

THE MOLE: A Brief Obsessive

Challenge Guide

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The Mole: The First Betrayal

US

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1

Players must skydive in tandem with jumpmasters from 10,000 feet above the Mojave Desert. If everybody successfully does so, the team wins \$75,000.

Players are taken to Paris for the night and given the option to either stay in their hotel overnight before leaving the following morning, or exploring the streets for the evening before leaving. If they choose to explore, they must stay together as a group at all times and must return to the hotel by midnight. If they miss the deadline, they will be fined \$10,000.

The players are all given 15 minutes to study their personal data on screens before deciding on the two players 'with the best memory', who must use numerical answers gleaned from the data to work out the PIN for a provided bankcard, then travel to the only ATM for that bank branch in town and withdraw 500 French francs. They have three attempts to do so before the ATM rejects their card, and can call the others individually to provide assistance, but each additional player needed removes 15 minutes from the time limit. Players not involved are expressly forbidden from discussing the information, and \$10,000 fines will be assessed each time it happens. If the money is successfully withdrawn within two hours, the team wins \$50,000.

2

During the night, one player is kidnapped and taken blindfolded to a mystery location, where they are handcuffed, shackled, and forced to wear an iron mask. In the morning, the others are summoned to Monte Carlo, Monaco, where they are briefed of the situation with the help of a short video and a thirty-second phone call with the hostage. They must split into three groups (two 'who aren't afraid of heights' travelling by helicopter, three 'who don't get seasick' by boat, and three 'who are good at directions' by van) and use an assortment of provided clues to find and release the hostage. Each group has one of the three keys needed to release the hostage, and while the van team is also given a phone to make additional calls to the hostage if desired, each call made costs \$5000. If the hostage is successfully released within two hours, the team wins \$50,000.

Players must split into three teams of three – 'leaders', 'followers', and players 'with a good eye'. While the leaders and followers get the day off, those with a good eye are shown two alleged Cartier watches, one of which is a fake. Using any method available to them, without physically taking the watches with them into town, they have two hours to determine which of the watches is fake. After they have chosen a watch as the fake, it will be destroyed at a local shooting range by a professional marksman. If the fake watch is destroyed (shown by green paint splattering out of its holder), the team wins \$20,000. If the real watch is destroyed (shown by red paint), a \$20,000 fine is assessed to pay for the damages.

Late at night, the six players who sat out of the watch challenge are taken to a cornfield maze and must split into three pairs, each with a leader and a follower. One pair at a time, each leader must guide their follower through the dark maze, using a live feed from an overhead camera. However, there are two hunters patrolling the maze who will attempt to catch the followers. If a follower is caught, or spends longer than three minutes in the maze, their round is over and they win nothing. Each player who can successfully reach the exit within three minutes wins \$20,000 for the kitty.

3

One player at a time must enter a bullring and face two charges from a young bull. On each charge, the bull must touch at least part of the player's cape as it passes. Players can also attempt to perform a tianta by grabbing the bull's tail as it passes and lowering its rear to the ground. The team wins \$50,000 if every player faces two charges, and \$5000 for each of the first five players to successfully perform a tianta.

Three players – one 'fearless', one with 'a winning smile, and one the others 'all trust' – are must wash, dry, and fold everybody's dirty laundry. Each load must be washed at a different location in town. One can be washed at the village washbasin, the others will require the players to find locals who will let them use their washing machines (as there are no laundromats in town). A translation dictionary and washing powder are provided. If all of the washing is completed within eight hours, the team wins \$10,000.

One at a time, the five players sitting out of the laundry challenge must pick a sealed envelope containing a pair of possible tasks, and roll a die to determine which task they must perform. If they roll a 3 or lower, they are given the easier task; if they roll a 4 or higher, they are given the harder task. They are not told what tasks the others must complete, and cannot communicate with each other. The final player is given the option to complete one task from each of the four envelopes previously chosen instead of whatever is inside the only remaining envelope. If at least three of the five players complete the challenges they are given, the team wins \$40,000. If the final player chooses the four previous tasks and completes them all, that player wins an exemption and the team wins another \$40,000.

4

One player is chosen to 'take it easy', and is locked captive in the church of an abandoned village. Wearing lasertag vests, the other six unarmed players must cross the village avoiding two laser snipers to rescue them. If a player is shot, they are out of the challenge. All remaining players must reach the church before the captive can be released. This player has a laser gun and can shoot the snipers or their teammates at will. Once rescued, the captive must be taken to the cinema on the other side of the village, unharmed, in order to win \$30,000. If they arrive alone, they instead win an exemption, but

	<p>the group wins no money. If the captive is shot, the challenge ends immediately.</p> <p>The team must split into two 'intellectually equal' groups, one with four people and one with three. The group of four is taken to a university classroom to solve as many of eight brainteasers as they can within 30 minutes, each worth \$15,000 towards the kitty. They can pass on a brainteaser but cannot return to it. After this time, they are taken on a winding and ultimately confusing tour of the university, ending at a second classroom with a live camera feed of the first, where the group of three has been taken and is attempting to solve the same riddles. However, each brainteaser solved by the second group REMOVES \$15,000 for the kitty, and the only way they will stop is if a 'runner' from the second group returns to the classroom and convinces them to quit.</p>
5	<p>The team must split into three pairs – one 'resourceful', one 'smart', one 'stupid' – and each must get to their hotel by 8:00pm. The resourceful pair has a series of photos showing the route to the hotel, its name, and an unreliable van containing props of assorted value, then are left to their own devices. The smart pair is given a SmartCar, a phone, and a cassette directing them to a 'village idiot' in a nearby town. When they find him, they will be given a multiple choice question, with each option leading to a different town to find the next village idiot, and so on. The stupid pair is taken directly to the hotel for a day of luxury and is given a guidebook with all of the smart pair's answers inside. They can call and provide assistance, but are told that if the smart pair are the only team to arrive late, the prize for this challenge will be doubled to \$80,000. If the smart pair arrives in time, the team wins \$40,000, regardless of whether the resourceful pair arrives in time. However, the hotel only has room for four players. If either the smart or resourceful pairs arrives late, they must spend the night on the streets; if both arrive in time, the stupid team must.</p> <p>One at a time, the team is told an answer to a question posed to one player's loved one. They must work out whose loved one it was, and which specific loved one gave the answer. Each player is the subject of exactly one statement, and the team can make changes at will after hearing the final statement. The team wins \$5000 each time they correctly guess which loved one made a specific statement about their player. Players are then reunited with their loved ones, who stay until after the elimination.</p>
6	<p>Players must defend a giant glass decanter overnight, protecting it from 'four highly-trained aggressors' who will seek to break into the fortress it sits in and destroy it. Players are given a paintball gun each to shoot the unarmed aggressors with, and any aggressor shot is eliminated. They are also given additional equipment to help locate the aggressors, and tools to increase fortress security. After sunset, the bowl will be lit by two spotlights on opposite sides of the ramparts. If both spotlights are turned off or the bowl is in any way removed from their light, the task is failed. If the team can keep the bowl safe until dawn, they win \$60,000.</p> <p>Players are taken to the town library and given eight clues, each leading to a different book on the shelves containing a ticket for a horse and carriage that will ride through town. Each ticket allows a player to get on at one specific location, and players can use the card catalog and translation dictionaries for assistance. If a player arrives at their ticket's stop to find the carriage has already left, or attempts to board at the wrong stop, they must return to the library to get a new ticket. If all five players successfully board the carriage before it reaches its final destination – the library itself – the team wins \$60,000.</p>
7	<p>The team must split into two players 'who can count to at least 751' and two who are the 'most artistic'. The counters are taken to a farm and must herd a large flock of sheep into a corral, with the help of a dog. They are given three dogs to choose from – an English sheepdog, a German shepherd, and a mutt – but only one of them is trained, while the other two are basically useless. If they can corral all the sheep within one hour, they win \$20,000. If they can also correctly count them all, they win an extra \$10,000.</p> <p>Meanwhile, the artistic players are taken to a small gallery and must use any or all of an assortment of provided props to make a piece of art that fits in with the existing exhibits. The host will then bring an art critic to the museum and ask them to identify the work created by the two contestants. If the critic guesses incorrectly, the artists win \$20,000 for the kitty. The remaining team members are then brought to the gallery and must also identify their teammates' work. If they can identify the piece correctly, they win another \$20,000.</p> <p>In secret, players must list the others in order of how much they want to see them eliminated. The player the team would LEAST like to see eliminated must then guide the others to complete tasks that are 'very risky' – or at least appear very risky – blindfolded. They must allocate each of the others to one of the three tasks, with one player standing against the wooden board in a knifethrowing routine, one walking across hot coals, and one walking a short distance on a wooden plank suspended over a ravine. However, the first two tasks are fake – the knifethrower will simply walk up and plant the knife in the board next to the player, and the coals will not be lit. If at least two players complete their tasks, the team wins \$60,000. If only one player completes their task, that person gets an exemption into the final. If the three players either all complete or all fail their tasks, the guide receives the exemption.</p>
8	<p>Each player is given a survey containing morality-based questions about the other two, and must choose one of them as their answer. One at a time, they are taken to a location in a village based on their answers to three specific questions,</p>

which are then posed to the other two. For each question, choosing one player as their answer leads them in one direction, while choosing the other sends them in a different direction. If they find the hidden player by correctly matching all three answers, they win \$10,000. There are three rounds, with each player hiding once.

Each player is taken to a separate hotel room and is locked in. Using an assortment of clues in their rooms and at reception, they must all escape their rooms and meet in the lobby within 90 minutes to win \$75,000. Solution, ignoring all unnecessary clues: The bike in Room A powers a blacklight in the otherwise pitch-black Room B, which will reveal 'Juan Guerrero' among the neon graffiti on the walls. The player in Room A can then escape on their own by using the date written on a van visible from outside their window as the code for their door. Collecting a package for Juan Guerrero from reception and opening the small box contained inside with a key from Room A will provide the key for Room C. Using the room number for Room C as the combination for a briefcase, containing among other things a newspaper with the unlabelled sheet music for Mary Had A Little Lamb hidden inside. The player in Room B must then play the opening notes of this song on their xylophone in order to escape.

The Mole: The Next Betrayal

US

2

<p>1</p>	<p>The team must pick two 'natural born leaders', based solely on their first impressions. These two are separated from the others and must divide them into groups for the first three challenges, as well as decide which of three money amounts (\$0, \$20,000, and \$40,000) each challenge will be worth. The team is not told how much each challenge is worth until all three are completed. For the first challenge, three players must work in a relay to ride a bike down a steep hill, retrieve two arrows, return to the start, and use a crossbow to hit a fingerprint design in the centre of a target. If they miss with both arrows, they must return for more. Players cannot switch until a player succeeds. If all three players hit the target within 30 minutes, the challenge is won. For the second challenge, four players must, in a relay, climb up a ladder to reach a pair of ropes, then use them to complete a parallel traverse between two trees. The final player must then also complete a second, higher traverse. Each player wears a heartrate monitor and must pause in place if their rate exceeds 130 beats per minute. If all four players can complete their traverses within one hour, the challenge is won. For the third challenge, five players must, one at a time, climb over the side of a bridge to reach a small platform, then perform a giant swing from a 100-foot rope over the valley below. If all five players complete the swing, the challenge is won. However, the final player to swing is offered an exemption if they refuse, forfeiting the challenge and whatever money amount was chosen by the leaders.</p> <p>The team must select four players who 'know the group the best'. They are separated from the others and must answer eight questions about the team, two per player, while the team's luggage is suspended over a large bonfire. After each wrong answer, the luggage is lowered, and will eventually be burned after four wrong answers. If the players chosen can answer all eight questions without a single error, the team wins \$40,000. <i>It is revealed after the first challenge of the next episode that the players' luggage was not actually destroyed.</i></p>
<p>2</p>	<p>The team must choose 'two women with the best fashion sense and one man who needs some fashion advice'. They must assign one of an array of humiliating Swiss-inspired outfits to each of the other ten players. These players are then given their outfits and must travel in pairs to the town's train station, take the 4:35pm train to St. Moritz, and walk to their hotel. Each player who arrives at the hotel without removing any part of their outfit wins \$2000 for the kitty. After all ten costumed players have left, the selectors are offered the chance to double whatever money is won if they all travel dressed as a baby.</p> <p>The team must select a 'gambler', one player 'with a cool head', one 'who's good with numbers', and a 'selfish brat'. Each of these four is given five \$1000 chips representing money from the kitty, and must play blackjack against a dealer while the remainder of the group watches. There is a \$1000 minimum bet per hand. If the players can collectively double their winnings to \$40,000 within one hour, they get to keep it all. If they fail, the original \$20,000 is removed from their kitty.</p> <p>The team is presented a scroll cake for dessert, with all but one slice topped with a blueberry. The player who eats the blueberry-free slice and their roommate are offered an exemption each if they can convince one of the others to breach their curfew order and join them in their room. For each player who leaves their room, a \$1000 fine will be assessed.</p>
<p>3</p>	<p>The players are told at the breakfast table to choose a number from one to eleven. They must then pass their journals that many seats to the left. Players keep the journal they wind up with, and can borrow them back from each other to copy notes, but cannot damage or destroy them and cannot trade them back permanently.</p> <p>Immediately after the journal swap "challenge", the team must choose the 'most trustworthy' player. This person is given a photograph of a landmark in town and must retrieve a green envelope from it. If they return within one hour, they get the chance to use the optional neutralizer inside to stop somebody from winning an exemption in this episode. If it is used on somebody, \$10,000 will be added to the kitty.</p> <p>The team must choose a player 'good at matchmaking'. The others must then cross a log footbridge to the other side of a small lake, while competing against either Little John (a muscular man) or Little Jane (a much smaller woman) in a pugilstick battle. The matchmaker will choose each player's opponent, but at least three players must battle Little John. Any player who beats their opponent and crosses the bridge wins \$5,000 and qualifies for the second round. The matchmaker will then pair these players against each other until only one is left, who must then compete against the matchmaker themselves. The winner of this final duel earns an exemption for themselves, and a second to give to a player of their choosing. They are given until dinner the next day to decide who will receive the second exemption.</p>
<p>4</p>	<p>The team must choose a 'trusted' player and four who 'just want to hang out'. Three trusted players are each given ten minutes to abseil down a dam wall to one of four coloured flags, read the attached question and work out its numerical answer, then proceed to the bottom and use a walkie-talkie to give the trusted player their answer. They cannot tell the trusted player the question, only the flag's colour and their answer. The fourth player also has ten minutes, but can visit as many of the flags as they can manage. If two answers to a question vary, the trusted player must decide whose answer to take. The trusted player is then given the questions and their colours to help them decide whether to trust each player, and must abseil face first down the dam wall to reach a locked 'treasure chest', using the answers to open it. They only have one chance. If they can unlock the safe, the team wins \$35,000.</p>

	<p>As they are leaving for the next challenge, the team is stopped by two young, attractive women seeking help with a flat tire. Later, their bus stops to refuel and an elderly woman with the same problem also asks for help. If the team helps in both situations, they win \$30,000. If they only help the younger women, a \$10,000 fine is assessed.</p> <p>The six players who sat out of the abseiling challenge must split into two groups of three, one 'smart' and one 'dumb'. The dumb group is shown eleven different brainteasers, and must select any five of them to give to the smart group to solve. They are allowed thirty minutes to look at the puzzles, then must provide their answers. If a puzzle is solved correctly, they win \$10,000. If not, they are given one minute to find the right answer. If the members of the smart group solve all five puzzles successfully, they each win an exemption. If they fail to solve any puzzles, the members of the dumb group each win an exemption.</p>
5	<p>The team must choose three 'swimmers', three 'runners', and one player 'who likes to talk'. The swimmers and the talker are taken to the town swimming pool, where they must wait while the runners search the town on foot for the answers to three questions asked by the talker. Only one runner can search for each answer, and they must leave the provided map with the other two runners when searching. Once the answer is found, they must return to their starting point and call the talker, who will use magnets to spell said answer in marked spaces on a blackboard. Fifteen letters from these answers will subsequently be marked, and those letters must be rearranged for the talker to correctly answer the fourth question. Meanwhile, the swimmers must tread water in the pool. Every five minutes, one swimmer must place a small weight around their neck, making it harder to continue. If the fourth answer is correctly solved before the swimmers all give up, the team wins \$20,000.</p> <p>The three players who sat out of the previous challenge are each locked in a cage-like cell, and must use whatever materials they can reach to grab the key to their cell and escape. Players are allowed to trade materials at will. The key is suspended from the only lightbulb in the room, and getting the key will break the bulb, plunging the room into darkness (although a blacklight will make the neon key visible). If any player can get the key, unlock their cell, and escape within three hours, the team wins \$40,000. In addition, the first player to escape is offered an exemption if they leave the other two in their cell overnight, leaving them unable to attend a planned video call with their loved ones that night.</p>
6	<p>The team must split into three groups of three – those 'who love to cook', those 'who hate to cook', and those 'who don't really care'. The three who hate to cook are given a pizza recipe and must go door-to-door searching for the fourteen listed ingredients, given a translation dictionary and a small trolley for assistance. They cannot get anything from businesses, can only collect one ingredient per house, and must then find a place where they can cook at least three twelve-inch pizzas. If they arrive at the town church with the cooked pizzas by 7:00pm, they win \$20,000. The pizzas are the only food players are allowed that evening; if they fail to arrive in time, none of the players receives any dinner.</p> <p>Meanwhile, the six others must work in relay to ride two bikes up a steep road to the same church, with each group taking a different bike – one a mountain bike, one an older model unable to shift gears. Players cannot touch the bikes when deciding which bike each group will take. Along the way, each group must also pick up a bottle of red wine. If both groups arrive at the church within one hour and 45 minutes, the team wins \$10,000. For each unbroken bottle of wine delivered, an additional \$5000 is won.</p> <p>In secret, players must list the others from favourite to least favourite on provided cards. The results are then tallied, and the player nominated as the group's 'least favourite' is separated from the rest. They are given the choice of either taking an exemption for themselves or adding \$5,000 to the kitty. If they choose the exemption, the money offer is increased to \$10,000 and again to \$15,000. If they still choose the exemption, they win it but the group gets no money.</p>
7	<p>The team must split into 'five people who would rather watch Gladiator' and 'three people who would rather watch Romancing The Stone'. The latter three must work in relay to transport a garden gnome through an obstacle course. They are given a choice of two gnomes of different sizes to use, but whichever gnome they use must be greased with lard before each stage. Players must choose their order before learning what the stages entail. The first player must carry the gnome up a ladder to reach a lion statue, then get someone to photograph them with the gnome and lion. They must then run to the second player, who must take the gnome to a nearby soccer field and score a penalty goal while holding it, take another photo, then ride a bike along a slalom course and over a seesaw to reach the third. This player must place the gnome into a pram and wheel it along a marked path of an unknown distance through town to the finish line. If they can finish the course within 30 minutes and with the gnome unbroken, they win \$30,000. However, if a player breaks the gnome, they will find an exemption inside.</p> <p>The five players who said they would 'rather watch Gladiator' must choose a 'Caesar'. This player is given a crown to wear and must sit on a throne while the other four defend them against five gladiators at the town amphitheatre, while each wearing a different Roman-inspired helmet. All ten participants will wear breastplates with dye-filled 'eggs' on the front. Using fake swords and shields, the defenders and gladiators must attempt to smash their opponents' eggs, releasing the red dye inside. If a player's egg is broken, they are 'dead' and out of the challenge. If the defenders can kill all five gladiators before they kill the Caesar, the team wins \$30,000. However, the defender wearing the helmet inspired by</p>

