crowd B+

Episode 7

The player who chose the empty case in the above challenge must choose one player to work with them, and another to sit out of the entire challenge. The remaining two players are given a map and must find a specified location on foot, collecting new maps and locations until eventually they arrive at a final destination, all while secretly being followed by the selector and their partner (who have been given an opportunity to buy hats for disguise from a small market). If navigators reach the finish within 30 minutes and can identify which two players followed them, the team wins €2000; if disguised players can reach the finish within one minute of the navigators guessing and without being identified, the selector wins an exemption.

MONLO248. Just Give Me a Sign B+

Episode 7

Three players are taken to different locations and must work out how to relay part of a web address to the remaining two players via silent webcam feeds filming from high above. Once the letters have been relayed, the final two players must arrange them to form the address, revealing both the final location and the numbers for phones given to each relayer. If all five players can meet at the final location by 2:00pm, the team wins €2000.

MONLO249. Takin' It to the Streets B

Episode 8

Players are taken in pairs to different locations exactly 1500 metres as the crow flies from Tokyo Tower, then must use a GPS to find the tower itself. If both pairs arrive within one hour and having walked less than 2500 metres, the team wins €2500.

MONLO250. Clip Service B-

Episode 8

Starting from different positions in an underground bunker, players must memorise the solution to a tangram-like puzzle then use a colour-coded carabiner to traverse a rope maze, collecting a smaller carabiner from each of the other players' starting points before proceeding to a central puzzle station and assembling the puzzle. Players can only unclip to switch between ropes or pass around another player, and each player has a different puzzle to solve. The first player to finish their puzzle wins a choice between adding €3000 to the kitty or being fined €1000 but winning an exemption for themselves.

MONLO251. Questions, Questions C+

Episode 8

One player at a time is split from the group and asked two questions about how they would have acted during various situations from earlier in the season. Later, the other players must guess the responses given to each question. For each answer correctly predicted, the team wins €250.

MONLO252. Letters Begin B+

Episode 9

One player is split from the group and asked nine questions about information learned throughout the season, and must relay their answers via walkie-talkie to the others, who are on a beach with every player's name written in a row in the sand and must erase letters from left to right so that only the first letter of each answer is left. If all nine questions are answered correctly, the nine remaining letters will spell out a mystery phrase; if the phrase is correctly formed, the team wins €2000.

MONLO253. Ninja Worrier A

Episode 9

Wearing lasertag gear, players must search a small island for money (€5000 in total) hidden in fourteen locations marked by lanterns, before returning it to a central storage chest. However, the island is guarded by a series of ninjas, who will try to tag players and steal the money; any player tagged by a ninja and any ninja shot by a player is out of the challenge. Any cash in the chest at the end of an unstated time limit is won.

Season 11 (2011)

MONL0254. *Just One More Thing* c

Episode 1

One player at a time is given an envelope containing five questions and must learn the answers while riding on a crowded bus. They are then gathered together and each of the listed questions is asked to a different player for amounts from €10 to €50. They are then offered the chance to answer a bonus question, winning an extra €5000 if correct; however, if they answer the bonus question incorrectly, all of their winnings from the earlier questions will be voided and they will be fined €5000.

MONL0255. *Baby, You're a Firework* A-

Episode 1

Players are given fifteen minutes to plan a system of relaying an unknown message using only six colours. Six players are then split into pairs and taken to different locations around a stadium, before having to relay a provided message (the names of two players) to the remaining four players using only coloured fireworks. Once all three pairs have relayed their messages, the other players are given four envelopes marked with possible messages and must pick the envelope showing the relayed names. If they do so correctly, the team wins €2500.

MONL0256. *Basket Case* A+

Episode 1

One player at a time must walk around the Palacio Nacional's balcony, passing a series of baskets containing cash prizes (with a total of €10,000) and various individual rewards. Upon reaching a basket, the player can either take the item inside or leave it and continue; however, they can only take the contents of one basket and cannot backtrack. After completing the walk, the player must return to those yet to complete the challenge and relay any information they deem necessary, then decide who will walk next before being sequestered. Anything claimed is won.

Among the prizes is an exemption for this episode plus a mystery offer; players are unaware that whoever chooses it will be offered the chance to cancel the elimination entirely.

MONL0257. *Tinder Questions* C+

Episode 2

Players must each write a brief dating-site profile of themselves, without mentioning their name or career. Later, each player must read another player's profile to the group, who must try to guess the subject. Each time at least six players correctly guess who a profile represents, the team wins €250.

The way the challenge is explained and presented, it is unclear whether the profiles were written on site or whether they were part of the pre-season preparation each player would have had to complete.

MONL0258. *Vault Fight* A

Episode 2

Players are given €2500 and must transport it along a boobytrap-filled path around the perimeter of a courtyard to reach a vault, while also avoiding being shot by a lasertag sniper in the centre. A maximum of two players can be on the course at a time, with walkie-talkies and wire cutters given to assist, and the money can be divided however the team wishes. If a player sets off a boobytrap or is shot by the sniper, they are out of the challenge and any cash they are carrying is voided. Any cash delivered safely to the vault is won.

MONL0259. *Skit the Difference* B-

Episode 2

Players must stand on one side of a giant photo frame in a town square and watch a short skit representing local life, then take a short break before watching it a second time. After the second performance, one player at a time must list one of the ten things changed between performances. Each player who answers correctly banks €200; however, if a player guesses incorrectly, all money won so far is voided. The team wins all money banked after the final player has attempted to name a difference.

MONLO260. Pixellation Station B+

Episode 3

Four players are given a list of four famous Dutch people, and must choose one. They are then taken to a billboard and must use grayscale sheets of paper to make a black-and-white pixellated image of the chosen celebrity, using a reference image to assist. After an unstated time limit, the other five players are brought to the billboard and must guess the celebrity pictured. If they guess correctly, the team wins €1000.

MONLO261. Paint the Town Red B

Episode 3

The five players who do not make the billboard in the above challenge are taken to a neighbourhood with several street murals, then are given a limited amount of time to paint a mural on a blank wall that fits in with the existing works. They are told that the challenge is to fool an expert into picking the wrong mural as the fake; however, the real challenge is for the other four players to later identify it. If they guess the fake mural correctly, the team wins €1000.

MONLO262. All the World's a Stage B+

Episode 3

Players are given 90 minutes and US\$100 to plan a fifteen-minute performance in a town square, getting as many spectators to watch as they can, before having to perform it. If at least 200 people attend and the performance receives applause, the team wins €1000; for each extra spectator after the original 200, the team wins a bonus €5.

MONLO263. The Suite Escape A

Episode 3

Players are split into five groups and locked in separate hotel rooms, then must find the hidden key to their rooms and escape. Each room has a TV showing a live feed from a stationary camera in another group's room, and a clue showing the location of that room's key; however, the messages must be relayed from room to room to reach the correct group. Players cannot shout or use any form of written communication, even after they escape, or hold the clue up to the camera. If all five groups escape their rooms within fifteen minutes, the team wins €1000; if not, the player who was in a room alone must choose four of the other eight players to have their luggage confiscated for the rest of the season. These players are then offered their luggage back at a cost of €500 each, but any decisions made must be unanimously supported by the group.

MONLO264. Spellbound C+

Episode 4

Players must split into two teams and race buses around one lap of a racetrack, with each member driving for a quarter of the lap. However, the front window is covered and a passenger must use a small gap in the cover to direct the driver, while the other two collect lettered balls from the bus floor and use them to spell provided words. A driver cannot begin until the word from the previous leg of the relay has been correctly spelled; each time a word is spelled, an additional section of the cover can be removed and players must rotate roles. If the Mole is on the bus that finishes last or travels the least distance before breaking down, the team wins €3000; if they are on the winning bus or travel farthest before breaking down, the team is fined €3000.

MONLO265. Thou Shalt Not Lie c

Episode 4

Two players at a time must enter a church and stand three steps away from a table with both of their journals on it, then take turns to answer a limited number of questions about their answers on previous elimination tests. If they tell the truth and reveal how they answered, nothing happens; if they lie or refuse to answer, their answer will not be revealed but the opponent can take a step closer to the table. If a player reaches the table, they are given a limited amount of time to read the opponent's journal.

MONLO266. The Devil's Number B+

Episode 4

One player at a time must attempt a two-rope traverse along a pair of 111-metre-long ropes suspended above a ravine near the Devil's Door rock formation. The distance each player covers before falling will be measured; if the team can traverse at least 666 metres between them, they win €2500.

MONL0267. Cattle Battle B+

Episode 5

Players are split into two groups and each given a herd of 600 cattle, then must simultaneously lead them along a narrow trail on horseback, in opposite directions. Each herd contains five cows with colour-coded tubes attached to their neck, which must be collected by the other group as they pass; for each tube correctly collected, the team wins €250.

MONL0268. A Thousand Words A

Episode 5

After listening to a traditional Nicaraguan poem, one player is given an hour to memorise its Dutch translation, while the others must work in a relay to photograph several highlighted words from the poem on the streets of Léon in pairs. Each player will take photos with two different people, but each pair can only take one shot and cannot spell the word in their photo. Once all six shots have been taken, they will be shown one at a time to the memoriser, who must guess which word from the poem each photograph represents. For each word correctly photographed, the team wins €250.

MONL0269. Jeep Impact C+

Episode 5

Players must drive two jeeps seven kilometres along a dilapidated road, searching for roadside signs marking locations where money is attached to a flag hidden nearby. If both cars reach the end of the course within 45 minutes, the team wins all money found; if they collect the entire €1500 hidden and finish in time, the prize will be doubled.

MONL0270. Walk the Talk B+

Episode 6

Three players must choose one of eight words from a list (with different lengths from three to ten letters), then 'write' it by walking around a route of their choice through the gridlike streets of Léon. Shortly after they start, they must use a phone to direct the remaining three players along the same route. After one hour, the readers are shown a satellite image of the walk they managed to complete; if they can correctly guess the chosen word, the team wins €200 for each letter in the word.

MONL0271. A Bunch of Plankers B+

Episode 6

Players must use two planks of different sizes to transport themselves across a maze of podiums to a large finishing platform. They start with only one plank and must collect the second along the way; in addition, all podiums between the start and finish are limited to a maximum of either one or four people based on their size, players cannot carry one plank while crossing the other, and only one player can be on a plank at a time. If all six players can reach the final platform within ten minutes, the team wins €2500.

Unusually for this show, the challenge is aired in real time, with a countdown clock remaining on screen throughout.

MONL0272. On the Cards B

Episode 6

After completing the test but before the elimination, one player must randomly select two coloured cards from a set of six, with the other four being used to form a combination. Each player is then given a set of towels in one of the six colours, and four players at a time must line up on the beach so that their towels are used to guess the combination in order. After each guess, they will be told how many towels are in the code and how many are in the correct position. The number of players who will have to view their test results is determined by the number of attempts needed to find the correct code: none if it is immediately guessed, otherwise one player of the team's choice for every two guesses needed. If the test's lowest scorer is not chosen to view their result, the elimination will be cancelled.

MONL0273. On the Ropes C-

Episode 7

Players are given ten seconds to memorise a map of an 'underwater labyrinth', showing the positions of tubes representing cash and fines on a network of ropes, then must collect as many cash tubes as they can while swimming in rough waters. For each of

the seventeen cash tubes collected and returned to a basket on shore within fifteen minutes, the team wins €100; for each of the fifteen fine tubes collected, the team is fined €100.

MONLO274. *Crate Expectations* B+

Episode 7

Players must hike up a steep and rocky path to the top of the dormant Cerro Negro volcano, passing a series of increasingly-small crates containing cash for the kitty. They must take the first and largest crate (worth €2400) with them at the start, but at each subsequent crate can choose whether or not to trade it for a smaller crate with less money inside. At the summit, the value teams have with them is given to players as banknotes, and they must run down a steep hill to place it into a final crate. Any money placed in the final crate within seven minutes of starting the final run will be won.

MONLO275. *Working Undercover* B+

Episode 7

Each player is given one joker, and can either keep it or wager it in this challenge. One at a time, players who wager their jokers must stand in front of a cover as the host shuffles jokers beneath it before picking up zero, one, or three jokers. They must then decide whether to take the unknown number of jokers or forfeit it and have a different number picked up, repeating the process (with the other competing players able to see how many jokers are held and able to offer non-verbal signals); if they forfeit both times, they automatically win the third value.

MONLO276. *Search High and Low* B+

Episode 8

Two players are taken to a lighthouse and locked inside with a treasure map. The others are taken to a nearby island, where they must find a numerical code (shown on a banner hanging from the lighthouse) and work out how to relay it to the trapped pair, with both groups getting monoculars for assistance. Once the trapped pair has the code, they can use it to open a combination lock and escape, then must travel to the island and use the map to find a buried treasure chest. If the treasure is found within one hour, the team wins the unknown amount inside.

Later in the episode, it is stated that the team had failed to win about €3000 in the first two challenges of this episode, which would imply the prize in the chest would have been €2500.

MONLO277. *Cash Dash* C+

Episode 8

Starting from a corral in the centre of a volcanic crater, players are given a set of directions to money hidden somewhere in the surrounding area (eg, 'fifteen steps away at half past nine', with the host standing at twelve o'clock), and must find it and return to the corral within a given time limit. There is also additional money hidden nearby that is not referenced by clues. Any money brought back to the corral in time is won; however, if a player does not return in time they are out of the challenge and any cash in their possession is voided. There are three rounds, with a total of €1500 to be won.

MONLO278. *Asylum Seekers* B+

Episode 8

One player at a time must search the ruins of an abandoned hospital for locked gates protecting money, avoiding two patrolling guards who will try and read an eliminated player's name written on their chest and back, while the others use a series of live CCTV feeds to direct them via walkie-talkie. Each gate is marked with a code corresponding to a quiz question, which those in the control room must answer to reveal the gate lock's combination. Each player can only enter the field once and can search for as long as they wish before returning, but if the guards are able to spell the name on their signs they are out and any money they are carrying is void. All money returned to the control room within one hour is won.

MONLO281. *Joker's Wild* D+

Episode 9

At the start of the season, players are told that the Mole will contact one of them at some point. Immediately after answering the final question on Episode 8's test, players are asked whether they would like the Mole to contact them, and must forfeit one joker in order to potentially be chosen. If only one player agrees, that player will be given a secret mission from the Mole during

the next episode; if multiple players agree, the player who receives the mission will be chosen randomly from those who agreed.

MONLO280. *The World Game* B

Episode 9

Players are split into pairs and taken to different locations, then must find as many people of different nationalities as they can within 30 minutes and get them to travel to Granada's Central Park, without being able to contact the other pair. If both pairs find somebody of the same nationality, they are voided. For each nationality found by exactly one pair, the team wins €100.

MONLO281. *Islands in the Stream* B-

Episode 9

Each player is taken by boat to a different location in a group of small islands, with three players receiving transparent sheets with markings on them and the player with the secret mission receiving a map of the area. They must then find each other, using walkie-talkies to assist, and combine their sheets with the map to reveal the final destination. If they find the final destination within 40 minutes, they win €2500; however, if the player with the secret mission can ensure the sheets are overlaid to reveal an alternate finish location and collect an exemption token attached to a buoy, they win the exemption instead.

MONLO282. *The Two Tours* A-

Episode 9

Two players are given a guided tour of a volcano, while the other two are given a guided tour of a coffee plantation. At the end of the tours, they are gathered and told that each pair must answer a series of questions about the other pair's tour, then are given ten minutes to exchange as much information as they can before each pair is asked five questions. For each correct answer given, the team wins €200.

MONLO283. *Fight the Future* B+

Episode 10

Episode 9's test contains three additional questions about this challenge, yet to be held, with the elimination postponed until after the challenge. Two players must complete a zipline course through the jungle canopy, searching for small flags below showing the locations of hidden cash envelopes and throwing noise-emitting beacons at them for the other two players to follow on the ground. All money collected (up to €3000) by the time the runners reach the end of the course is won.

Season 12 (2012)

MONLO284. Follow That Plane D+

Episode 1

Players are each taken to a different remote location and abandoned with their luggage, then must use only a photo of the area to find a final destination. Each player is given a different photo taken from the same location, and they must work out on their own that they need to find where the photos were taken rather than where they are showing. If all ten players arrive at the final destination, a plane wreck, within three hours, the team wins €2500.

Per behind the scenes information, this season was originally supposed to be filmed in Morocco and Spain, but due to the Arab Spring making the area too risky for a television production the opening episodes were moved to Iceland.

MONLO285. Cold Comfort B-

Episode 1

Players are told to form pairs, then are split into two groups with each group containing one half of each pair. One group is given a list of coordinates leading to five canisters buried on a glacier and must locate them before making a map to help the other group locate them. Canisters are hidden in sets of five, with the canister at the correct coordinates containing €500 and others either empty or containing €500 fines, and only members of the second group can collect anything. In addition, one set of canisters is hidden near tokens representing exemptions for each of the first three episodes, and the player who collects them can keep one and give the other two to players of their choosing.

MONLO286. Get Over It A

Episode 1

One at a time, players with exemptions from the previous challenge must cross a bridge filled with haybale barriers, while the other seven players split into groups and each try to stop one player crossing. All players are given paintball guns, and anybody shot is out of the challenge. If a defender crosses the bridge safely, they get to keep their exemption; if they are shot or if an attacker can cross the bridge from the opposite direction and steal the exemption, the team wins a varying amount of cash - €500 for the player with the Episode 3 exemption, €1000 for the player with Episode 2's, and €1500 for this episode's.

MONLO287. Step Counter B

Episode 2

Players are taken to the base of a giant staircase and are given an equation involving information about themselves (eg, the age of one player's spouse minus the number of children another has), then must solve it before climbing that many steps to receive a new question. One person must wait behind after each question, though the group can yell to each other to help answer questions. If after eight questions the last climber reaches the very top step, the team wins €2000; however, each time the team takes longer than one minute to answer a question €100 is removed from the possible prize.

MONLO288. Oversight C

Episode 2

Two players are taken to an overlook and must use walkie-talkies to direct the others to drive jeeps around a sandflat in two groups, so that trawlers behind each car trace the formations on provided signs into the sand. Groups start on opposite sides of the flats and must be guided so that their paths can be combined to form a mystery word; in addition, teams must switch drivers at a given point. At the end of twenty minutes, each guide must pick one member of the group they guided to be brought to the overlook and be asked to guess the word written. If they agree on the correct word, the team wins €2500.

MONLO289. Where There's Smoke... C

Episode 2

Eight players are split into pairs and taken to different adjacent hilltops, then must relay a four-digit combination from pair to pair using only smoke signals, with the fourth pair then using the combination they receive to open a safe. Meanwhile, the ninth player is told the code before the challenge begins and must predict whether the others will be able to open the safe or not. If they predict correctly, the team wins €3000.

MONLO290. Letters Begin C+

Episode 3

Three players are taken to different cliffs overlooking a river gorge and given cards showing three possible categories (eg cities, or girls' names) and cash values assigned to each letter of the alphabet (from €50 to €200), then must paint a category and letter of the choice on a sign and hold it up as three other players ride through the gorge in a jetboat. Players in the jetboat then have until the end of the ride to write down as many examples of the category starting with the letter as they can, before the remaining two players are given what they wrote and must try to read the answers. If a valid answer is read correctly, the team wins the cash value given to its first letter; the process is then repeated with selectors and writers switching roles.

MONLO291. Everyone's a Winner, Baby C

Episode 3

One player at a time is given the option to take one joker or take an envelope with an unknown prize. If they take the joker, their turn ends immediately; if they take the envelope, another joker is added before they are again asked to pick one of the items. In each round the envelope contains a €1000 prize for the team; in addition, the first player to take the envelope also wins advance knowledge of a question from Episode 4's test.

MONLO292. Out for a Walk B-

Episode 3

Six players are taken on a walking tour of Reykjavik with a local guide, while the other two are taken directly to the roof of the National Gallery of Iceland and are told that the challenge is to stop the main group from entering the building. To do so, they must use the information visible from the rooftop to answer a series of numerical questions, with each answer corresponding to a different digit in a phone number. If they can work out the number and convince the group not to enter the building before they arrive at 2:00pm, the team wins €2000.

MONLO293. Debunked C+

Episode 4

Two players must ride a tandem bike around an abandoned ammunition depot, searching for each of the other players waiting in bunkers beneath clues that hint to the player who should be positioned in that bunker. No players are in the correct positions at the start, and each time a player is found they must switch places with a cyclist. Players can take as long as they need to decide who belongs in each bunker, but can only spend a combined total of ten minutes cycling. If players can arrange themselves correctly (with two players travelling to a final bunker with two clues) before running out of cycling time, the team wins €2500.

MONLO294. Depth Perception B+

Episode 4

Six players must snorkel along a specified route in pairs, searching for submerged photos of each player's parents at a younger age and remembering the order in which they are seen. For safety reasons, each pair has a fifteen-minute time limit; at the end of the course, each pair must identify the player represented by photos at two specific positions in the sequence. After all three pairs have made their selections, the seventh player (who secretly listened to each pair talk but could not see the photos) is given an option to change the sequence however they wish, also placing the final player into the sequence. If all seven players are arranged correctly after these changes, the team wins €2000.

MONLO295. Risk and Reward B+

Episode 4

During the elimination, safe results are revealed until only two players remain at risk. The five safe players must then negotiate in pairs to decide whether the elimination should be cancelled, with each player speaking to two of the other four for limited amounts of time before voting in private. The results of the vote are binding, with the team winning €3000 for unanimously cancelling the elimination and losing €3000 for unanimously allowing it to continue; however, if they vote to cancel the elimination in a non-unanimous vote, they will lose all of the money they have earned so far this season.

MONLO296. Air Head C+

Episode 5

While flying from Iceland to Spain, a flight attendant gives each player a different puzzle or quiz question and 30 minutes to solve it any way they can. After landing, they are told to form a line in any order they wish, then give their answers. The team wins €50 for their first correct answer, with subsequent answers either doubling the prize (if correct) or halving it (if wrong).

MONLO297. Go West B+

Episode 5

Six players are split into pairs and must take turns racing against their partner to find eight boxes hidden around a Western film set, while wearing lasertag gear and avoiding two other players acting as snipers. At each box, they can either take cash for the kitty, a joker for themselves, or remove a life from their opponent. If a player is shot by a sniper or has three lives removed, they are out of the challenge and lose anything they have collected. After each pair has competed, the seventh player must choose one of the other six to compete in a final round with the same rules, with the chosen opponent losing everything they earned in both rounds if they lose. The amount of money varies from box to box and in each round; in total, €4500 is available.

MONLO298. X Marks The Spot B+

Episode 5

Two players are taken to the roof of a castle overlooking Almeria, while the rest are split into two groups and taken to different locations along the coast. Players on the rooftop must search the skyline for four marked buildings and navigate their groups to them via walkie-talkie so they can read clues leading to a final destination. If both groups arrive at the destination within 45 minutes, the team wins €2000; in addition, one of the clues also has a hidden question from Episode 6's test.

MONLO299. Hit Me With Your Best Shot B-

Episode 6

Each player is given one chance to fire a bow and arrow at a small target. The two players whose arrows land closest must use a long rope to haul a raft loaded with haybales across a small bay, while the other four players must use bows to fire flaming arrows at the raft. For safety reasons all four archers must fire their arrows together, and they have a maximum of eight arrows each. If the archers set the raft on fire before it reaches the shore, the team wins €2500; if it is hauled to shore safely, one of the haulers will win an exemption.

MONLO300. Night Light Fight B+

Episode 6

Players are taken to an abandoned mine and must follow a circuitry map to connect ten light towers with six generators, using electrical cables of different lengths, while avoiding being shot by lasertag snipers. Players are given laserguns and walkie-talkies but a maximum of two players can be in the mine at a time; anybody shot at any point is out of the challenge. Generators and cables are placed so that there is only one way to power all ten towers simultaneously. If all ten towers are lit before every player is shot, the team wins €2500.

MONLO301. Catch of the Day C

Episode 6

Players are shown a fish-like shape made of pebbles and must recreate it using eight planks of driftwood, then must move three planks so that the fish faces the opposite direction. If they can do so within three minutes, they win €1000 and the option to wager it on a second round, moving two planks so that the fish turns 90 degrees. If they can complete the second round within one minute of the task being explained, they win €2000; if they attempt the second round and fail, the original prize is voided.

MONLO302. Joker and the Thief D

Episode 7

Immediately after selecting a new treasurer (as the previous treasurer had been eliminated), the chosen player is offered one joker. If they choose to take it, the team will be fined €500.

MONLO303. Bull Shift B+

Episode 7

Players are given a large, three-dimensional bull puzzle made of chalkboard and must carry it up a trail within one hour. The bull can be taken apart if needed, but must be intact at the end of the time limit. Along the way, they will find three cards showing Dutch words (though the first two are components of the third compound word 'stierenvechtersarena', meaning 'bullring'), and must make as many words of at least four letters as they can from the letters of the shown words, writing them on the bull. At the end of the hike, players are given five seconds to choose between two possible prizes: €1000 if they think there are at least 50 correctly-spelled words visible on the completed puzzle, or €2000 if they think there are at least 100 correct words visible. In either case, if they do not have enough words visible the team wins nothing.

MONLO304. What Goes Down... B+

Episode 7

One player at a time is split from the group and asked a series of arbitrary questions, with the Mole also secretly being asked to predict whether each player would succeed or fail at the challenge: performing a free abseil from one bridge into a gorge, then transferring to a second rope and using an ascender to climb it to a second bridge. The team wins €500 for each player who does the opposite of what the Mole predicted, but is fined €500 for each player who matches the Mole's prediction.

MONLO305. Eye of the Beholder B

Episode 7

One player is split from the group and given 90 minutes to find as many art experts as possible, bringing them to an abandoned factory now used by the University of Seville. Meanwhile, the other four are taken directly to the factory and shown two iconic Spanish paintings – Picasso's *Marie-Therese Walter* and Dali's *The Persistence of Memory* – then must split into pairs and use a €100 budget to recreate the paintings in real life. The art experts will then be shown the recreations and must identify them by artist and title. For each correct identification made, the team wins €1000.

MONLO306. Disguise and Dolls C

Episode 8

One player is sent to the Plaza de Espana and told to observe the area closely. Meanwhile, the others are each given €50 to buy a disguise before travelling to the same plaza and having to secretly take photos showing both their own face and the observer's face, without the observer noticing. For each valid photo taken within 30 minutes, the team wins €500; in addition, the observer can earn a bonus €500 by correctly answering a quiz question about the architecture in the plaza.

MONLO307. Fever Pitch B+

Episode 8

One player at a time must run through a circular maze of haybales to the centre of a bullring, collect one of four unmarked envelopes with different amounts (€500, €750, €1000, and €1250) inside, and run to the exit, all while avoiding a patrolling hunter. The first player is given no help, but can later use a live overhead feed to direct subsequent players via walkie-talkie. If a player is caught by the hunter, they and any envelope in their possession are out of the challenge. If a player escapes safely, the team wins the cash value inside their envelope.

MONLO308. Play Your Cards Right A+

Episode 8

Each player is dealt six cards from a 40-card deck, featuring pictures of this season's ten contestants in each of the standard card suits. Taking turns, they must ask another player whether they have a specific card, specifying both the player and the suit needed. If the asked player has the card, they must forfeit it and the asker receives another turn; if not, the asker must pick up a card from the deck and their turn is over. When a player collects four cards showing the same person, the cards are out of play; if a current player's quartet is collected by another player, they are out of the challenge and their remaining cards returned to the deck. After all ten quartets have been collected, the player (of those in play) with the most matched quartets wins an exemption.

Yes. It IS basically high-stakes Go Fish.

Starting from this season, the usual green token used to represent an exemption is replaced with a transparent token

when the exemption involves the player becoming a finalist. It could have been a joke about the green token being burned in the archery challenge that simply got adopted by later seasons, except the three exemptions offered at the same time in the premiere made clear there was more than one green token in the show's props department.

MONLO309. Just Say Si B

Episode 9

One player is kidnapped overnight and taken hostage. In the morning, the others must realise they're missing, then find them by car. Searchers are given a phone to call the hostage, who knows where they are hidden; however, the hostage can only say 'yes' and 'no', searchers can only make a maximum of ten calls, and each call will be disconnected after 30 seconds. If searchers can find the hostage within three hours of accessing their hotel room to find the task, the team wins €2500.

Season 13 (2013)

MONL0310. *Get a Clue* B-

Episode 1

Each player is abandoned in a different part of Soweto with five unmarked envelopes. They must open any one envelope of their choice and use the cryptic clue inside to find a mystery location, using 20 Rand to finance their travel needs as necessary. They can open the other clues as they wish; however, the team wins €100 for each sealed envelope delivered to the final location within 45 minutes.

MONL0311. *Leaps of Faith* B+

Episode 1

One at a time, each player must guess whether one of the other players will complete a bungy jump from a bridge suspended between the Orlando Cooling Towers. If they guess correctly, the prediction subject wins an exemption. Later, players who win an exemption are each secretly offered €1000 to forfeit the exemption and face elimination. If all ten players win exemptions and refuse to forfeit them, the elimination will be cancelled.

MONL0312. *Dynamite With a Laser Beam* A-

Episode 2

Taking turns, players must make their way along a set route to remove three barriers blocking a laserbeam from hitting a safe placed 110 metres away. The course consists of four hallways with lasers moving in set patterns, with all players having to cross the first hallway and entering subsequent hallways only if the relevant barriers have not been removed. A maximum of two players can be on the course at any given time, and they are given walkie-talkies and two handheld mirrors to assist. If a player is hit by any laser at any point, their turn ends immediately. Prior to the challenge, the treasurer is secretly asked to wager an amount from €100 to €3000 on success; the chosen amount is won if the laser hits the safe within one hour, but is incurred as a fine if the team fails. In addition, there are several jokers hidden along the course for players to collect.

MONL0313. *Poetic Justice* B-

Episode 2

After hearing a South African poem recited in Dutch, players must transcribe it as it is read slowly in its original language of Afrikaans. They must then pick three players to take the group's attempted transcripts and combine them into a single Afrikaans transcript, before deciding on the stakes: €2000 if they think there are fewer than fifteen mistakes, €1000 if they think there are fewer than 25 errors, or €500 if they think there are fewer than 46 errors. In all three cases, if there are too many errors for their chosen range they win nothing.

Afrikaans is basically a colonists' version of Dutch that evolved slightly differently from the parent language due to the sheer distance between southern Africa and the Netherlands, in much the same way English words are often spelled differently in the United States than they are in the United Kingdom.

MONL0314. *Field of Dreams* B+

Episode 2

Taking turns, players must search an artificial hill for nine signs marking envelopes with cash inside, collecting the envelopes and returning to a central tent while avoiding two paintball snipers travelling on ATVs. Players can make as many trips out of the tent as they wish, with walkie-talkies provided so that those in the tent can use an electronic map to direct runners. Any player shot is out of the challenge, with any money in their possession voided. The team wins all money safely returned to the tent within 30 minutes.

MONL0315. *A Shot in the Dark* B

Episode 3

Six players are split into two groups and taken to different points overlooking a canyon, while the other two are placed on a boat and blindfolded. Working together, groups must use walkie-talkies so that the blindfolded cameras can take exactly five photos of flags placed at different points along the shoreline, with each flag showing a different cash prize or fine. To assist, one group

of guides is given a map showing the flag positions, and the other is given a list of their values from left to right from their position. If exactly five photos are taken within an hour and the total value seen in the photos is exactly €2250, the team wins it.

MONL0316. Deep Impact C-

Episode 3

One player at a time must jump from an eleven-metre-tall cliff into the water below, landing in one of three areas representing different prizes. Another player is responsible for allocating the three possible prizes – two jokers for the diver, €250 and two jokers for the allocator, or €500 – and can mislead the diver if they wish. If the diver completes the jump, the prize represented by the area they land in is won; if they refuse to jump, the allocator wins the two jokers.

MONL0317. Animal Magnetism D

Episode 3

Players are split into two groups and taken along set routes in safari jeeps. Each time a group sees one of three assigned local animals, they must open a corresponding envelope to reveal a question about how a member of the other group perceives themselves. At the end of the tour, they must provide an answer to each opened question; for each correct answer given, the team wins a sealed tube for use in a later challenge, with instructions to keep it sealed until further notice.

At the elimination, players are sent away one at a time when their safe results are revealed, until only the lowest scorer remains; this seems to be less about the surprise value and more to justify a last-minute non-elimination in response to one player having to be medevaced due to a major injury sustained in the diving challenge. (Indeed, the lowest scorer is never shown receiving the red screen, and participates in the next challenge with an 'accomplish this objective to win your way back' clause that is almost unavoidable.)

MONL0318. Cage Match C+

Episode 4

Two players must walk around a wildlife-filled landscape to find five cages representing Africa's Big Five safari animals, each containing one of the other five players, using a hand-drawn map to navigate. Each caged player has a key that will open one of the other cages, and the walkers must collect the keys before unlocking each player; in addition, they are given a camera to photograph the Big Five. Players have 75 minutes to free everybody; however, the player who scored lowest on the test in the previous episode is in one of the cages, and will return to the game if they are freed. Money is available in this challenge, but it remains unclear as to how it would have been won.

It is unclear whether players had to free all five players within the time limit to win the money, or photograph all of the Big Five, or if the money was simply hidden within the area shown on the map for players to find. It may also have just been a hint to the contents of the sealed tubes, with the lowest scorer being given three tubes they can use to buy their freedom if the others are reluctant to do so.

MONL0319. Never A Cross Word B+

Episode 4

Four players are positioned on cliffs overlooking a gorge, each with a list of words worth different values (from €25 to €100 in €25 intervals). One at a time, the other three players must complete a two-rope traverse from one end of the gorge to the other, memorising as many words yelled to them by the stationary players as they can while crossing. Yellers are given new cards for each crossing, but the words on all four cards are the same. For each word correctly recited by crossers upon reaching the end of the gorge, the team wins its assigned value.

MONL0320. Green Card Lottery C+

Episode 4

During the elimination, one player at a time must step forward and randomly choose either a green or a red card. If they pick the green card, they must then choose one player to avoid seeing their screen; if they pick the red card, they must then choose one player to see their result. If whoever scored lowest on the test is chosen to avoid their results, the elimination will be cancelled.

MONL0321. Road Blocks B+

Episode 5

Players are given a series of giant Tetris-like blocks and must assemble them so that the lines painted on them form a road map of the area, then must drive two jeeps to a campsite for the night, using only their unmarked map to navigate. The pieces are double-sided and are not marked with the names of any streets; for each second it takes to assemble the map, €5 is removed from the challenge's €3000 prize. If they arrive at the campsite by sunset, the team wins the cash earned with the puzzle.

MONL0322. The Game of Life A

Episode 5

Each player is randomly given a card showing a role, with five players as contestants and two secretly chosen as Moles. After the Moles learn each others' identities, the entire group must debate briefly before picking one player as a Mole and removing them from the challenge. After they have done so, contestants must close their eyes and Moles must silently agree on another player to eliminate. The group and the Moles repeatedly take turns in this fashion until either all of the players or all of the Moles are eliminated; eliminated players cannot talk or signal the others in any way. If the contestants manage to eliminate both Moles, the team wins €1500; if all five contestants are eliminated first, the surviving Moles each win three jokers.

MONL0323. Panhandling D

Episode 5

Players must use gold panning equipment to search a small pond for 25 small metal pellets. They are given a limited amount of time to find as many as possible, then are given the opportunity to pay €100 for each pellet needed to make up the difference. If they obtain 25 pellets, they must then follow a set of instructions to melt them down and make a key that will unlock a safe containing an unknown prize (€2500). If they refuse to buy the additional pellets, or make a mistake during the key-making process that renders the safe impossible to open, they win nothing.

MONL0324. Flight; The Future F

Episode 6

Players are flown over the Drakensberg mountains in a small aircraft, with one player at a time being called to the cockpit to read a small announcement. Each announcement contains information about the area, and a reference to one of the questions from this episode's elimination test. Players can share whatever information they wish over the speakers.

MONL0325. Last Rites C-

Episode 6

One player at a time is asked who each of the four eliminated players chose as the Mole on the final test they completed, then must enter a church and ask the Mole (who will be disguised) any three yes-or-no questions of their choice. If they chose the correct four players earlier, the Mole must answer all three questions with the truth, playing major or minor chords on an organ to show their answers. If they made any errors, the Mole will be given the option to answer the questions truthfully or with lies.

MONL0326. Higher Education D

Episode 6

Players must ride horses along a trail, collecting large puzzle pieces from the tops of ten tall pillars along the way without disembarking their horses. At the end of the trail, they are given three minutes to assemble the pieces on a table, with the option to buy an additional minute for €250. If the puzzle is solved within time, it will form an arrow pointing to a nearby mountain, which the treasurer must ride a helicopter to. At the summit, they will find envelopes representing each player and must pick the envelope they believe represents the Mole, with the Mole's envelope containing €3000 and other envelopes having smaller prizes.

MONL0327. Enlightenment B-

Episode 7

Players are taken to a general store and must use 1000 Rand to buy items of their choice to block the sunlight from a room, with a vague hint beforehand that there are more sealed tubes hidden in the store. They are then brought to an abandoned printing press and must use the items to turn the building into a makeshift darkroom, before using provided supplies to develop the

photo paper from inside the sealed tubes. If they do so adequately, the paper from any tubes that remained sealed will develop to show banknote designs; for each banknote developed correctly, the team wins its value.

It is stated after the challenge that the maximum prize was €6000; assuming that all tubes had the same prize inside, this means there were a total of twelve tubes available – seven from the safari jeep challenge, three from the cage challenge (which the team was essentially given for free), and two hidden in the store.

MONL0328. Collect Four B+

Episode 7

Players are shown a revolving table with 20 covers on it, and must take turns to lift a cover in search of coloured tokens. There are four tokens in each of four colours, and four empty covers, and the table is rotated after every selection to make it harder to keep track of which covers have been lifted. If a player choose a cover with a token beneath it, they win the token. If they choose an empty cover, they must forfeit one of their own tokens and place it beneath the cover before the game continues. After two minutes have elapsed, any player who has no tokens and lifts an empty cover is out of the challenge. The first player to collect all four tokens of a single colour wins an exemption for Episode 8.

MONL0329. Race Under Fire A-

Episode 7

Players who failed to win the exemption in the above challenge must search a large field for tokens of four colours and bring them to the far end of the field, without being shot by the exemption winner, who is given a lasergun and is flown over the field in a helicopter. Each player can only carry one token at a time; any player shot is out of the challenge, with any token in their possession also voided. If runners can safely deliver four tokens of different colours to the far end, they win €2000 and the exemption is voided.

MONL0330. Quebec Uniform India Zulu A-

Episode 8

Two players are given a list of 30 Dutch words and must work with a group of school children to learn the Zulu translations of each word. Meanwhile, the other two players are given the same one-hour time limit to take photos representing any ten of the words from the list. At the end of the time limit, learners are shown the photos one at a time and must pronounce their Zulu translations correctly from memory. For each correct answer given, the team wins €200.

MONL0331. Anchors Away A-

Episode 8

Players are shown three fishbowls positioned near an anchor suspended by four long ropes in the middle of an abandoned post office building. Each of the ropes winds its way around the building via a series of ropes and pulleys, and players must position themselves so they can tighten and loosen the ropes as needed so that the anchor can smash through the fishbowls to release the money (€500, €1000, or €1500) inside. Not all of the ropes start in positions that allow their holders to see the bowls, or even hear all of the other players. The team is only allowed to smash one bowl, with the values assigned corresponding to the perceived difficulty of doing so; if they smash a bowl within one hour, they win its contents.

MONL0332. Car Go A-

Episode 8

Players are brought to a drive-in theatre filled with dozens of cars and must ask up to ten yes-or-no questions, trying to determine which car has a cash envelope inside, directing any drivers in cars they rule out to leave the drive-in lot so that only the correct car remains. As they work, clips from prior seasons will be shown on the screen, interspersed with hints from the Mole read with a distorted voice, and players can use the speakers inside each car to hear them. At the end of the 30-minute film, they must choose one of the remaining cars and ask its driver for the envelope. If they find it, they win €2000.

MONL0333. Dear Diary C+

Episode 9

Players must use card catalogues to search the Central Library of Johannesburg for the ten players' journals, each hidden next to the relevant player's favourite book. Upon finding one, they may choose to either take the journal for their own personal use

or to take the player's favourite book, winning money for the kitty based on when the relevant player was eliminated (€100 for the first eliminated, €200 for the second, and so on, with no cash for players still in the game). The team wins all money taken within 30 minutes; however, journals not found are confiscated for the rest of the season.

MONL0334. The Mystery Machine A-

Episode 9

One player at a time must search the carriages of the Pride of Africa steam train for three specific passengers who have different questions related to events from earlier in the season. After answering each question, they will be provided a cryptic hint referencing either a Mole sabotage or a clue planted by production; after finding and answering all three of their questions, they must proceed to the bar and answer three questions based on these hints. For each correct answer given to the barman's questions, the team wins €250. Finally, they will be sent to a cabin based on their answers and will find a small box containing the name of the Mole; if all three questions were answered correctly, the box will reveal the Mole, but if there were any errors it will instead contain their own name.

At least that's the theory. In actuality, the Mole sabotages the challenge in such a way that the barman gives cash for every answer regardless of whether it is correct, making the challenge even more confusing for the other players and rendering it all but incomprehensible to someone trying to explain it.

Season 14 (2014)

MONL0335. Sudden Death A-

Episode 1

Immediately upon arrival in Hong Kong, players are told they must complete the first elimination test, but are not told the test will only have ten questions. While the lowest scorer is revealed as usual, they will not be eliminated; instead, the results from the ten questions will be combined with a second ten-question test at the end of the episode to determine who is eliminated.

MONL0336. Lost in Translation B+

Episode 1

Players are split into pairs and each pair is given an envelope containing the location of a cash envelope hidden somewhere in the surrounding market district, and must find it before taking it to the local police station. Each pair is given a translation dictionary, but is only allowed to communicate with locals in Chinese. If all five pairs arrive at the police station within 30 minutes, the team wins €400 for each cash envelope delivered.

MONL0337. Night Lights B

Episode 1

Two players are split from the group, while the other eight are tasked with sourcing four light sources that can be seen from a distance of at least 1500 metres away. After dark, buyers are split into pairs and placed among the Hong Kong skyline, then must use their lights to signal their positions to the separated players on the opposite side of Hong Kong Harbour while in the middle of a light show. In return, the separated pair is given a high-powered laser pointer and must use it to signal one digit of a four-digit combination to each pair, in order along the skyline from left to right. After the six-minute light show ends, players are reunited and each pair of receivers must use the digit they received to form the full combination, unlocking a safe. If the safe is unlocked correctly, the team wins €2500.

MONL0338. A Night at the Opera B-

Episode 2

Two players are split from the group and hidden backstage during a Cantonese opera performance, while the others watch from the audience. After the show, players in the audience are shown a photo of the cast in full opera make-up and are led to believe the separated players were in the show, then must identify them in the photo. The hidden players are then shown the same photo and must guess who the others chose. If both choices are correctly guessed, the team wins €2000.