	<p>Brutus (who betrayed Julius Caesar) is offered an exemption if they can ensure they are the last remaining attacker on either side, before killing the Caesar and stealing their crown.</p> <p>Players are taken from the dinner table one at a time and must list the others from favourite to least favourite, just as they did in the previous episode. The results are then tallied, and at the elimination later that night the player nominated as the group's 'least favourite' is offered \$50,000 to voluntarily leave the game. If this player accepts the bribe, the usual elimination is cancelled, and that player leaves. If they refuse the bribe, the elimination happens as it normally would, and that player may still be eliminated regardless.</p>
8	<p>The players are told that one of their loved ones is in town. One at a time, each player must choose another to be their 'eyes' and describe their loved one to them as well as they can within thirty seconds. This player must then scan the town square from a second-floor window for the loved one. If the searcher is able to find the correct loved one within two minutes, the player and their loved one will be reunited for the night and the group will win \$5,000. If the searcher is unable to find the correct loved one, the team wins no money and they will not be reunited.</p> <p>The players reunited with their loved ones are again separated, and all seven loved ones must record a video prediction regarding whether their player will bungy jump 170 feet from a crane, facing backwards as they leave the crane. If a player's action matches their loved one's prediction, they win \$10,000 for the kitty and will get to spend time with their loved one until the elimination the following night. If a player's action does not match the prediction, they win no money and they are given five minutes to farewell their loved one.</p>
9	<p>The last player to leave the breakfast table is given a small thumbprint sticker, and must do whatever it takes to stick it inside any other player's journal at some point during the day. At dinner that night, the journals are gathered and inspected. If the sticker has been placed inside one of them, the player owning that journal is neutralized and stopped from winning an exemption in this episode, but they will not be told who neutralized them. If none of the journals have had the sticker placed inside it, the player who was given the sticker will be neutralized instead.</p> <p>The team must choose two players 'would like to drink wine'. These two are taken to a nearby vineyard and are given ninety minutes to stomp grapes in a barrel. Only one player can stomp at a time, working in 15 minute shifts, while the other player will instead be allowed to sample the vineyard's wine. If they can fill five bottles between them within the time limit, they win \$10,000 for the kitty. They are then given an optional challenge of filling four wine glasses on a tray and transporting them, one-handed, to a nearby table without spilling a drop or breaking a glass. If a player takes the task and succeeds, they win \$5000, but if they take the task and fail \$5000 will be removed from the kitty. Finally, they must take their filled wine bottles with them and convince the others to drink a bottle of it to win another \$10,000. However, they cannot tell the others that their drinking the wine is part of a challenge.</p> <p>The four players not completing the wine challenge are given an old Italian car and told to transport it from the roadside into an adjacent greenhouse within two and a half hours. However, one of the greenhouse's sliding doors is locked, and players cannot damage the greenhouse or its doors in any way. They are given tools to disassemble and reassemble the car, but it must be fully operational at the end of the time limit. Players cannot test whether the car will start at any point during the challenge. If the car is inside the greenhouse and operational at the end of the time limit, the team wins \$20,000.</p> <p>Players are woken in the middle of the night and taken to a room where a ball is suspended by rope from the ceiling. They must decide on an order for themselves, then keep the ball in motion until 6:00am by hitting the ball in that order repeatedly. If a player is hit by the ball or hits the ball out of order, the challenge is over and the team wins nothing. At two points during the night, the 'most tired' player is allowed to return to bed, being removed from the predetermined order. The player chosen as 'most tired' at a third pre-determined point is offered an exemption if they hit the ball out of order, forfeiting the challenge and the available money. If the team can follow their preset order and keep the ball in motion until 6:00am, they win \$30,000.</p>
10	<p>The team must choose 'two players who like to shop'. These two players are given 200,000 lira (approximately US\$100) and one hour to buy at least ten items of any description in a busy town market. A translation dictionary is provided for assistance. The other three players are then given the purchased items and the translation dictionary, and must make a profit by 1:00pm. If they can do so, the team wins \$30,000. In addition, a 'customer' at the team's stall leaves a book containing a 20,000 lira note behind. If the players return the money to the customer rather than using it to help them win the challenge, the team wins an extra \$10,000.</p> <p>The players must choose one person they would most like to see win (the 'evader'), and one person they least suspect as the Mole (the 'tracker'). The evader must run through a small town's alleys to find nine green thumbprint envelopes, without being caught by the tracker. The other three players must guide the tracker from a lookout tower in the middle of the village, using walkie-talkies. They are not aware that the evader also has a walkie-talkie and can hear everything said. The tracker cannot start searching until a guide has seen the evader. If the evader can collect five envelopes within 30 minutes before being caught, they win an exemption, but the group wins no money. If the tracker catches the evader, the</p>

	<p>team wins \$50,000 and the tracker wins the exemption (although only the tracker knows this). After finishing, they are offered a second attempt, with the same stakes for the first round's loser but the winner now ineligible for an exemption.</p>
<p>11</p>	<p>Each player is given a chip representing \$25,000. In rounds, they are each dealt one playing card from a 13-card deck. The player whose card is the highest in value (with aces high) can choose whether to add their \$25,000 into the kitty or eliminate another player from the challenge. If a player has already put their chip into the kitty, they have no choice but to eliminate somebody. The challenge continues until there is only one player left, who gets to return to their hotel rather than complete the next stage of the challenge. The others must each spend time in different rooms in a 'fun house'. One player must spend thirty minutes sitting on a stool in a small cage, while cockroaches are sporadically released into it; a second must spend an unknown amount of time in a room with a large python, even as the lights go out; and the third must spend the entire night on a mattress-free metal bed frame while a bubble machine blows bubbles onto them and the song 'Tiny Bubbles' plays at assorted volumes and speeds. After finishing their part of the task, players in the cockroach and python rooms must spend the night in sleeping bags in the room used for the first part of the challenge. If any player fails to remain in their room for the necessary time, all money added during the first part of the challenge will be forfeited.</p> <p>The player who got to sit out of the overnight part of the fun house challenge is shown a short video clip of the cockroach and python rooms (but not the third room), and must interview the others one at a time, for five minutes each, in order to work out who slept where. One player must tell the truth about their night, the other two must both lie. After the interviews, the interviewer must guess who was telling the truth. If they are correct, they win an exemption into the final but the group wins nothing. If they are incorrect, the team wins \$50,000.</p>
<p>12</p>	<p>Each player is given a survey containing morality-based questions about the other two, and must choose one of them as their answer. One at a time, they are taken to a location in a village based on their answers to three specific questions, which are then posed to the other two. For each question, choosing one player as their answer leads them in one direction, while choosing the other sends them in a different direction. If they find the hidden player by correctly matching all three answers, they win \$10,000. There are three rounds, with each player hiding once.</p> <p>Players must each choose a different dish from a fake dessert menu, each corresponding to a different location. Travelling any legal way necessary, they must get from the starting point at an overlook to that location to pick up a GPS, then use it to find a mystery location, again travelling any legal way necessary. The first player to arrive at the mystery location is given the option of adding \$100,000 to the kitty or ignoring the money and looking at the Mole's dossier, which could assist in the final test.</p>

Celebrity Mole: Hawaii

US

3

1

The team must split into the four 'strongest' players and three 'who just want to hang out'. One at a time, the three players hanging out will dangle from a rope suspended over a waterfall while the four strongest players (two using a manual crank to move them left and right, one using a joystick to raise and lower them, and one on the ground as a guide) must move them around to retrieve a bucket balanced on the rocks in the waterfall, then to pour the water from that bucket into a barrel on the far side of the waterfall. The suspended player must drop this bucket before returning for a new one. The barrel will eventually counterbalance a 'money bag' and raise it into the air. In the first round, the money bag must simply be raised into the air to win \$10,000; in subsequent rounds, the previous time must be beaten in order to win the money. The four controllers must switch positions after each round.

The players must split into three pairs, with one player left out. This player will deal two playing cards from a deck to function as the dealer hand. The pairs are then given three minutes to make a better blackjack hand by herding sheep (each with a giant 'card' attached to its back) from a large corral into their smaller pen. Each pair who succeeds within three minutes wins \$5000 for the kitty. The pair with the largest hand must then beat a second dealer hand to win another \$10,000. Finally, the player sitting out is offered the chance to double any money won and win an exemption for themselves if they are able to herd a 'Mole sheep' with a black card on its back into a pen. However, if they attempt this optional task and fail the team earns no money from this challenge.

2

The team must select 'two lifeguards', 'two short-order cooks', and 'two flight attendants'. Each pair is taken to a different location to complete a task. The two lifeguards must each jump from a 40-foot cliff into the rough waters below. The flight attendants must each ride in a biplane as it does a series of aerobatic manoeuvres and use provided equipment to clean a blackened instrument panel. The short-order cooks must each walk barefoot across a solidified lava flow to retrieve a roast chicken, then bring it back to the start. Each player must predict whether those in the two other pairs were able to successfully complete their task. For every correct prediction made, the team wins \$1000.

The team must choose two players 'to play charades', two 'to go on a submarine', and two 'gravediggers'. The charades players must put on SCUBA gear and mime six film and television titles through a porthole to the players inside the submarine, who must then relay the correct guesses to the gravediggers via phone. The gravediggers must then search a mock cemetery for the tombstone belonging to the actor whose character died in that film or series, and dig up the grave. If they are correct, they will find a coffin, but only one of the sealed coffins contains \$25,000. The team has 15 minutes to mime, guess, and dig five graves. After this time, the coffins are opened. After two empty coffins, the players are offered \$5000 to quit, and after a third empty coffin they are offered \$10,000 to quit.

At dinner, the team is given half an hour to unanimously award one player an exemption. If they can do so within the time limit, they win \$25,000. If they fail, a \$25,000 fine will be assessed.

3

The team must split into two groups, one with three people and one with two. The group of two must then split into 'a natural born leader' and 'someone who looks good on the beach'. The leader must take charge and work with the group of three to create a seaworthy raft that will hold all four of them, using an assortment of provided props. Once they have the raft, they must paddle it out to a floating buoy and retrieve a flag. If they can build the raft and collect the flag within 30 minutes, they win \$30,000. The remaining player is initially charged with making smoothies for the team, but is later given a metal detector to find money on the beach with. If they can find \$15 worth of buried money, rent a waiting kayak, and retrieve the flag before the group does, they are given the option of taking an exemption for themselves or adding \$60,000 to the kitty.

One at a time, each player must answer a trivia question, then choose one of five mice on one side of a plastic enclosure, who will be released and run towards one of six food pellets in gates on the other side of the enclosure. Each gate represents a different type of chilli that must be eaten. If the question was answered incorrectly, the player must eat the chilli themselves. If the question was answered correctly, the player can either eat it themselves or give it to another player to eat. Glasses of milk are available for \$1000 each. Each chilli successfully eaten earns the team \$10,000 for the kitty. After all five players have answered a question, the players can win another \$10,000 if they each eat one more chilli voluntarily. If they refuse, the offer is increased to \$20,000, then to \$25,000.

The group is told to choose a number between one and twenty. They must then all turn to that page in their journal and tear it out. These pages will then be read aloud to the group, and players can claim their page back by admitting that it is theirs. If they do not claim their page, it will not be returned.

4

The two remaining women must paddle into the water on a surfboard, get on their feet, and remain standing for five seconds. If both women can do so within thirty minutes, the team wins \$20,000. Meanwhile, the two remaining men must hula continuously for the same thirty minutes, as a ukulele player plays 'Tiny Bubbles'. If either of the men stops, the challenge is immediately over and the team wins nothing. Afterwards, one of the men is asked how long they believe they could remain standing on a surfboard in the same water, and offered \$10,000 if they can successfully remain standing for that long within ten minutes.

	<p>Players are blindfolded and taken to a mystery location, and must split into two teams. One at a time, each team will be taken to a separate room and must correctly solve two mathematical problems. The team which does so in the slowest time is eliminated, while the two members of the winning team must correctly answer ten analogical multiple-choice questions, one at a time. If a wrong answer is given, all remaining options are reread. The player who takes the longest time to answer the ten questions correctly is eliminated. The three eliminated players are then taken, again blindfolded, to a location half a mile away and must find their way back to the starting point before the player who survived the first two rounds can match a full deck of face-down cards into their pairs, turning over only two cards at a time. If the group can find this player before they finish, they win \$20,000. If the player finishes before the group finds them, they win an exemption into the final but the group wins nothing.</p>
<p>5</p>	<p>Each player is given a survey containing morality-based questions about the other two, and told to choose one of them as their answer. One at a time, they are taken to a location in the jungle based on their answers to three specific questions, which are then posed to the other two. For each question, choosing one player as their answer leads them in one direction, while choosing the other sends them in a different direction. If they find the hidden player by correctly matching all three answers, they win \$10,000. There are three rounds, with each player hiding once.</p> <p>Players are shown a clue written in invisible ink under a blacklight and must use it to figure out how to make the light work on their own. Once they know how to read the clue, each player will be given a separate clue written in the same ink. Each clue leads to another clue written in invisible ink hidden somewhere inside a large house, and so on until eventually each player's fourth clue leads to a number hidden somewhere on the jumpsuits one of the players is wearing. Once they have all three numbers, they must use them in some order to open a safe containing their final clue, allowing them to find three money bags. If the team can retrieve all three bags – one each – within one hour, they win \$75,000. At any point after they have been given their individual clues, players can buy hints for \$1000 each.</p>

Celebrity Mole: Yucatan

US

4

1	<p>One player is given a taxi and must drive around town to find another player, given only a hint as to their identity and the Spanish name for their location (eg. 'estacion de policia' instead of 'police station'). This player then has the hint and location needed to find the next player and so on. The team has 75 minutes to find and retrieve players, then bring them back to the start. They can return to the start at any point with the players they have, or keep searching. The team wins \$5000 for each player successfully brought back within the time limit, excluding the driver.</p> <p>The players must select their 'two best salespeople'. These two are separated from the others and each told to choose one of two provided artifacts. One of these is real, the other is a fake. Later, each of the salespeople is given one minute to convince the remaining players that their artifact is real. The team must then determine which of the artifacts is a fake. If they can do so correctly, they win \$10,000. If they fail, the team wins no money and the salesperson who described the fake artifact wins an exemption.</p> <p>The team is given their journals after the first challenge, and the player who chose journal #2 is later offered a secret challenge and must convince the other players to go swimming after dinner that night. For each player who sticks their feet in the water, the team wins \$2000. In addition, the player given the challenge will win an exemption if anybody goes skinny dipping.</p>
2	<p>The team must split into four players 'who want to stuff themselves' and three players 'who would rather swing'. The four players who want to stuff themselves must each choose a hanging pinata, then stuff themselves inside a giant version of it. A box is also inside each pinata, and the three swingers are given five minutes each to try and smash open the pinatas using provided bats to retrieve these bats. The players inside the pinatas are able to pull a rope to raise or lower themselves at will. Each swinger can only smash one pinata, and they must remain inside a small circle of rope on the ground at all times. If they step outside of their circle, their round ends and they earn nothing. Three of the boxes inside pinatas contain money and are worth \$10,000 each if the swingers can collect those boxes within the time limit; while the fourth contains an exemption for the player inside that pinata if the swingers fail to collect it. If the exemption is won, the player who won it is offered \$10,000 for the kitty to give it up. If they refuse the offer, it is increased to \$30,000 and again to \$50,000 upon further refusal.</p> <p>Players are given half an hour to unanimously award one of themselves an exemption. If they can do so within the time limit, they win \$25,000. If they fail, a \$25,000 fine will be assessed.</p>
3	<p>The players must split into three pairs. One pair at a time must enter a pen filled with 24 chickens and 48 sombreros, and lift sombreros up one at a time until they find one with a number underneath. They must then catch the chicken with this number attached to a small tag around its leg, and place it into a smaller pen. Each pair has five minutes to catch as many chickens in this manner as possible. Each of the twenty 'regular' chickens caught is worth \$2000 for the kitty, but each of four 'super chickens' is worth \$5000. After all three pairs have competed, the group must choose their 'best chicken wrangler', who is offered \$10,000 if they can catch a larger rooster within five minutes.</p> <p>The players must split into three pairs, each with one 'navigator' and one 'runner'. The runners must each choose one of three wrestling belts to carry through a maze. Using a live overhead camera feed, the navigators must guide their runners through the maze to one of three exits on the far side, avoiding two Mexican wrestlers. If a wrestler tags the runner, they are disqualified. A mariachi band sits in the centre of the maze and will play to assist the pairs if they can see either of the wrestlers. Each pair who can successfully escape the maze earns \$20,000 for the group. After all three pairs have competed, the runners are given the option of opening their belts to find an exemption inside one of them. Runners who successfully got through the maze can do so for free, but runners who were tagged must pay \$5000 to do so.</p> <p>The runner who chose the wrestling belt with a green thumbprint on it in the maze challenge is given a secret challenge and must successfully eat the team's leftovers after dinner that night. If they can eat all of the leftovers within fifteen minutes after the others players have all finished eating, the team wins \$10,000 and that player wins an exemption.</p>
4	<p>In a relay, the players must carry a tray across a narrow bridge over a pool, place a bottle of tequila on it, and carry it back to the start. Players cannot touch the tequila bottle while on the bridge. Meanwhile, the players eliminated in the previous three episodes will be in the pool, throwing balls at the players in an attempt to make them drop their bottles. The players have ten minutes to safely collect as many bottles as possible. For each bottle safely collected, the team wins \$500. For each bottle dropped, the three eliminated players get to share the \$500 that would have been won. Afterwards, each player who successfully collected a bottle is given the chance to double their individual winnings by eating one tequila worm.</p> <p>The team must split into one player with 'a good eye', one 'chatterbox', and three 'children at heart'. The chatterbox will be shown three paintings in a gallery and must use a walkie-talkie to describe each of them to the children at heart, who must then use these descriptions to recreate the images by fingerpainting them. The created images are then shown to the player with a good eye, who must correctly match them with the correct paintings out of 21 shown in a gallery. Once they</p>

	<p>have a guess, they must press a buzzer. If any are wrong, they must try again. If this player can successfully match all three paintings within 30 minutes of the challenge beginning, the team wins \$20,000.</p>
<p>5</p>	<p>The players must split into two groups, each with a man and a woman. In each pair, the woman must ride a donkey along a marked path to a series of merchant carts, where they must use a translation dictionary to read a cryptic clue written in Spanish and tell the man which goods to load onto the donkey. The men cannot lead or pull the donkeys at any point. If a pair crosses the finish line at the end of the course within 45 minutes, they win \$10,000 for each correct item loaded. In addition, they will win an extra \$5000 if they managed to complete the entire course within 30 minutes.</p> <p>The team is given the \$40,000 for this challenge at the start, and must keep it by answering a series of simple trivia questions correctly. They will each start in a seat in the back row of a classroom and will move forward one seat for every correct answer they give, but will lose \$1000 from the prize money for each wrong answer given. Each player is allowed to stop one other from moving forward once. The first person to get a question right in the front row 'graduates', stops the quiz, and is made an offer. They can either give an exemption into the final to one of the other players and take money for themselves, or add this extra money to the kitty. The offer starts at \$5000, and increases as they take time to make their decision, up to a maximum of \$20,000.</p> <p>The players are shown a group of six noses, and must guess which of them belongs to a named celebrity. There are six new noses for each of the six questions, and each correct answer is worth \$5000 for the kitty.</p>
<p>6</p>	<p>The team must split into 'two pop-culture buffs' and one player 'who likes to get to the bottom of things'. The latter player must put on a diving helmet and use a rope around their waist to tow a leaky boat containing the other two players to four liferings, each with a pop-culture clue on it. They must guess their answer and relay it to the diver, who must use that answer as a hint of their own to decide which of two treasure chests to open. The players in the boat must then lower a metal bucket in the water and retrieve the contents of the chest. Each correct answer is worth \$10,000, but only if all four questions are answered – right or wrong – before the leaky boat sinks.</p> <p>The players must decide which of them is the 'fastest', which is 'best at cleaning up', and which has 'the best memory'. They are given one minute to study 27 photographs on a wall – the winners, Moles, and hosts from the three previous seasons on one side and the challenges and eliminated players from this season on the other side. They must then leave the room as the images are taken down, and one at a time (in the order listed above) will be given one minute each to correctly place as many of the images as possible. Players are allowed to change any images already placed if they believe they are wrong. Every photograph placed in the correct place after the third player's minute is worth \$2000 for the kitty.</p> <p>Prior to the first challenge of the episode, players are given a silver briefcase and are told not to open them. After the memory challenge, the briefcases are taken from the players, who are told that they each contained a piece of photographic paper with the answers to the memory challenge on it. If none of these pieces of paper turns black when developed (a sign the paper has been exposed to light, and therefore that the briefcase has been opened), the money won in the memory challenge will be doubled.</p>