After the hidiers are split from the group, the others are given a set of nine envelopes and are told they can send cash directly to Episode 9 for 'safekeeping' (a ruse, as it is the setup for a challenge), addressing each envelope to a player of the sender's choice.

MONL0339. Dead Set C+

Episode 2

Players must search an abandoned television network headquarters for five minitasks hidden in various locations, using a map and live feeds from a central control room to assist, then complete the task to collect a cash envelope. Players can search alone or in pairs, but must attempt any minitask they find. Each task has its own time limit, and any players who fail to complete their minitask in time are out of the challenge. Players have 75 minutes to find and attempt each task; for each task completed, the team wins €500.

MONL0340. Testing Times C+

Episode 2

One player at a time must search the Jade Market for a laptop, then use it to complete this episode's test. Cash and various individual prizes (jokers, exemptions, and a black exemption) are also hidden throughout the market for players to find, and signs point the way to each possible prize and to the test. Players can spend as long as they wish searching for the other items before taking the test, but all items are first come, first served, and the amount of time it takes to complete the test (used as a tiebreaker if necessary) begins as soon as each player enters the market.

The black exemption is a new addition from this season, allowing its user to void all jokers and exemptions played on a test. To allow for its use, exemptions are now valid for any episode rather than only for the episode in which they are won (with the exception of the annual final-four exemption, as the black exemption cannot be played once only four players remain), and all players who use exemptions must sit the test regardless in case the exemption is voided.

MONL0341. *Hide and Seek* B-

Episode 3

Two players are split from the group and taken to an apartment without knowing its address. The others are told only that they are in a tall building and must find them in two groups, with each group choosing its own starting location and carrying either a small briefcase or a large weighted sack with them throughout. All three groups are given phones to call each other, and the two groups of searchers are each given the equivalent of €10 to finance their own travel. For each group who finds the hidden players within one hour, the team wins €1000.

MONL0342. *Eight is Enough* C-

Episode 3

Players are given fifteen minutes to search an adjacent beach for eight people to form a dragon boat team. They are then told that they must compete against these locals in a 100-metre dragon boat race. If players finish first, the team wins €1000; in addition, they are given the option to wager any unmailed money on the result, with the wagered value doubled if they win and removed from the kitty if they lose.

MONL0343. *Split Decision* C+

Episode 3

After taking the test, players are told to form pairs. One pair at a time must then agree on one of the other six players to decide which partner will see their test result and which will be spared. If the player who scored lowest on the test is not shown their result, the elimination will be cancelled.

MONL0344. *Chinese Whispers* B+

Episode 4

One player is given three minutes to memorise a list of twenty words, then must ride up an escalator to another player and spend three minutes relaying the words to them before that player continues, repeating the process until the word list reaches the seventh player. This player is then shown a copy of the original list with ten words missing and must identify the missing words. However, the eighth player is split from the group and secretly listens to players throughout, then must decide whether to take this player's unknown answers or discard them and make an earlier player complete the list instead. For each correct answer in the final list, the team wins €25 multiplied by the chosen player's position in the relay sequence.

Yes, it's literally Chinese Whispers. In China.

MONL0345. *Secret Santa* B+

Episode 4

Players are shown a list of eight prizes (an exemption, two sets of three jokers, two jokers, one joker, two halves of a €1500 prize, and nothing), then must each randomly choose one of eight envelopes before opening it to secretly note the item inside. They are then given a limited amount of time to negotiate with each other and make a maximum of one trade each. If a player trades their starting envelope, they win the contents of their new envelope; however, the two players with halves of the cash prize must trade with each other in order for the €1500 to be won.

MONL0346. *Dam It* C-

Episode 4

Players must split into pairs and work together to collect a series of tubes hanging from the side of an 80-metre dam, with one partner abseiling to collect them and the other using a list of statements about the season to decide which tubes to collect, directing the abseiler via walkie-talkie. Tubes representing correct statements contain €250 prizes, while tubes representing false statements contain €100 fines, and anything collected is won; in addition, a black exemption is attached to one tube for the player abseiling on that section of the dam to collect.

MONL0347. Temple of Doom B+

Episode 5

Two players are given close-up photos of ten Buddhas located along the stairs of the Ten Thousand Buddhas Temple, and must describe them via walkie-talkie so the others photograph the correct statues while climbing the stairs. They have 30 minutes to climb the stairs; later, they must submit one photo at a time for submission, choosing whether to continue or quit after each. If a submitted photo is correct, the team wins €250; if a submitted photo is wrong, the challenge ends and the team wins nothing.

MONL0348. Predator and Prey c

Episode 5

Players must split into two groups and drive speedboats around a small harbour, trying to get close enough to two patrolling 'hunter' boats to read the registration codes shown on their rears without the hunters shooting lasertag receptors inside each group's boat. Walkie-talkies are given to assist, however if a group is shot they are out of the challenge and can no longer talk to the others. At the end of fifteen minutes, surviving groups are asked to recite the registration codes of both hunter boats. If both codes are given correctly, the team wins €2500.

MONL0349. Around Town c

Episode 5

Three players are taken inside Asia's oldest church and given a map of the surrounding streets, then must use walkie-talkies to direct the others in pairs around the streets so that they return to the church exactly 30 minutes after starting. Each time a pair retraces their steps or stops moving, and each time the two pairs meet up with each other, €250 is removed from the challenge's maximum prize. If both groups return to the church 30 minutes after starting, the team wins €2500.

MONL0350. Don't Rain on My Et Cetera B

Episode 6

Two players are secretly chosen at random, then the group is split into pairs. The players not chosen are taken to different points along a four-kilometre parade route and are told they must try to find the other players, who have been disguised as part of the parade. Later, each pair is privately asked to identify which two of the others were part of the parade. Each disguised player who evades detection by at least one pair of searchers wins three jokers; each time a disguised player is identified by both pairs, the team wins €1250.

MONL0351. Flotsam... c-

Episode 6

Players must split into pairs and use dune buggies to search a large set of sand dunes for three pieces of a mock shipwreck, attaching ropes and towing them back to the starting point. If players can return all three pieces, assemble the boat, and attach the waiting rudder within one hour, the team wins €2500.

MONL0352. ...and Jetson c+

Episode 6

One player at a time is asked how they answered two questions from the previous episode's test (one about which group the Mole was in during a challenge, and one regarding who they think the Mole is), and must respond in front of the group. They are then led away briefly and told that for each honest answer they gave, they are allowed to enter a room and randomly choose one of five switches, each of which will play a clip from a future challenge that may aid them in completing it.

MONL0353. Estimation Stations c

Episode 7

Players are told a cash prize is hidden at the top of one of twenty wind turbines, and must each complete three estimation-based minitasks (walking 70 metres towards a set of poles marking possible finish locations, filling a sack with between twelve and sixteen kilograms of sand, and silently estimating when between 65 and 75 seconds have passed) to try and narrow down the options. Each time a player completes a minitask successfully, players will be told one windmill that does not have the cash envelope; later, each player who completed the final minitask successfully is allowed to climb one turbine in search of the cash. If the envelope is found, the team wins €2000.

MONLO354. Prints Charming B+

Episode 7

One player must stand at an overlook and use a giant stationary compass to direct the others via walkie-talkie to find four puzzle pieces hidden at specific compass bearings in the surrounding landscape. Each of the puzzle pieces shows one quarter of a fingerprint design, which must then be described by walkie-talkie to the navigator, who is given a pen and paper to draw them with. At the end of 30 minutes, the navigator is shown four possible fingerprint designs and must choose the one that is formed from the four partial images. If they guess correctly, the team wins €2000.

MONLO355. Swap Meet A+

Episode 7

Players must each randomly pick five coloured tokens from a bag, then are taken to different locations and must use traditional local vehicles to search a section of Vigan for each other in order to exchange them with each other, trying to collect all five of the pieces in any of the five colours. Each time two players meet, they are allowed to trade a maximum of one pair of tokens. Players have 30 minutes to complete as many sets as possible; four colours represent €250 prizes while the fifth represents a mystery prize: the choice between €2000 and cancelling the elimination.

Oddly, the non-elimination offer is not revealed until after one player has their safe results shown.

MONLO356. Life's a Beach C-

Episode 8

Players are brought to a deserted island and must survive on their own for 24 hours. Two chests are placed on pontoons a short distance offshore and contain either basic camping supplies or luxuries, but the team is fined €1500 for each chest opened. If they survive for the entire time limit, the team wins €3000.

The challenge is explicitly treated as a parody of the television series Survivor (the Dutch version of which films in the Philippines every year, also features celebrities, and is currently hosted by two former contestants from this show), to the point the orchestral music as the players approach the island for the first time is the actual Dutch Survivor theme.

Perhaps as it is a foregone conclusion that players will be able to survive, the €3000 prize is given at the start of the challenge rather than at the end.

MONLO357. Disconnect Five B+

Episode 8

Taking turns, one player at a time must choose a coloured token representing another player and place it in the top of a vertical grid so that it drops down into the lowest available row, a la the board game Connect Four. When a player has five tokens of theirs in a row in any direction, they are out of the challenge. The game continues until only two people remain; later, the three players who lost the game must each privately vote for one of them to win an exemption for the penultimate test.

Extending the theme, the two elements of this challenge are treated as they would be on Survivor, with the game in the middle of the island stay like a typical Survivor challenge and the vote held in a mock Tribal Council setting.

MONLO358. It Takes a Village A-

Episode 8

The player who won the exemption in the above challenge is given a photo of a nearby location and must find it without being seen by the others, who are not told the location but arrive in town fifteen minutes earlier to plan their search. Searchers are given walkie-talkies to assist, but are not told the evader is also given one and can hear everything they say. If the evader can reach the location within twenty minutes and without any searchers arriving within one minute of them, they keep their exemption; if any searcher arrives within one minute of the evader, the exemption is voided and the team wins €2500.

MONLO359. You've Got Mail D+

Episode 9

Players must split into pairs and each use a map to navigate a small boat to three mailboxes placed on adjacent islands, collecting the envelopes mailed throughout the season before bringing them back to the starting point. Anything brought back

to the start is returned to the kitty while anything not returned is forfeited. In addition, if a collected envelope is addressed to any player still in the game, the team will win an extra one-seventh of the amount inside for each episode between its mailing and this challenge, with the total interest earned rounded to the nearest €25.

It is never actually explained on screen how the interest is calculated, and the rounding appears to be to suit the denominations of the prop banknotes this show uses each season.

MONLO360. Message in a Bottle c-

Episode 9

Players must wade into a lagoon and search among hundreds of lit torches for bottles containing statements about the season, collecting only bottles marked with true statements and placing them in a sack they are carrying. They have a limited amount of time to search. The team wins €250 for each true statement collected by the two genuine finalists but is fined €250 for each false statement collected by the genuine finalists; however, no money is won or lost for any bottles collected by the Mole.

Junior Season 2 (2014)

MONL0361. *Smash or Grab* B

Episode 1

Players are told that a fishbowl containing a cash prize is suspended somewhere in Maastricht, and must split into two groups to find it and catch it when its anchor rope is cut. Each group is given a tablet showing six photos of the fishbowl's location, a walkie-talkie to contact the other group, and €100 to purchase something to catch the bowl with. The anchor rope will be cut exactly 45 minutes after the challenge starts; if the fishbowl is caught, the team wins the €200 inside.

This season featured a series of eight pre-season webisodes showing 30 potential contestants being narrowed to the final ten through a series of basic challenges; for clarity, I have not included these challenges here.

In accordance with Dutch laws limiting the prizes that can be won by children on television game shows, the final kitty will be donated to a World Wildlife Fund program to protect an endangered species of the winner's choice.

MONL0362. *The Underground Movement* B+

Episode 1

Players must listen to a series of instructions describing the route to a specific storage area in a World War Two-era art vault, then must roll up a recreation of Rembrandt's *The Night Watch* in a large rug and carry it through the vault to the storage area. If they deliver the rug to the collect location within 30 minutes, the team wins €100; however, they are fined €10 each time the rug touches the ground.

MONL0363. *Just Shoes Me* C

Episode 2

Players must ride bicycles along a two-and-a-half-kilometre course, paying attention for nine anachronistic items (their own pairs of shoes) hidden along the route. They have ten minutes to complete the course, after which they must take turns in the order they finished to match one other player to their shoes' position in the sequence. The last player to finish is then given the option to make any changes they wish; if all nine players are matched correctly after these changes, the team wins €150.

It's not really clear what purpose the time limit serves, beyond compelling players into cycling fast enough they may potentially miss at least one pair of shoes.

MONL0364. *Lights Out* B-

Episode 2

Players must split into three groups and each memorise photos of three artworks displayed in a museum, then find the matching works and memorising coloured tags next to each. They must then return, match the exact colours to the year the artwork was made on a display board, then remove lights marked with those years from three grids of lights so that the remaining lights will form the three digits to a safe combination. If the safe is opened within 45 minutes, the team wins the €150 stored inside.

MONL0365. *Trust Nobody* C

Episode 3

One player at a time is asked how they answered the question 'Is the Mole male or female?' on the previous episode's test, and is given the option to answer honestly, lie, or decline to answer. Later, those who declined to answer are each presented three other players holding different numbers of jokers (zero, one, or three) behind their back, and must briefly question them before choosing one player and winning whatever jokers they are holding. For each joker won, the team is fined €10.

MONL0366. *Teach to Their Own* B

Episode 3

Players are split into two groups, with one group taking a walking tour of Maastricht and the other listening to its mayor explain the city role in the conservation movement. Later, groups are reunited and given a ten minutes to relay the information they learned to the other group, before each group is asked four questions about the information from the other group. For each correct answer given, the team wins €20.

MONL0367. Message in a Bottle B

Episode 4

Four players must search a beach for hidden bottles filled with money and bring them back to a storage container at the start, while the other three players use buckets to ferry water from the sea into a leaking barrel. There are dozens of bottles (totalling €250) hidden, but the storage container only has room for a maximum of ten bottles, and once a bottle is placed in the container it cannot be removed. All money placed in the container before the leaking barrel runs dry is won.

MONL0368. Audio Visual B

Episode 4

Players are presented a marching band with members who will each say the name of an animal when touched on the shoulder, and must use them as human cards in a game of Memory, matching them in pairs until only the band members without matches are left. Once they have done so, the remaining band members will turn around to reveal letters on the backs of their uniforms, and players must arrange them to spell a mystery word. They have fifteen minutes to match the pairs and one minute to spell the word; if both parts are completed within their time limits, the team wins €100.

As well as the animal names, the band fits into this season's wildlife theme by playing Daydream Believer by 1960s boyband The Monkees. Stealth pun!

MONL0369. Cross Fire A-

Episode 5

Players are each given a lasergun, then are split into two teams. One team must use a stationary map to locate and collect a series of money-filled sacks hidden in a grassy field, while the other group becomes poachers and must try to shoot them. If a player is shot at any point, they are out of the challenge, with the challenge continuing until either all of the collectors or all of the poachers are shot. If the last player left is a collector, the team wins all money returned to the map; if it is a poacher, the collectors must decide which of the surviving poachers wins an exemption.

MONL0370. Tall Order B-

Episode 5

Two players must stand on the roof of a tower and use binoculars and walkie-talkies to direct the others around the surrounding area in pairs, so that they can read and relay the numbers shown on four signs. Once all four numbers are known, the guides must use them in an unknown order to open a waiting safe. If they safe is opened within 20 minutes, the team wins €100; however, the team is fined €10 each time the guides say a number over the walkie-talkies.

MONL0371. Canoe Can Do C-

Episode 6

Four players must split into pairs and compete in a canoe race. Meanwhile, the fifth player (the treasurer) must predict which pair will win and choose the prize to be won if they are correct: either €100 for the kitty or up to four jokers for themselves. If they choose the cash, it is the only prize available; if they choose the jokers, the team is fined €50 per joker if they are correct and the jokers are split amongst the race winners if they are incorrect.

MONL0372. On the Run B-

Episode 6

Players are taken to different positions along a 1500-metre trail. One player is told there are three messages worth different values to relay (€50, €100, and €150) and must choose one, then run to the next player and relay it to them before returning for the next message. At the end of 30 minutes, the player at the far end of the trail will be asked to recite the three messages. For each message they recite correctly, the team wins its assigned value.

MONL0373. Tower of Power B+

Episode 7

One player at a time must rock climb up a small tower, pausing at four ledges and deciding whether to take a waiting prize (a mystery prize, two jokers, one joker, or €2s00 with a bonus €50 for each consecutive climber who reaches its ledge after it is

taken), before reaching the top and riding a zipline back to the ground. Players can take only one item and cannot backtrack; each climber can relay any information they wish to the group before choosing the next climber from those remaining. Any prizes which make it through the entire course without being dropped are won.

The mystery prize is an exemption. Shocker.

MONLO374. Two Out of Three Ain't Bad C+

Episode 7

Two of the players who did not win the exemption in the above challenge are shown short videos, then must share what they saw with the third before the exemption winner interviews everyone and tries to identify which player never saw a video. If they choose the correct player, they remain exempt; if they choose wrongly, they lose the exemption but the team wins €150.

MONLO375. Breadcrumbs A-

Episode 8

Two players must walk through the streets of a small town to a local tower, carrying dozens of umbrellas with them and leaving them behind along the way to mark the route for the third player, who will follow shortly after. If the third player arrives at the tower within ten minutes of the first pair arriving, the team wins €200.

Season 15 (2015)

MONL0376. All Aboard C-

Episode 1

Players are given five photos of passengers who will be boarding trains at the Fort Railway Station (the busiest in Sri Lanka) between 5:00pm and 5:30pm, and must split into pairs to search for them. Four of the passengers are holding envelopes with cash prizes (totalling €2000) while the fifth has two open-ended exemptions for whoever finds them; anything collected by 5:30pm is won.

MONL0377. Mail Order C-

Episode 1

Players are accommodated in five hotel suites in pairs. One pair is secretly told that if either of them is chosen as the group's treasurer, they will both receive one joker for the first test. Meanwhile, another pair is secretly told that two jokers for use in the first test are hidden in a third pair's room, and must work out how to obtain them without being detected. However, both pairs are warned that using their jokers will come at an unknown cost.

It is later revealed that the treasurer must forfeit €200 from the kitty for them and their partner to receive their jokers. In addition, the other pair is told after using their jokers that they must ensure the group loses at least €100 in the first challenge of Episode 2 or face an unknown larger fine.

MONL0378. The Thin Red Line A-

Episode 1

Players are presented a wall of television screens, with one showing a starting point and the other showing a €2000 prize, and must search an abandoned police headquarters for painted red lines matching those on a completed image, before collecting a video camera from the starting point and setting it up to film the line so that the line travels from screen to screen and connects the starting point to the cash. Walkie-talkies are given to assist and each camera is attached to a long cable so that it can only be used for one particular screen; if the red line is correctly recreated within 45 minutes, the team wins the €2000.

MONL0379. Artistic Forgery A

Episode 2

Players are given 30 seconds to memorise the placements of 87 paintings in a gallery, then must enter an adjacent room and hang copies of each artwork to exactly recreate the original gallery. Players can return to the original gallery to check positions of artworks if they wish, but each visit costs €100 and players can only be in the gallery for a maximum of ten seconds at a time. At the end of 30 minutes, the galleries will be compared, and the team wins money depending on how many of the paintings are correctly placed: €500 for at least 25 correct placements, or €1000 for at least 50, or €2000 if all 87 are correctly placed.

MONL0380. On the Road Again B

Episode 2

Three players are taken to a cinema, while the others are split into pairs and placed in tuktuks in different locations around Colombo. Those in the cinema are simultaneously shown looping videos of the routes from each tuktuk's starting point to the cinema, and must each use phones to direct one pair to the cinema, without knowing which route applies to which pair. For each pair that arrives at the cinema within 30 minutes, the team wins €500; in addition, guides are presented a series of trailer commercials before the challenge is introduced, including one that secretly offers them a joker if they use their phones to call a shown telephone number.

MONL0381. Supply Dump C

Episode 2

Three players are taken to a truck loaded with goods and must unload it, delivering everything on board to a nearby shop. At the same time, the others are split into two groups and taken to supply-loaded handcarts in the surrounding area and must use written directions to find the truck before loading all of their supplies onto the truck. If everything is delivered correctly within 45 minutes, the team wins €1500.

MONL0382. *Tuktuk Goose* B+

Episode 3

Taking turns, players must cross a courtyard filled with tuktuks, collecting envelopes (containing a total of €1500) hidden within the tuktuks and taking them to the finish at the far end of the courtyard while avoiding a series of lasertag snipers and boobytraps. A maximum of two players can be on the course at a time, and players get laserguns to defend themselves with; anybody shot at any point is out of the challenge, with envelopes in a player's possession as they are 'killed' out of play. Each tuktuk containing an envelope is marked with a set of initials; the team wins the amount inside an envelope if it is delivered safely to the finish, but any envelopes delivered by the players shown on the relevant tuktuks will be doubled.

MONL0383. *Beach Bums* C

Episode 3

Six players are taken to a market district and must use 50,000 rupees to buy supplies that will allow them to both attract the others' attention as they fly overhead and to spell the name of a mystery destination. They have 30 minutes to shop and a limited amount of time to prepare before the others fly overhead. The other two players will only be told they will ride in a seaplane and must work out where to go; if they can see the others, read the destination, and direct their pilot to it within an unknown time limit, they will land at a dock with an envelope containing €3000.

MONL0384. *Everyone's a Winner* B

Episode 3

One player at a time must complete the test as usual, while the other players yet to complete the test watching silently but unable to see how they respond. After the usual twenty questions, each player is asked to grant one of the other players an exemption. All players chosen will be exempt; if the lowest scorer receives an exemption, the elimination is cancelled.

MONL0385. *The Mystery of History* B+

Episode 4

Players are given a verbal list of seven Dutch colonial landmarks in Galle, and must find them on foot before taking a photo of themselves at each. They can split into groups as they wish, but are not told that at each landmark they will find a cryptic clue hinting at the players who need to be pictured in the photo of that landmark for it to count as correct. For each landmark photographed correctly within 45 minutes, the team wins €250.

MONL0386. *Bowled Out* B-

Episode 4

In a random order, one player at a time must climb to the top of a temple and choose one of twelve numbered bowls arranged in a circle, then decide whether to take the prize inside it (cash, jokers, an exemption, or a black exemption) or walk around the circle in either direction to check a new bowl. They can only take the contents of one bowl and cannot backtrack; however, one bowl has a 'bomb' inside and anyone who finds it is out of the challenge, winning nothing.

MONL0387. *Be Our Guest* B

Episode 4

Players are brought to a lunch party and given 45 minutes to learn the names of the 75 guests. Later, they must identify the guests by name as they leave the party and give each of them a gift marked with their name. Finally, they must predict how many of the names they matched correctly, setting the stakes for the challenge: €250 if they got between twenty and 30 right, €500 for between 30 and 50, €1000 for between 50 and 74, and €2000 for getting all 75 right. If they choose correctly, they win the chosen cash value; if they are too low or too high, they win nothing.

MONL0388. *A Rough Guide* A

Episode 5

Two players are brought to the Weherahena Temple and must prepare a walking tour before leading the others through the temple, passing by five donation boxes and secretly taking either €300 for the kitty or a joker for themselves from each box without the others noticing. They must take the same item from each box; later, after the jokers are taken, the others are told what has happened and must answer one question about the temple for each joker. Each time they answer a question correctly,

they must choose whether to take €300 and let the guides keep a joker or void one of the jokers but take no money.

It is not clear how the quiz would have happened if guides took the cash; my guess is a correct answer would have let them decide between doubling the money or taking a joker each.

MONL0389. Dig Deep D

Episode 5

One player at a time must secretly pick two numbered cards from a set of fourteen, then will be asked how they answered two specific questions from the previous test (one about the Mole's activity in a challenge, and the Mole's identity). Later, they will be assigned one plot of sand in a grid of fourteen plots for every honest answer given, and must dig in them in search of a buried cash envelope. If they find it within five minutes, they win the unknown cash value inside.

MONL0390. The Low Country A

Episode 5

One player is positioned on a pontoon in the middle of a floating recreation of the Netherlands, and must use a walkie-talkie to direct the others in pairs to collect packages from buoys marked with the names of Dutch towns (arranged in accordance with their actual positions in the Netherlands) and deliver them to other buoys as necessary via speedboat. Players are not told the only deliveries that will win them money are the ones that must be delivered to the village of Geldrop (Dutch for 'money drop'); for each package correctly delivered to Geldrop within 45 minutes, the team wins €500.

Geldrop is also host Art Rooijakkers's home town.

MONL0391. Truck Off B-

Episode 6

Each player must drive a truck across a clearing and reverse park it between two stationary trucks. The two fastest are split from the group, and the others must choose the stakes for this challenge (a maximum of €2000, with no repeating digits), before arranging a waiting fleet of trucks to form their chosen stakes when viewed from the sky. The other two players will then be flown over the area in a small plane and must read what is written. If they can identify it as a cash value rather than another form of code and can read the number correctly, they win the chosen value.

MONL0392. Double Jeopardy D+

Episode 6

The treasurer is secretly given an envelope offering them the chance to buy up to two jokers for themselves using cash from the kitty, the first for €250 and the second for €500. Meanwhile, two other players are secretly given an envelope telling them they will each earn a joker for the next test if they perform specific actions that cause the group to lose money in the next challenge.

MONL0393. Rope a Dope c-

Episode 6

Players are given a verbal list of dozens of numbers corresponding to numbered ropes, listed in a random order, and must pull on the ropes whose numbers were not listed to reveal tubes containing cash (a total of €2000) for the kitty. Ropes marked with listed numbers have tubes that are either empty or contain fines. The team wins all money collected within 30 minutes.

MONL0394. Train of Thought c

Episode 7

Players are each given a suitcase marked with the name of a railway station in Sinhalese script, and must board a train that will travel to each of the stations. Each time the train stops at a station, the player whose suitcase is marked with the name of that stop must open it to reveal a multiple-choice question, and the group must answer it before moving to one of two new carriages based on their answer. If they answer all five questions correctly, they will end up in a carriage where €1000 is hidden; if they find it before the train reaches the end of the line, they win it.

It's not really clear at all how any question except the final one matters, since it doesn't matter what carriage players are in when each case is opened as the question inside is the same regardless.

MONL0395. Rock the Vote B-

Episode 7

Players are brought to a small Tamil village and given fifteen minutes to convince as many locals as possible that they are the Mole, then must make a one-minute speech to a group of collected locals before each of them votes for the player they think is the Mole. If the locals are later shown to have cast the most votes for the wrong player as the Mole, the team wins €2000; if they vote for the real Mole, €2000 will be removed from the winner's prize.

MONL0396. It's in the Cards C+

Episode 7

Immediately prior to taking the test, the treasurer is secretly offered the option of paying money from the kitty for a chance to cancel the elimination. There are four possible options – paying €500 and randomly choosing either a red or a green card, or paying an extra €250 for each of up to three additional green cards. If they take any offer and choose the red card, or refuse the offers, the elimination will continue as usual; if they take the offer and choose a green card, the elimination is cancelled.

MONL0397. Tea Time B-

Episode 8

Players must search a sloped teafield for hundreds of prop banknotes representing miniscule values, and must 'pick' enough of them from their plants to collect a total of exactly €1851, bringing them to a desk at the bottom of the field. No devices are provided to help them add the values they collect; if they can collect the correct amount within 30 minutes, they win €1851.

MONL0398. Give Me a Sign C

Episode 8

Players are given a set of eleven close-up photos of billboards visible on a crowded retail street, and must find them and identify the companies they represent before using the first letters of each company to form the name of the final destination, one of the stores on the street. If they find the correct store within 30 minutes, the team wins €1500.

MONL0399. Flash and Grab B-

Episode 8

One player at a time must walk across an abandoned tea factory, searching for five envelopes (containing a total of €500) and bringing them to the far end without being photographed by any of a set of stationary cameras that take shots at regular intervals (using flash to allow the player to time their movements). The envelopes are reset for each player, and walkie-talkies are given to assist; if a player delivers any envelopes to a crate at the far end of the factory within ten minutes and without being identifiable in a photo, the team wins the contents of those envelopes.

MONL0400. Jokers and the Thief C-

Episode 9

Players are positioned around a table as various items are placed on it. When a player sees an item they wish to keep, they must move to claim it; the first player to claim the item wins it, but is out of the challenge. For the first two rounds, jokers are added one at a time until they are claimed; when only two players are left, cash (up to €1000) is added incrementally until it is claimed, before the final player is presented only an envelope containing a mystery prize: the power to steal any two jokers from the other players.

MONL0401. Coda A-

Episode 9

Players are positioned on perches at three points in a crowded market, and each given five portions of letters from the Mole to the players. They must work out who each portion's intended recipient is, then shout the messages to each other to be written down by the player who should have received it. At the end of fifteen minutes, the messages each player received will be compared to the original letters; for each letter transcribed verbatim by the right person, the team wins €500.

Season 16 (2016)

MONL0402. *Crowd Sourcing* c

Episode 1

Players must each board a crowded commuter train at a different stop and open an envelope to find instructions telling them to find a certain number of people fitting a given category, bringing them to the end of the line. Each player has a different number and type of person to find (one musician, two people the same age as the player, three people in uniform, four women named Maria, five bearded men, six women with red nail polish, seven men named Juan, eight men with backpacks, nine 'beautiful' women, or ten people with hats), with players who board earlier having less people to find. However, the first player is instead given a secret mission to predict whether the others would be able to find all 54 of their necessary people. If they guess correctly, the team wins €1000.

It's not clear why the first person is even given somebody to find if they don't actually participate in that portion of the challenge in any fashion.

MONL0403. *Pull Yourself Together* B-

Episode 1

One player at a time must randomly pick a token marked with a player's name and place them in one of ten positions on a list. The group must then pull a giant triangular sled as far across a sand dune as they can within ten minutes, with the course split into fourteen sections. If the sled is entirely within one of the four cash sections at the end of the time limit, the team wins the value assigned to that section (from €500 to €2000 in €500 increments). For each non-cash section the sled enters fully, the team wins the right to prevent one player from seeing their results on this episode's test, with a random draw held during the elimination to decide whether players at the top or bottom of the list are spared. If the lowest scorer on the test is not forced to see their result, the elimination is cancelled.

MONL0404. *On the Right Track* c+

Episode 2

Players must search the kart tracks around a salt harvesting facility for four empty karts marked with different types of salt (table salt, road salt, mineral salt, and sea salt), then manipulate the track switches to bring the carts to piles of the matching salts, filling them up and delivering them to a storage area for processing. If they can fill and deliver all four karts correctly within 45 minutes, they win €2000.

MONL0405. *Sit and Stair* B-

Episode 2

Players are given five minutes to arrange themselves and dozens of locals on a staircase so that a photograph of the crowd can be taken. Everybody must then leave the stairs, and players are given fifteen minutes to return everybody to their original positions for a second photo. Finally, the two photos will be compared, stair by stair. The team wins €100 for each stair correctly recreated; if they arrange all fourteen stairs correctly, they will win a bonus €600.

MONL0406. *Look Into the Past* F

Episode 2

Two players at a time are brought to the entrance of an abandoned monastery, where they are told they could find information to help identify the Mole. They must then decide whether to have one player enter the monastery for ten minutes, while the other waits outside but receives two jokers, or both entering the monastery for five minutes and neither receiving jokers. They are not told that they will be presented projections of five former Moles providing hints about various strategic approaches, some of which will be employed by this season's Mole.

The five Moles are those from the previous four seasons and one from nearly a decade earlier; while it could have just been dictated by their availability, this seems odd as the earlier Mole was working for a rival network at the time. The only other explanation I could think of is that, since the fifth Mole would have come from the season the current host won, the show may not have wanted to remind people of the potentially-unfair circumstances which led to his win.

Given players clearly valued the jokers more than the information (despite there being so many clues in the monastery

that the audience basically identified the Mole en masse at this point, ruining any attempt at dramatic tension for the entire season), it seems to be particularly noteworthy that the 'learn information in lieu of winning money' concept is basically retired after this point, not appearing at all in season seventeen (for the first time in twelve years) and only making a brief appearance in season eighteen in a format where it's possible to miss the information entirely.

MONLO407. Currency Trading A-

Episode 3

Players are split into four groups and taken to different locations in downtown Santo Domingo, then are each given an envelope containing one partial banknote per team member. Using phones to assist, groups must then find five poles with additional partial notes positioned around the city (four at the starting points and one in an underground tunnel) and trade notes so that the three sections of each banknote can be reunited. Players must trade a new note for one of their existing notes and cannot simply pick one up; once a banknote is completed, all three players involved in its formation are out of the challenge. The team wins the value represented by all banknotes formed within 45 minutes.

The puzzle is way less complicated than it appears; essentially the biggest tricks are noting that while there are five note values (€1000, €500, €250, €100, and €50) in play, only four can be completed from the portions provided and the nine players can only finish three (for a maximum of €1750) before they are all out of the challenge, and that having three sections per banknote means the pairs cannot complete any notes without meeting.

MONLO408. Droning On B+

Episode 3

Players are given €1500 in banknotes and must divide it amongst themselves however they wish, before a maximum of two players at a time try to cross a barrier-filled courtyard without being shot by a series of lasertag snipers or two overhead drones. Walkie-talkies are given to assist, and if a player is shot they are out of the challenge. All money delivered safely to the far side of the courtyard is won; however, there are several markers on the field representing the power to double any cash the runner is carrying if they bring one to the finish.

MONLO409. Ask Not What Your Mole Can Do For You... D+

Episode 3

Immediately prior to taking the test, players are told they will participate in a silent auction for the right to choose any five questions from the test to be voided. Any bids which match another player's are voided, with the player who bids the second-highest of the remaining bids winning the power and their winning bid (rounded to the nearest €10) being removed from the kitty. Players cannot bid more money than is currently in the kitty.

MONLO410. Kayak Attack B

Episode 4

Players are given a long list of numbers to memorise, some of which contain red digits. Two players at a time must then paddle kayaks to a set of buoys near an adjacent island, searching for buoys marked with the numbers that did not contain red digits and collecting attached tubes before paddling back. Correct tubes will contain cash while incorrect tubes will either be empty or contain fines. Players are not told there are divers hidden beneath the surface who will try to tip their kayaks over; anyone who capsizes for any reason is out of the challenge, with their collected tubes void. Each pair has ten minutes to search and return; any tubes returned to shore within the time limit are won.

MONLO411. Snatch Game B-

Episode 4

Players must split into pairs and memorise a list of prizes to be found in boxes placed throughout a quarry. Two players at a time from different pairs must then run through the quarry, collecting whatever they can before returning to the start. Prizes are first come, first served; if a player returns to the entrance of the quarry within two minutes of starting, they win whatever they took.

The prize list: Exemptions for this episode and the next, an exemption for any episode, a black exemption, a mystery envelope, three jokers with a €500 fine, one joker, one joker, €10, €500, €500, €1000, advance knowledge of a question from this episode's test, a 'valuable dictionary' (for use in a challenge later in the season, and containing a hidden €2000), five boxes containing codes for combination locks on other boxes, and the right to question the others for two

minutes before taking one item from any player.

MONLO412. Rock Around the Lock c

Episode 4

Players must work together to solve eight brainteasers, with a one-minute time limit on each. Each time a brainteaser is solved, one player will be given a key and must rock climb up an adjacent cliff to try it in two locks securing a chest to the cliff. If they answered correctly, the key will open one of the locks; if they were wrong, it will not fit in either. Once both locks are opened, the chest must be lowered to the ground and opened with a third key to reveal a €1500 prize.

MONLO413. Pedal to the Mental c+

Episode 5

One player must cycle along a beachside trail to the far end, where one quiz question about the Dominican Republic will be asked ten minutes after starting and subsequent questions will be asked in one-minute intervals. The others must start cycling five minutes after the first cyclist, searching for envelopes containing the correct answers to each question and relaying them to the answerer via walkie-talkie. There is a limited amount of time to answer each question after it is asked, and the answerer cannot simply guess; for each of the twelve correct answers relayed, the team wins €200.

MONLO414. Lost and Found B

Episode 5

Players are given a limited amount of time to memorise nine pictograms used by the extinct Taino Indians, then must split into three groups and search the nearby waters for buoys with replicas of the pictograms attached, avoiding those with wrong symbols. Once they have all nine, they must fit them into a frame to match their positions on the original grid, before flipping them over to reveal a final location and the combination for a locked chest waiting there. If the chest is opened within one hour, the team wins €2000.

MONLO415. Double Crossing B+

Episode 5

Players are positioned at regular intervals along a long bridge. The players at each end must memorise provided paragraphs, then run along the bridge to relay them to the next person, and so on until the player at the far end can transcribe them. Both paragraphs must be relayed in opposite directions simultaneously; for each paragraph transcribed correctly at the end of twenty minutes, the team wins €1000.

MONLO416. Blank Expression B+

Episode 6

Players must split into two groups and stand on opposite sides of a wall, then arrange an assortment of completely white props on a stage to make identical 'dining room' sets. Groups are given a measuring tape to assist and can yell across the wall to each other, but cannot look at the other group's room. If both rooms are identical at the end of 30 minutes, the team wins €1500. In addition, each room has several jokers hidden inside it for players to claim.

The challenge is such a failure that it's not clear whether the intention is to make them identical when looking at them from the camera's point of view (as the instructions suggested) or to make them mirror images (as the unmovable lights overhead implied).

MONLO417. Cross Words B+

Episode 6

Players are split into two groups and placed in separate cable cars. One group is given a list of Dutch words to translate into Spanish, while the other is given a list of Spanish words to translate into Dutch. However, each group is given a translation dictionary that only helps the other group, and they must use phones to relay the words to each other. At the end of the trip, each group must pick one player to provide the translations of five words from their group's list. For each word correctly translated, the team wins €100.

MONLO418. Cut and Paste B

Episode 6

Players are split into two groups and given cars, then must drive around Puerto Plata in search of nine cardboard cutouts of players, each with an attached clue that can be combined with the other clues to form the location of the tenth cutout. Once they have all ten cutouts, they must arrange them to replicate the cast photo taken before the first episode. If they can correctly recreate the cast photo within one hour, the team wins €2000.

MONLO419. Lost Luggage A-

Episode 7

Players are positioned in a 'control room' and must use live footage from sixteen security cameras to find their luggage hidden in the rooms of an abandoned resort, bringing it back without being 'trapped' by any of three patrolling bellboys. Each player must find and bring back their own luggage, with walkie-talkies provided so those in the control room can assist. The team wins €300 for each player who safely brings their luggage back to the control room within 45 minutes.

MONLO420. Four of a Kind C+

Episode 7

Players must each randomly draw three tiles from a group containing tiles marked with various prizes (jokers, exemptions, a black exemption, the power to steal a prize from another player, or fines of two values), then must take turns placing one tile on the table face-up before drawing a new one. If a player places the fourth tile showing the same item, they win it and all four are removed from play. Players cannot skip turns but some tokens allow them to 'stop' any prize from being completed, with the played tokens removed from play. If no fines are completed, the team wins €1000; otherwise, all complete sets are won.

MONLO421. Dine and Dash A

Episode 7

Two players are given the menu for a pop-up restaurant and must use 2500 pesos and two bikes to source the meals, then serve them to five reserved tables of diners and anyone else they can accommodate, charging prices of their choice for each dish. They have 90 minutes to prepare before service starts, with the others joining them fifteen minutes after they begin. If they can earn 5000 pesos, the team wins €1000; for each additional peso earned, the team wins the equivalent of ten pesos.

MONLO422. Get Into Shape C+

Episode 8

Players are presented a diagram dividing a rectangle into nine sections of different shapes, then must use ropes and anchor poles to divide an abandoned hangar according to the diagram, before counting the number of marked tiles on the floor in each section and using the totals from four sections in a specified order as the combination to unlock a safe. They have only one chance to unlock the safe; if they do so correctly within 30 minutes, the team wins the €2000 inside.

MONLO423. Stop the Clock C+

Episode 8

Players are given photos of nine countdown timers hidden in an abandoned salt factory, and must find and stop each of them on foot, using walkie-talkies to communicate. Each timer starts at a different value (from €100 to €900 in €100 increments) but all nine will countdown at the same rate for 30 minutes so that each timer will end at a value €1000 lower than its starting point if not stopped. If a timer is stopped in time, the team wins the value shown on it; if not, they incur the maximum fine available.

MONLO424. Studio; Apartment B

Episode 8

Three players are given one hour to prepare for an appearance on a local television variety show, during which they will be interviewed about the season and must each participate in the show's regular segments, reading scripts in Spanish as part of the broadcast. Meanwhile, the other player is given a list of Spanish words and must watch the broadcast from a nearby apartment, listening for which words are said during the show. At the end of the broadcast, they will be asked to pick the five listed words that were not part of the other players' scripts. For each correct word chosen, the team wins €250.

MONLO425. Copycat B+

Episode 9

Players are given five photos showing typical scenes of life in the fishing village of Bayahibe, and must recreate them as accurately as possible within one hour. At the end of the time limit, they must submit one shot to be compared against each original photo, with each pair of photos judged on whether the recreation matches several major features of the original. For each photo deemed accurate, the team wins €200; if all five are deemed accurate, the team wins a bonus €500.

MONLO426. Last Resort A-

Episode 9

One player must wear a video camera on their chest and walk through a crowded tourist resort from its reception to the adjacent beach, without stopping and without filming any tourists, while the other two players direct them to collect cash hidden in various locations around the resort. Guides are given a map showing the cash locations and walkie-talkies to allow them to split up if they wish, but only the filmer can collect money. If the filmer can reach the beach within 30 minutes and having followed the other rules, the team wins all money collected; in addition, if they collect at least two banknotes showing each finalist's face, all money collected will be doubled.

The prop banknotes used this season came in ten denominations, with a different player on each; it is not known what would have happened if any of the three players whose faces were on notes representing fines made it this far.

Season 17 (2017)

MONL0427. *Ticket to Ride* C-

Episode 1

Players must split up and search a forested area for four envelopes containing helicopter tickets. Each player can only claim one envelope. Those who do are flown to Portland and must search the skyline from the helipad where they landed for two marked signs, one showing a mystery destination and the other a coded phrase. Once they have both, they must travel to the location and use the phrase to access a secure area, allowing them to access a locked chest and its key. If they open the chest within one hour of landing in Portland, all four players win exemptions for this episode.

MONL0428. *Five Got a Secret* C-

Episode 1

The six players who failed to find helicopter tickets in the above challenge are driven in two groups to different locations in downtown Portland and must find envelopes with different prizes (€1000, €750, €500, €250, or a mystery prize) from five listed landmarks on foot. Anything found within one hour is won.

MONL0429. *All for Nothing* B

Episode 1

One at a time, the four players who won exemptions in the first challenge are offered the chance to forfeit their exemption and cancel the elimination entirely. They are given a brief amount of time to deliberate and are told that the elimination will only be cancelled if all four players forfeit their exemptions, but are not told until later that the other six players are secretly watching from a nearby building, and that (by virtue of collecting the mystery envelope in their challenge) they have the power to void any one exemption of their choice. If all four players forfeit or lose their exemptions, the elimination is cancelled.