The Mole

US

5

<p>1</p>	<p>Shortly after meeting for the first time, each player must vote in secret for the player they believe is the Mole. The person with the most votes must allocate six bags of money and five bags of paper to the other eleven, who must then each grab their hanging bag (and its still unknown contents) while riding a wooden raft over the edge of a waterfall. The bags of paper are worthless whether they are successfully grabbed or not, while each bag of money is worth \$10,000 for the kitty if successfully grabbed.</p> <p>The team must choose their 'biggest whiner'. This person must split the other eleven into five scavengers, three appraisers, and two timekeepers. The scavengers must search the beach for 45 hidden items and bring them to the appraisers, who in turn must guess which five Alexander Selkirk had with him when he was abandoned in 1704. Meanwhile, the timekeepers must continuously relay buckets of sand into the top of a bottomless hourglass in order to keep the challenge continuing. The challenge ends when either all five items have been correctly guess, three guesses have been made, or the hourglass runs out of sand. Each correct item chosen at the end of the challenge is worth \$5000. The whiner is then abandoned on the beach overnight, unable to take the quiz or attend the elimination, and thus wins an exemption by default.</p>
<p>2</p>	<p>The team must split into two groups – nine 'goal-oriented' players and two who 'see life as an uphill battle'. The goal-oriented players are taken to a local soccer field and must score one goal against a local children's team. If they fail to do so within twenty minutes, they are given an unlimited amount of penalty kicks until they succeed. Once they have scored a goal, they must walk to the lower station of the Cerro Santa Lucia gondola, ride it to the top, then walk to the Virgin Mary statue. Meanwhile, the 'uphill battle' players must ride a tandem bike up Cerro Santa Lucia to the same statue. They are stopped halfway and offered a taxi ride for \$5000 in order to help them finish faster. If the cyclists arrive first, they each win an exemption. If the soccer players arrive first, the team wins \$35,000.</p> <p>Three groups of three must search a small town for 49 ceramic pigs with thumbprint decals, then bring them back to the start in wheelbarrows and use giant slingshots to throw them over a wall to the remaining two players, who must catch them in a blanket and place them on a table with the free 50th pig. Each pig on the table when two local potters finish making twelve more pigs is worth \$1000. The free pig contains an exemption for the player who smashes it.</p>
<p>3</p>	<p>The team must split into five players who 'can't trust anyone' and five who 'trust blindly'. They must then form pairs, with one member from each group, and ride a tandem luge each down a steel toboggan track. The player in each pair who 'can't trust anyone' will control the handbrake blindfolded, while their partner rides behind them and gives directions, as well as telling them the fruits displayed on seven trackside signs. Upon finishing, the blindfolded player must remove their blindfold, go to an adjacent fruit stand, pick the seven fruits shown, and place them in the correct order. Each fruit a player puts in the correct position earns \$2000 for the group, but all money won by a pair is forfeited if they talk after crossing the toboggan finish line.</p> <p>Players have their clothes taken away for drycleaning while at a spa, then are told of their assignment. Starting in only underpants and shoes, they must travel on foot in four groups to a restaurant on the other side of town and arrive meeting a strict dress code (collared shirts, a tie, and dress pants for men, a two-piece top with either a skirt or pants for women), within two and a half hours. Each player who does so wins \$5000; each player who fails will not be allowed in and will not be given any dinner that evening.</p> <p>Immediately prior to the elimination, players are offered \$20,000 to leave the game. If nobody accepts the offer, an increased offer of \$30,000 is presented after four safe results are read. Any player, including those who already know they are safe, can take the offer. Once a player has taken the bribe, they will leave the game immediately. However, the elimination will continue as normal, and a second player will also be eliminated in the usual fashion.</p>
<p>4</p>	<p>Players must divide into two groups – four 'selfless' players and four 'selfish' players (although the distinction here isn't important). All eight players must work to transport as many of 200 five-pound gold bricks as they can to an altitude of 10,000 feet from their starting elevation of 7200 feet. Players must stay together with the other members of their group at all times, and must pick up a set of scales along the way. One set weighs ten pounds, while the other weighs twenty; but the first team to arrive at the scales cannot pick them up when making their decision and the second must take whichever is left. Each brick that makes it to the top of the hill within 50 minutes is worth \$250 for the Kitty. In addition, the first team to cross the finish line wins an exemption for one member, but must decide unanimously who gets it. If they fail to do so, all money earned in this challenge is forfeited.</p> <p>Players must give their journals to the host, who takes them away, copies quotes from them, and returns. Each player is given a quote made in another player's journal, and must guess whose journal it came from. Each correct guess is worth \$2000. Players cannot signal to others during the challenge. Afterwards, they are taken to a fire and must choose one player to lose their journal. This player must then collect the others' journals, which are then destroyed.</p>
<p>5</p>	<p>Players are chained by the ankles to a set of prison bars. In front of them is a small cell containing a key to unlock players</p>

	<p>and a token representing an exemption. The door to this cell opens every ten minutes, but players can only reach it if the others all stand against the prison bars. If a player grabs the key within a minute of the cell opening, they can free only themselves, then leave and spend the night at their hotel. If everybody is able to free themselves before sunrise, the team wins \$25,000. However, if any player takes the exemption, the team wins no money and any remaining players must spend the night chained to the bars.</p> <p>The first player to say the word 'exemption' at breakfast must divide the other six into pairs, then give each person an outlandish costume to wear. There are more than enough outfits to choose from, and they can make the task as easy or as hard as they wish for the others. Pairs must then travel to a statue five-and-a-half miles away. Every pair that arrives within one hour earns \$10,000 for the group. However, if nobody arrives at the statue in time, the selector instead wins an exemption.</p>
6	<p>Players must split themselves into 'three runners' and 'three thinkers'. The runners must then pick their 'best athlete' and the thinkers must pick their 'best communicator'. The two remaining thinkers must solve a series of seven multiple-choice brainteasers and relay their answers to the communicator, who must match them to corresponding GPS coordinates and give these coordinates by mobile phone to the runners. The runners must then use each set of coordinates to find a bottle of wine hidden somewhere in a vineyard. Meanwhile, the athlete will be running continuously on a treadmill. This player can help with the brainteasers if needed, but the communicator may not. Each bottle of wine collected earns the group \$10,000 for the kitty, but also increases the speed of the treadmill. The challenge continues until all seven bottles have been found, or until the player on the treadmill stops running.</p> <p>One player at a time must bungee jump from 90 feet above a valley, holding a bag of mate leaves and facing backwards as they jump. While in the air, they must throw the leaves at a square target on the ground. They earn \$4000 if the bag lands in the outer ring, \$6000 if it lands in the middle ring, \$8000 if it lands in the centre ring, and \$10,000 if it lands in the bullseye. If the bag misses the target completely, the team scores nothing. In addition, each player is asked before their jump to predict the total amount of money the team will earn in this challenge. The player whose guess is the closest to the actual amount without going over wins an exemption.</p>
7	<p>The team must divide themselves into three 'smart' players and two 'dumb' players. Both groups must decipher a series of clues leading to locations around town, then solve a numerical problem to get a number they must remember without taking notes. The smart group has harder problems but must only remember three numbers, while the dumb group has easier problems but must remember five numbers. Once teams have all their numbers, they must return to the starting location and enter them into a computer. If any answer is wrong, all correct digits are shown and players have twenty minutes to fix the remainder of the answer. If all of the answers are correctly entered within 70 minutes (plus any remaining penalty time), the team wins \$30,000.</p> <p>Each player is asked which of the others they trust the most. One at a time, they are given a list of 30 questions about their loved ones and three minutes to give as many of the answers as possible to their trustee. This player will then be asked five of the questions, chosen at random. If they can correctly answer at least three of the five questions, the first player will be reunited with their loved one, and the team will win \$10,000. If they fail to do so, the team wins no money and the player will not be reunited.</p>
8	<p>The team must choose two players who are 'young at heart', then divide into two pairs, each with one of these two chosen players. The chosen player in each pair must complete a series of simple tasks while wearing a pair of goggles designed to show them a camera feed, while their partner silently controls the camera from directly opposite them (making the images mirrored). Firstly, they must fit three small plastic shapes into the corresponding holes on a stencil cube within one minute. Each piece correctly placed is worth \$1000. They must then take two soccer penalty kicks into a portable goal net. Each goal scored is worth \$4500. In the third round, they must successfully pour four cups of tea to marked lines without spilling any tea outside of the saucers beneath each teacup. Each cup correctly poured adds \$2500 to the kitty. Finally, they must walk along a plank suspended between two warehouse rooftops, picking up a piece of chalk placed in the middle of the plank, then finish crossing and copy the sentence written on a blackboard. They are only given one minute to do so after picking up the chalk. If they can successfully do so, the team wins \$10,000.</p> <p>Each player is locked into a separate jail cell and must solve a doublet puzzle, changing CELL to MOLE one letter at a time, always forming a new word. The first player to do so will become the sniper, while the others must cross a paintball obstacle course, avoiding the sniper shooting from a platform overhead. Each player who successfully crosses the obstacle course and gets to the door at the end without being shot wins \$15,000 for the kitty. However, one of the runners (chosen based on their cell number) will carry a card representing the game's final exemption. If the sniper is able to shoot this player before they finish, they win the exemption and a place in the final. If this player is not shot, nobody wins the exemption.</p>
9	<p>The players are sealed in a room with a glass window separating them from a ticking timebomb. They have one hour to use the equipment found in the room to work out which wire(s) they must cut in order to defuse the bomb before it explodes. To do so, they must find a hidden map showing the world's time zones and work out the time in each of 24</p>

listed locations, then show these times on a giant clock and use the laser pointing from the hour hand to collect 24 letters displayed on the wall, before rearranging them to form the final clue telling them which wire(s) to cut. If they can successfully defuse the bomb in time, they win \$50,000.

Each player must choose one of three identical sealed envelopes containing a map and a series of clues. Given a cell phone, they must call the host once they work out the location they need to travel on foot to, and again when they arrive to be given a task to complete. After completing three tasks at different locations, they will be sent a photograph of the final location. The first player to arrive is given the option of adding \$75,000 to the kitty or forgoing the money to look at the Mole's dossier, which may be helpful in the final quiz.

The Mole

AUS 1

1	<p>The ten players must each ride from Melbourne to the northern coast of Tasmania in a small plane, then each must skydive in tandem with a professional and “land before the plane does”. If all ten players do so, the team wins \$10,000.</p> <p>Five of the ten players are taken directly to their hotel after the skydiving assignment, while the others are stopped on the roadside and must repack their own luggage into one small backpack each. Once they are done, they must then repeat the process with the luggage of the other five players. In both cases, anything not packed in these new bags is confiscated for the remainder of the trip. Finally, the five players at the hotel are told of the challenge and must each guess, accurately and specifically, one item removed from their backpack. If all five guesses are correct, the team wins \$5000.</p> <p>Each player is asked in private to choose somebody to get a 'very early' morning. The player with the most votes is woken at 3am and taken blindfolded to a secret location. In the morning, the other nine must split into three groups of three and – using different vehicles and with only mobile phones to communicate – rescue the hostage within two hours in order to win \$10,000. In the middle of the challenge, the hostage is called and told to find a hidden envelope, which says that each team has a key hidden somewhere in their vehicle, one of which is needed to unlock the building containing the hostage.</p>
2	<p>The group must split into three teams, each with a guide and two pit crew. The guides must navigate a professional rally driver each around two laps of a closed three-kilometre street circuit, in a relay. After each guide's first lap, their two teammates must switch the two back tyres with each other, without any assistance. To win \$10,000, the entire relay – including tyre changes – must be finished within 35 minutes.</p> <p>Eight players must split into two teams of four, then are given two hours to record one minute of footage of people laughing, using professional equipment provided. They must repeat the same process to win \$5000, but this time nobody used as part of their one minute of footage can be aware of the filming.</p> <p>One player who 'has never played golf before' is given a morning of golf training at a local course with a pro while the others are completing the laughter assignment. Later, they must complete a 350 metre long Par 4 hole. The number of strokes they are allowed is determined by the others. The golfer must assign point values (1, 2, 3, 4, and 5 strokes) to trivia questions of five subjects, then choose which of the other eight will answer them. If the player answers the question correctly, the golfer earns the number of strokes they assigned to the question. If the golfer can finish the hole before running out of won strokes, they win \$10,000 for the kitty.</p>
3	<p>Immediately after the previous elimination, the team must choose 'two people who deserve a nice time'. They are taken directly to the hotel for the night, the others must instead drive to a nearby location – the Richmond Maze. Splitting into three pairs, each with a guide and a runner, the guides must navigate the runners through the pitch-black maze, using an overhead camera shot. However, there are two hunters patrolling the maze who will attempt to catch the runners. If any of the runners escapes the maze or the runners evade capture for a cumulative time of three minutes, the team wins \$10,000.</p> <p>The team is split into three groups and spend the day at various locations learning to taste local produce – one group at a brewery, one at a vineyard, and one at a cheese factory – without any indication that their tastings are part of a task. That night after dinner, each group is presented three items supposedly tasted during the day. Two of them are Tasmanian produce tasted during the tours, but the third is an impostor from the Australian mainland. Each group has two minutes to taste their given items and choose the impostor. To win \$10,000, all three groups must be correct with their guesses.</p> <p>Immediately after the taste test challenge, the team must choose 'two people who enjoy the sound of their own voices'. The next morning, they are taken to the next destination (Strahan) ahead of the group and must work to organise a karaoke evening at a local pub, with all money raised being donated to the youth cancer charity CanTeen. The others will later help out as they attend the event. If the team can raise at least \$1000 for the charity, they win \$5000 for the kitty.</p>
4	<p>The team must choose 'the two best Girl Guides' among them. These two must build a raft for use in a later challenge, using only wood and ropes. The other five players must split into two groups and will spend the day fishing. One group will be taken into choppy waters to spearfish and collect lobster traps. The other group will be taken to a trout farm to fish, but cannot use their fishing rods in the trout pens. They must obtain at least eight kilograms of seafood and bring it ashore by 3:00pm to win \$5000.</p> <p>The team is taken by yacht to Sarah Island. While the two players who built the raft get to stay aboard overnight, the five fishers must camp on the island, with only the caught seafood to eat and wearing only the clothes they had on that day. A phone is provided if anyone wants to quit, and only the person who uses it to call the yacht will be rescued, while the rest of the team must remain on the island. This person will also receive an exemption, but the team will win no money. If the entire team can survive until 6am without a player calling for rescue, they win \$10,000.</p>

	<p>The five campers must use the raft built by the other two to travel 100 metres to the rescue yacht. If they can do so without anybody getting wet above the waist, they win \$5000.</p>
5	<p>With paintball guns to defend themselves, players have thirty minutes to reach a flag at the top of a nearby hill without being shot by two snipers on the ground and one in a helicopter. Any player or sniper shot, regardless of who shot them, is out of the challenge. If any players can reach the flag in time and without being shot, the team wins \$10,000. If only one player succeeds, that player also wins an exemption in addition to the money.</p> <p>The team must split into two groups of three. Starting simultaneously, they must each solve the same three brainteasers in different rooms of a manor. For each incorrect guess made by either team, five minutes is removed from the 45 minute overall time limit. If both groups can solve all three puzzles and escape the manor before running out of time, the team wins \$5000.</p> <p>Immediately after the brainteaser challenge, the six players must split into three pairs. Each pair is given a digital camera and is taken to a different location. They then have two hours to photograph native Australian wildlife, before returning and selecting four photos to submit to a wildlife expert. If the twelve photos chosen contain at least six different native animal species, the team wins \$10,000.</p>
6	<p>Four players must abseil down the side of a dam. There are two abseiling lines, a 60m drop that has two hard-to-reach flags near it and a 140m drop that has one easier-to-reach flag near it. Each of the four players is only allowed to abseil once, and can only collect one of the three flags. To win \$10,000, the team must collect at least two of the flags.</p> <p>Prior to the dam challenge, the team must choose the person who 'characterises endurance and tenacity'. This person is taken away to learn interrogation techniques while the others abseil. Later, the abseilers secretly observe them on a silent CCTV feed, and must correctly predict their behaviour in three situations – whether they'd pick up a soft drink can thrown out of a car at them, whether she'd enter a solitary confinement cell at the local prison when invited to, and whether they'd have an alcoholic drink with lunch at a pub. If they can predict correctly at least twice, the team wins \$5000.</p> <p>The abseilers are woken at 12:45am and taken to the former local prison for the night. During their stay, they are interrogated by the fifth player regarding what the rest of the team did in their absence. Any player not currently being interrogated will stay in a solitary confinement cell without any comforts. If the team can keep their prediction challenge a secret until dawn, they win \$10,000. If the interrogator can find out the full details of the challenge, they win an exemption but the group wins no money.</p>
7	<p>The team is woken at 5am and told to choose a player 'comfortable in the glamour world of photography'. They are flown from Hobart to Melbourne and must photograph a celebrity with their permission, with the help of a chauffeur familiar with the city. That night, after the others complete their challenge, they are shown the photograph and must correctly identify the celebrity to win \$10,000.</p> <p>The three players not completing the paparazzi assignment must choose which of them will compete against local champions in three sports – archery, lawn bowls, and go-karting – then use only photos of the three champions to help them decide which sport each of them will play, attempting to make the matchups as easy for the players to win as possible. If at least one of the three players can defeat a champion at a sport, the team wins \$5000.</p> <p>The players are shown four envelopes. Three of them contain two possible challenges – an acupuncture session or an eyebrow piercing; a hair dyeing or a head shaving; and painting a nude model or being a nude model – while the fourth envelope contains all three challenge pairs. One player at a time must choose an envelope and spin a roulette wheel to choose which task they must complete. If the ball lands in a black space, the player must complete the "easier" task (the first listed above); if the ball lands in a red space, the player must complete the "harder" task (the second listed above). The player who selects all three task pairs must roll three times. Without knowing which tasks the others have been given, at least three of the four players must complete their challenges to win \$10,000.</p>
8	<p>The three remaining players are given bicycles and told to cycle up 27 kilometres of roads to reach the summit of Mount Wellington, in a relay. They can change riders as often as they wish with the other two players following behind in a car. To win \$10,000, they must reach the summit within three hours.</p> <p>Each player is given a different car, and told they cannot communicate with the others for the length of the challenge. In the glovebox, each has directions to a different landmark where they must pick up a list of items for a treasure hunt. Of the six items – a sixteenth-century newsreader, a disappearing ball, a photo of a moving dinosaur, a photo of the only piece of rope on a yacht, a lost mobile phone, and a photo of the player with a Tasmanian devil – at least four must be found and returned within two hours upon leaving the start of the challenge to win \$10,000.</p> <p>After spending the night on an old yacht, the three players are given 30 minutes to unfurl, hoist, and set the top sail on the yacht's tallest mast. If they can do so, they win \$10,000.</p>

The Mole: Who Is The Traitor?

AUS 2

<p>1</p>	<p>In each of four cities – Brisbane, Sydney, Canberra, and Hobart – four players meet in hotels, where they are told to make their way to a fifth hotel in Melbourne. They are provided plane tickets and a \$500 budget, must take five different forms of transportation for at least one kilometre each, and must arrive by 4pm. In addition, each group is given dossiers showing personal information about the players in the other three groups (but not those of their own team members) and must study the information. If a group breaks the rules or fails to arrive in time, all four are immediately eliminated. Afterwards, the players must face their first elimination test. Rather than having questions about the Mole's identity, the test instead contains one question about each of the sixteen players. The nine players with the highest scores, and the Mole, will remain in the game; every other player is eliminated.</p> <p>Immediately after the mass elimination, the team is flown to a naval training base and must complete a nine-obstacle, one kilometre long assault course as a group. For each obstacle they refuse or fail to complete, two minutes is removed from the overall 40-minute time limit. If all ten players finish in time, the team wins \$10,000.</p>
<p>2</p>	<p>Immediately after finishing the assault course, the team must choose two players 'who are very handy at spinning a yarn'. They must guide a bus containing 26 tourists around Melbourne. During the tour, the guides must tell two blatant lies that are believed and tell two jokes that get at least one tourist to laugh. At the end of the tour, the tourists are given satisfaction surveys, and the guides must score ratings of 'very good' or 'excellent' on every survey to win \$5000 for the kitty.</p> <p>Two of the eight players not chosen for the tour guide challenge, 'who are comfortable in a confined space', are locked in a bunker at Fort Nepean with a ticking timebomb. There are 12 coloured wires attached, and they must cut the correct four wires in the correct order to defuse it. The other six have fifteen minutes to search Fort Nepean for four puzzles, each revealing the colour of a correct wire when correctly solved, but the defusers must still find a hidden clue in their cell to defuse the bomb correctly. If they can do so before the bomb explodes, the team wins \$10,000.</p> <p>The team must choose the one player who 'most deserves' an exemption. This player must dive from a dock into the surrounding water and collect one of ten identical keys that open sealed crates back on the dock. At the beginning of the challenge, there are six red crates representing the exemption, and four blue crates representing money, but the group can take as many attempts as they wish to retrieve keys for themselves and remove crates from play, attempting to alter the odds in their favour. The chosen player cannot dive for their key until the group lets them. If this player's key opens a blue crate, the team wins \$5000, but if it opens a red crate, they win the exemption and the team wins nothing.</p>
<p>3</p>	<p>The team must split into three groups, each with a runner and two controllers. The controllers must navigate the runners through the pitch-black Arthurs' Seat Maze to collect flashing beacons before returning to the exit, using an overhead night-vision camera shot. However, there is a hunter patrolling the maze who will attempt to catch the runners. If a runner is caught, their turn is over and any beacons they are holding are out of play for the next pair(s). To win \$10,000, the three runners must successfully bring at least two of the four available beacons out of the maze.</p> <p>The player who picks up an envelope on the team's breakfast table must immediately leave the table and drive themselves to the centre of Melbourne. They must hide within a specified 500m-by-500m area, while four of the others are later tasked with finding this fugitive. The fugitive cannot leave the specified area, enter any buildings or shops, and must carry a mannequin at all times. The other four must search in pairs, and each pair has a walkie-talkie, although they are not told that the fugitive also has one and can hear everything they say. If the fugitive is found and captured within one hour, the team wins \$10,000. If the fugitive evades capture for the whole hour, the group wins nothing and the fugitive instead wins an exemption.</p> <p>The four players not completing the fugitive assignment are split by the host into two pairs. The first pair must take their own luggage and that of the five players performing the fugitive assignment and choose a complete, five-item outfit (including underwear) for each person. The other pair is then given these 35 items and must dress mannequins representing each player. They have twenty minutes to do so. If they can do so without placing more than ten garments incorrectly, the team wins \$5000.</p>
<p>4</p>	<p>The team must choose two players 'who are good at reading maps'. These two are taken blindfolded to a mystery location and locked into a wine cellar with a regional map (upside down) showing only their location, without any landmarks or road names, and a two-way radio. The other six players are split into two groups of three and are also taken blindfolded to mystery locations. Travelling by car and helicopter, these groups must first work out where they and the 'hostages' are, then travel to them and release them using provided keys. Both keys are needed to free the hostages. If the hostages are released within one hour, the team wins \$10,000.</p> <p>The team must choose 'two people who are competitive'. The other six players are split into three pairs, with each player competing against their partner at a different sport – fencing, croquet, or canoeing. While these players are only told that it's a rest day and that the losers will be serving the winners dinner that evening, the two competitive players are watching</p>

	<p>via CCTV and must predict the three winners. If they can predict at least two out of three winners, they win \$5000 for the kitty. In addition, if they can predict the first two winners, they are offered double-or-nothing and triple-or-nothing odds on the third contest.</p> <p>During the dinner at the conclusion of the previous task, the team must choose one player 'who would make the best police officer'. The next morning, this player is woken early and taken for detective training, while the others must orchestrate a theft at a cocktail party, stealing a trinketbox from a mantelpiece while avoiding CCTV and the other party guests seeing the theft take place. The detective is then called in and, after watching the CCTV footage, must interview their fellow contestants before naming one suspect they believe stole or touched the trinketbox. This player must then place their hands underneath a bluelight, which will reveal residue if their hands touched the trinketbox at any point. If the suspect's hands are clean, the team wins \$10,000. If the suspect's hands have residue on them, the team wins no money but the detective wins an exemption.</p>
<p>5</p>	<p>During a confessional interview, each player is asked to choose who 'would most enjoy dressing up in period costume'. This player is taken to Sovereign Hill and must disguise themselves effectively with professional help and the full range of outfits available in the park's wardrobe department. That afternoon, they must remain in a specific area while the others attempt to identify them from a nearby lookout tower. The group is only allowed one guess, and is given only five minutes to select somebody. If the disguised player is correctly identified, the team wins \$5000. If the disguised player evades detection, the team wins nothing but they win an exemption.</p> <p>Immediately after the previous assignment, the team must choose 'two people who'd like to spend the night together'. These two are escorted to a mystery location deep in the Grampians National Park, where they are abandoned and must remain. The others are then given a helicopter and two Victoria Police search-and-rescue vehicles, binoculars, maps, and two-way radios, and must find them. Although the three vehicles are all provided with the appropriate personnel, these personnel can only answer questions asked of them, and cannot provide any additional information. If the two lost players are found within two-and-a-half hours of the search beginning, the team wins \$10,000. If the team fails to find the lost players in time, they must spend the night camping with no supplies before being rescued the next morning.</p> <p>The team must choose two players with 'creativity and artistic flair'. These two are taken to a small local art gallery and must use any or all of an assortment of provided props to make a piece of art that fits in with the existing exhibits. The host will then bring a random local to the museum and ask them to identify the work created by the two contestants (who cannot provide any hints). If the local guesses incorrectly, the artists win \$5000 for the kitty. The remaining team members are then brought to the gallery and must also identify their teammates' work. If they can identify the piece correctly, they win another \$5000.</p>
<p>6</p>	<p>The team must defend a homestead overnight, protecting a large glass bowl inside from a series of 'terrorists' who will seek to break into the homestead and destroy it. Players are given a paintball gun each to shoot the unarmed terrorists with, and any terrorist shot is eliminated. They are also given additional equipment to help locate the terrorists in the surrounding fields, and tools to increase the homestead's security. The team is not told how many terrorists there are, or how many times they will attack. If the bowl remains intact at dawn, the team wins \$10,000.</p> <p>Players are taken to a farm and must play noughts and crosses against a local farmer, using live sheep with X's and O's painted on them, and large corrals as the 'grid'. The team has one hour to play. If they can beat the farmer before the farmer beats them, they win \$5000. If the farmer wins a game first, the challenge is over. If any of the players mishandles a sheep in any way, the challenge is immediately forfeited and a \$5000 fine will be assessed.</p> <p>Players must choose two 'fierce negotiators'. These two are given an unmarked black metal suitcase and must exchange it at Town Hall with a silver metal suitcase held by the other four players. If the suitcases are exchanged within two hours, the team wins \$10,000. However, if the two extortionists are able to ensure the exchange takes place before either of them are photographed by any of the four remaining players, they both win an exemption in addition to the money. If no exchange takes place at all, \$10,000 will be removed from the kitty.</p>
<p>7</p>	<p>Each player is handed a sealed envelope, one of which contains a marked sheet of paper. This player is locked captive in the jail at an abandoned village. Wearing lasertag vests, the other four unarmed players must cross the village avoiding two laser snipers to rescue them. If a player is shot, they are out of the challenge. All remaining players must reach the jail before the captive can be released. This player has a laser gun and can shoot the snipers or their teammates at will. Once rescued, the captive must be taken to the train station on the other side of the village. If they arrive unharmed and within one hour, the team wins \$10,000. If they arrive alone, they instead win an exemption, but the group wins no money. If the captive is shot, the challenge ends immediately.</p> <p>The player 'most recently licensed to drive a car' must drive around a small town with a professional driving instructor, while the three players of the remaining four 'who are best with directions' guide them. However, the car's windows have been completely blacked out, and the guides will be using the live feed from a bonnet-mounted "RaceCam" to view the area. The driver and navigators must follow regular driving rules at all times. If the driver can collect the remaining team</p>

	<p>member from Town Hall, two kilometres away, then return within thirty minutes and with no more than four driving errors, the team wins \$10,000.</p> <p>During their regular confessional interviews, the host and camera crew are apparently called away for some secondary filming. The host leaves a folder containing fake production documents on the table in the room, where a hidden camera can see them. For each player who resists the temptation to look at the notes, the team wins \$5000. For each player who looks at the notes, \$5000 is removed from the kitty.</p>
<p>8</p>	<p>The players are shown four envelopes. Three of them contain two possible challenges – a face-painting session or a body-painting session; a hair dyeing or a head shaving; and getting an eyebrow piercing or getting a permanent tattoo – while the fourth envelope contains all three challenge pairs. One player at a time must choose an envelope and toss a pair of two-up coins to determine which task they must complete. If the result is heads, the player must complete the “easier” task (the first listed above); if the result is tails, the player must complete the “harder” task (the second listed above). The player who selects all three task pairs must toss the coins three times. Players are unable to communicate during the task. If all four players successfully complete their tasks, the team wins \$20,000.</p> <p>Each player is taken blindfolded to a different hotel room and locked in. Working together, players must escape using mobile phones and an assortment of provided clues in their rooms. If all four players can escape and find the host within one hour, and provide the one name many of the clues revolve around (Alfred Hitchcock), the team wins \$10,000. Solution: The exercise bike in Room A powers a small light in the otherwise pitch-black Room B. The person in this room can then read the word 'VCR' on a piece of paper. The player in Room C must play the movie in their VCR – Psycho – and the player in Room D must turn their shower on and wait for the window to steam up in order to read the combination for their room's safe. It contains a key and the clue 'The Birds', referring to a book about birds in Room A which contains the combination to that room's safe on a small piece of paper inside. The clue inside the safe is 'Rear Window', and the player in Room C must look out theirs to locate a parked van with the clue 1800-ROPE. The number is the combination to their safe, which only contains a key, and 'Rope' directs the player in Room B to a clue attached to the rope on their blinds. It has the combination to their safe, which contains the keys for both Room B and Room D. The key in Room D unlocks Room C, and Room C's key unlocks Room A, allowing all players to escape.</p> <p>Two players must use a pair of wooden planks to cross a group of pedestals to reach two flags on the opposite side of a small creek, then return. The amount of time they are given depends on the two remaining players. A watercooler starts with a 75% full container attached, and water will continually stream out of the tap for the duration of the challenge. One player must ride an ATV down a rocky 100-metre path to reach a group of refill containers, choose one (each contains a different amount of water), and bring it back so the other player can pour the water inside into the cooler. If the two flags are collected and returned before the water runs out, the team wins \$10,000.</p>
<p>9</p>	<p>Players must take a quick flight theory lesson, before being taken one at a time for a flight in a light aircraft. The first player will be given fifteen minutes of flight time, then must perform a manoeuvre known as a wingover, after being shown how to do so by the instructor. This player must then ride in the back of the plane and guide the second player to do the same manoeuvre, before the second player replaces them in the back and guides the third player. If the instructor is satisfied that all three players have successfully performed the wingover, the group wins \$5000.</p> <p>Players must paddle a kayak twelve kilometres through deep water to Queenscliff, in a relay. They are allowed to switch at will, but at least one player must be in the water at all times. If the team can arrive within three hours, they win \$10,000.</p> <p>One player at a time is presented with three questions about their morals and must choose which of two possible answers is closest to the way they would act in the situation. The other two players are then asked the same questions and must guess the answers chosen. Each option sends the team in a different direction, leading them to one of eight locations around Fort Queenscliff. If all three answers were correctly predicted, they will find the player in question and win \$5000. However, if any errors are made, the player will not be found, and \$5000 will be removed from the kitty.</p>

The Mole

AUS 3

1	<p>Each of the twelve players must perform a simulated helicopter rescue jump from ten metres above the waters of Sydney Harbour. A safety guide will give them a three-second countdown, and players then have only one second to jump before they are pulled back into the helicopter. If all twelve players jump successfully, the team wins \$10,000.</p> <p>Immediately after the rescue jump challenge, players are told to repack their luggage for a flight, and are advised that anything not repacked will be left behind. However, the men and women are each given the luggage of the opposite gender, and are unable to repack their own belongings. For each kilogram of luggage abandoned, \$100 will be added to the kitty.</p> <p>Players must split into three groups and whitewater raft along a two-stage, one-kilometre course. Players are allowed to sit out of the task, or to quit at the rest point after the first stage. If any of the twelve players is able to remain in their raft until the end of the course, the team wins \$10,000. However, \$2000 will be removed from the kitty for each player who falls out of their raft at any point along the course.</p>
2	<p>Players must split into three groups and hike along different paths to the top of a nearby hill, where they will be camping overnight. Each group is given a map and must stop at two points to pick up supplies. However, at each of these locations the groups are given the option of taking the supplies or instead taking an envelope containing a voucher representing \$1000 for the kitty, but not both. They must make their decisions without knowing what supplies the other two groups have collected. Later that night, the vouchers are collected and the remaining camping gear is again offered at a cost of \$2000 per set.</p> <p>Three players with 'good night vision' are taken to an abandoned mall and must set a series of boobytraps, at their choosing. Later, the others are also taken to the mall and are given thirty minutes to find the snipers. All eleven players are given lasertag vests to shoot each other with, and any player shot by their opponents is out of the challenge. Each hunter shot is worth \$1000 for the kitty; each sniper surviving the full thirty minutes wins an exemption (ie. the only way to win the full \$8000 available in the challenge is to let at least one of the snipers win the exemption).</p> <p>Each place at the team's breakfast table has a sealed envelope containing a card with a symbol on it. Six of the symbols are question marks while the other five are crosshairs, and the players who have crosshairs are taken to a shooting range, where they are taught how to handle a rifle for trap shooting. Later, five of the six players must answer a quiz question each (with the sixth player choosing who will answer each question from the subject only), then choose a shooter to take five shots at clay targets on their behalf. If the answer given to the question was correct, each target hit is worth \$1000 for the kitty. If the answer was incorrect, the targets are worthless.</p>
3	<p>One player is chosen as a 'shopaholic' and is given a morning of luxury, while the others are split into three groups. Each group must spend the morning looking at luxury houses, cars, or boats, and must choose the one (out of five possible options) they believe the shopaholic would like. The three groups and the shopaholic must keep their cumulative budget under \$2,000,000. If the house and vehicles chosen by the groups all match those chosen by the shopaholic, the team wins \$10,000.</p> <p>The 'toughest' player is taken to an acting coach to learn how to fake pain, then is strapped into a mock electric chair. The others watch on a screen and must answer 20 general knowledge quiz questions. Each wrong answer supposedly increases the electrical current the player feels by 5% of its maximum power. The team can quit at any time out of concerns for the victim's welfare, but (unbeknownst to them) if they choose to do so the victim wins an exemption. If the team can make it to the end of the quiz without quitting, regardless of how well they answer the questions, they win \$5000.</p> <p>Two players the rest 'entrust their safety' to are taken to a quarry and given three minutes to sweep an 8x8 grid for mines (metal tiles buried beneath the surface), using a metal detector and a whiteboard for assistance. The others are given one minute to study the map when they arrive, before each being given one minute to cross from a set starting position to a set ending position on the other side of the grid, travelling only between adjacent grid cells in any of the eight directions. If a player stands on a grid cell with a mine, a small blast is triggered at their feet and their turn ends. Each time a player can successfully reach the end of the grid, the team wins \$1000, but the starting and ending positions are moved for the next player (although the grid itself remains the same).</p> <p>Each player is offered the chance to buy back the luggage they had lost during the first episode, for a cost of \$1000 from the kitty per player.</p>
4	<p>The players are taken to the set of The Weakest Link (which in Australia had nine contestants per episode), and must compete as regular contestants to earn as much of the show's maximum \$100,000 prize as possible for the team's kitty, with the winner of the episode receiving an exemption in lieu of the money itself. However, a hidden camera sting is set up in the greenroom with a folder showing the questions used in the episode and their answers placed on a coffee table.</p>

	<p>Although players eliminated from the episode are apparently allowed to look at their own will, if any of the players still competing look at or are told any of the information inside, the money earned in the episode and the winner's exemption are both forfeited.</p> <p>The team is split into three groups and, after appropriate training, must collect \$300 for the Surf Life Saving Association by drawing caricatures, giving massages, or performing as statues in different locations around Surfers Paradise. If they can raise the money within one hour upon starting their fundraising efforts, they win \$5000 for the kitty.</p> <p>Five players are taken for a boat cruise of the Gold Coast's canals, while the other four are taken for a light aircraft ride and must drop the team's luggage – including that bought in the previous episode – over a predetermined location, before returning to the airport and sending the cruisers a 160-character text message describing the landing site (which they have not been told). The cruisers must first navigate back through the canals to their car, then find the location based only on the message and the help of locals. If the luggage is found within three hours of the drop, the team wins \$5000. If they fail to do so, they are given the option of paying \$5000 from the kitty to buy it all back, or spending the rest of the game in the clothes they are currently wearing.</p>
5	<p>The team must choose four players who 'would like to go on a treasure hunt'. Two of these players must drive around the Gold Coast area searching for eight 'obvious items', while the other two must use a computerised map to guide them to the marked locations via phone. They have a limited amount of time to find and photograph the obvious items – photos and videos of the contestants as babies, presented in different formats but always with the caption "Who am I?" - then must return. For each baby photographed and then later correctly identified by these four contestants, the team wins \$1000. However, the other four contestants will be trailing the searchers in two different vehicles, and must attempt to correctly work out the details of their task without being seen by either of the searchers. If they can do so, the team wins an extra \$5000.</p> <p>One player is chosen as an 'observer' and is separated from the group to be trained as a detective, while the others must stage a murder mystery on a boat, with the killer and victim being chosen at random and the 'murder' performed in such a way as to ensure the killer's anonymity. The next morning, the detective must investigate the crimescene in search of evidence, before asking the six survivors a cumulative total of ten questions. Only the killer may lie, while all of the innocent suspects must answer the questions honestly. The detective must then identify the killer. If they are correct, they win an exemption but the team wins nothing. If they are incorrect, they win nothing but the group wins \$5000.</p> <p>Players must bungy jump from a crane. Each player who successfully does so wins \$500, with the total doubled from \$4000 to \$8000 if all eight players bungy jump. Later, each of the players is shown a live video feed of a loved one in the crane, and must correctly predict whether this person will jump. If they predict correctly, they win \$1000 for the kitty, but if they predict incorrectly, \$1000 is removed. Afterwards, the players and their loved ones are reunited.</p>
6	<p>The team must choose one player 'used to having their photo taken'. This player is taken to Movie World and must disguise themselves effectively with professional help and the full range of outfits available in the theme park's wardrobe department. After the others complete their morning assignment (listed below but shown before the conclusion of this), they are taken to Movie World and must search the park on foot and in pairs for the disguised player, photographing them. If the player is found and photographed within half an hour, the team wins \$5000. If the player evades detection, the team wins nothing but they win an exemption. (They are later offered \$20,000 for the kitty to give it up.)</p> <p>The six players who later search for the disguised player (see above) are split into two groups of three, and must work together to spend a shared total of \$5000 within three hours. They cannot waste money or have anything in their possession at the end of the time limit, and cannot spend more than \$1000 on a single type of item. If they can successfully spend the money, they will win another \$5000 for the kitty. If they fail, the \$5000 used for the challenge is removed from the kitty.</p> <p>With one player sitting out, the remaining six must travel thirty kilometres to Binna Burra. They will start with four bicycles and two electric scooters, and will be stopped at two separate points to answer a quiz question. If the answer given is correct, they can replace one or more of their bicycles with scooters. If the answer given is incorrect, they must replace one of more of their scooters with bicycles. If the six participating players all cross the finish line within two hours, the team wins \$10,000.</p>
7	<p>In a relay, the six remaining players must complete two laps of a three-stage advanced driving course, attempting in all three stages not to knock over any eggs positioned on top of traffic cones marking the course. The first and fourth players must drive forwards and in reverse through a slalom course, while the second and fifth players must perform a handbrake U-Turn before parking in their changeover area, and the third and sixth players must complete two figure-eight loops on a wet 'skidpan' section of track. At the end of the first five sections, players must park the car in a narrow space in order to change drivers. If the six stages are completed within fifteen minutes, the team wins \$10,000. However, pass or fail, \$500 is removed from the kitty for each egg knocked over.</p>