According to the show itself, this episode features one long challenge instead of three separate ones; while the roles players have in one challenge carry over to subsequent challenges, the challenges are completely distinct aside from the opening search for helicopter tickets, and I have listed them separately for clarity.

MONL0430. *Miller Instinct* C+

Episode 2

Players must split up and search an abandoned paper mill for seven simple minitasks, completing each of them to earn cash for the kitty. Players can all search simultaneously and walkie-talkies are provided but a maximum of two players can physically attempt each minitask; however, they are not told that three players will be 'kidnapped' at various points to prepare for a later challenge. For each minitask successfully completed within one hour, the team wins €500.

MONL0431. *A Night at the Fair* B+

Episode 2

One at a time, the six players not kidnapped in the above challenge must enter an empty amusement park and make their way to eight rides marked with different values, riding each, before returning to the start. They must avoid being shot by several lasertag snipers as they do so, but are given a lasergun to defend themselves with. Players cannot be shot while on a ride, but once a ride has been used it is out of play for all future players. If a player returns to the start after having completed a ride, the team wins the cash value assigned to that ride. In addition, players are not told that a black exemption and dozens of jokers are hidden in a claw machine on the park grounds.

MONL0432. *Liar Liar* B+

Episode 2

One at a time, the three players kidnapped during the paper mill challenge must tell the others what they did while they were split from the group. Two of the three kidnapped players were given unusual experiences and must tell the truth throughout, while the third was sequestered in a hotel room for 24 hours and must lie. After all three explanations, the group must decide which player is lying. If they guess correctly, the team wins €1000; if not, the player who was lying wins an exemption.

MONL0433. *Just Dune It* C+

Episode 3

Seven players must work in relay to run along a trail through a set of grassy dunes, collecting banknotes from posts along the way. A direct route contains posts with a combined total of €500 attached, while seven additional poles require optional detours but contain full and half banknotes worth a combined €2500. Meanwhile, the last player will wait at the finish and relay the remaining time limit to allow runners to decide if detours are necessary. If the final runner reaches the finish within fifteen minutes, the team wins all cash collected; however, if a half banknote is delivered to the finish without being completed the team is fined its intended value.

MONL0434. *Light Up the Night* B-

Episode 3

Six players are brought to a beach and must use rakes and any other items they can find to draw a representation of each player on the sand, without using letters or numbers and with a fireworks show as their only source of light. At the end of the five-minute show, the other two players are brought to the beach and must identify the player represented by each image, using a one-minute fireworks show as their only light source. For each player correctly identified, the team wins €500.

Per spoilers, this challenge was literally filmed on the Fourth of July.

MONL0435. *Page Turner* A-

Episode 3

Players are split into pairs and placed in cars parked at different positions around downtown Portland. Using walkie-talkies to communicate, they must drive to find each other and read numbered signs placed on the outside of each car to form a set of turn-by-turn directions leading to a mystery destination. Players cannot park their cars until they reach the mystery destination, and cannot open their doors or windows at any point. Once they find the final destination (a bookstore), they must take four envelopes from each car and find the books listed to locate hidden cash prizes. There is a total of €2000 divided amongst the sixteen listed books; any cash collected within one hour of starting is won.

MONL0436. *So Lasso Me* B-

Episode 4

One at a time, six players must run across an hourglass-shaped playing field marked with haybales, collecting one of six lassos placed around the course before crossing the finish line. As they attempt to do so, a horse rider will attempt to catch them using a lasso of their own, however there are four safe zones on the course where players cannot be lassoed. Each player who safely crosses the finish line with a lasso wins €250 for the team, with their lasso removed from play; if they are caught, their turn ends immediately and their lasso is replaced for the next runner. After all six players have done so, the seventh must repeat the process, with all of the lassos replaced and the rider also having to collect one before using it. The final runner can collect up to one lasso for each other player who succeeded; they win €250 per collected lasso if they succeed, but are fined €250 per lasso in their possession if they are caught.

MONL0437. *Hay Fever* F

Episode 4

Players must search a giant pile of haybales for four sheets marked with different cash values (totalling €2000). Any money represented by sheets found within fifteen minutes is won.

No, really. That's the entire challenge.

MONL0438. *Cattle Battle* B-

Episode 4

One player at a time is privately asked how much they would be willing to pay from the kitty in order to receive three jokers. The treasurer, asked last, is instead told that three jokers will be auctioned off as separate lots and that bids will only be removed from the kitty once the total amount spent exceeds the average of the others' offers, then is given the option to raise the limit to a value of their choice by paying half of the difference, plus (not revealed until afterwards) a €100 fee for using the insurance. If the three jokers are bought for less than the new limit, the team wins €500 and the treasurer wins a joker; if the final cost

exceeds the limit, any money spent over the limit will be incurred as a fine.

MONL0439. Shoot 'Em Up F

Episode 5

Players are each given a 22-millimetre rifle and must use it to fire twenty bullets at a row of six bullseye targets a short distance away. Each of the targets is raised and lowered at random intervals; for each bullet that lands in either the red or yellow sections of the target, the team wins €100.

As part of this season's attempt to make episodes structurally coherent rather than disjointed sets of three challenges, this episode features the team using horses and carts to travel along a sixteen-kilometre stretch of the Oregon Trail, a route associated with colonists travelling west in search of the 'promised land'. Essentially, the episode is a glorified camping trip. With optional dysentery.

It's insane that this tedious piece of filler has the highest prize of any challenge in the history of this franchise.

MONL0440. Triple Double B-

Episode 5

Players are presented six envelopes and must each choose one before opening it in private. Two players are given a note telling them a joker will be hidden along the right-hand side of the trail the following day, while two other players get an identical note telling them the joker is on the left side. Meanwhile, the final two players get notes telling them to work out who the other player with their note is, then work with them to use a bag of 'tools' hidden in their carts to make two jokers manually without the others discovering. In all three cases, jokers are only won if they are collected or made without the others noticing.

MONL0441. An Illustrated Guide A-

Episode 5

One player is split from the group and is presented ten rodeo posters, then must use a walkie-talkie to describe them so the others can find them in a field containing 130 historical rodeo posters of different styles. Only one player can be in the field at a time, and they are not told the guide's posters have had all words removed. Each time a poster is found, the searcher must take an envelope containing a puzzle piece from behind it. At the end of twenty minutes, searchers must assemble their collected pieces to form one final poster, then direct the guide to it. If the guide finds it within two minutes, the team wins €2000.

MONL0442. Tunnel Vision A

Episode 6

Two players are given ten minutes to walk through a maze of connected basements filled with wooden mannequins, memorising the positions of banknotes representing cash and fines. Banknotes are always placed in pairs, and players cannot backtrack at any point. Later, searchers must direct the others through the maze to collect the banknotes representing cash, again without backtracking; however, they are not told that the mannequins have all been replaced by live actors, that the banknotes are all sealed in envelopes, or that collectors will be using lanterns to search in the dark. Anything collected by the later players is won.

MONL0443. Go With the Mow C+

Episode 6

Three players must use ride-on tractor mowers to mow a word of their choice (containing up to ten letters) into a field, making it large enough to be read from a distance. The other two players are taken to a nearby overlook and must watch them; after fifteen minutes, they must guess the word that was mowed. If they guess correctly, the team wins a cash value assigned to the number of letters in the word: €0 for one letter, €10 for two, €20 for three, €50 for four, €100 for five, €250 for six, €500 for seven, €1000 for eight, €1500 for nine, or €2000 for a ten-letter word.

MONL0444. Seek and Speak D

Episode 6

Players must split up and search the crowd at a large rodeo for eight locals carrying walkie-talkies. Each of the locals is wearing a badge marked with a different value from €10 to €1000, and once a player finds one they must decide whether to use their walkie-talkie to confirm their find, or continue searching for more money. The challenge continues until four separate values are confirmed, with the team winning all four of these values; in addition, the player who confirms the most money wins the

power to decide which two players will be the only people to see their results at the elimination. If the lowest scorer is not chosen to see their results, the elimination will be cancelled.

MONL0445. Lava's Leap B

Episode 7

Players are split up around a lavafield and each given a list of five questions, then must use walkie-talkies to relay the answers to each other. Each player is given two walkie-talkies, one to hear other players and one to talk into, but they are attached to poles a short distance away from each other and cannot be moved; they are also not told that each walkie-talkie connects them to only one other player, requiring questions and answers to be relayed in a chain. All questions and answers must be relayed from player to player, even if they are about the player asking. For each correct answer relayed to the asker within fifteen minutes, the team wins €100.

MONL0446. The Sky's the Limit C-

Episode 7

Two players are flown over the countryside in separate hot air balloons, while the other three follow them in a convertible and use binoculars to read parts of a phone number shown on signs beneath each balloon basket. Once they have the full phone number, they must use it to call one of the balloons and relay the combination to a lock, which this player must open to find a phone number and lock combination for the second balloon. That player will then find a final destination and the phone number for the players in the car; if the car arrives by 8:00am (approximately one hour after starting), the team wins €1500.

MONL0447. Horsing Around C-

Episode 7

One player at a time must ride a horse around one lap of a marked slalom-style course. Later, they must complete a second lap of the course while also using a pistol to shoot balloons attached to the course markers, after watching a demonstration. There are ten balloons, but each player has a maximum of five bullets. If a player finishes their second lap faster than their first, the team wins €100 for each balloon they shoot.

MONL0448. Lettered Ride C+

Episode 8

Players are positioned at different points along a road marked with a series of signs, each showing a letter of the alphabet, and must use bicycles to each transfer one letter at a time to its correct position so that the signs will show the alphabet in order. Players are not told how far along the road they are at the start of the challenge, and are not given any devices to communicate with the other players. If the entire alphabet is arranged correctly at the end of twenty minutes, the team wins €1000.

MONL0449. Say What? C+

Episode 8

Players are split into pairs and are each given a list of Dutch proverbs and phrases, then must use cameras and whatever items they can find in a group of antique stores to photograph each phrase from the list. Each pair is given 45 minutes and a maximum of ten shots, after which their photos are shown to the other pair. For each phrase correctly guessed, the team wins €100.

MONL0450. Capture the Flag C+

Episode 8

Players are taken to separate locations near Fort Rock, each the same distance from a white flag in the middle of a field, then must try to reach it without being seen by the others. Each player must wear a colour-coded vest and signal that they have seen the others by using a walkie-talkie to relay their name and colour. If a player correctly identifies an opponent's vest colour, the opponent is out; if they are wrong, they are out. The first player to reach the flag, or the last remaining, wins an exemption.

MONL0451. Wherever I Hang My Hat, That's My Home C+

Episode 9

Players are presented a series of logic puzzle-style clues related to the occupants of a ghost town, and must hang signs marked with the occupants from each of the houses in town, as well as signs to name the streets. There is only one way to hang all of the

signs to fit the clues. If all of the signs are correctly hung at the end of twenty minutes, the team wins €1500; if not, they win €50 for each sign correctly placed.

MONLO452. Follow the Money C-

Episode 9

Players must each wind a long rope around a series of trees marked with signs showing various cash values (some random, some the values won in specific challenges) until the connected trees are marked with a combined value equal to the €12,160 in the kitty. Once a player has done so, they must proceed to a solving station and arrange four double-sided puzzle pieces to form a perfect square, before adding a new piece and rearranging them to make a larger perfect square. If the first player to finish all three stages of the challenge is later revealed as the winner, the kitty will be doubled.

The double-puzzle featured as the end of this challenge also appeared on the previous year's Dutch season of Survivor.

Season 18 (2018)

MONL0453. A Tale of Five Cities A+

Episode 1

Arriving at a hotel in pairs, players are told to find the cafe shown in a provided photo, then use a phone and provided clues (five metal bars of different lengths, dossiers of each player, and a double-sided map) to find a €2000 envelope, two jokers, and a safe in three different locations, and must work out the letter combination to open the safe. Each pair has clues to help another pair find their cash and jokers, but players are not told they are in five separate countries. Hints are available throughout by calling a voicemail which has new hint messages recorded in 30-minute intervals; however, only the first call is free, with the team fined increasing amounts per extra call. Jokers are won as soon as they are found but a pair must open their safe within two hours to win any found cash. In addition, if a pair opens their safe within the time limit, both partners will be exempt from an elimination test that will be held before the team is united; if all five pairs open their safes, the elimination will be cancelled.

MONL0454. How Bazar C+

Episode 2

Players are given a €1000 note and a photo of a vendor somewhere in Navtlugi Bazar, then must find them to exchange the note for two €500 notes and a new photo. They must continue through several exchanges in this way, trading for more and more notes of smaller denominations, before returning to the starting point and attaching their notes to cover a grid of 100 notes representing €20 fines. At the end of 30 minutes, the team wins the original €1000 minus €20 for each fine not covered.

MONL0455. Stage Directions B+

Episode 2

Players are seated in specific positions in four seating boxes around a theatre as a play is performed. At various points during the performance, they will be sent a series of instructions and must rearrange themselves so that at the end of the performance, all players are seated in positions that comply with every instruction. If everybody is seated in the correct box at the end of the play, the team wins €2000. In addition, near the end of the challenge the player eliminated in Episode 1 enters a fifth box and the group is told that if anyone joins them within ten minutes, causing the team to fail the challenge, they win information relevant to this episode's test and the eliminated player will return to the game.

MONL0456. I Feel The Earth Move Under My Feet C

Episode 2

Players are presented a fifty-metre-long course covered with an enormous pile of gravel, and must use earthmovers of various sizes to remove as much of it as possible to clear the course so a vintage Lada can drive across it. At the end of 90 minutes, the Lada will be driven as far across the course as possible. For every ten metres it travels, the team wins €500; if it crosses the finish line, the team wins a bonus €500.

MONL0457. Chasing Cars B

Episode 3

Players must split into five groups and drive cars from a starting point at one end of a small town to a finish point at the other, without being blocked by three patrolling 'hunter' cars, using walkie-talkies to assist. Each car is marked with a different value (€50, €200, €250, or €750, or double any other winnings) and groups can leave the start at any point but must drive for at least fifteen minutes before reaching the finish. If a car is blocked by the patrol cars at any point, it is out of the challenge. If a car reaches the finish within 30 minutes of the challenge starting, the team wins the car's assigned value.

MONL0458. Double Cross C-

Episode 3

Four players at a time must walk along separate paths, each with four baskets containing various prizes, cash fines, or nothing. At the end, they must form pairs and decide what, if anything, to tell the other two players. Each pair must then decide which of the two unseen paths they will take two prizes from, and which two baskets to open, based only on the information they were told. Anything chosen is awarded to the players who choose them.

MONL0459. Higher Education B

Episode 3

Four players must each listen to a series of four two-and-a-half minute recordings about Georgia while completing a tandem paraglide from a nearby mountain. At the same time, the other four players are given an assortment of 40 questions about the information and must use walkie-talkies to obtain answers from the paragliders before they land. For each question correctly answered, the team wins €100.

MONL0460. Tunnel Vision A-

Episode 4

Three players are hidden in a tunnel and given a board showing six photos of landmarks, plus a set of directions. They must call the other players and give them the directions, then wait for them to arrive and work to identify which of the landmarks can be seen from the directions' endpoint, before using the directions beneath that photo to direct them to a new landmark, repeating the process until all of the landmarks are found and the final directions lead searchers to the guides. However, there is no phone reception in the tunnel and guides must memorise the directions before walking to a nearby manhole to call. If the searchers find the guides within 45 minutes, the team wins €1500.

MONL0461. Reaction Distraction D

Episode 4

Players are split up and one player at a time is asked a series of multiple-choice questions about how they would play the game. Questions are displayed on a flowchart-like table, and each player will continue to answer questions until they reach one of several endpoints. While they are all led to believe the challenge could earn them an exemption for the final elimination (and thus a place in the finale), they are not told that while they are focused on the questions the Mole will walk past in disguise.

MONL0462. Raise the Roof D+

Episode 4

Having each been asked to decide between €5000 for the kitty and cancelling the elimination during the previous challenge, the option chosen by the majority of players is secretly placed in one of seven unmarked envelopes. One player at a time must then randomly pick an envelope and deliver it from the roof of one Soviet-era apartment building to another, by riding a horizontal zipline across the gap until their weight makes the rope sag too far to continue and manually pulling themselves the rest of the way. If the player who chooses the envelope with the prize inside completes the crossing, the team wins its unknown contents; if not, the team wins no money and the elimination will continue.

MONL0463. Clowning Around B

Episode 5

Players are each given a table in the middle of a circus arena and must use it to make a four-tier pyramid of cards, even while being distracted by a horde of clowns and being offered optional minitasks to win additional cash for the kitty. Each minitask has its own time limit and prize, and players can decide individually whether to temporarily leave their table to attempt it. The minitasks have a combined total of €2500 available; for each card tower completed and standing at the end of ten minutes, the team wins €250.

MONL0464. Race Relations B+

Episode 5

The treasurer is split from the group and must assign prizes (€500, €1000, one joker, two jokers, or nothing) to each of the other players. These players are then taken to a bridge and must search the area for one of five marked cars, then ride in it to a new destination where they will be given instructions to make their own way to a new landmark and search for a new car. At each subsequent landmark, there is one fewer car than there are players, and the player left without a car is out of the challenge. If the first player to reach the final location is carrying cash, it is doubled; if it is jokers, the winner and the treasurer both win them.

The challenge is fairly clearly intended as a non-copyright-infringing knockoff of The Amazing Race, up to the point the race ends at the same location as the US version's only leg in Georgia, with the shot framed so the host and treasurer appear to fill the roles of Phil Keoghan and the local Pit Stop greeters.

MONLO465. Hide and Seek C+

Episode 5

Players are presented a giant wordsearch grid on the floor of an abandoned building, then must run to an adjacent building and memorise the Mole-themed words displayed on its walls before returning and finding them in the grid, using paint and rollers to cover the used letters. Once all of the words are found, the remaining letters from left to right and top to bottom will spell a mystery phrase. At the end of fifteen minutes, players are taken to a gantry overlooking the grid and are given ten seconds to work out the phrase. If they guess it correctly, the team wins €1000.

MONLO466. Heartbreak Hotel C

Episode 6

Four players are locked in rooms in an abandoned hotel, each with a ring of keys allowing them to unlock ten rooms, while the treasurer is also given a set of ten keys but can roam free. They must use their keys to open the locked rooms, releasing the other players, before searching the remaining rooms to find different amounts of cash (€1500 in total). In addition, some rooms have jokers hidden inside and others have clues pointing to the locations of the jokers, while one room has a black exemption hidden; anything found within fifteen minutes is won.

MONLO467. Moving House B

Episode 6

Players are split into two groups and given Ladas, then have 30 minutes to search houses for marked pieces of furniture and load them into or onto the cars before driving across a small village to deliver them to the other group's house. At the end of the 30 minutes, they are told that there are additional items to be loaded into the cars and that the houses' owners would also like to be transported, then given an extra 15 minutes to rearrange the car so that they can fit as many of these extra items as possible. The team wins €50 for each extra furniture item and €250 for each owner delivered to the other house.

MONLO468. Flip Out B

Episode 6

After completing the test, players are told there are two walls of eight rotating coloured boards (three with €500 prizes on both sides, and five with players' names on the sides not visible) at the top of separate staircases, then must take turns to answer quiz questions about the season so far. Three players will be using a red wall and can flip one board to green for each correct answer they give, while two will use a green wall and must flip one board to red for each wrong answer. Players cannot see what has been flipped on the opposing group's wall; after ten questions, the team wins each €500 prize that is green on both walls and any player whose name is shown in green on both walls will not have to see their test results. If the lowest scorer on the test is not forced to see their result, the elimination will be cancelled.

MONLO469. Like Clockwork B-

Episode 7

Starting from a central control room, players must search an abandoned sanatorium for five simple minitasks for different amounts of money, then complete them. Walkie-talkies are given to assist, but each player is given a personal three-minute countdown clock in the control room and must return to reset it before it runs out. If a player's clock runs out at any point, they are out of the challenge. Any money earned by minitasks successfully completed within 21 minutes is won.

MONLO470. Paint Misbehavin' B

Episode 7

Players are shown a 125-metre-long bridge in the process of restoration, and must use provided items to paint its railings white for its reopening. They are given three hours to do so, and can enlist the help of as many locals as they wish; for every full metre of the bridge repainted to the mayor's satisfaction, the team wins €10.

MONLO471. Carriage Return A-

Episode 7

Players must board a train containing hundreds of cardboard boxes with coloured labels, and must sort the blue, yellow, and green packages so that each package is in the corresponding carriage at the end of the journey. In addition, they must unload the red packages marked with the names of stations during brief stops at the corresponding stations. If all of the blue, yellow, and green packages are sorted correctly, the team wins €1500; however, they are fined €250 per red package wrongly delivered.

MONLO472. Bird on a Choir C+

Episode 8

Players must search a monastery carved into a cliffside for seven numbered alcoves with local choirs singing traditional songs, and memorise the songs each is singing before trying to match the choirs who are singing the same songs. They have twenty minutes to search before being asked to match the pairs. For each correct pairing, the team wins €250; if they correctly identify the choir that has no match, they win a bonus €250.

MONLO473. Carpool Karaoke A-

Episode 8

Players are placed in four cars facing each other in a cross formation and are each given a list of eleven songs, then must mime them for the others to identify, while all four cars are continually sprayed with water. They have fifteen minutes to mime, and must keep their doors and windows closed at all times. For each song correctly identified by at least one other player, the team wins €50; however, one song on each player's list is designated as a bonus song and the team wins €100 if it is identified.