	<p>Players are split into two groups of three and must use night-vision cameras to find and photograph vertebrate animal species from separate hiking trails. After one hour, they must return and show their footage to a wildlife expert, who will identify the species filmed. If the groups successfully film five different vertebrate species within the time limit, they win \$5000.</p> <p>Five diamonds of different values (from \$1000 to \$5000 in \$1000 increments) are placed in a warehouse, guarded by laser alarms. One player at a time will be winched from an overhead walkway to a landing near the floor, where they must dodge the lasers and swipe the diamonds without setting off the alarms. A can of smoke is provided for assistance in seeing the lasers, but the team as a whole only has a cumulative time of five minutes on the floor. The value of each diamond successfully stolen and returned to the landing is added to the kitty, while the value of each diamond stolen but not returned (either by setting off an alarm or running out of time) is removed.</p>
8	<p>Four of the five remaining players must go paragliding, attempting to drop two waterbombs on a large target on the ground from a height exceeding thirty metres, while the fifth player will remain on the ground and must bet on whether each waterbomb successfully hits the target or not. \$1000 is won for each correct prediction, but lost for each incorrect prediction.</p> <p>Two players with 'an artistic temperament' must use chalk linemarkers to paint an 80m-by-30m platypus on the field at ANZ Stadium in Brisbane. Later, the other three will fly over the stadium to see the painted image from above. If the fliers can correctly guess what was drawn on the field, the team wins \$5000.</p> <p>Three players are each taken for a flight in a different light aircraft, and must photograph two different given letters of the alphabet any way necessary. The other two players will then be given the six photos taken and must guess what six-letter word can be spelled using the six given letters in order to win \$5000.</p>
9	<p>Players must tandem skydive with a professional each from 4000m above sea level. Those that choose to do so are then given the option of skydiving solo. Each player who completes both a tandem and a solo skydive wins \$5000 for the kitty. However, one player is woken the night before the challenge and told that if they can ensure none of the four contestants wins the solo jump, the team instead wins \$10,000 and they win an exemption into the final.</p> <p>During a beachside dinner, each player is taken aside and asked to bid for an exemption (into the final) using money from the kitty. The player who bids the most money will win it and the amount they bid will be removed from the kitty. All four players complete the elimination test without knowing who won the exemption, with the results only revealed at the elimination. Before the elimination itself, the player who won the exemption is offered \$48,000 – twice the winning bid – to forfeit their exemption and face the elimination as the other players do.</p> <p>In pairs, players must use jetskis to travel around Dunk Island in opposite directions, with one player in each pair driving the jetski and the other mapping the island on a divers' slate. After one hour, the team must choose one of the two drawn maps to submit. If the map chosen is determined by the host to be at least 50% accurate, the team wins \$5000.</p>
10	<p>Each player is taken to a different location around Cairns and must complete a different task involving a dangerous local form of wildlife, while wearing a heartrate monitor. One player must capture a snake hidden somewhere in a garage before releasing it into the wild; one is taken to an aquarium and must pet a leopard shark while SCUBA diving, and one is taken to a crocodile farm and must collect eggs from a saltwater crocodile's nest. If all three players can successfully complete their tasks without their heartrates exceeding 150 beats per minute, the team wins \$5000.</p> <p>Each player is given casino chips representing \$5000 taken from the kitty and must use them to bet on a series of five multiple choice questions. Each question has four possible answers, only one of which is correct. Each \$100 chip bet on an incorrect answer is lost, while each chip bet on a correct answer is rewarded with three extra chips. At the end of the five questions, the value of all chips the players still possess is added back into the kitty. <i>It's clear that there's an unmentioned betting limit per question here – if all three players put all their money on the correct answer for every question, they'd win over fifteen million dollars.</i></p>

The Mole In Paradise

AUS 4

<p>1</p>	<p>The ten players are split into five pairs for this first challenge, starting in five different locations around Sydney. A payphone near the first pair is called and they are given three minutes to locate a marked sign at a particular location in the surrounding area, solve the puzzle on it, and use the four-digit numerical answer as the combination to unlock an adjacent safe. If they can do so within the time limit, the \$1000 voucher inside will be added to the kitty, and they can then use the phone and script inside to brief the next pair of their section of the assignment. If they fail to unlock the safe in time, the voucher becomes worthless but the host calls a mobile phone hidden nearby to give them the correct combination so the challenge can continue. Once each of the five pairs is finished with their part of the assignment, they ride to the airport in a chauffeured limousine.</p> <p>Shortly after all ten players have met for the first time, two predetermined players (seemingly chosen for being over the safe weight limit for the task) are called away and taken to a location outside of town, where they must predict whether each of the other eight will perform a tandem skydive with a professional from 4000 metres above sea level or not, using only their brief meeting and provided photos to help them. They will win \$1000 for the kitty for each correct guess, but lose \$1000 for each incorrect guess. In addition, each player who successfully skydived, regardless of what was predicted, is given a four-digit number to remember immediately before they leave the plane. After dinner (and the following assignment) that night, they must use these numbers to unlock individual safes. If they unlock their safe correctly, they win \$1000 for the kitty. If they fail, \$1000 is removed from the kitty.</p> <p>After completing the first half of the skydiving challenge, the five men are reunited and told to repack the womens' luggage, apparently on the not-at-all misogynistic belief that, as women, they have overpacked. However, rather than have the women repack the mens' luggage as well (as happened at this point in the previous season), the women instead watch via a secret CCTV feed in another room. For every kilogram of luggage removed from the luggage, the team wins \$1000.</p>
<p>2</p>	<p>On their flight from Sydney to Noumea, each player is given an electronic dossier showing another player's personal information, and must memorise the information before landing, at which point the dossiers are confiscated. The next day, they are each asked one question about the information stored on one of the dossiers, but not necessarily the one they were given. They are given only five seconds to provide an answer after the question is asked. If they answer correctly, they win \$1000 for the kitty. If they give the wrong answer or do not provide an answer within the time limit, \$2000 is removed from the kitty.</p> <p>One at a time, the nine players must climb down a ladder to reach a two-rope traverse suspended next to a dam wall, complete the traverse, and climb up a second ladder to return to the start. Each player is strapped to a heart rate monitor as they complete the task, and must immediately pause in place if their heart rate exceeds 160 beats per minute, only continuing once it has lowered. Players can be withdrawn at any time but a ten-minute penalty will be assessed in addition to the time they have wasted attempting the task. If the entire team can complete the task in a cumulative time of one hour, they win \$10,000.</p> <p>Three players must solve a giant crossword puzzle using lettered tiles, while the other six are split into pairs and are taken to different locations around Noumea to solve three brainteasers. Each correctly-solved brainteaser rewards the pair with a crossword clue, which they must relay to the players at the grid. Hints are available throughout – to solve brainteasers, to provide clue answers, or just to work out which clue refers to specific placements on the nine-clue grid – but each hint costs the team \$1000. If the grid is filled within the time limit (the host clearly says twenty minutes, but the graphic clock counts down from thirty), the team wins \$10,000, but \$1000 is also removed from the kitty for each incorrect clue answer used.</p>
<p>3</p>	<p>Six of the players (including all of the remaining men) are taken away from their hotel for the following assignment, while the remaining two women are given the keys to the mens' hotel rooms. They are told that if they can remove the same amount of luggage from the mens' luggage that was removed from the womens' luggage in the first episode, all of the female contestants' confiscated luggage will be returned.</p> <p>The six players performing this assignment are told to split into three pairs, each with one player who 'likes to fly' and one who 'likes to hang around'. Each hanger will be harnessed to the skids of a helicopter and flown over the water to drop flour bombs onto a moving boat target, with their partners inside the helicopter guiding the pilots. Each pair is given three attempts to hit the target – the first free, the second costing \$1000 and \$2000 respectively – and will win money depending on where on the target their flourbomb lands. If they hit the outer ring of the target, they win \$5000. If they hit the inner ring, they win \$10,000. If they score a bullseye, they win \$20,000. Once a pair has hit the target once, they are out of the challenge and cannot attempt to improve their result.</p> <p>The players are split by gender and are taken in two boats to different challenges that will be timed together. The men are taken by water taxi to a diving area and must use diving helmets to reach their submerged clothing, then get fully dressed</p>

	<p>underwater while still wearing the helmets. The women are taken by luxury yacht to a snorkelling area and must work together to solve a twelve-piece jigsaw puzzle of the team photo, by retrieving the giant pieces from underwater and bringing them aboard the yacht for solving. However, there are twelve decoy pieces, and each decoy collected results in a one-minute penalty. If the two groups can successfully complete their tasks in a time of 40 minutes or less when added together, the team wins \$5000.</p> <p>The players are split into three groups and each given a combined photo/video camera, and must use them to record three things – a photo of the group members with ten adults, a photo of two group members of opposite sexes wearing each others clothing (excluding underpants), and a video of a local singing the chorus of the traditional Australian song Waltzing Matilda. They have thirty minutes to complete their tasks, then must return and hand in their footage. If the groups have recorded at least eight out of the nine items between them, they win \$10,000. If more than one of the nine items is missing, each extra item missing results in \$1000 being removed from the kitty.</p>
<p>4</p>	<p>Immediately after the third elimination, the players are given the option to bring the eliminated player back into the game (essentially eliminating one player from suspicion – the player the eliminated player suspected, and the eliminated player themselves for the rest of the team – but decreasing their own odds of winning). Each player must make their decision when recording their video diaries that night. If at least one of the seven remaining players chooses to bring back the eliminated player, they will rejoin the game and the team will win \$50,000.</p> <p>Four players 'who love to drive' must enter a corral filled with silver cars and follow the directions of the other four (who are shown an overhead view on a CCTV feed, and who communicate via walkie-talkies) to get the solitary red car out of the corral. Cars can only be moved forward or in reverse. If the team can get the red car out of the corral within one hour, they win \$5000. A second, harder puzzle is then offered for \$10,000 with the same rules and is optional, but requires the team to give back the money won in the first part of the assignment (ie. by attempting the second part, the team will win either the \$10,000 or nothing at all).</p> <p>One of the players is blindfolded and taken to a secret location, but is given a phone. Three others are chosen by the host at the breakfast table and are taken to a hotel room to contact the hostage. They must ask yes-or-no questions to the host, who will relay them to the hostage, who must answer honestly. For each 'yes' answer, the team wins a photo clue showing the hostage's location. For each 'no' answer, two minutes is removed from the time limit. Once the players believe they have a location, they must ride there in a provided helicopter, then find the hostage. If all three searchers can reach the hostage within one hour, the team wins \$5000.</p> <p>Two of the four players not completing the previous challenge are chosen as 'culture vultures' and are taken for a guided tour of a local cultural centre. At the end of the tour, they must answer one question about the information they were told. If they are correct, they win \$5000. In addition, the two remaining players not taking the tour or completing the previous assignment must predict their behaviour in a series of staged situations – donating money to Girl Guides, handing in a lost wallet, putting a thrown soft drink bottle in a nearby bin, and speaking any French to a local who tries to ask them something in the language. For each prediction, they win \$1000 for the kitty if correct, but lose it if incorrect.</p>
<p>5</p>	<p>Players must use a given assortment of items to assemble a seaworthy raft, then paddle to a rescue boat with all players on board the raft. However, in the middle of the assignment the 'least helpful' player is taken away and given a metal detector to find 2000 Francs buried in a marked area on the beach, which they can then use to rent a kayak and paddle to the raft. If either the group of the kayaker can reach the rescue boat within one hour, the team wins \$5000.</p> <p>The players are split by producers into four groups (three pairs and the seventh player with the host) and taken to different restaurants around Noumea for lunch. The player dining with the host is given a word and must describe it via SMS (without using the word itself) to the first pair. This pair must work out the word, call the second pair, and describe how to draw it, using only geometric terms. The second pair must then fax their drawing to the third pair, who must attempt to guess what the original word was. Fifteen minutes after the word was originally given, the host will call the third pair to find out their guess. If they are correct, they win \$2000 for the kitty. There are three rounds.</p> <p>Players are shown the subject of a trivia question and must choose which of them will answer it, choosing the correct option from four possible alternatives. Each player is only allowed to answer one question. Once a player has answered their question, they must travel to the top of a stack of shipping containers then walk along a narrow girder to retrieve a colour-coded wallet. If they answered correctly, they must collect a green wallet from the middle of the beam. If they answered incorrectly, they must collect a red wallet from the far end of the beam. Each player who successfully retrieves their wallet is given the option of adding \$5000 to the kitty or forgoing the money and taking an exemption for themselves.</p>
<p>6</p>	<p>After the fifth episode's elimination, the host visits the eliminated player in their hotel room and offers them the chance to buy their way back into the game. If they choose to return to the game, \$50,000 – the same amount given for bringing a player back after the third episode – will be removed from the kitty.</p> <p>One player will be attached to a series of ropes and must attempt to collect up to two bags out of four thrown over a</p>

	<p>waterfall, within three minutes, while the others pull on the ropes to help them move around in the current. There are four rounds, each with a different player in the water. Prior to the challenge, the players are shown which items (essential camping supplies, luxury items, useless accessories, or \$5000 cash) each colour-coded bag represents in each round, and must remember this information. Anything collected in each round is won, and one player each will later pick their non-cash supplies (to be used in an overnight challenge) from a group of possible options presented to them. <i>Note that the display sign shown to teams and the graphics shown to viewers present three different distributions for the non-cash items in the third round.</i></p> <p>One player at a time must stand on a bench beneath a steel ball held in place by a battery-powered electromagnet. The team is allowed to switch players at will, but must catch the ball when it drops at an unknown time during the night in order to win \$10,000. If they fail, \$10,000 will be removed from the kitty. During the night, the option is given to abandon the challenge completely, neither winning nor losing any money.</p> <p>Six players must divide into two groups of three and each paddle two plastic boats around a buoy and back, while the seventh player remains on the dock. They must start with one of their boat's plugs removed, and will be asked a multiple-choice trivia question if they can return to the dock without sinking. If they choose the correct answer from the three options, they can leave immediately and complete a second lap of the buoy. If they choose either of the incorrect answers, a second plug must be removed before they can leave. Each boat that can successfully complete both laps before sinking earns the team \$2000. There are two rounds (ie. a maximum of \$8000 to be won), and players are allowed to switch positions – including switching who remains on the dock – in between the first and second rounds.</p>
<p>7</p>	<p>The six players split into two groups of three, each on separate banana boats being pulled behind the same powerboat. Once the boat reaches a specified speed, the six players have ten minutes to successfully switch positions so that each group is on the opposite boat. If a player falls, the boat will circle for them but time will be wasted. There are three rounds: the first at a slow speed and worth \$1000, the second at a higher speed and worth \$3000, and the third at an even faster speed and worth \$6000.</p> <p>The team is given five minutes to unanimously decide which of them should receive an exemption, through any means necessary. If they are able to do so, the player chosen will win the exemption and the team will win \$5000. The next day, having failed to do so earlier, the team must choose someone to win the exemption with a simple majority decision. If they fail to do so before the next time they meet the host, the team will be penalised \$5000.</p> <p>The team must choose two 'swimmers' and two 'movie buffs'. The swimmers will SCUBA dive in their hotel's swimming pool and must mime six film and television titles to the two players not chosen as swimmers or movie buffs (watching a CCTV feed of an underwater camera), using standard Charades rules. These two players must then relay their answers to the movie buffs, who must then exhume the coffins of the actors or characters who died in each film/show from a mock graveyard on a beach. Only the correct graves have coffins, and players only have fifteen minutes to mime, guess, and exhume. After the time limit, the collected coffins will be opened. Five of the six coffins are empty, while the sixth contains \$10,000. The team is offered \$5000 to quit the challenge and forgo the \$10,000 without opening any coffins, then later offered \$1000 to quit after two empty coffins have been opened.</p> <p>The players are stopped while driving to the next challenge (actually a ruse), and are arrested for not having any ID in their car. Each player is interviewed one at a time at the police station and is invited to open their canister (given during the previous episode). At the end of the interview, the canisters are all taken away for testing. If the light-sensitive paper inside turns black, it shows the canister was opened. Although no reward is given to players who followed the rules, a \$1000 fine is assessed for each black piece of paper.</p>
<p>8</p>	<p>One player at a time must abseil 75 metres down the side of a dam to retrieve one of five cases with computer chips showing photos of the surrounding area. Each player is only allowed to retrieve a maximum of one case. Once all five players reach the bottom of the dam, they can buy each missed case for \$3000 if they wish, and must use the photos to locate a sixth computer chip hidden somewhere in the area. If they can find the chip and read its contents within one hour from the beginning of the challenge, they win \$10,000.</p> <p>Each player is shown a prerecorded video of a loved one in a skydiving plane, and must predict whether the loved one will complete the tandem skydive (apparently with the same company used in the first episode) or not. If they predict correctly, they win \$10,000 for the kitty. If they predict incorrectly, \$10,000 will be removed from the kitty. After the challenge, the players are reunited with their loved one for the night.</p> <p>One player is taken to the local airport and boards a WWII-era fighter plane, while the other four are taken to a beach and are asked a multiple choice trivia question. They must choose their answer and spell it out on the beach using provided boards. Three minutes after each question is asked, the fighter plane will fly past and the player inside must note the answer shown. After four questions have been answered by the players on the beach, the player in the fighter plane is shown the questions one at a time and must match each answer to the question. For each CORRECT answer matched to</p>

	<p>the right question, the team wins \$2000.</p>
9	<p>One player at a time is presented with two questions about their morals and must choose which of two possible answers is closest to the way they would act in the situation. The other three players are then asked the same questions and must guess the answers chosen. Each option sends the team in a different direction, leading them to one of four cabins on a cruise ship. If both answers were correctly predicted, they will find the player in question and win money for the kitty. There are four rounds, each with a different player answering questions about themselves – the first three each worth \$2000, the final round worth \$5000.</p> <p>Players must choose which of themselves will compete against local champions in four sports – windsurfing, outrigger canoeing, petanque, and cricket – then use only photos of the four champions to help them decide which sport each of them will play, attempting to make the matchups as easy for the players to win as possible. Each player who can successfully win their contest, by either winning windsurfing or outrigger races, a round of petanque, or lasting three cricket overs without being bowled out, wins \$5000 for the kitty.</p> <p>Players are blindfolded and taken to a mystery location, and must split into two teams. One at a time, each team will be taken to a separate room and must correctly solve two mathematical problems. The team which does so in the slowest time is eliminated, while the two members of the winning team must correctly answer eight analogical multiple-choice questions, one at a time. If a wrong answer is given, the question and all remaining options are reread. The player who takes the longest time to correctly answer the eight questions is eliminated. The three eliminated players are taken, again blindfolded, to a location one kilometre away and must find their way back to the starting point before the player who survived the first two rounds can match a full deck of face-down cards into their pairs, turning over only two cards at a time. If the group can find this player before they finish, they win \$5000. If the player finishes before the group finds them, they win an exemption into the final, but the group wins nothing.</p>
10	<p>Players must retrieve part of a puzzle from the island in the middle of their hotel's swimming pool, then assemble it to reveal where the rest of the pieces are. They must then travel to this location by helicopter, collect the pieces, and assemble the full puzzle to find another set of instructions leading to two buoys, each with a plastic sheet showing a crosshair attached. These crosshairs must be overlaid on top of the finished map puzzle to reveal the host's location, before the team can travel there. The team wins \$20,000 for arriving, minus one dollar for every second taken.</p> <p>Players must decipher four clues written in rhyming slang to locate a bluelight and four items with numbers painted on them in ink that will only be revealed when they are placed under the light when turned on. Once the players have the four numbers, they must solve a fifth rhyming slang clue to work out where they can find the information needed to work out which order the numbers must be used in as the combination to unlock a waiting safe. Hints are available at any point for \$1000 each, but each hint only simplifies a clue rather than solving it. If the team can work out the combination and open the safe within twenty minutes, they win \$10,000.</p>

The Mole: The Amazing Game

AUS 5

<p>1</p>	<p>Players must split into three groups of four and search nearby snowfields for three hidden avalanche beacons, then bring them back to the start. Each group is given shovels to help them dig and a receiver that will only work if the beacon is less than 40 metres away. If they can find the three beacons and return them within 30 minutes, they win \$25,000. However, the money is sealed inside a locked case and to get the key to unlock it, nine players must spend the night in a snowcave with bare minimal supplies, while the other three return to Queenstown for the night and have dinner with the host. If any of the campers calls for rescue during the night, the team forfeits the money.</p> <p>Players must split into two groups of six and climb up separate ladders built into a cliffside to reach sets of coloured envelopes, each with a letter inside. Each player must collect one envelope, attaching it to their safety harness, then unclip at the top and run back down a trail to the bottom, where they must use the twelve letters (plus a given thirteenth letter) to solve a two-word anagram. There are three hints available, for \$5000, \$10,000, and \$15,000, and players can buy any of them (but with only \$25,000 in the kitty will not be able to afford all three). If the anagram is correctly solved within one hour, the team wins \$25,000.</p>
<p>2</p>	<p>Players are divided into three groups by the host and must each count different items on a farm – baby chicks in a large circular pen, sheep in a paddock, and needles in a giant haystack – providing their guesses when they finish. If they fail to provide the correct total, they incur both a \$1000 fine and a one-hour time penalty before they are allowed to make another guess. After two groups have successfully provided the correct total (which is the same for all three groups, 599), the third group is given an option: Work all night and make one final guess for \$25,000 in the morning; correctly guess whether there are more or less than 600 items to count for \$10,000, but losing \$10,000 if they are incorrect; or quitting immediately and winning nothing, but also losing nothing. They are given ten minutes to decide before having to make their decision, and in all cases all earlier fines stand.</p> <p>The team must choose their 'worst two chess players'. The others must split into three groups and search the Christchurch city centre for three chess pieces hidden 'in obvious places' nearby, then use them and the remainder of the white pieces to beat an eleven-year-old girl at chess in order to win tickets for the Christchurch gondola, which they must ride to the top. However, the two chosen players are taken to the base of the hill and must ride bicycles up a nine-kilometre road to the upper gondola station. They are stopped after six kilometres and offered a helicopter ride for \$5000 in order to finish faster. If the chess players arrive at the top of the hill first, the team wins \$25,000. If the cyclists arrive first, the team wins no money but both cyclists win exemptions.</p>
<p>3</p>	<p>The team arrives at the first part of their challenge by paddling a traditional waka'ama canoe to a yacht anchored near a set of three buoys. They must then divide into pairs, and each pair is given three minutes to retrieve crayfish from crayfish pots submerged beneath the buoys. Pots are located at different depths – one metre, two metres, and four metres below the surface – and each contains ten crayfish. Each crayfish successfully collected and taken to the yacht within a pair's three minutes earns the team \$500. After all five pairs have competed, the team is then given a time limit of one minute per collected crayfish to row their waka'ama back to the beach they left from. If they can do so, they win an extra \$10,000.</p> <p>At 4:00am, two players are woken and taken blindfolded to a mystery location. In the morning, the others must split into three groups and find them, using a boat, a car, and a helicopter. Each group is given a map, GPS, and coordinates to a buoy which has a key and a mobile phone attached. Once the phone is found, each group can call the others and the hostages in order to help work out their final location. All three keys are needed in order to release the hostages. If the hostages are released within two hours of the search beginning, the team wins \$25,000.</p>
<p>4</p>	<p>Players must split into three groups, then work to obtain signatures on petitions for New Zealand to lose its independence and become the seventh state of Australia, on the same day as New Zealand's general election. They are given the previous afternoon to plan their efforts and promote themselves on a Wellington radio station, then are given two hours in order to collect the signatures and meet the host at New Zealand's Parliament building. Each person must know EXACTLY what they are signing in order for their vote to be counted in the final tally. If the team can collect at least 100 valid signatures, they win \$25,000.</p> <p>The six 'best shooters' must use ATVs to transport one rifle shell at a time from an ammunition dump to a shooting range one kilometre away, then use them to shoot clay targets with a waiting rifle. The three not chosen become snipers and must shoot them with paintball guns, two from high on a ridge and one from a helicopter. Any player hit by a sniper is out of the challenge, as are any rifle shells they are transporting. If the six shooters can hit ten clay targets within one hour and before they are all shot, they win \$25,000. If the three snipers can hit the shooters within one hour before they can hit all ten targets, the team wins no money but all three snipers win an exemption.</p>
<p>5</p>	<p>The team must choose four 'adrenalin junkies'. One at a time, these four players are strapped into the world's largest canyon swing, while one of the four players not chosen must answer four questions about the other players. All answers have been shown on air in the first four episodes, which players have been able to see as a result of this season's format being changed to accommodate live eliminations. For each correct answer given, the team wins \$1000. If any answer is</p>

	<p>incorrect, the round immediately ends and the player in the swing is dropped into the gorge below. If any player manages to answer all four of their questions correctly, the player in the swing is given the option of being dropped into the gorge anyway and winning an extra \$1000, or being released from the swing and earning no extra money.</p> <p>One at a time, the four players who answered questions in the previous assignment must bungy jump from 40 metres above a river, where the four swingers from the previous assignment are waiting in a raft. As the player jumps, those in the raft must throw a beach ball downriver, so that the jumper can touch it. If a jumper can successfully touch the ball, the team wins \$5000. If a jumper misses the ball, the team wins nothing. If a jumper refuses to attempt the task, \$5000 is removed from the kitty.</p> <p>The team must choose two players who 'deserve a chance' at an exemption. They must shovel coal to power a steam train along a ten-kilometre route, while the other six players are split into pairs and must complete three tasks in different areas of the train. Two must fully and correctly dress a series of mannequins representing the other six players in their clothes from a communal pile; two must find the other half of a paper train ticket among 1000 ticket stubs strewn throughout a train carriage; and two must follow a provided recipe to make a batch of scones. Once all three tasks are complete, the six players must run to the front of the train and tell the shovelers to stop. If they can do so before reaching the end of the track, the team wins \$25,000. If they fail, both shovelers win an exemption.</p>
6	<p>The team must select two 'tour guides'. These two must guide fifteen tourists through the boardwalks of the Aranui Caves, while the others spelunk in a deeper section of the caves. During the tour, the guides must laugh like a kookaburra at least once, burst into tears at least once, and initiate a group hug at least once. Meanwhile, the spelunkers have one hour to navigate through the cave network to retrieve a product-placed Playstation Portable each, then return to the surface. They must stay as a group and follow the marked path at all times while in the cave. If the tour guides can obtain at least one 'excellent' rating on customer satisfaction surveys given out at the end of the tour, each PSP safely returned within the time limit is worth \$4000. Later, the two guides must spend the night camping on the boardwalks. Camping gear and food are available for \$1000 each, but only the spelunkers can decide what supplies if any are given. If both guides can remain in the caves until dawn, the team wins an extra \$5000.</p> <p>One player at a time must drive a jetboat around a marked course to a buoy, retrieve a card with their name and photo on it, then return. The player who does so in the fastest time is given the chance to win an exemption. The others must then complete the same task as a relay, this time collecting cards with their names and part of a line puzzle on them. If a player grabs the wrong card or leaves the dock without putting their seatbelt on, they must complete a penalty lap. If the team can finish the relay within eight minutes, they win \$25,000. If they fail, the player sitting out wins the exemption and \$5000 will be removed from the kitty for each additional minute it takes to finish.</p>
7	<p>Two of the remaining women must cook provided eggs and corn in a traditional local manner by lowering them in baskets into a hot spring, then sell them at a stall, while the other two remaining women must search a mud pool for four dogtags with numbers printed on them. These numbers are, in some order, the combination for a safe waiting at the stall. If the safe is successfully opened within one hour, the team wins \$100 for every dollar earned at the stall (up to \$250, for a maximum of \$25,000).</p> <p>The two remaining men must search the streets of Rotorua for men of similar builds to their own and convince them to help with their part of the assignment, by covering themselves with mud and standing in a lineup. Each man in the line up is given a kabuki mask for additional disguise, and must hold a numbered paddle. The women must then scan the lineup from a nearby boardwalk and identify the two real contestants. They are only given two guesses, and will win \$5000 for each player correctly identified. If a player is not identified, they win an exemption.</p> <p>Players must split into pairs and complete a lap of an advanced off-road driving track, with one player driving and one navigating. They must then complete a second lap, switching positions and with the new drivers wearing blackout goggles. If a navigator touches the wheel at any point during the second lap, or if the driver removes their goggles at any point, a \$5000 fine will be assessed. If all three teams can complete the second lap within thirty minutes, the team wins \$25,000.</p>
8	<p>Players must split into three groups and hike along different round-trip paths to collect equipment for the night ahead, which will be spent camping. Each group is given a map and must stop collect their supplies at three different points. However, at each of these locations the groups are given the option of taking the supplies for their group (food, sleeping bags, or a tent) or instead taking a token representing money for the kitty (\$1000, \$2000, or \$5000, respectively), but not both. Anything brought back to the starting point within two hours will be kept, anything not returned in time or left behind is forfeited. Later that night, the team is offered a campervan for \$2000, but only two players can use it, while the others must share the remaining camping gear until dawn.</p> <p>Three players must use excavators to pick up soccer balls from two water-filled dumpsters and carry them to a line of safety barriers, then drop them into the scoop of a bobcat driven by one of the other two. This player must then carry it across the remainder of the clearing and drop it into a storage bin at the far end. Balls that touch the ground are out of the</p>

	<p>challenge and become worthless; each ball (out of 25 available) successfully taken to the storage bin within thirty minutes is worth \$1000. During the challenge, each player is called via walkie-talkie and is asked to bid for an exemption using money from the kitty. The player who bids the most money will win it and the amount they bid will be removed from the kitty.</p> <p>Immediately before the live elimination test (but having apparently completed the pre-live-show test used in case of equipment malfunctions), the player who won the exemption is offered \$50,000 for the kitty to forfeit their exemption and put themselves at risk by having to complete the test as the remaining players do.</p>
<p>9</p>	<p>Two of the remaining four players are given one hour to climb up the stairs of the SkyTower (the tallest structure in the Southern Hemisphere) to reach the SkyDeck and collect the third player waiting outside, then continue up the service ladders to reach the fourth player in the crow's nest. While the climbers pass fifty signs showing the US states during their climb, the other two are given whiteboards and walkie-talkies to make a list of the states of their own, with the player on the SkyDeck able to ask tourists through the windows for assistance. Once all four players are reunited, the team must list the states from memory. Each state correctly listed is worth \$500 for the kitty.</p> <p>On an afternoon yacht trip, players must decide unanimously to give one player an exemption into the final. If they fail to do so before returning to shore, \$25,000 will be removed from the kitty. If they succeed, no money will be removed and the player chosen wins the exemption.</p> <p>One player at a time must enter a giant, pitch-black maze to collect flashing beacons before returning to the exit, with the other three guiding them using an overhead night-vision camera shot. However, there is a hunter patrolling the maze who will attempt to catch the runners. If a runner is caught, their turn is over and any beacons they are holding are out of play for later runners. Each beacon successfully retrieved (out of five in the maze) is worth \$5000.</p>
<p>10</p>	<p>One player at a time must ride a gondola above Queenstown to a lookout point, then choose one of three chips containing a mystery task. One is a bungee jump three times higher than that seen earlier in the season, one is a skydive from over 16,000 feet above sea level, and one is 30 minutes of stunt plane aerobatics. Exactly two players – no more, no less – must successfully complete their task for the group to win \$25,000. Players cannot contact each other during the task.</p> <p>One player at a time must answer two moral questions regarding the other two, who in turn must wager money on their answers. They can bid on the question only in thousand-dollar increments, with \$1000 the minimum bet and \$5000 the maximum. If the two gamblers correctly guess which response was given to the question, the amount bid will be added to the kitty. If they guess incorrectly, the amount bid will be removed from the kitty.</p>

De Mol**BEL****1**

1	<p>The team must select two players who have good taste, at least one of whom must be able to speak French. These two will be taken to a vineyard to spend the day tasting wines. At dinner that evening, they will then be presented with six bottles of wine and must taste them. If they can correctly identify which one of the six was not tasted during their tour, they win F50,000.</p> <p>Players not completing the above challenge must split into three groups, two with three people each and one with the remaining two. Each group is taken to a different location and must use a provided receiver to locate the two wine tasters (who have a transmitter). If they can find and reunite with the winetasters before they finish their tasting, the team wins F100,000.</p> <p>The team must select two players without a driver's licence. These players must then each choose one of the others to spend an hour teaching them to drive. After their lesson, they must drive along a course with a log in the road and a narrow alley, before reversing up a hill and parking the car. Both players' times will be measured. If they can succeed within a combined time of 35 minutes or less, the team wins F150,000.</p>
2	<p>The team must select two musical players. These two must organise a karaoke evening in a local pub, raising money for charity. The others will later attend the evening to provide support. If they can raise at least 1000 French francs by 9:30pm, they win F50,000.</p> <p>The seven players not completing the main part of the above challenge must select one person who doesn't know how to play golf. This player is taken to a golf course and given an hour to practise, then must complete a Par 4 hole. She must allocate each of the other six players involved to a different category of trivia question, as well as giving each question a value from one to six strokes. If the player answers the question correctly, the golfer is allowed to take the corresponding number of strokes. If they can finish the hole before running out of strokes, they win F100,000 for the kitty.</p> <p>Players are taken to a bridge and asked to bungy-jump. If all nine players do so, the team wins F150,000.</p>
3	<p>The team must split into two teams of four, then are given two hours to record one minute of footage of people laughing, using professional equipment provided. However, none of the people being recorded can know they are being recorded. If they succeed, they win F50,000.</p> <p>In the middle of the night the group is woken and must select two players to return to bed, while the others are taken to their next challenge – a maze. Splitting into three pairs, each with a guide and a runner, the guides must navigate the runners through the pitch-black maze, using an overhead camera shot. However, there are two hunters patrolling the maze who will attempt to catch the runners. If any of the runners escapes the maze or the runners evade capture for a cumulative time of three minutes, the team wins F100,000.</p> <p>The two players not completing the above challenge are presented with two “expensive” watches. One of them is real and costs F150,000, while the other is fake and costs only F5000. They must attempt to determine which of the watches is real and which is fake, without taking the watches away or bringing anybody to the starting point. Once they have made their decision, the watch they believe is fake will be destroyed. If they destroy the fake watch, they win F150,000. If they destroy the real watch, its F150,000 value will instead be removed from the kitty.</p>
4	<p>The team must select two players who enjoy do-it-yourself work. These two are separated from the group and must buy an assortment of ingredients for a traditional French recipe, then cook a meal for four with the help of a professional chef. Three of the plates are for these players and the chef, while the fourth plate is presented to the other players. These players are told that there are fourteen ingredients in the dish, and must attempt to name seven. If all seven ingredients guessed are in the dish, they win F50,000.</p> <p>The players not completing the main part of the above assignment are taken to a wildlife area and must complete an assortment of tasks – catching two live rabbits and preparing them for dinner, catching one kilogram of fish, collecting a litre of milk from a waiting cow and goats, pitching a tent, and making a campfire. If all of the tasks are completed by sunset, the team wins F100,000.</p> <p>Prior to spending the night camping, players must each vote in private to give someone a special reward. This player is taken to the hotel for the night, then given a special role in the upcoming challenge. In the morning, they must then select two players to do everybody's laundry, who will skip the challenge. The separated player is then taken to the top of a hill while the others must climb the hill, avoiding five paintball snipers who will attempt to shoot them. Any player shot is eliminated from the challenge. If any of the four runners can successfully make it to the top of the hill, they win F150,000 for the kitty. If all four players fail, the team wins nothing but the separated player wins an exemption.</p>
5	<p>The team must split into two groups of three. Starting simultaneously, they must each solve the same three brainteasers</p>

	<p>in different rooms of a castle. For each incorrect guess made by either team, five minutes is removed from the 30-minute overall time limit. If both groups can solve all three puzzles and escape the manor before running out of time, the team wins F100,000.</p> <p>The team must select four sporty players. These four are given a bicycle and must work in relay to cycle to the top of Mont Ventoux. If they reach the summit within three hours (when a professional cyclist would take about two hours), they win F100,000.</p> <p>The two players not completing the above challenge are taken by limousine to their hotel for a rest day, during which they must attempt to find out as much information as possible. At the end of the day, they will be asked one question about their day. If they answer correctly they win F50,000.</p>
6	<p>One at a time, players must pick a sealed envelope containing a pair of possible tasks, and roll a die to determine which task they must perform. If they roll a 3 or lower, they are given the easier task; if they roll a 4 or higher, they are given the harder task. They are not told what tasks the others must complete, and cannot communicate with each other. Four of the envelopes contain a single pair of tasks, while the fifth envelope contains all four task pairs. If at least three of the five players complete the challenges they are given, the team wins F200,000.</p> <p>The team must choose a player "with a thousand faces". This player is separated from the group and must disguise themselves effectively. That afternoon, they must remain in a specific area while the others attempt to identify them from a nearby lookout tower. The group is only allowed one guess, and is given only five minutes to select somebody. If the disguised player is correctly identified, the team wins F50,000. If the disguised player evades detection, the team wins nothing but they win an exemption.</p> <p>Players not completing the above challenge must choose which of them will compete against local champions in three sports – archery, lawn bowls, and go-karting, with two players competing in lawn bowls and one in each of the others – then use only photos of the four champions to help them decide which sport each of them will play, attempting to make the matchups as easy for the players to win as possible. If at least one of the three players can defeat a champion at a sport, the team wins F100,000.</p>
7	<p>The team must choose one player without scruples. This person is taken away to learn interrogation techniques, but the others will secretly observe them on a silent CCTV feed, and must correctly predict their behaviour in five staged situations. If they can predict correctly at least three times, they win F100,000.</p> <p>The observers from the previous challenge are woken during the night and taken to the former local prison. During their stay, they are interrogated by the fourth player regarding what the rest of the team did in their absence. Any player not currently being interrogated will stay in a solitary confinement cell without any comforts. If the team can keep their prediction challenge a secret until dawn, they win F50,000. If the interrogator can find out the full details of the challenge, they win an exemption but the group wins no money.</p> <p>The team must split into two pairs. One pair is given a list of addresses in Aix-en-Provence and must memorise it, while the other pair is blindfolded and taken to a mystery location. This pair must then use a simple map to guide the memorisers along a predetermined route through town. Along the route are a number of signs showing letters of the alphabet. The drivers must work out the address being spelled, then make their way to it to find the guides. If they succeed within one hour, they win F150,000.</p>
8	<p>Players must allocate one of their number to each of a train, plane, and automobile, then ride it to an individual task. Only one player can choose each vehicle. The player who selects the train is given drawing supplies and must work as a caricaturist. To pass their challenge and earn F100,000, they must sell a caricature for at least 200 French francs. The player who chooses the car is taken to a casino and must use F100,000 from the kitty to play French roulette. If they can double their original money, the original money and the extra F100,000 will be added to the kitty. If they fail to double their money within an hour, the wagered money is lost. The player who chooses the plane is taken to Monte Carlo and must use a provided camera to photograph a celebrity with their permission. Later that evening, the other two players must identify the person shown in order to win F100,000.</p>

1	<p>Each of the ten contestants will be asked to skydive in tandem with a professional from an unknown altitude over a location in the middle of France. If all ten players jump, the team wins F100,000.</p> <p>The group must select two players as “natural leaders”. These players must assign three different cash values – F100,000, F50,000, or nothing – to three sub-challenges the others must complete while on a hike through the Swiss mountains. They must also decide which of the others must complete each sub-challenge. Each player can only complete one sub-challenge, and each cash value can only be assigned once. Players will not be told each sub-challenge's value until the end of the journey. The first challenge is a biathlon, and requires two players. They must take turns cycling one kilometre to collect two bullets, then return to the start and use them in a gun to shoot the black section of a shooting target. The second task is an intelligence test, and requires three players. Using only two wooden planks and a group of square podiums for support, they must work together to cross a river without getting wet. Only two players need to physically cross the river to win any money, and players not chosen cannot assist in any way. The third task is a skiing slalom, and requires three players. There is no time limit on any sub-challenge and players can quit at any time if they feel it is taking too long, but if a team fails they must hike to the next location instead of taking a gondola. The group must arrive at a chalet before 7:00pm in order to keep whatever money they earned by successfully completing sub-challenges. If an individual player is unable to finish at any point, the team loses F25,000.</p> <p>The group is given fifteen minutes to study personal information about themselves as displayed on a group of ten cards. They must then select two player with a good memory. These two players are presented a laptop and a bankcard, and must use them to locate a specific ATM somewhere in Crans-Montana. They begin with a map of the town divided into nine squares, and must enter the other eight players' names and ages. If they are correct, one of the squares not containing the correct ATM will disappear. They only have two attempts to enter each player's name, and if they fail the area they will need to search will be larger. Once they have completed this part of the challenge, they must then work out the bankcard's PIN number by solving a series of equations (for example, the number of letters in a player's middle name multiplied by the number of children a second player has) and adding the results together. The two solvers can request the assistance of individual players of their choosing, and players can assist from the moment they are called until the end of the challenge, but each player called removes fifteen minutes from the time limit. Once players have a solution, they must locate the ATM on foot and withdraw F100,000. If they arrive within ninety minutes (starting from the time the pair begins work on the age puzzle), the team gets to keep the money.</p>
2	<p>One player at a time must enter a bullring and face two charges from a young calf. For a charge to count, part of the calf must touch a blanket the player will hold like a bullfighter. The team is granted one pass, meaning one player does not have to complete the challenge. They can earn additional passes if a player manages to grab the calf's tail and force it to the ground. If the entire group passes, either by facing the charges or through passes, the team wins F150,000. (To simplify it, each player earns a point for facing two charges, and an extra point for subduing the calf. Starting with one free point, the team must earn at least nine to win the money.)</p> <p>The team must select two players who are good at dealing with money. While the other seven players are completing a separate challenge, these two are taken to a local supermarket and must purchase €500 worth of groceries, including at least one product made in Belgium. They cannot spend more than €10 on any item, and cannot buy more than one of the same item (for example, two different brands of potato chips), but are given €10 leeway as some items are still sold in pesetas. They are given earpieces to help them communicate with each other while split up. However, each player must also wear a heartrate monitor and pause in place for thirty seconds if they exceed 120 beats per minute. If they can succeed in spending their money within thirty minutes, they win F50,000.</p> <p>The seven players not completing the supermarket challenge must select one of their number without a fear of heights. This player must ride over the Spanish countryside in a hot-air balloon, while the other six must split into two cars and follow them. One car will leave at the same time as the balloon, while the second car must wait ten minutes before leaving. The two cars are able to phone each other, but will only have visual contact with the balloon. If both cars arrive at the balloon's landing site within fifteen minutes of it landing, the team wins F100,000.</p>
3	<p>The group must select two players who “can count to at least 953”. While the other six are completing a separate challenge, these two are taken to a farm and must herd a large flock of sheep from one field into an adjacent meadow. They are given a choice of three dogs for assistance but can only pick one, and only one of the three is a trained sheepdog. If they can successfully herd and count all 953 sheep, they win F100,000.</p> <p>The six players not completing the sheepherding challenge are taken to a library and must use a series of cryptic clues to find ten tickets for a horse-drawn carriage that will travel through town. Each cryptic clue leads to a book somewhere on the shelves, which has a ticket inside. When a ticket has been found, one player must take it and walk through town to the specified carriage stop. If a player attempts to get on at the wrong stop along the route, or if they arrive at the right stop after the carriage has already left, they must forfeit their ticket and return to the library for a new one. If all six players</p>

board the carriage before it arrives at its final destination, the team wins F150,000.