MONLO474. Land Grab B-

Episode 8

Players must whitewater raft down two sections of the Mtkvari River. The first section is a basic training run on calm waters, but players must search the riverside for a series of signs explaining the goal of the challenge. In the second section, they must raft on a rougher section of the river, collecting coloured tubes hanging in twelve rows marked with different national flags. Only one tube in each row contains cash (€2000 in total), while the rest contain fines. Having previously been shown a colour and player assigned to each flag, players must work together to collect the correct coloured tubes from each row, with anything collected and brought to the end of the course won. In addition, if the player assigned to a row collects the correct tube from it, the cash inside the tube will be doubled.

MONLO475. Over the Moon C

Episode 9

Players are brought to an observatory with several buildings containing large telescopes, and must search for three marked buildings before working out how to operate the telescopes and using them to find the moon. Walkie-talkies and flashlights are given to assist. If all three telescopes can be pointed at the moon within 30 minutes, the team wins €1000.

MONLO476. Driven Crazy B-

Episode 9

Players are each given a Lada and must drive along different routes to a nearby town, pausing at four points to answer multiple-choice quiz questions about their Ladas. Each option corresponds to a jigsaw puzzle piece containing a piece of Georgian text. Once all twelve have been collected, they must be assembled and the text on them translated to find a set of instructions leading to a final location. If they arrive at the final location within one hour, the team wins €1500.

MONLO477. Grand Final C+

Episode 9

One at a time, players must run through a mazelike series of paths to search the grounds of Rabati Castle for a laptop, then complete the final test. There are three possible routes – a route that leads directly to the test, a longer route leading to up to €2500 that will be added to the kitty if a player finds it and wins, and an even longer route that leads to information that will confirm the Mole's identity. Players can take more than one route, but the amount of time it takes to complete the test (used as the tiebreaker if needed) will be measured from the moment players enter the castle grounds.

United Kingdom

Season 1 (2001)

MOUK0001. 'Chutes and Splatters B-

Episode 1

Players must fly to Jersey and land before their plane does, by each completing a tandem skydive with a professional from an altitude of 10,000 feet. If all ten players complete the task, the team wins £10,000.

MOUK0002. Lost Luggage B

Episode 1

Five players are given ten minutes to repack their own luggage into a small backpack each, then seven minutes to repack the others' luggage. At least one item must be left out of each player's repacked bag, and anything left out is confiscated for the entire season. Later, the others are told what happened and must each guess an item that was left out of their backpacks. If at least three players guess correctly, the team wins £5000.

MOUK0003. Rescue Me B-

Episode 1

One player is woken early and taken blindfolded to a mystery location. Later, the others must split into three groups and find them by boat, helicopter, and car. Phones are given to each group and to the hostage, but the hostage cannot make calls. If all three groups arrive within 90 minutes and use keys hidden in their vehicles to free the hostage, the team wins £10,000.

MOUK0004. Fore Thought B-

Episode 2

One player must give another a three-hour golf lesson. After the lesson, the learner must complete a Par 4 hole. They will be given four strokes for free, then will be told the subject of one quiz question at a time and must decide which of the other players will answer it. Each player can be chosen for only one question, and the golfer will earn an extra two strokes if the question is answered correctly. If they complete the hole before running out of strokes, the team wins £5000.

MOUK0005. Variety Special C+

Episode 2

Six players must split into pairs, then each complete a different activity (drawing caricatures, using a GPS to collect a set of donkeys before selling rides, or staging a puppet show) to raise money for a local special needs school. If they can raise a total of at least £150 for the school within three hours, the team wins £5000 and their raised money will be doubled.

MOUK0006. The Wheel Deal B-

Episode 2

In a relay, three players must each direct a rally driver around one lap of a set course, pausing halfway so two other players can switch the car's rear tyres with each other. If all three laps and all three tyre changes are completed in a total time of twenty minutes or less, the team wins £10,000.

MOUK0007. The Jump C

Episode 3

One player at a time must jump from a 38-metre-high bridge while attached to a rope, swinging beneath it like a pendulum. If all eight players complete the bridge swing within one hour of the first player getting into position, the team wins £20,000.

MOUK0008. Taste Test C+

Episode 3

Players must split into one pair and two trios. Trios are taken to different locations to taste different French produce (red wine or cheese), while the pair is taught to cook a basic French recipe for dinner. After dinner, trios are given three samples allegedly tasted during the day and must pick which one was not previously tasted, while the pair is presented six ingredients from their dish and must place them in the order they were used in its preparation. If at least two of the three groups guess correctly, the team wins £5000.

MOUK0009. Hedge Issues A-

Episode 3

Players must split into pairs and take turns to traverse a hedge maze, with one partner running through the maze and the other using a live overhead feed to direct them via walkietalkie. As they do so, two hunters will try to chase the runner. If any runner manages to escape the maze without being caught, the team wins £15,000; if they fail but the runners remain in the maze for a combined total of at least five minutes, the team wins £10,000.

MOUK0010. For Cod's Sake C

Episode 4

Five players must split into two groups and travel to separate locations to catch fish. Two players will travel to calm waters and must haul traps from the seafloor, checking inside for fish, while the other three will travel into the English Channel to fish. If the groups return a combined total of at least seven kilograms of fish to shore within three hours, the team wins £5000.

MOUK0011. Camp Out A

Episode 4

Two players are taken to a small island and must use a limited set of supplies plus any extra materials they can find to prepare a campsite for the night. Later, the other five must spend the night on the island, with the caught fish from the previous challenge to eat. If all five players stay on the island until dawn, the team wins £10,000; however, if a player uses a provided mobile phone to call for rescue, they win an exemption instead and the remaining players must stay on the island anyway.

MOUK0012. Shore to Ship B-

Episode 4

The players who camped on the island must search for a hidden set of supplies, then use them to assemble a seaworthy vessel before paddling to a rescue yacht anchored a short distance offshore. If they arrive within two hours without any player getting wet above the waist, the team wins £5000.

MOUK0013. Deep in Thought B+

Episode 5

Players must split into two groups, then each proceed along a set route through a wartime bunker, pausing at three points to solve puzzles shown on signs. They cannot proceed until they answer correctly, and each wrong answer will result in five minutes being added to the team's overall time. If both groups escape the tunnels in a combined time of 40 minutes or less, the team wins £5000.

MOUK0014. Twenty One B+

Episode 5

Players must play blackjack against each other, leaving when they win a hand. The winner of each hand wins one joker on the next test for each player they beat. Later, each player who won a hand is shown twelve people, six of whom are player's loved ones, and must pick each player's loved one, given only their relationship and gender to assist. If the five participating players can get at least 21 correct answers (out of a possible 30) between them, the team wins £5000.

MOUK0015. Absolutely Nothing B+

Episode 5

The player who did not win jokers in the above challenge is held captive at the top of a hill, next to a set of paintball guns for each player. The others must climb the hill unarmed to free the captive and collect their guns, then return the captive to the bottom, all while avoiding a set of snipers. If a player is shot on their arms or legs, they must apply bandages to the wound before continuing; if a player is shot anywhere else, or is hit on their limbs three times, they are out. If the captive is safely delivered to the starting line by at least one other player, the team wins £10,000; if they shoot their teammates and arrive alone, they win an exemption instead.

MOUK0016. Air Head C

Episode 6

One player at a time must complete a 300 metre zipline, 50 metres above the water. At the far end, they will be asked a quiz question about the events of the season so far. If at least three players answer their questions correctly, the team wins £10,000.

MOUK0017. It's About Who You Know B-

Episode 6

One player is split from the group to prepare for the below challenge, unaware they will face four staged situations (answering or ignoring a ringing phone, walking under a ladder or onto the street, ordering alcohol or a soft drink with lunch, and noticing whether they have been overcharged for lunch) during the day, each filmed with hidden cameras. The others will later be asked to guess how they acted in each of the situations. If they guess at least three of the four correctly, the team wins £5000.

MOUK0018. Breaking Dawn A+

Episode 6

The player observed in the above challenge must interrogate the others one at a time throughout the night, trying to find out the full details of the challenge. Players can be questioned as often as the interrogator wishes, but anybody not being interrogated must remain in solitary confinement, holding stress positions on a prison guard's orders. If the team can keep the challenge secret until dawn, they win £10,000; if the interrogator can learn the full challenge rules before dawn, they win an exemption.

MOUK0019. We Are the Champions B

Episode 7

Three players are shown photos of three local champions in different sports (fencing, lawn bowls, and jetski racing), then must allocate themselves and the champions to sports before competing against them. If at least two of the three players are able to defeat their chosen opponents, the team wins £5000.

MOUK0020. Disguise and Dolls B

Episode 7

One player is given the morning to prepare a disguise for themselves. Later, two others are placed on different lookouts and must use walkie-talkies to direct the show's crew to film the crowd so that they can find the disguised player, with the last player in a blacked-out van listening to them but unable to reply. After eight minutes, the listener must leave the van and search for the disguised player on foot. If they can collect the disguised player within two minutes of being released, the team wins £5000; if not, the disguised player wins an exemption instead.

MOUK0021. Russian Roulette B+

Episode 7

One player at a time must privately pick one of four envelopes containing pairs of minitasks (having your hair dyed or shaved, painting a nude or posing nude, getting your ear pierced or getting either your eyebrow or nose pierced, or all three other pairs), then must spin a roulette wheel to decide which pair must be completed: the easier task if the ball lands in a black space on the wheel, the harder task if it lands in a red space. The player with all three pairs must spin three times. Players are not told what tasks the others have received; if at least three players finish their assigned minitasks, the team wins £15,000.

MOUK0022. No Sweat c-

Episode 8

Wearing only boiler suits, each player is taken to a different location around Jersey, then must memorise four numbers before using a GPS to find an unknown final destination. At the final destination, they will find a locked safe with four prop credit cards, and must identify the card whose number is formed from all twelve of the players' memorised numbers. If they pick the correct card and use it to open the safe within two and a half hours, without any player breaking a sweat or using motorised transport, the team wins £15,000.

MOUK0023. Game of Phones A

Episode 8

Players are given a cryptic clue and must use it to find another clue hidden somewhere within the St Helier Central Market. The clue is a unlabelled street map marked with the market and the location of a nearby phone box, and one player must memorise it before running to the phone box to find a new clue, using the phone to read it to the other two players, who must use it to find a new map and describe the location of the next phone box to the runner, and so on until the runner finds the fourth and final destination. If the team finishes within 45 minutes, they win £10,000.

Season 2 (2001)

MOUK0024. *Over the Hill and Far Away* C+

Episode 1

Players are abandoned in the wilderness with their luggage, and must search it for sixteen double-sided tiles that can be used to form both a map and instructions to use a GPS to find a mystery location, hiking in single file in order of players' birthtowns from north to south. If they arrive at the mystery location within two hours and in the right order, the team wins £10,000.

Directly after the challenge, each player gets a personalised sealed tube and must keep it sealed and on their person at all times. They are not told the team will be fined £1000 each time a player cannot produce their tube upon request.

MOUK0025. *Colour Loading* B-

Episode 1

Players are told they must camp overnight, and have one minute to memorise colours assigned to four items (mostly camping gear, but also £5000 and the key to a log cabin) in each of six rounds. They must then split into four groups and work together to collect the bags as they are thrown from a bridge into a fast-moving glacial river, with one player in each group swimming and the others controlling anchor ropes to stop them from getting swept downstream. Each player can only grab one bag per round, but the team wins anything they collect before the bags float out of reach.

After failing to collect both the cabin key and a tent, and thus 'making it unsafe to camp', the team is given the chance to buy the key for half of the collected £5000 prize. (It is presented as though players were camping in the heart of grizzly bear country, but the 'cabin' is actually a chalet at one of British Columbia's largest ski resorts.)

MOUK0026. *Cross My Heart* B-

Episode 1

One player at a time must complete a two-rope traverse between two access ladders on the Revelstoke Dam, wearing a heart rate monitor and pausing in place while their heart rate exceeds 130 beats per minute. Players can quit or refuse to attempt the task, but each player who does so will receive a maximum time of ten minutes. If all ten players complete the task within a combined time of one hour, the team wins £10,000.

MOUK0027. *Cunning Stunts* B

Episode 2

Players are given 30 minutes to memorise seven posters illustrating different aerobatic stunts, then must each ride in a fighter jet as its pilot completes one of the stunts, before choosing the stunt they experienced from a list. If at least five of the nine players guess correctly, the team wins £10,000.

MOUK0028. *Pucking Around* A-

Episode 2

Players are harnessed by bungy cord to nine points around a central ring, and must take turns to ice skate fifteen feet forward and collect an ice hockey puck before returning into a marked zone, without the ring touching a pole inside it. Each time the pole is touched, an alarm will sound; if all nine pucks are returned within twenty minutes without hitting the pole nine times, the team wins £5000.

MOUK0029. *Tick Question* B+

Episode 2

Players are given safety masks and must cross a field in formal attire to reach a ticking timebomb, avoiding paintball snipers on the ground and in a helicopter. Anybody shot is out. Once all remaining players have reached the bomb safely, they must split into two groups and use an instruction manual to solve a series of puzzles in order to each open a locked briefcase, open a panel, determine which of several coloured wires to cut, and remove a detonator. The bomb starts with a one-hour countdown timer, but each error on a puzzle doubles the timer's speed, and removing the detonator wrongly will detonate the bomb immediately. If both groups remove their detonators safely, the team wins £15,000.

We are shown that the puzzle answers are hidden in a serial number on each group's case; the numbers on these cases suggest there was at least one more puzzle after the detonator removal.

MOUK0030. *Whatever Fruits Your Boat* C+

Episode 3

Players are split into two groups and seated on different banana boats towed by the same speedboat, and must switch places with each other while they are in motion. If a player falls, the entire team must start again. If players switch places successfully within one hour, the team wins £5000.

MOUK0031. *Ranch Stressing* A-

Episode 3

Players are given paintball gear and additional supplies, then must work out how to defend a liquid-filled glass bowl from a group of 'highly-trained operatives', also with paintball gear, who will try to break into a ranch and destroy it throughout the night. At least one player must patrol the outside of the ranch building every ten minutes, and anybody shot by a paintball is out; players shot must remain in a holding cell without sleeping for the remainder of the challenge. If the bowl is still intact at dawn, the team wins £10,000.

MOUK0032. *Battery Up* B

Episode 3

Players must take turns to cycle an exercise bike connected to a battery, in ten-minute shifts until 8am. The battery will then be connected to an electromagnet, holding a steel ball aloft, and players must then again take ten-minute shifts waiting for the battery to fail and the ball to drop. Only one player can stand beneath the ball at a time; if the player beneath the ball catches it when it drops, the team wins £10,000.

To recap: At the start of the episode, teams are woken in the middle of the night to have their tubes checked, then sent back to sleep. After completing a physically demanding challenge, they are forced to stay awake all night for the above challenge, then are immediately forced to attempt a challenge that requires focus and could last for hours. Evil. EVIL.

MOUK0033. *Pedal to the Metal* D-

Episode 4

Five players board a steam train which travels two kilometres along a twelve-kilometre route before stopping. They are then presented five locals one at a time and must identify them using the photos in provided newspapers, with the train travelling an extra two kilometres each time a local is identified. Meanwhile, the other two players must cycle from the start of the route to a station at the other end. If the train arrives at the end station first, the team wins £10,000; if the cyclists arrive first, one of them wins an exemption instead.

MOUK0034. *Jailbreak* B-

Episode 4

Players are arrested while driving (a hoax) and taken away one at a time for questioning, after which their sealed tubes are confiscated and the photosensitive paper inside tested for exposure to light. Players whose tubes had remained sealed are freed and each given £1000 in personal cash, while the rest are jailed in separate cells. Jailed players are given three mathematical problems and must solve them without taking notes, making only one guess each. If they guess correctly, they will be released; if not, they must stay in their cell. However, players with personal cash are each allowed to forfeit it in order to free one player, without knowing the puzzle results. If every player is free by midnight, the team wins £10,000; if not, the team is fined £2000 for each jailed player whose tube was opened and £5000 for each jailed player whose tube could not be produced.

During the interviews, we are shown a prop poster captioned 'Wanted by the FBI'. The FBI does not operate in Canada.

MOUK0035. *Leap of Faith* C+

Episode 4

One player at a time must choose one of three cliffs of different heights (20, 30, or 40 feet), then jump from it into the water below. Players will not know what heights the others are jumping from. If the seven players jump a combined distance of at least 230 feet between them, the team wins £10,000.

MOUK0036. Route of All Evil A-

Episode 5

Two players must drive to a mystery destination, following a GPS and taking photos of the route along the way. Later, they must choose twelve photos to send to the others, who must use them as their only reference to drive to the same location. Chasers will be given the same amount of time to reach the location as photographers took, plus an extra 30 minutes; if they arrive in time, the team wins an unstated amount of money.

In addition to the twelve photos of their choice, photographers must pose for a photo shielding their eyes from sun glare before they leave; the others must work out for themselves that this is a hint that full driving directions are hidden behind the sun visor in the chasers' car.

The two players are chosen as the 'weakest mentally' and the 'weakest physically'. The group is not told that they will also be given roles in future challenges where they can earn exemptions; it is not clear if this was always planned or if it was a change made after players competing for an exemption in the prior episode's steam train challenge essentially forfeited and gave the team a free £10,000.

MOUK0037. Cliff Notes C

Episode 5

One player is split from the group and shown a 150-foot rock climbing cliff split into two sections (with assistance ropes at the bottom, then without at the top), and must privately guess whether each of the others will complete the entire climb, complete only the first half, or fail to complete either, before watching from afar. If all five predictions are correct, the team wins £5000.

MOUK0038. Walking on Eggshells D

Episode 5

Players must hike along an uneven trail, each carrying three eggs in their bare hands at all times. If they arrive at the end within one hour, the team wins £1000 for each intact egg delivered to the finish, plus a bonus £2000 if they all are; however, one player is secretly told beforehand that if they are assisted across the finish line by another player, they win an exemption instead.

In what must surely be one of the weirdest editing decisions ever, a challenge worth a potential £20,000 is edited down to about two and a half minutes of airtime plus the introduction and post-mortem. (And yet it's not the weirdest thing in the episode – the elimination takes place outdoors in a campsite with barbecue torches providing light, and after the eliminated player is revealed a shot is included of host Glenn Huggill extinguishing the fire on one torch in what is a clear Survivor reference, yet it is never alluded to or referenced.)

MOUK0039. The Chase C

Episode 6

Four players are dressed in prison garb, shackles, and safety padding, then must run down a trail to collect two halves of an air horn. Five minutes after they start, a group of trained attack dogs will begin to chase them. If a dog gets close enough to attack a player, they will be forced to stop and are out of the challenge. If they can find both halves and sound the air horn before all four players are caught, the team wins £10,000.

MOUK0040. Sands of Time B+

Episode 6

Players who completed the above challenge must spend the night inside a tent in a bear habitat, using a two-and-a-half minute egg timer to measure the passage of time. The challenge will begin at exactly 10:30pm and players must sound an air horn within two minutes of 6:00am to win £10,000. However, the remaining player is given a set of supplies to help them mimic a bear; if they are able to scare the campers enough to make them quit the challenge, they win an exemption instead.

MOUK0041. See No Evil, Hear No Evil, Speak No Evil A+

Episode 6

Four players are locked in pairs in two classrooms, while the last is free but blindfolded and wearing a helmet-mounted camera. One pair is shown a live feed from this camera and must mime instructions into a second camera for the other pair, who must

use them and a walkie-talkie to direct the searcher to find two clues at specified locations, follow them to find keys in two other locations, then unlock the pairs' classrooms. If players are reunited within 30 minutes, the team wins £5000.

MOUK0042. Four Play B

Episode 7

Players are shown four cases containing different prizes (an exemption, three jokers for the next test, £1000 in personal cash, or nothing), then must negotiate one-on-one with the other players for two minutes each before each choosing one prize to claim. If only one player claims a case, they win its contents; if all four take different cases, the team wins £5000.

MOUK0043. Field of Play B+

Episode 7

Players must learn a series of signals used to lead marching bands, with one player learning from a professional and the others each getting a five-minute lesson from the previous learner. The first learner must then assign the others colours, before the others simultaneously lead three bands across a stadium to collect three coloured flags each and return to the start. If players finish before their bands finish three songs, without colliding or leaving the field, the team wins £5000.

MOUK0044. Flour Power C+

Episode 7

One player at a time must direct the pilot of a low-flying helicopter to fly over a target being pulled by a speedboat so that they can drop a flourbomb 25 feet onto it. Each player can give advice to the next, but players will not be told how the others performed until after the challenge. If at least two of the four players hit the target, the team wins £10,000.

MOUK0045. Drive to Win C-

Episode 8

Players must drive over 300 miles from Penticton to a final destination in Vancouver, on one tank of fuel. If they arrive within seven hours, they win £10,000; however, they will be fined £1000 for each extra gallon of fuel needed. In addition, they must stop in four towns along the way to complete minitasks for extra money; if they fail a minitask, they are fined half of its potential value. Minitasks are as follows:

1. Players must use goldpanning gear to search a trough for two cards showing instructions, then follow them to sort photos of the previous challenges – first into piles based on whether they were passed or failed, then the passed challenges in chronological order. If they guess correctly, they win £5000.
2. Players must search 'the archetypal one-horse town' for its one horse, using three clues given in five-minute intervals. They can ask locals for directions, but cannot reveal they are looking for a horse. If they find it within fifteen minutes of starting, they win £5000.
3. Players are presented a log and must saw through it using one of three items worth different values: a double saw (for £3000), an axe (£5000), or a single saw (£10,000). If they cut through the log before a chainsaw artist finishes carving a mole, they win the cash value assigned to their item.
4. Players are given a CD upon leaving the previous location and must use it to learn ten phrases in Korean while driving to this task. Once they arrive, they must ask a local in Korean which of several coloured boxes they should open, with the reply also given in Korean. If they open the correct box, they win £10,000.