The players are presented eight envelopes, and must each pick one. The player who picks the envelope with the marked card inside is taken captive in an abandoned village. The others must later cross the village to find them, rescue them, and get to the final location. They must wear lasertag vests, and avoid being shot by two snipers roaming the village. These players are unarmed, by the captive has a lasergun which can be used for defence. Any player or sniper shot is out of the challenge, and there is no shooting allowed in the church where the captive is held. If the captive arrives at the finish line accompanied by at least one other player, the team wins F50,000. If they shoot their teammates and arrive alone, they win an exemption. If the captive is shot, the challenge is immediately over and nobody wins anything.

Players are offered F200,000 in personal money, separate from the kitty. However, if a player decides to take the money, they must leave the show at the end of this episode, AND an elimination in the usual method will still occur, although the player eliminated in Episode 3 will return to the game. Although all players are given the offer, only the first player to accept will be given the money.

The team must select one player "good with languages". This player is separated from the group and must complete a Dutch-language dictation exercise with as few mistakes as possible. Meanwhile, the others must play "I'm going on a trip...", with the first player listing an item they would take with them and subsequent players listing all previous items mentioned in order and adding a new item. Each item successfully added to the list increases the maximum value of this challenge by F5000, but a player is eliminated if they make a mistake at any point. When only one player remains, they are given one more chance to add an extra item. Once the final list is known, the main group heads to the next challenge while the separated player must drive into town and collect one item from the list for every mistake they made during the dictation exercise. They are not given any money and must either get the items for free or beg for enough money to buy them. If they succeed, the team wins all money earned while naming the items, including the money for those items not found.

4

The six players not completing the shopping part of the previous challenge must split into two teams for this challenge, which they are told contains a hidden trap. The two groups must be "equal in intelligence". One group is taken along a deliberately confusing walk through a series of doors, stairs, and hallways to a room containing ten television monitors and a laptop. Starting with the first monitor and working in order, they must solve a series of displayed brainteasers, entering their answers into the laptop. They have one attempt at each answer, and a limited amount of time in the room to solve. If they answer a puzzle correctly, they win F50,000 (for a possible total of F500,000). At the end of the time limit, they are taken on another confusing walk to a second room, where they can watch a live camera feed of the second group attempting the same puzzles. However, for each puzzle this group successfully solves, the team will LOSE F50,000. One member of the first group must run back to the puzzle room and convince the second group to stop as quickly as possible in order to minimise the damage caused.

The team must select two players "who don't like being exposed". These two players are separated from the group and are given a case containing both an exemption and F100,000 for the kitty. The rest of the group is given the key to open the locked case. Each group is given a mobile phone, and they have three hours to open the case with the key. However, the two players with the case must remain out of sight in order to win the money. If the case is opened within the time limit, the team wins the money inside but one of the two players who start with the case will be given the exemption.

5

Players are told to split into three pairs – two smart players, two savvy players, and two stupid players. Each pair will be separated, and must locate their hotel for the night by 8:00pm. The savvy pair is given a group of photos showing the route and a broken-down car filled with assorted props of varying usefulness, then left to their own devices with no contact from the other players. The smart pair are given a phone, a (working) car, and a tape directing them to find a village idiot in a specific town. When they do, he will give them a multiple choice question about the local culture, with each option corresponding to a possible subsequent village, and so on. Only the correct village will contain another village idiot, and there are several questions before reaching the hotel. The stupid pair is taken directly to the hotel and given a guidebook containing the answers to the smart pair's questions, as well as a phone to call them. If the smart pair arrives by 8:00pm, the team wins F50,000. However, the stupid pair is told that if they deceive the smart pair and make them arrive late, AND if the savvy pair still arrives in time, the team will instead win F200,000. In any event, there are only four beds booked at the hotel and anyone who arrives late must spend the night on the street, and if both searching pairs arrive on time the stupid pair must do so.

Each player is given four jokers (valid for use on this episode's questionnaire only), and must stake one at a time on a hand of blackjack. There is no raising the stakes, but players can fold and draw at their own will after the initial joker has been staked. The winner of the hand collects all six jokers staked and is separated to compete in the second part of the challenge. They are presented with a group of twelve people – one loved one for each player and six decoys – and must match each loved one to their player. If a loved one is correctly matched, they remain where they are; if not, they return to their seat. The player then returns to the table and competes in the next hand, again staking one joker. The challenge continues until either all six loved ones are correctly matched, or after four hands (at which point at least two players will

	<p>have no jokers left). At the end of the challenge, players keep the jokers they have earned. In addition, if all six loved ones are correctly matched, they will stay with the team overnight. There is no money available in this challenge.</p> <p>Players are presented with six different forms of water transportation – a jet ski, a surfboard, SCUBA diving equipment, a dinghy, a small sailing boat, and a pair of waterskis – and must use them to travel to a harbour twenty kilometres away, working in a relay. However, only one player can use each form of transportation, and they can only use each form of transportation once, and players cannot switch. Therefore, once a player gives up with their transportation method, they are out of the challenge. If the team can arrive at the finish destination before all players quit, they win F100,000.</p>
<p>6</p>	<p>The team is told to select two players who are “creative and artistic”. These two players are taken to a museum containing several installations and must create a work of contemporary art to fit in with the existing pieces so well that a visiting art expert is unable to identify the work made by amateurs when asked. If they succeed, they win F50,000 for the team. Later, after the others finish their challenge, they are taken to the museum and must also attempt to identify their teammates' work. If they succeed, they win another F50,000.</p> <p>The three players not completing the main part of the art challenge are taken to a vacant parking lot. An advanced driving instructor will show one player how to safely drive through a wet chicane marked with traffic cones, and the player must then do so on their own at a speed of at least 35 kilometres per hour. If they hit any cones, spin out of control, or fail to drive fast enough, they must start again. Once this first player succeeds, they must teach the second player to complete the same task. The second player must then teach the third. Players can attempt the task in any order, and can switch as they wish. If all three players successfully complete the task within two and a half hours from the first player beginning their first attempt, they win F100,000.</p> <p>Players must defend a large glass bowl overnight, protecting it from a number of operatives who will seek to break into the hacienda it sits in and destroy it. Each player is given a paintball gun to shoot the unarmed operatives with, and any operative shot is out of the challenge. They are also given additional equipment to help locate the aggressors, and to protect the hacienda. After sunset, the bowl will be illuminated from above by two spotlights. If the bowl is destroyed or in any way moved out of the light, the team fails. If the bowl is still intact and illuminated at dawn, the team wins F100,000.</p>
<p>7</p>	<p>The team must select one player who has good improvisational skills and who can speak languages other than Dutch. This player is separated from the group and must act as a tour guide for a busload of tourists without them discovering they are fake. In addition, during the tour they must tell three blatant lies and get the tourists to laugh twice and sing twice. At the end of the tour, they must collect tips from the tourists. If they can collect at least as much money as a regular tour guide would, they win F50,000 for the group.</p> <p>The three players not completing the tour are taken to a hotel and are locked in separate rooms, without knowing where in the hotel the others are. They must use a series of hidden clues in their rooms to escape, communicating with only the hotel phones (and the Spanish-speaking reception staff). The clues in each player's room are only of use to a player in another room. If all three players can escape their rooms and meet at reception within ninety minutes, the team wins F100,000.</p> <p>In private, each player must rank the other three in order of how much they would like to see them eliminated. The votes are then tallied in private, and the player the group would least like to see eliminated is separated. This player must allocate each of the other three players to individual sub-challenges, and then guide them to complete said tasks while blindfolded. The first player must act as the assistant in a knife-throwing routine and stand against a board while having a knife thrown at them. However, the knife will simply be planted in the wood and the player is in no danger. The second player must walk barefoot across a line of hot coals. However, the coals used are not lit and are harmless. The third player's task is real, and requires them to walk up a wide, tilted girder over a chasm, then switch to a second tilted girder rising in the other direction and walk up it to return to the starting building (albeit on a higher level). If at least two of the three blindfolded players complete their tasks, the team wins F150,000. If all three players either complete or fail their tasks, the guide wins an exemption. If exactly one player completes their task, they win the exemption instead.</p>
<p>8</p>	<p>In private, players must each fill out a survey containing questions referring to the other two remaining players (for example, “Which of the other two is more ignorant of their surroundings?”). In rounds, one player at a time is then hidden in one of eight buildings in a small village, with their location being determined by their answers to specific questions from the survey. The other two players must then correctly predict their answers in order to find them. They will be asked the three used questions one at a time, and must guess which of them was the answer chosen. For each question, selecting one player sends the team in a specified question, while selecting the other leads them in a different direction. If all three answers are correctly predicted, the searchers will find the hidden player and win F50,000 for the kitty (therefore, a total of F150,000 can be won during the challenge).</p> <p>Each of the remaining players is assigned an individual sub-challenge, supposedly depending on the house where they were hidden during the previous challenge (but more likely being predetermined, given the logistics of having eight tasks ready, the possibility of two players waiting in the same house, and the fact that two players got the tasks they were most</p>

suited to). The first player must use woodcutting tools to chop down a dead tree in the middle of a clearing. However, there are four cars surrounding the tree, each marked with different amounts from F25,000 to F100,000 (in F25,000 increments). If the tree avoids hitting any of the cars when it falls, the player completing the task wins F50,000 for the kitty. However, if it hits a car, that car's marked value is instead REMOVED from the kitty. The second player is given a ball and three small cups, and must run a shell game in the centre of town. Hiding the ball under one cup, they must shuffle the cups around so that a member of the public is unable to guess where it is. Starting with 15,000 pesetas, the player must give 1000 pesetas to each successful local. They will be awarded an additional 1000 pesetas for each win, and must win a total of three games before running out of money. If they succeed, they win F50,000 for the kitty. The final player is taken to a local school and must teach a class of young children a Belgian song popular at the time of filming. The children speak no Dutch, and they have a limited amount of time to be taught the whole song before they are filmed singing the song on their own. Later, the players completing the lumberjack and shell game sub-challenges are presented the recording and must use it to write the lyrics of the song's first verse. If they succeed in doing so without any mistakes, the team wins F50,000.

1	<p>Two months prior to the game beginning, the Mole is shown all ten players' information and must select three players to receive a special role in the first challenge. These three are shown a digital map of Venice and must use it to locate the other seven players, who are each carrying a GPS transmitter without any idea they are involved in a challenge. As these players walk within the area shown on the map, the three searchers must work together to collect them before they leave the map. They are given walkietalkies for assistance. The teams wins €150 for successfully collecting one player, with this amount doubled for each subsequent player successfully collected (to a maximum of €9600).</p> <p>The team must split into four groups: one player to solve a riddle, two to complete a drawing challenge, three to complete a game of skill, three to sleep, and one to do nothing at all. One player at a time is separated from the group and given a brief interview, during which point the Mole allocates different values from zero to nine points to each player. The group is then given the chance to switch any two of the ten allocations. If the riddle solver figures out the correct answer, they earn their point value. The drawers must then select five players at random and draw a representation of them so that the others can guess who the subject is. They may not draw the person themselves. If the others can correctly identify all five drawn players, the artists earn their point values. The skill players must work together to climb over a wall, then shoot five clay skeet-shooting targets with a waiting gun. If they succeed within one hour, they all earn their point values. Meanwhile, the three sleepers will be wired to sleep monitors and must attempt to get 30 minutes of sleep between them, while remaining in a small room next to the shooting range (and thus, trying to sleep while they hear the gunfire). If they succeed within one hour, they earn their respective point values. The player who is chosen to do nothing cannot earn their allocated points. To win €3000, the team must earn a total of at least 26 points (out of a maximum of 45).</p> <p>One at a time, players must cross a two-rope traverse suspended over a gorge. Each player is strapped to a heart rate monitor as they complete the task, and must immediately pause in place if their heart rate exceeds 130 beats per minute, only continuing once it has lowered. Players can be withdrawn at any time but a fifteen-minute penalty will be assessed in addition to the time they have wasted attempting the task. If the entire team can complete the task in a cumulative time of 90 minutes, they win €5000.</p>
2	<p>The team must select two all-rounders. These two are separated from the group and are given the results of several aptitude tests contestants completed during the application process, and players' school reports and photographs. Using this information they must attempt to correctly rank the top three players in three categories: physical ability, intelligence, and emotions. They are allowed two attempts at each, with players told how many are correctly placed or in the wrong place but among the top three after each guess. After all six guesses, they must select the "super contestant" who performed the best overall. If they are correct, they win €2000.</p> <p>The seven players not completing the above assignment are taken to an abandoned warehouse and must make their way across the facility to a ticking timebomb. A red line marks the path through the warehouse, but it is blocked by several physical puzzles that must be completed to gain access. Once players reach the bomb, they must defuse it by first working out which number each button represents, then using the team's combined age as the code. A wire will then light up. If the code was correctly entered, cutting this wire defuses the bomb and the team wins €4000. If the code was incorrectly entered, cutting this wire will make the bomb explode and the team wins nothing.</p> <p>Players must each run across a field to reach a helicopter, avoiding four paintball snipers who will attempt to shoot them. Anybody shot is eliminated from the challenge. The helicopter will leave when at least three (but no more than four) players have safely arrived. The team is given €5000 at the start of the challenge, but loses €1 for every second it takes to complete this part of the challenge. The players who safely board the helicopter are then taken to a separate location, where they must come to a majority decision regarding which one of them will receive an exemption. If they fail to come to an agreement, one of the other five players will be chosen at random to win the exemption. However, the other five are told that they can negate whatever decision is made by forfeiting whatever money was earned during the first part of this challenge.</p>
3	<p>Wearing safety harnesses, three players must each climb up a very narrow pole and stand on top of it. If all three chosen players can stand on top of their poles simultaneously for at least fifteen seconds without falling, they win €3000.</p> <p>On the way to their next challenge (a ruse), the team are involved in a staged car crash with a local driver, then arrested after police are unable to find registration papers in their car. One player at a time is interviewed and placed into a holding room for allegedly tampering with their metal canisters (given after the season's first challenge), while the canisters are taken away for processing. Each canister contains a sheet of light-sensitive paper that will turn black when developed if the canister was opened. All players with black papers are placed in jail cells, while those whose papers remain white are released and have dinner with the host. These players are also rewarded with €2000 in personal cash (separate from the kitty) for their honesty, while the prisoners are each given a mathematical code to solve and must provide the correct solution to be released. Each player only has one attempt, and will remain in their cells all night if they answer incorrectly. However, the others are given the option to return their personal money before the end of their meal in exchange for a</p>

	<p>prisoner's freedom. For each prisoner with black paper still in a cell at midnight, the team will be fined €2000. If all cells are empty at midnight, the team wins an unstated amount of money.</p> <p>Players are offered the chance to be exempt from elimination in both this episode and the next episode, guaranteeing their safety until Episode 5. However, the player who accepts this offer will be separated from the group from after the next challenge until their return, making it significantly harder for them to gain information to help identify the Mole. If more than one player accepts the offer, the recipient of the double-exemption will be chosen at random.</p> <p>Players must hike from the start of a predetermined course to the end, stopping at five specific intersections to solve multiple-choice puzzles. Each of the available options directs the team in a different direction if chosen, and an option must be chosen with a consensus answer. The correct answer will lead to the next puzzle, but an incorrect answer will lead to a dead end where the team must leave one player behind. The "correct" course is eight kilometres long from start to finish, while each error will add one kilometre to the travelled distance. If at least three players can arrive at the finish line within three hours, they win €4000.</p>
<p>4</p>	<p>The team is presented five stock cars, one of which has its roof and four sides painted in five different colours. With two player riding in this car and one player in each of the others (and the separated player watching from a distance with no details of the task), players must guide the multi-coloured car over five colour-coded flags on the ground. Each time a flag is driven over, the corresponding colour on the multi-coloured car is "activated". However, the other vehicles must stop two professional stunt drivers from crashing into the activated areas. If an activated area is hit, it is out of play and players are unable to reactivate it. After twenty minutes, the team wins €1000 for each activated area that is not damaged.</p> <p>Taking turns, one player at a time (excluding the separated player) must stand beneath an electromagnet and wait for the battery to fail at some point during the night. When it does, the attached ball will drop, and players must attempt to catch it. Players can switch with each other as often as they wish, but only one player can be beneath the magnet at a time. If the ball is successfully caught, the team wins €3000.</p> <p>The separated player is taken to a small island, where five numbered safes are hidden. Inside each of these safes is an exploding suitcase with a brainteaser attached. This player must use a walkietalkie to read the brainteaser to the other players on the mainland, who must then work out the answer and send one player into a cave to enter it into a computer waiting at the far end. If the correct answer is entered into the computer within twenty minutes of the safe being opened, the bomb will deactivate and the player can open the suitcase. If the wrong answer is entered, or no answer is entered within twenty minutes, the suitcase will detonate. Two of the suitcases are empty, while the others contain €1000, €2000, and €3000. After all five answers have been entered into the computer, the team wins all money collected from safely opened suitcases. After the challenge, the separated player is offered the chance to win back all unclaimed money from this challenge by giving up their exemption for this episode and facing the elimination test as usual.</p>
<p>5</p>	<p>Players are told that one of their friends or family is on a boat near the shoreline, and has made a prediction regarding whether their player will or will not complete a bungee jump from an adjacent cliff. They must then decide whether or not to complete the jump, attempting to match their respective loved ones' predictions. If at least four of the six players correctly match the predictions made about them, they win €3000 and will get to spend 24 hours with their loved ones.</p> <p>Players must split into two groups of three. Each group is given a small barbecue torch and must use it to transport fire from a small cave to a beach ten kilometres away. One group must climb a series of steps to the top of a nearby hill, then ride a tandem bike to a horse before riding the horse to the finish line. The other group must swim to a jetski, then ride it to a small motorboat, steer the boat to a two-person kayak, then paddle to the finish line. An assortment of props is provided to help keep the fires lit, and several areas to allow them to do so. If either group arrives at the beach with a lit fire within 90 minutes, the team wins €3000.</p> <p>Prior to the challenge, each player is given a group of eleven letters and must rearrange them to form a word. The first player to do so is given a special role for the challenge, and must split the six players (including themselves) into three pairs – one with brains, one with skill, and one good at assessing things. The members of each pair will then compete against each other in a subchallenge, with the winner earning three jokers for usage on this episode's elimination test. The smart players will each choose two question categories from a list of eight, then will get a topic (for example, "countries bordering China") and must list five things that fit the category as quickly as possible. The maximum time for each round is 30 seconds. After two rounds each, the player with the fastest time wins. The skilful pair must stand back-to-back and take ten steps, then alternate attempting to shoot each other with paintball guns. If both players succeed, they must take additional steps away from each other. The first player to hit their opponent when said opponent misses wins. The assessors are blindfolded and must try to stop a timer as close to 100 seconds after it started as possible. The player closest to 100 seconds wins. However, the player chosen at the start of the challenge is given €1000 and must use it to wager on the winner of each duel. If they are correct, they add the wagered amount of money to their pool for the next wager. If they are incorrect, the wagered amount is removed from their pool for the next wager. After all three duels, all money still in the player's pool (to a maximum of €8000) will be added to the kitty.</p>