Ca Plane Pour Moi is played in the background as the challenge begins; while it seems random, it is a deliberate in-joke about this show, like the song, originally being from Belgium.

United States of America

Season 1 (2001)

MOUS0001. Desert Rain C+

Episode 1

Players must each complete a tandem skydive with a professional from an altitude of 10,000 feet above sea level, landing in the Mojave Desert. If all ten players complete the skydive, the team wins \$75,000.

MOUS0002. One Night in Paris B-

Episode 1

Players are told they will only be staying in Paris for one night, and are given the option to explore for the evening, but must stay together as a group at all times and must return to their hotel by midnight. If they fail, the team is fined \$10,000.

Upon arriving at their next location, the team is split into two groups and one group must repack every player's luggage into smaller bags with anything not repacked confiscated; while the format had been used as a challenge in two Mole franchises by this point, it's not treated as an actual challenge here, for unknown reasons.

MOUS0003. Withdrawal Symptoms B-

Episode 1

Players are given fifteen minutes to study signs showing personal information about each player. Later, two players must use the information to solve a simple mathematical equation about each player and add the answers together to form a four-digit code, then ride bicycles into town and use a map to find its ATM, before using the code as the PIN for a provided bankcard to withdraw 500 Francs. They can ask for other players to assist at any point, but each player called will remove fifteen minutes from the two-hour time limit. If the money is withdrawn within the time limit, the team wins \$50,000; however, each time players not called to assist discuss the information from the signs, the team is fined \$10,000.

MOUS0004. The Man in the Iron Mask B

Episode 2

One player is kidnapped before dawn and taken to a mystery location. In the morning, the others must travel to Monaco and watch a video the hostage was forced to record, then find out as much information as they can in a 30-second phone call before splitting into three groups and finding them in different vehicles (helicopter, boat, or car). Groups are given walkie-talkies to assist and the car group is also given a phone to call the hostage, but each extra call incurs a \$5000 fine. If the hostage is found within two hours, the team wins \$50,000.

MOUS0005. Tick Tock C+

Episode 2

Three players are taken to a tower on the outskirts of Crest and shown two luxury watches, one of which is fake, and must work out which is fake. They have two hours to work and can walk into town for assistance, but cannot take the watches with them. At the end of two hours, the watch they believe is fake will be destroyed. If they guess correctly, they win \$20,000; if not, the team is fined \$20,000.

MOUS0006. Maze Craze B-

Episode 2

Six players must split into pairs and take turns entering a maze, with one partner running and the other partner using a live overhead feed to direct them via walkie-talkie. As they run to the exit at the far end, they must avoid two patrolling hunters who are trying to catch them. Each player who reaches the exit safely within three minutes wins \$20,000 for the kitty.

Per the end credits of this episode, an additional attempt was allowed in one of the challenges due to technical difficulties; the formats of this episode's challenges mean this would have to refer to the maze, and most likely to the pair shown to have lost radio communication during the challenge.

MOUS0007. Bull... C

Episode 3

One player at a time must enter a bullring and face two charges from a young bull, with it touching a cape held by the player on each charge. The team wins \$50,000 if every player faces two charges; in addition, the team wins \$5000 for each of the first five players who can grab the calf's tail and pull its rear to the ground.

MOUS0008. ...Shirt C

Episode 3

Three players must wash, dry, and fold each player's dirty laundry at a different location in town. One load can be washed in the village washbasin, but the other loads must be washed in different locals' houses. Washing powder and a translation dictionary are provided; if all of the washing is completed within eight hours, the team wins \$10,000.

MOUS0009. Let it Roll C+

Episode 3

One at a time, five players must randomly pick sealed envelopes with pairs of possible tasks (painting a nude model or posing nude, having one or both legs placed in casts, having your hair dyed or shaved, wearing a ball and chain or a stockade, or an unknown pair), then roll a die to decide which they must complete: the easier task if they roll a 3 or lower, otherwise the harder task. They are not told what tasks the others have been assigned; if at least three of the five players complete their challenges, the team wins \$40,000. However, the last player is given the option to complete complete tasks from all four of the previous envelopes, winning an exemption for themselves and another \$40,000 for the team regardless of how the others perform.

MOUS0010. Rescue Me A-

Episode 4

One player is locked captive in the church of an abandoned village. Wearing lasertag vests, the others must cross the village to free the captive, then bring them back across the village to its cinema, all while avoiding two snipers. Rescuers are unarmed but the captive has a paintball gun; anybody shot at any point is out. If the captive arrives at the cinema with another player, the team wins \$30,000; if they shoot the others and arrive alone, they win an exemption; if they are shot, the challenge is over.

MOUS0011. Trap U B-

Episode 4

Players must split into two groups. One group is taken to a classroom and given 30 minutes to solve eight puzzles one at a time. They can only make one guess at each puzzle; for each correct answer given, the team wins \$15,000. They are then taken on a deliberately confusing tour of the university to a second room to watch the others enter the first room and solve the puzzles. However, each puzzle the second group solves will incur the group a \$15,000 fine; to stop them, the first group must choose one player to run back to the first room and convince them to quit.

MOUS0012. Mind Over Matter A-

Episode 5

Players must split into pairs (resourceful, smart, and stupid) and must travel to their hotel by 8:00pm. The resourceful pair is given photos of the route and a broken-down van filled with props, then are left to their own devices. The smart pair is given a car and phone, and must drive to a nearby town to receive a multiple-choice question, answering it correctly to reveal the town with the next question, and so on until they are directed to the hotel. The stupid pair is taken directly to the hotel, but given a phone and a book with the smart team's answers. If the smart pair arrives in time, the team wins \$40,000; however, the stupid pair is told that if they are misled enough to arrive late, and the resourceful pair still arrives in time, the team wins \$80,000. In addition, the hotel only has four beds available, and anyone who arrives late must stay outside overnight; if both searching pairs arrive in time, the stupid pair must stay on the streets.

MOUS0013. *Baby Love* C+

Episode 5

One at a time, the team is told an answer given to a question one player's loved one was asked about their player, and must guess both the loved one and the subject. Each player is the subject of only one answer, and players can change their mind after hearing the last statement; each time an answer is correctly attributed, the team wins \$5000.

MOUS0014. *Fort Night* A

Episode 6

Players must defend a fortress overnight, protecting it from 'four highly-trained aggressors' who will try to break in and smash a large glass urn positioned beneath two spotlights in its courtyard. Players are given a variety of tools to help secure the fortress, and a paintball gun each to shoot the unarmed aggressors with; anybody shot is out. If the urn remains intact and illuminated until dawn, the team wins \$60,000.

MOUS0015. *Carriage Return* B+

Episode 6

Players must use eight clues to find carriage tickets hidden in different books in a library, then each use one of the tickets to board a horse and carriage as it travels along a set route through town to return to the library. Each ticket has an assigned stop; if a player arrives at the stop too late, or tries to board at the wrong stop, they must return to the library for a new ticket. If all five players successfully board the carriage before it reaches the library, the team wins \$60,000.

MOUS0016. *Ewe Oughta Know* B

Episode 7

Two players are taken to a farm and must choose one of three dogs (an English sheepdog, a German shepherd, and a mutt), then work with them to herd hundreds of sheep into a large corral. If they finish within one hour, the team wins \$20,000; if they can correctly count all 751 sheep, the team wins an extra \$10,000.

MOUS0017. *Art is Objective* B+

Episode 7

Two players are taken to a small gallery and must use provided items to make a piece of art that fits in with the exhibits. An art critic unfamiliar with the gallery's works will then try to pick the fake; if they guess wrongly, the team wins \$20,000. Later, the other two players will be brought to the gallery and must also pick the fake, winning another \$20,000 if they are correct.

MOUS0018. *Trust Me* C+

Episode 7

Players must each secretly rank the others in order of how much they want to see them eliminated. The player the team least wants eliminated overall must then guide the others to complete stunts (being the assistant in a knife-throwing act, walking over hot coals, and walking across a balance beam suspended over a ravine) while blindfolded. However, only the balance beam is real, while the other two stunts are hoaxes. If at least two players finish their stunts, the team wins \$60,000; in addition, an exemption will be awarded to the guide if all three players have the same result for their stunts, or to one of the others if they are the only person to complete their assigned stunts.

MOUS0019. *Answer As Me, These Questions Three* A

Episode 8

Players must each privately answer a survey based on their perceptions of the other two players. Later, one player at a time will be taken to one of eight houses based on their answers to three specific questions, and the other two must try to match their answers, with each potential answer to a question leading searchers in a different direction. If all three answers are correctly matched, searchers will find the hidden player; for each hidden player found, the team wins \$10,000.

MOUS0020. The Suite Escape A+

Episode 8

Each player is locked in a separate hotel room. Using phones and an assortment of clues hidden inside their rooms and at the hotel's reception, players must work together to escape their rooms and reunite in the lobby. If players reunite in the lobby within 90 minutes, the team wins \$75,000.

Season 2: The Next Betrayal (2001*)

MOUS0021. Leadership Material C+

Episode 1

Two players are chosen on first impressions to allocate the others to three minitasks (three players to a modified biathlon with bikes and crossbows, four players to a two-rope traverse while wearing heart rate monitors, and five to a bridge swing), also secretly assigning cash values (\$40,000, \$20,000, or \$0) to each minitask. If players complete a minitask successfully, the team wins its assigned cash value, which is not revealed until after all three parts have been held. However, players are not told that the last player to attempt the bridge swing will be secretly offered an exemption if they refuse to jump.

MOUS0022. Fashion Victims C-

Episode 1

Four players will each be asked a series of questions about things players said on their application forms, taking turns until each player answers two questions. If all eight questions are answered correctly, the team wins \$40,000; however, if more than three questions are answered wrongly, the players' luggage will be destroyed in a bonfire.

It is later revealed that the bags burned were fake; nevertheless, it acts as setup for the below challenge.

MOUS0023. Flash Mob D-

Episode 2

Three players are presented a series of ridiculous and revealing outfits and must assign one to each of the other players. The others must then dress in the outfits, work in pairs to find the local train station, take a train to St. Moritz, then find a specified hotel on foot. Each player who wears only their assigned outfit for the entire journey to the hotel wins \$2000; in addition, the allocators are then offered the chance to double any money the others win by all travelling to the hotel dressed as babies.

MOUS0024. Double or Nothing C+

Episode 2

Four players are each given \$5000 in casino chips and must use them to play blackjack against a dealer while the others watch, betting a minimum of \$1000 on each hand. If they can double their winnings and hold a combined total of \$40,000 at any point within one hour, the team will win the extra \$20,000; if they fail, they will be fined the original \$20,000.

MOUS0025. An Extra Slice B-

Episode 2

Players are presented a cake-like dessert split into fourteen slices, thirteen with blueberries on it. The player who eats the extra, blueberry-free slice and their roommate are later secretly offered an exemption if they can convince any two of the others to visit their hotel rooms while they are supposed to be sequestered under curfew. If they succeed, both players win exemptions but the team will be fined \$1000 for each player who leaves their room.

MOUS0026. Dear Diary C+

Episode 3

Players are gathered around a table and must decide as a group on a number between one and eleven, without knowing that they must subsequently pass their journals that many seats to the left, using the journal they receive for the remainder of the season. While they are free to borrow their old journals to copy their earlier notes, the team will be fined \$5000 each time a player attempts to vandalise another player's journal.

MOUS0027. Photo You Waiting For? D-

Episode 3

The team is shown two photos and must choose one person to use them to find an envelope at a nearby landmark. If they find it within one hour, they will win the optional power to ban another player from earning an exemption in this episode; if they obtain and use the power, the team wins \$10,000.

MOUS0028. Duel it Yourself C+

Episode 3

One player must decide which of two locals, a burly man or an average-sized woman, each of the others must compete against in a pugil stick duel on a narrow bridge, with at least three players competing against the man. For each player who defeats their opponent, the team wins \$5000; later, the allocator must assign players who won against each other in head-to-head matchups until only one person remains, then compete against them. The winner of the final round earns an exemption for themselves and one for a second player of their choice.

Given the second exemption is not revealed until well after the challenge has concluded and players have returned to their hotel, it seems entirely plausible it was added after the female players complained while driving back to the hotel that it was basically impossible for any of them to win it.

MOUS0029. Lock Up B

Episode 4

One at a time, four players must abseil down a dam wall to read questions suspended next to coloured flags, working out their numerical answers and relaying only the colour and answer to a fifth player at the top. The first three players can only read one question each, while the fourth can double-check any answers they wish; however, all four players only receive ten minutes each. Finally, the fifth player is given all four questions, then must abseil face-first down the dam to reach a chest with four coloured lock dials and use the answers they have to open it. If they open the safe successfully, the team wins \$35,000.

MOUS0030. Re-Tyred C-

Episode 4

On the way to the below challenge, players are stopped twice to assist locals with flat tires – first a pair of attractive women, then an elderly lady – without being told they are both part of a challenge. If they help both times, they win \$30,000; if they only help the attractive women, the team is fined an unspecified amount of money.

MOUS0031. Brains Trust B+

Episode 4

Six players must split into two groups. The first group (deemed 'dumb') is shown eleven puzzles but not their answers, then is given fifteen minutes to pick five to pose to the second group (deemed 'smart'). Solvers are given 30 minutes to solve the five puzzles, with a one-minute period to make a second guess if their first answer to a puzzle is incorrect. The team wins \$10,000 for each puzzle solved; in addition, smart players all win exemptions if they solve all five correctly, and dumb players all win exemptions if the smart players fail to solve any of the chosen puzzles.

MOUS0032. Think or Swim A-

Episode 5

Three players must search Vicenza for the answers to each of three questions about the town, relaying the answers via phone for a fourth player to spell on a board marked with the correct number of letters in the answers, before the speller uses the letters in highlighted positions to spell the answer to a fourth question. As they do so, three other players must tread water in a pool, with a 500 gram weight being hung around one swimmer's neck every five minutes. If the final answer is correctly spelled before all three swimmers quit, the team wins \$20,000.

MOUS0033. Release Ya, Keys B-

Episode 5

Three players are locked in adjacent cages in a dungeon, and must use a variety of items inside and surrounding their cages to collect a key suspended from the dungeon's only lightbulb and escape their cells. The key is positioned so that the light must be broken in order to collect the key, but a blacklight will keep the key visible. If a player is able to unlock their cage within three hours, the team wins \$40,000; in addition, they are given the option to take an exemption in exchange for forcing the other two players to spend the night in their cages, missing out on pre-arranged video calls home.

MOUS0034. Wine... C+

Episode 6

Six players must split into two groups and ride bikes (one a modern mountain bike, the other a vintage model with no gears) along a steep road to the town church, collecting a bottle of red wine each along the way. If both groups arrive at the church within one hour and 45 minutes, the team wins \$10,000; in addition, a bonus \$5000 is won for each unbroken bottle delivered.

MOUS0035. ...and Dine C-

Episode 6

Three players are given a pizza recipe and must use a translation dictionary and trolley to collect the fourteen ingredients from local houses, collecting only one from each, then find another house where they can use the recipe to cook at least three twelve-inch pizzas. If they can deliver the cooked pizzas to the town church within four hours, the team wins \$20,000; in addition, the pizzas are the team's only food for the night, and if they are not delivered in time players will not receive dinner.

MOUS0036. Seeking Redemption C-

Episode 6

Players must each privately rank the others from favourite to least favourite. The results are then tallied and the least favourite player overall split from the group, before being offered a choice between an exemption and \$5000. If they take the exemption, the cash offer is increased to \$10,000 and later \$15,000; if they still choose the exemption, they get it but no money is won.

MOUS0037. Gnome is Where the Heart Is D+

Episode 7

Three players are shown two garden gnomes of different sizes, then must pick one and cover it in grease before working in relay to transport it through an obstacle course. The first player must carry it up a ladder to reach a statue, then have someone take a photo of them with the gnome and statue, before running to the second player. The second player must carry it to a soccer field and score a penalty goal while holding it, take another photo, then cycle through a slalom and over a seesaw to the last player. The last player must load the gnome into a pram and push it along a marked route through town to the finish. If the gnome is safely delivered to the finish within 30 minutes, the team wins \$30,000; however, if the gnome is broken at any point (as hinted at by an earlier message from the Mole), the player who breaks it wins an exemption.

MOUS0038. I, Brutus C-

Episode 7

Five players must choose a 'Caesar', before the rest choose different gladiator helmets and use them in a simulated sword fight against five locals. All ten participants wear breastplates with dye-filled eggs on the front; anybody whose egg is broken at any point is out. If the team can kill all five locals before they kill Caesar and steal the crown, the team wins \$30,000; however, the player who chooses the Brutus-inspired helmet is offered an exemption instead if they ensure they are the last of the nine combatants remaining before killing the Caesar and stealing their crown.

MOUS0039. Cash Out B-

Episode 7

As in the previous episode, players must each secretly list the others from favourite to least favourite. The results are again tallied, and during the elimination that night the least favourite player overall is offered \$50,000 to quit the game. If they take the bribe, the usual elimination is cancelled; if not, the elimination happens as usual, and that player may still be eliminated.

MOUS0040. Love is Blind B

Episode 8

One player at a time must describe their visiting loved one to another player of their choice within 30 seconds, before that player tries to identify the loved one in a town square from the window of an adjacent building. If the searcher can find the loved one within two minutes, the team wins \$5000 and the loved one and their player will be reunited overnight.

MOUS0041. Lovers Leap C+

Episode 8

Each player's loved one is asked to predict whether their player will bungy jump 170 feet from a crane, facing backwards. If a player's action matches their loved one's prediction, the team wins \$10,000 and their loved one will stay until the elimination the following nights; if not, they will have five minutes to farewell their loved one.

MOUS0042. Stuck on You C-

Episode 9

The last player to leave the table after breakfast is secretly given a small thumbprint sticker, and must stick it inside one other player's journal at some point during the day. At dinner, the journals are gathered and inspected. If the sticker is placed inside a journal, its owner is banned from winning an exemption in this episode; if not, the player with the sticker is.

MOUS0043. Grape Misbehavin' B

Episode 9

Two players are given 90 minutes to stomp grapes in a barrel, with one partner stomping for fifteen minutes at a time while the other drinks wine. If they can fill five bottles within the time limit, the team wins \$10,000. They are then given an optional challenge to fill four wine glasses on a tray and carry them to a nearby table without spilling or breaking anything, using only one hand throughout, with a bonus \$5000 for each player who succeeds and being a \$5000 fine for each player who fails. Later, they must secretly convince the others to drink one of the produced bottles; if they succeed, they win another \$10,000.

MOUS0044. Off the Road Again C

Episode 9

Four players are shown an antique Italian car and must transport it from the roadside into an adjacent greenhouse, which has one of its double-doors locked, any way necessary. Tools are provided to disassemble and rebuild the car, but they are not told the combination to unlock the door is hidden in plain sight on the car's console. If the car is inside the greenhouse and operational at the end of two and a half hours, the team wins \$20,000.

MOUS0045. Swingers Party D

Episode 9

Players are woken during the night and brought to a room where a pendulum is suspended from the ceiling. They must pick an order for themselves, then repeatedly take turns in that order to keep the pendulum in motion until 6:00am. At various points, the 'most tired' player is allowed to return to bed, with the others continuing in the same order. The third time the offer is made, the chosen player is offered an exemption if they hit the ball out of order, forfeiting the challenge. If the pendulum is kept in motion until 6:00am without players breaking their order, the team wins \$30,000.

MOUS0046. Buy and Sell A-

Episode 10

Two players are given 200,000 lira (about US\$100) and one hour to buy at least ten items in a busy town market. Later, the other three players are given the purchased items and must sell them for as much money as they can within two hours. If they make a profit, the team wins \$30,000. However, players are not told that one of their customers is an actor hired to leave a book with a 20,000 lira note in it on their table; if they return it instead of using it to increase their earnings, the team wins an extra \$10,000.

Graphics misspell the then-currency of Italy as 'lire'. Repeatedly.

MOUS0047. Sneak Attack A-

Episode 10

One player must run through a small town's alleys to find nine green envelopes, without being caught by another runner. The chaser will be guided via walkie-talkie by the remaining three players on a lookout tower, but they are unaware that the evader can also hear them, and they cannot start chasing until one of the guides has seen the evader. If the evader can collect five envelopes within 30 minutes, they win an exemption; if the chaser catches them, the team wins \$50,000 and the chaser secretly wins an exemption. After finishing, they are offered a second attempt with similar stakes (see below).

After the chaser wins the first round, the exemption for their role is removed from play but the team is given the option to change chasers (but not evaders) for the second round if they wish. It is not clear what would have happened if the evader won the first round, since removing their exemption would mean the new evader had nothing to gain.

MOUS0048. House of Horrors B-

Episode 11

Players are each given a \$25,000 chip, then are dealt one playing card at a time from a 13-card deck. The player with the highest card in each round can choose whether to add their chip (if they still have it) to the challenge's prize or eliminate another player from the card game. The last player left can return to their hotel, while the others must endure different punishments (sitting in a small cage while cockroaches are occasionally dropped inside, staying in a room with a large python as the lights are turned out, and sleeping on a metal bed frame while the song 'Tiny Bubbles' plays on loop at varying volumes and speeds) until further notice. If all three players endure their punishments for their entire duration, the team wins the money won in the card game.

MOUS0049. Liar Liar B

Episode 11

The player who avoided punishments in the above challenge is shown clips of each room and must interview each of the others for five minutes about their experiences. One player must tell the truth, while the other two must lie and say they had the other liar's room. Later, the interviewer must guess who was telling the truth. If they guess correctly, they win an exemption; if not, the team wins \$50,000.

MOUS0050. Pieces of Eight c

Episode 12

Players must each answer a survey about their opinions of the other two. Later, one player at a time is taken to one of eight houses based on their answers to three specific questions, before the others must try to match their answers and find them. Each possible answer to a question sends them in a different direction, ending at one of the houses; each time a player is found by matching all three answers correctly, the team wins \$10,000.

MOUS0051. Hide and Seek D

Episode 12

Players must each use cryptic hints to assign themselves to one of three race courses, then travel from an overlook to a different location several miles away to find a hidden GPS device, then use it to find an unknown final destination. All three routes are designed to be fairly equal in terms of travel time, and players are able to travel any legal way necessary. The first player to reach the final destination is given the option to either read the Mole's dossier (containing at least one answer from the final test) or add \$100,000 to the kitty.

Season 3: Hawaii (2003)

MOUS0052. On the Line A-

Episode 1

One at a time, three players will be suspended in a claw machine-like rig in front of a waterfall, while four others must work together to steer the suspended player to collect a bucket from the waterfall, fill it, and pour it into a barrel on one end of a counterbalance, repeating as many times as needed to tip the balance and raise a 'money bag' representing a \$10,000 prize. For the first round, they must raise the money bag within six minutes to win the cash; in the second and third rounds, controllers must rotate roles and the team must finish faster than the previous best time to win the money.

MOUS0053. Baa Baa Blackjack B-

Episode 1

Six players must split into pairs and watch as two cards are dealt to form a blackjack hand, then enter a pen containing 52 sheep with giant playing cards on their backs and catch enough sheep, moving them into an adjoining corral, to beat the dealt hand. Each pair that succeeds within three minutes wins the team \$5000, with the highest-scoring team trying to beat a second hand for another \$10,000. Later, the seventh player is offered an optional bonus round, working alone to catch and corral one marked sheep within the time limit. If they succeed, the cash won is doubled and they win an exemption; if not, the team wins no money.

MOUS0054. Take This Job C

Episode 2

The team must split into pairs and travel to different locations, then each player must complete a minitask (cleaning a biplane's blackened control panel while its pilot completes aerobatic stunts, jumping from a 40-foot cliff into choppy waters, or walking barefoot across solidified lava to collect a roast chicken before walking back) after predicting whether players in the other pairs will complete their minitasks. For each correct prediction made, the team wins \$1000.

MOUS0055. Underwater Charades B-

Episode 2

Two players must put on SCUBA gear and mime five film and TV titles through a submarine porthole for two players inside the submarine to guess and relay via phone to the last two players, who must search a mock graveyard for a tombstone marked with an actor whose character died in that project and dig up their sealed coffin. Only correct tombstones have coffins, and only one of the coffins contains cash. The team has fifteen minutes to work, after which the coffins are opened one at a time. If they open the cash coffin, they win \$25,000; however, the team is offered \$5000 to quit after two empty coffins are opened, and \$10,000 to quit after a third empty coffin is opened.

MOUS0056. Exemption Dinner B+

Episode 2

Players are given 30 minutes to unanimously agree on one player to receive an exemption. If they succeed, that player wins the exemption and the team wins \$25,000; if not, the team is fined \$25,000.

MOUS0057. Offshore Account C+

Episode 3

One player must lead three others to assemble a seaworthy raft from an assortment of random items, then paddle to a floating raft loaded with \$30,000 cash. If they reach the raft within 30 minutes, the team wins the cash. Meanwhile, the last player must use a metal detector to find \$15 in coins buried in a nearby section of beach, using it to rent a kayak and paddle to the raft. If they reach the raft in the time limit and before the team, they win the power to choose between an exemption for themselves and \$60,000 for the kitty.

MOUS0058. Looky Looky Hot Pepper C+

Episode 3

One player at a time must answer a quiz question, then select one of five mice on one side of a plastic enclosure to be released and run across the enclosure to one of six gates representing chillies of different heats. If they answered correctly, they have the choice of eating the chilli themselves or asking another player to eat it; if they were wrong, they must eat it. Glasses of milk are available at a cost of \$1000 each; the team wins \$10,000 for each chilli eaten. After all five questions, the team can win another \$10,000 if each player eats a new chilli of unknown heat voluntarily, with the offer raised to \$20,000 and \$25,000 if they refuse.

MOUS0059. Read All About It D

Episode 3

The team must choose a number between one and twenty, before being told to tear that numbered page out of their journal and handing it to host Ahmad Rashad. These pages will then be read aloud, and players must admit a page is theirs in order to have it returned. If they do not claim their page, it will be confiscated.

MOUS0060. Hulapalooza D

Episode 4

The two remaining men must hula continuously for 30 minutes, while the women must attempt to surf. If both women can stay standing on their boards for at least five seconds, the team wins \$20,000; if either man stops, the challenge ends immediately. Later, one of the men is asked how long they think they could stay standing on a surfboard in the same water, with the team winning a bonus \$10,000 if they successfully stand for that long within ten minutes.

MOUS0061. Exemption Game B-

Episode 4

Players are taken blindfolded to a mystery location and must split into pairs. One pair at a time will be taken to a second room and must solve two mathematical problems. The faster pair is then split up and one partner at a time must answer a series of ten analogical multiple-choice questions, with all remaining options reread after a wrong answer. The faster player must then play a solo game of Memory, while the others are taken blindfolded to a location 800 metres away and must use their sensory memory to find their way back to the mystery location. If the Memory player matches a full deck of cards before being found, they win an exemption; if another player arrives first, the team wins \$20,000.

MOUS0062. Three Questions C+

Episode 5

Players must each privately answer a survey about their opinions of the other two. One player at a time is then hidden in one of eight locations along a jungle trail based on their answers to three specific questions, which the others must try to match their answers for. Each possible answer to a question will lead them in a different direction, and eventually to one of the eight hiding points; if all three answers in a round were matched correctly, the hidden player will be found and the team wins \$10,000.

MOUS0063. It Takes a Thief A

Episode 5

Players are dressed in jumpsuits and shown a clue under a blacklight, then must use it to work out how to operate the light. Once they do so, each player will be given a separate clue written in invisible ink and must use it as the first clue in a chain to find additional clues around a house, eventually leading to a number hidden somewhere on their jumpsuits. Once all three players' numbers are found, they must use them to form the combination for a safe with a final clue, revealing that three sacks of money are at the bottom of a pool. Hints are available at any point for \$1000 each; if each player retrieves a sack within one hour, the team wins \$75,000.

Season 4: Yucatan (2004)

MOUS0064. *El Taxi Loco* D

Episode 1

One player must drive a taxi around Playa del Carmen to collect the others, given only the location of the first player in Spanish (and a simple clue to their identity in English) to assist. Each hidden player has the location and hint for the next player, and the driver can choose to return to the starting location whenever they wish. The team wins \$5000 for each hidden player delivered to the start line within 75 minutes.

It's never mentioned, but hiding places are also references to the players: Dennis Rodman at a basketball court, Tracey Gold at a jewellery store, and so on.

MOUS0065. *Artifact or Fiction* C

Episode 1

Two players are split from the others and must each pick one of two local artifacts, one of which is fake, before having one minute to convince the others their artifact is real. If the others can correctly pick the real artifact, the team wins \$10,000; if not, the player who had the fake artifact wins an exemption.

MOUS0066. *Moon Over Yucatan* D+

Episode 1

Each player is given a numbered journal. The player who chose journal #2 is later given a secret mission to convince the others to go swimming after dinner. For each player who gets at least their feet wet, the team wins \$2000; in addition, the player with the secret mission wins an exemption if anybody goes skinny dipping.

MOUS0067. *Pinata Party* C-

Episode 2

Four players must each randomly pick a giant pinata-like contraption and stuff themselves inside with a small box, before the others are each given five minutes to try and smash open one of the pinatas and claim its box. Suspended players are given an anchor rope to raise and lower themselves at will; smashers must remain within a small rope circle on the ground at all times, with the round ending immediately if they step outside. Three boxes represent \$10,000 prizes if smashers collect them within the time limit, while the fourth represents an exemption for whoever has it at the end. In addition, the exemption winner is offered \$10,000 to forfeit it, with the offer raised to \$30,000 and later \$50,000 after refusing.

MOUS0068. *Exemption or Bust* B

Episode 2

Players are given 30 minutes to unanimously decide which player should receive an exemption. If they succeed, the team wins \$25,000; if not, the team is fined \$25,000.

MOUS0069. *Clucks for Bucks* C

Episode 3

Two players at a time must enter a pen with 48 sombreros and 24 numbered chickens, then lift the sombreros one at a time to find one of 24 numbers before catching the corresponding chicken and placing it into a smaller pen. Each pair has five minutes to catch as many chickens in this way as possible, with the team earning \$5000 for each of five randomly-determined 'super chickens' and \$2000 for each other chicken transferred. Later, one player is offered an extra \$10,000 if they can catch a larger rooster within five minutes.

MOUS0070. *Wrestler Mariachi Maze* B

Episode 3

Two players at a time must navigate a maze, with one partner carrying a wrestling belt while running and the other using a live overhead shot to direct them via walkie-talkie. As they do so, they will be chased by two Mexican wrestlers, and a mariachi band inside the maze will play to assist runners if they can see either wrestler; the team wins \$20,000 for each pair who escapes

without being caught. Later, runners who escaped the maze safely can open their belts in search of an exemption hidden inside one belt; if a runner who was caught wishes to open their belt, they must pay \$5000 from the kitty to do so.

MOUS0071. Leftovers F

Episode 3

Players are given a small feast for dinner; however, one player was earlier given a secret mission to eat all of the food the others do not consume, without revealing the mission until the others finish eating. If they can eat all of the leftovers within fifteen minutes of the others finishing, the team wins \$10,000 and the eater wins an exemption.

Odd choice to do a challenge like this in a season where one of the cast members is a notable eating disorder survivor.

MOUS0072. Tequila Shooters C

Episode 4

Taking turns, one player at a time must carry a pizza tray across a beam to collect a tequila bottle from the far end of a pool and carry it back to the start. They cannot touch the bottle while on the beam; in addition, eliminated players will throw balls at the team while they cross. The team wins \$500 for each bottle delivered safely within ten minutes, while eliminated players win the cash for any bottles not delivered. Later, all players who successfully deliver bottles are given the option to double the amount they earned the team by eating one tequila worm.

MOUS0073. Still Life A

Episode 4

One player must describe three paintings via walkie-talkie to three others, who must use their fingers to paint recreations of them before taking them to the last player in an adjacent gallery, where they must try to match them to the originals among a set of 21 possible paintings. The last player can make as many attempts as they need, but are not told how many are right after each attempt. If all three paintings are correctly matched within 30 minutes of the challenge starting, the team wins \$20,000.

MOUS0074. Donkey Rally C+

Episode 5

Players must split into pairs and follow a trail to a each of four carts, with one partner riding the donkey and using a translation dictionary to read a Spanish-language clue at each cart, telling the other partner which items to load onto the donkey. Loaders cannot help lead the donkeys in any way. If a pair finishes within 45 minutes, the team wins \$10,000 for each item loaded correctly; in addition, the team wins a bonus \$5000 for each pair that finishes within 30 minutes.

MOUS0075. The Graduate A

Episode 5

Each player starts at the back of a row of school desks, and must answer a series of child-level quiz questions. They can move forward one desk for each right answer, but \$1000 is removed from the maximum \$40,000 prize for each wrong answer. Each player is also able to stop one player of their choice from moving forward at any one time, but doing so also incurs a \$1000 fine. The quiz ends when a player runs out of tables; this player is then given an option of taking a bonus \$5000 for the kitty or taking it for themselves and giving an exemption to one of the other players, with the cash offer raised to \$10,000 and later \$20,000 after they hesitate.

MOUS0076. Who Nose a Celebrity? D-

Episode 5

The players are shown six close-up photos of noses, and must guess which of them belongs to a specific celebrity. There are six questions, each with a different set of noses; the team wins \$5000 for each correct answer.

MOUS0077. Treasure Code A-

Episode 6

One player must use a diving helmet to walk on the floor of a lagoon, towing a leaky boat containing the others to each of four liferings. At each ring, riders must read a clue and relay their answer via walkie-talkie to the tower, who must use it as a hint of their own to decide which of two chests to open, releasing a sack with a brick inside that must be raised to the surface by towed

players. Correct chests each hold a gold brick worth \$10,000; however, if the boat sinks before all four questions are answered, the challenge ends immediately and the team wins nothing.

MOUS0078. Flashback B-

Episode 6

Players are given one minute to study the positions of 27 photos (winners, Moles, and hosts of prior seasons, and challenges and eliminated players from this season) on a wall. The images are then taken down, and one player at a time is given one minute to place the images back in their original positions. All images are left in position for later players regardless of whether they are right or wrong, and later players can move them as they wish. The team wins \$2000 for each image correctly placed after the final player's turn.

MOUS0079. Briefcase Test C

Episode 6

At the start of the episode, each player is given a briefcase and is told to keep them shut at all times, unaware they contain an answer key for the above challenge. After that challenge, cases are taken away and the photo paper inside tested for exposure to light. If none of the papers have been exposed, the money won in the above challenge will be doubled.

Season 5 (2008)

MOUS0080. Over the Falls c

Episode 1

One at a time, eleven players must stand on wooden rafts in a river and ride them over a waterfall, jumping at the end to grab a hanging sack. The twelfth player (chosen most often as the Mole in a 'first impressions' vote) must decide which six of the others are jumping to grab sacks containing cash and which five are grabbing worthless sacks of paper; for each player who grabs a cash sack successfully, the team wins \$10,000. After the challenge, the allocator must choose four players to sleep outside overnight while the rest of the group stays in a cabin.

MOUS0081. Robinson Crusoe C+

Episode 1

One player must split the others into groups. Five players must search a beach for 45 hidden items and bring them to a table, where three others must decide which five of the items Alexander Selkirk, the inspiration for Robinson Crusoe, had with him when abandoned on a similar beach in 1704. The time limit is set by the remaining two players, who must relay buckets of sand to the top of a giant, bottomless hourglass; when the hourglass is empty, time is up. Each correct item chosen at the end of the challenge wins the team \$5000; later, the allocator is abandoned on the beach overnight, but is given an exemption by default.

So essentially, the challenge is 'pick the five oldest inventions'.

MOUS0082. Race to the Summit B-

Episode 2

Nine players are taken to a soccer field and must score one goal against a local team of children (with an unlimited amount of penalty kicks after twenty minutes without success) to earn tickets for a gondola, then walk to the lower gondola station and ride it to the top of a nearby mountain. Meanwhile, the other two players must ride a tandem bike up the mountain, but are stopped along the way and offered the option of paying \$5000 for a taxi to the top. If the soccer players arrive first, the team wins \$35,000; if not, the cyclists both win exemptions.

MOUS0083. When Pigs Fly B+

Episode 2

Nine players must split into three groups and search Pomaire on foot for 49 marked ceramic pigs, using wheelbarrows to return them to the start before firing them over a wall with a giant slingshot so the last two players can catch them in a blanket and place them on a table with a free 50th pig that secretly contains an exemption for a player if they smash it. The challenge ends when two local potters finish making twelve ceramic pigs from scratch; for every intact pig on the table at the end of the time limit, the team wins \$1000.

MOUS0084. Fruit of the Luge B-

Episode 3

Players must ride down a toboggan track in pairs, with one blindfolded partner controlling the handbrake and the other giving directions while telling them the fruits shown on seven trackside signs. Partners can only communicate until they cross the finish line at the end of the track; once they finish, the blindfolded partner must walk to a nearby fruit stall and pick out the seven shown fruits, placing them in order. Each fruit placed correctly by a pair earns the team \$2000; if a pair breaks the rules at any point, their winnings are voided.

MOUS0085. Dress Code F

Episode 3

Players have all of their clothes except underpants and shoes confiscated while at a spa, then are told to split into four groups and walk across Santiago to a restaurant, arriving meeting a strict dress code (collared shirts, tie, and pants for men; two-piece top with either skirt or pants for women). Each player who arrives within two and a half hours wins \$5000; any player who fails will not be allowed to enter the restaurant and will not receive any dinner.

MOUS0086. Cash Out D

Episode 3

Directly before the elimination, players are offered \$20,000 to quit the game. If nobody accepts, four safe results are read and all players are then offered \$30,000. If a player takes the cash, they must leave immediately; however, the elimination will still be held as usual.

MOUS0087. Midas Rush C-

Episode 4

Players must split into two groups and use backpacks to haul as many five-pound gold bricks as they can to the summit of a mountain at high altitude, picking up a set of scales along the way. The two scales are different weights; the first group to arrive must choose without picking them up and the second group must take whichever is left. The team banks \$250 for each brick delivered to the summit within 50 minutes; however, the first group to finish must unanimously decide which of its members will receive an exemption or all cash won is forfeited.

MOUS0088. Who Said That? D+

Episode 4

Players' journals are briefly borrowed and quotes from them transcribed. Each player is then read a quote made in another player's journal and must correctly guess who wrote it to win \$2000. Later, the team must choose one player to lose their journal, unaware this person will be the only player to keep their journal, while the rest are burned.

MOUS0089. All for One A

Episode 5

Players are shackled to a communal chain near a small cage containing a key for the shackles and an exemption. In ten-minute intervals, the cage will raise for one minute and one player can step forward to take one of the items. If they take the key, they can free themselves and return to their hotel; if they take the exemption, they and all remaining players will stay chained overnight. If everybody frees themselves before sunrise, the team wins \$25,000.

MOUS0090. Travelers D

Episode 5

One player must randomly split the other six into pairs, then give each person one of several outlandish costumes from a display, before pairs must travel to a statue five-and-a-half miles away. The team wins \$10,000 for each pair that arrives at the statue within 45 minutes; however, if the allocator can assign the costumes so that nobody arrives in time, they win an exemption.

MOUS0091. The Grapes of Cache B+

Episode 6

Two players must solve a series of multiple-choice puzzles and relay their answers to a third player, who must match each answer to a GPS coordinate and direct two other players to collect a wine bottle hidden somewhere in a vineyard. The last player must run continuously on a treadmill and can assist solvers; however, each time a bottle is returned, the treadmill's speed will be increased. The team wins \$10,000 for each bottle found and returned before the runner stops running.

MOUS0092. Swing Out C-

Episode 6

One player at a time must bungee jump facing backwards from 90 feet above a valley, throwing a bag of mate leaves at a square target on the ground as they swing. The target is split into four sections worth different cash values (\$4000, \$6000, \$8000, or \$10,000) and the team wins whatever value each bag lands in (if any); however, each player is asked before their jump to predict how much the team will win overall, and the jumper who guesses closest without going over (if any) wins an exemption.

MOUS0093. Go Figure B+

Episode 7

Players must split into two groups (smart and dumb) and use cryptic clues to walk to different locations around Mendoza, solving a numerical problem at each to work out a number they must memorise. The smart group has three harder problems, while the dumb group has five easier problems; once a group has all of their numbers, they must return to the start and enter them into a computer. If any answers are wrong, all correct digits are shown and players have twenty minutes to make a second guess. If all of the answers are entered correctly within 70 minutes (plus any remaining time), the team wins \$30,000.

MOUS0094. Ticket to Ride C+

Episode 7

One player at a time is given a list of 30 questions about their visiting loved one and must spend three minutes relaying as many of their answers as they can to another player of their choice. This player will then be asked five questions from the list; if they can answer at least three questions correctly, the relayer and their loved one will be reunited and the team will win \$10,000.

MOUS0095. How's the View? B+

Episode 8

In pairs, one partner must put on a pair of goggles that show them a camera feed, then complete a series of minitasks while the other partner silently films them in such a way that they will see a mirror image. First, they must fit three plastic shapes into a stencil cube within one minute, earning \$1000 per inserted shape. Second, they must take two penalty kicks into an unguarded soccer net, earning \$4500 per goal. Third, they must pour four cups of tea to marked lines without spilling anything, earning \$2500 per filled cup. Finally, they must walk along a plank suspended between two rooftops, collecting a piece of chalk from the middle and using it to copy a sentence onto a blackboard at the far end. If they finish correctly within one minute of picking up the chalk, the team wins \$10,000.

MOUS0096. Cell Out B+

Episode 8

Players are separated and must race to solve a word ladder puzzle. The first player to finish must become a paintball sniper while the others try to cross a barrier-filled warehouse. Each player who crosses the warehouse without being shot wins the team \$15,000; however, one runner chosen randomly will secretly carry a card representing an exemption, and the sniper wins it if they shoot this player.

MOUS0097. Tick Tock Boom B-

Episode 9

Players are locked in a room with a glass window separating them from a ticking timebomb, set to explode in one hour. They must work out how to use the items and projections displayed in their room to work out which wire(s) to cut in order to defuse the bomb. If the bomb is defused correctly, the team wins \$50,000.

MOUS0098. Three to Tango C+

Episode 9

Each player is given a map and three cryptic clues, and must call host Jon Kelley each time they solve a clue in order to receive a related minitask they must complete somewhere around Buenos Aires, sending a photo message with proof of them completing the minitask. After completing all three minitasks, they will be sent a photo of a final destination; the first player to arrive is given the option of adding \$75,000 to the kitty or looking at the Mole's dossier, which contains unknown information that will be helpful during the final test.