<p>6</p>	<p>The team must select one player with power and one with brains. These two players are separated from the group and must work together to solve a series of brainteasers. One player will solve the puzzle, while the other performs a physical task to determine how much time the solver is allowed. Each puzzle is paired with a different physical task. After each puzzle (successful or not), players must choose one of five envelopes marked with cryptic hints written in Italian. The cryptic hints represent one of five rewards – a prop from this challenge, a prop from the below challenge, a vinyl record, or one of two €1000 cheques – and if the puzzle was successfully solved, the chosen hint's reward is won. If the puzzle was not solved, the reward chosen is forfeited.</p> <p>The three players not completing the above assignment are taken to a field, where the component pieces for a do-it-yourself bedroom suite have been laid out and mixed together. However, one piece is missing, and there is one too many of another piece. If they can correctly and exactly identify both of these items, they win €3000.</p> <p>Throughout the series, players are asked who they trust the most during their confessional interviews. The player chosen most often (including votes cast by eliminated players) is separated from the group. This player must run through a small town's alleys to find the ten players' journals, without being caught by a second player attempting to track them down. This tracker will be guided by the others (waiting on top of a lookout tower) via walkietalkie, and must use a paintball gun to shoot the runner. The gun only has three bullets, and the tracker cannot start until those on the tower can prove one of the journals has been taken. The group is not told that the runner is also given a walkietalkie and can hear everything. If the runner can collect five journals within one hour, they win an exemption. If the tracker can shoot the runner before they collect five journals, they win an exemption and the team wins €4000.</p> <p>Each player must write down the names of the three players they believe are most likely to be eliminated. The two players who receive the most votes are given tents and must spend the night camping outside. If one of the tents is empty the next morning (ie. if one of the two players does indeed get eliminated), the team wins €2500.</p>
<p>7</p>	<p>Players are given brief safety training, and have 30 minutes to memorise nine aerobic manoeuvres shown on posters. One at a time, they will then each ride inside a stunt plane as it completes one of the manoeuvres, and must identify it before landing. Three players will complete one stunt each, while one player must complete two stunts. If the team guesses at least three of the five stunts correctly, they win €4000.</p> <p>Players are each given four cards representing different rewards – an exemption into the final episode, five jokers for usage on this episode's elimination test, €2500 in personal cash, or nothing. Players are given five minutes to negotiate with each of the others regarding who will select each card. After three rounds of negotiations (with each player dealing with each other exactly once), players must select the card of their choice in private. If a player is the only person to select one of the three rewards, they win it. If two players select the same card, the reward in question is voided. If each player selects a different card, the team wins €5000.</p> <p>Players are presented with a 6x6 grid filled with nine cars, one of which has its windows and doors covered. They must work together to move the other cars forward and backwards so that it is possible to drive this car forward out of the grid. None of the cars may turn at any time. Once they have done so, they must all get in this blinded car and drive it down the street, avoiding cardboard cutouts of the ten players. The players sitting in the back set of the car must navigate using a live feed taken from a camera mounted on the car's roof. Prior to the challenge beginning, they are shown the grid from overhead and asked to wager on how long the challenge will take them to finish: 20 minutes (for €6000), 30 minutes (for €4000), or 40 minutes (for €2000). If they manage to get the car to the finish within their chosen time limit and without hitting any cutouts, they win the appropriate money amount. If they run out of time or hit any cutouts, they win nothing.</p> <p>Shortly prior to the elimination, players are offered the chance to cancel it. To do so, all of the players who won individual rewards during the card challenge must give up their prizes. If they do so, the elimination will be cancelled, and four players will compete in the final episode (with the Mole, a winner, and two losers). If any player refuses, the elimination will continue as planned and there will only be the standard three players in the finale.</p>
<p>8</p>	<p>Players are presented with 24 cards, showing quotes made about some of them. One player at a time must attempt to identify one of the quotes made about themselves. The card will then be turned over to show a piece of information about the towns visited during the season, but if the player selects a quote that was not about them they are eliminated from this part of the challenge. Once all the cards are flipped or all four players are eliminated, they are presented with a map of Italy, and given ten clues pointing to pairs of visited locations that must be connected with a straight line (for example, "connect the town you bungy jumped with the town the fourth elimination happened"). If the crossings are made correctly, two towns will have several lines running through them. At the main church in each of these towns, players will find separate subchallenges (which are listed below for clarity).</p> <p>The two players who arrive in Orvieto are given a map of town and a series of photographs showing local landmarks with their distance (in minutes of walking time) from a briefcase containing €3000. Using a compass, the players must attempt to work out the correct location, then head there to collect the suitcase. However, as soon as they begin working on the</p>

map a man will begin walking through town aiming to steal it. They have twenty minutes until he reaches the suitcase. If they are able to collect the suitcase before this man, the €3000 inside will be added to the kitty.

The two players who arrive in Orte must select one "spiritual" player to enter the church. This player is given the €3000 available in this challenge before being told that it is the same amount the church needs to repair its leaky roof. To determine who gets the money, this player will compete in four simple games against locals. If they lose at least two of the games, the church receives the money. If they win at least three games, they will be given the check and can choose to either add it to the kitty or donate it to the church. They are not told that if they donate the money, the pair completing the above challenge will have their possible winnings raised from €3000 to €9000.

Wie Is De Mol?

NED 1

1	<p>The team must split into two groups: five players who want to travel 25 kilometres, and five players who want to travel 50 metres. The “25 kilometres” group is given a four-wheel drive vehicle and must drive it 25 kilometres along an offroad track. Each group member must drive the vehicle for at least one kilometre, and for no more than six. If the team reaches the end of the track within two hours, they win f7500.</p> <p>The “50 metres” group chosen are taken by boat to the Great Barrier Reef. One at a time, they must SCUBA dive to retrieve a placard ten metres below the surface. Each player can only retrieve one placard. Once all five players have collected their placards (diving a combined distance of 50 metres) and returned to the boat, they must arrange the five Dutch words into a grammatically-correct sentence. If they succeed within an unstated time limit, they win f7500.</p> <p>Players are given a brief lesson in playing the didgeridoo, then must each attempt to play it for one minute continuously. Each player who succeeds wins f2500 for the kitty.</p>
2	<p>The team are split offscreen into two groups, one with three people and one with the remaining six. The group of three must organise a party in a local pub, trying to get as many guests as possible. They have all of the pub's resources available to them, and are allowed to advertise any way they can. If at least 100 people attend the party by 7:00pm, they win an unstated amount of money.</p> <p>The six players not completing the previous challenge are taken to a zoo and must split into two groups of three (each with a captain), then designate one group as the “water” group and one as the “land” group. One team at a time, the captain will be shown a trivia question about Australia and must decide which of their teammates will answer it. After five questions, the captain is then given five minutes to collect envelopes containing correct answers from an animal enclosure – the land group's captain from a crocodile pen, the water group's captain from an aquarium tank filled with sharks. If all ten correct answers are either correct or collected, the team wins f5000.</p> <p>The team must split into two groups, one with five people and one with the remaining four. Each group must whitewater raft along a section of the Tully River, collecting colour-coded envelopes attached to buoys in the middle of the river. Players can only collect envelopes of their group's colour – green or red. One of the nine envelopes contains f5000. If this envelope is successfully collected, the money will be added to the kitty.</p>
3	<p>Two players (chosen through unknown means) are separated from the group. The other six are then taken to a deserted island and must survive for 24 hours. Working together, they must collect at least twelve litres of coconut milk and six fish during their stay. If they succeed, they win f5000. They are provided with a small crate of food and drinks they can consume if they deem it necessary, but if it is opened the team will automatically win no money for this challenge.</p> <p>The two players separated before the above challenge spend the day getting pampered, before being taken to a restaurant. They are presented with six local delicacies for tasting (kangaroo, emu, crocodile, possum, witchetty grub, and spiny-leaf insect), then are taken to the island the others have been camping on. All eight players are blindfolded, and each of the delicacies is served to one of the six campers, who must describe it. The two tasters must then attempt to identify which delicacy they were eating. If they guess at least four of the six dishes correctly, they win f5000.</p> <p>The team is taken to a bridge suspended above a rainforest, then must bungee jump from it one player at a time. If all eight players jump before 7:00pm (starting from 3:20pm, therefore within three hours and 40 minutes), the team wins f15,000.</p>
4	<p>Immediately after the previous elimination, the team must select one player to be given an early night, while the others complete a challenge. These six are taken to a maze and must split into pairs, each containing a guide and a runner. One pair at a time, guides must lead their runners through a maze to the exit at the far end, using an overhead camera feed. However, there are two hunters patrolling the maze. If a player is caught by the hunters, or spends longer than two minutes inside the maze, they are out of the challenge. If any of the three runners manages to reach the exit safely within two minutes, the team wins f7500.</p> <p>The team must split into two groups: four players to complete a challenge on the sea and three players to complete a challenge on dry land. The sea group are taken on a whale-watching boat, and must use a Polaroid camera to take three specific photos: a whale's head, a whale's tail, and a group of four whales together. Each player is only allowed to take four photos. If the players succeed in making all three photos, they win f5000 for the kitty.</p> <p>The three players chosen as the land group before the previous challenge are presented with local champions in three sports – archery, go-karting, and boomerang throwing – and must allocate both themselves and the champions to the sports, attempting to make the matchups as easy for the players to win as possible. Each player and champion will only compete in one sport. If any of the three players can defeat their chosen champion at a sport, they win f5000 for the kitty.</p>
5	<p>The team must split into two groups – two players who like the air and four who like the water. Both groups are then taken</p>

	<p>to opposite sides of Fraser Island – the water group on a car ferry, the air group on a small plane. One at a time, the four members of the boat group must make their way down a hill to reach the air group on a nearby beach. Each of them must travel with a flag attached to their back, and must avoid two “hunters” who will attempt to steal this flag from them. If two of the four runners manage to arrive at the beach without being caught, the team wins £10,000.</p> <p>Immediately after the previous challenge, the six players are told that they will each be given different sleeping arrangements for the night. One player will stay in a luxury villa, one in a less-luxurious hotel suite, one with a host family at their house, one in a tent, one in a hammock, and one in a sleeping bag. Players can decide who sleeps where through any means they wish. The player who is chosen to stay at the luxury villa is then given the option of taking an exemption for themselves but making the next challenge harder, or making the next challenge easier but forfeiting the exemption and switching positions with the player in the sleeping bag. There is no money available for this challenge.</p> <p>The team is presented with five coloured envelopes, and each player (except the one who was given the dilemma in the previous challenge) must select one. Each envelope contains two possible tasks, one significantly less daunting than the other. After selecting their envelope, each player must roll a dice to determine which task they must complete. If they roll a 3 or lower, they must complete the easier task. If they roll a 4 or higher, they must complete the harder task. If all five players complete their given tasks, the team wins £10,000. However, if the player given the dilemma chose to make this challenge easier, they are given the option of completing all failed tasks in order to win the money even if the other group members fail.</p>
<p>6</p>	<p>Players must organise their own travel from Maryborough to Byron Bay, about 450 kilometres away. They can travel any way necessary and can split up at will, but must take two surfboards with them and must use a provided camera to record ten different locals talking about the Netherlands. If all five players arrive before sunset and the filming task has successfully been completed, the team wins an unstated amount of money.</p> <p>The team must select one player who is thin and sporty. This person must spend the day trying to find a disguise for themselves and convincing locals to sit with them in a small field beneath a lighthouse. Later, the other players must attempt to locate the disguised player while standing on the lighthouse deck. If they succeed, they win £5000. If the disguised player is not found, they win an exemption but the team wins no money.</p> <p>The four players not completing the main part of the previous challenge must complete a “tour of Byron Bay”. First, they must ride a bicycle each along a marked course to the beach. They must then run along the beach to two two-person kayaks, paddle along the shoreline to the next beach, and run up a hill to return to the lighthouse starting point, where they must climb to the top. Players cannot begin the next section of the race until all four of them have finished the previous leg. If all four players make it to the top of the lighthouse within an unstated time limit, they win £5000.</p>
<p>7</p>	<p>The team is divided offscreen into two pairs. One pair is taken to the beach and given a brief surfing lesson with a local instructor. They must then each paddle a surfboard into the water, stand up on it, and remain balanced for five seconds. If both players succeed, they win £5000 for the kitty.</p> <p>The two players not completing the above challenge are taken to a circus training facility and are given a brief trapeze lesson with two local instructors. They must then work together to correctly execute a trapeze routine known as a catch. If they succeed, they win £5000 for the kitty.</p> <p>The team must select two players who relate to the “love, peace, and understanding” feel of the 1960s. These two players are taken to Nimbin (a “hippie” community most known for its “Mardi Grass” marijuana tolerance festival) and must convince at least ten locals to learn a Dutch song. They must then perform this song at 4:00pm in front of a local girl, who will be given the sheet music and lyrics for five Dutch songs and must guess which of the five they just heard. If they are able to guess correctly, the team wins £5000.</p> <p>The two players not selected for the above challenge are presented with two bracelets. One of the bracelets is real and worth £5000, while the other is phony and worth only £5. They must attempt to determine which of the necklaces is real and which is fake, without taking the necklaces away or bringing anybody to the starting point. Once they have made their decision, the necklace they believe is fake will be thrown into the ocean. If they threw away the fake necklace, they win £5000. If they threw away the real necklace, its £5000 value will instead be removed from the kitty.</p>
<p>8</p>	<p>Players are each given seven cards, marked with the names of the eliminated players. One at a time, each player will be asked a different question about their opinions of the eliminated players, and must use their cards to select two players as their answer. The others must then each use their own cards to try and match the answers given. For each correct answer matched, the matcher scores one point. After everybody has answered, the players are taken to Circular Quay for the next part of the challenge. Each player is given a number of props and a list containing the same number of locations, with the highest-scoring player getting one, the middle-scoring player getting two, and the lowest-scoring player getting three. They must travel by ferry around Sydney to each of their listed locations and find a person representing one of their props (for example, one prop is knee guards and the player must find a skateboarder) in order to receive part of the final</p>

instructions. Once a player has their full message, they must follow the instructions and make their way to the host, waiting at the top of the Sydney Harbour Bridge. Each player who arrives within three hours wins £5000 for the kitty.

1	<p>The team must select two players who are good thinkers but don't have much perseverance. The other eight must hike to the top of Ben Nevis, the tallest mountain in the British Isles, carrying their luggage. They can leave luggage behind at any time, but anything abandoned will be confiscated for the game's duration. Meanwhile, the two chosen players are taken to the summit by cablecar and will be presented with a series of brainteasers. Each time they solve a brainteaser correctly, they are allowed to ride the cablecar back to the base of the mountain to collect a bag of camping supplies for the night. They are allowed to take as long as they wish to solve each puzzle, and can pass as they deem necessary, but must stop as soon as the first hiker reaches the summit. For each hiker who arrives at the top within two hours, the team wins £1500. If all eight hikers succeed, the money earned will be doubled (to a maximum of £24,000).</p> <p>The group is given fifteen minutes to study personal information about themselves as displayed on a group of ten cards. They must then select two players with a good memory and mathematical ability. These two players are presented a laptop and a bankcard, and must use them to locate a specific ATM somewhere in Inverness. They begin with a map of the town divided into nine squares, and must enter the other eight players' names and birth years. If they are correct, one of the squares not containing the correct ATM will disappear. They only have one attempt to enter each player's name, and if they fail the area they will need to search will be larger. Once they have completed this part of the challenge, they must then work out the bankcard's PIN number by solving a series of equations (for example, the number of letters in a player's middle name multiplied by the number of children a second player has) and adding the results together. The two solvers can request the assistance of individual players of their choosing, and players can assist from the moment they are called until the end of the challenge, but each player called removes fifteen minutes from the time limit. Once players have a solution, they must locate the ATM on foot and withdraw the £5000 prize money for this challenge. If they arrive within ninety minutes (starting from the time the pair begins work on the age puzzle, minus lost penalty time), the team gets to keep the money. If they fail, the £5000 will instead be removed from the kitty.</p>
2	<p>The team must select three players capable of breathing deeply. These players will be taken away separately and must learn the song <i>Vader Jacob</i> (better known as <i>Frere Jacques</i>) on the bagpipes. One player will be taught the song by a professional bagpipe player, then must teach it to the second. This player must teach it to the final player, who must then perform the song for the group that night. If the group can correctly name the song, they win £3000.</p> <p>The six players not completing the main part of the above challenge are split into pairs. One group is taken to a small hut and given a map showing the surrounding area, while the other two pairs are taken to different locations and given mountain bikes. Using a walkietalkie and a mobile phone, the pair in the hut must guide the others to their location. However, the map is very simple and only shows the type of landscape within an area, and players must first work out where on it each of them are. If all six players are at the hut within one hour, the team wins an unstated amount of money.</p> <p>Players are taken to a cabin and have their watches confiscated. They are given an hourglass that lasts for fifteen minutes and fifteen seconds per turn and must use it to keep track of time overnight. They are also provided with an airhorn that must be sounded within one minute (either side) of 8:30am the next morning. If they succeed, they win £7500.</p> <p>Players are given an assortment of supplies and must use them to build a raft, then paddle the raft to a buoy floating offshore in Loch Ness. If the team can collect the £5000 attached to the buoy and return to shore within 90 minutes, it will be added to the kitty.</p>
3	<p>Immediately after the previous elimination, the team must select one person who can handle domestic work. This player will spend the next 24 hours working in different roles at a hotel, watched at various times by hidden cameras, while the others complete the below challenge. After it, the three players who completed the first half of the below task are taken to the hotel and asked to predict how the worker acted in a series of staged situations throughout the day. If they can predict the worker's behaviour correctly in four out of five cases, they win £2500.</p> <p>The seven players not working at the hotel as a part of the previous challenge must split into two groups, one with four people and one with the remaining three. The group of three is taken for a walk through a garden to the centre of a maze, stopping at six points to solve brainteasers. They are given one attempt at each brainteaser, and win £1500 for each correct answer guessed. Once the sixth riddle is solved, they must sound an airhorn. The group of four (who waited at the start) must then solve the same brainteasers, all displayed on an easel at the starting point. However, each correct answer given by this group removes £1500 from the kitty. The first group must send a runner back through the garden (and maze) to the start in order to convince the others to stop before too much money is lost.</p> <p>Prior to the challenge, players must complete this episode's elimination test. The results are revealed, but the player who gets the red screen is given a temporary stay of execution. The next day, the team is taken to a cliff and must perform a free abseil, one player at a time. Each player must collect one of eight identical keys hanging from a rope on their way down, then use it to open a locked case near the shoreline. Five of these cases contain £2000, while the other three are empty. The team can choose which order to abseil in, and when to force the non-eliminated player to abseil, but each</p>

	<p>player can only abseil once, and they only have 90 minutes to complete the challenge. If the non-eliminated player's key unlocks a case containing money, they will return to the game as a full contestant and the player who had the second-lowest score on the test will be eliminated instead. If the non-eliminated player's key unlocks an empty case, they are eliminated from the game.</p>
4	<p>One player is chosen offscreen and separated from the group, which is then split into two groups of three. Each group of three begins in a different location, while the sole player will ride in a hot-air balloon. One group can see the balloon and must follow it, while the other group must also attempt to find their way towards it. The two groups have mobile phones for communication, but only the group that can see the balloon will be able to contact the player inside. If both groups are able to find the balloon's landing site and touch the basket within fifteen minutes of it landing, the team wins £5000.</p> <p>Players are taken to a library and given seven clues, each leading to a different book on the shelves containing a map to a nearby location where a taxi will stop on its way through town. Once a map is found, one player must use it to find the taxi stop on foot, then wait for the taxi. The taxi will visit each stop at a particular time, but will only wait for one minute before leaving. If a player arrives late or attempts to get in at the wrong stop, they must return to the library to find a new map. If at least five of the seven players board the taxi before it returns to the library, the team wins £7500.</p> <p>The team must select two players who are good at being quiet and staying out of sight, but must select one player of each gender. They are given burglar outfits and are taken to the Kelvingrove Museum, where they must attempt to steal a necklace. They are given a photo of the necklace and the combination for a safe in the guard's room containing a map to the necklace. Once they have the map, they must avoid the patrolling guard and find the necklace, then weave through a series of security lasers to collect it. If the lasers are broken, an alarm will ring and they will have five minutes to escape the building through the emergency exit, where the host will be waiting inside the getaway vehicle. If they can steal the necklace and escape without being caught, they win £5000 for the kitty. If they are caught by the guard at any point, or if they fail to escape within the time limit, £5000 will instead be removed from the kitty.</p>
5	<p>The team must split into three pairs – one skilful, one smart, one stupid – and must get to their hotel by 8:00pm or spend the night on the streets. The stupid pair is taken directly to the hotel. The skilful pair is given a series of photos showing the route to the hotel, its name, and an unreliable vehicle containing many props of assorted value, then are left to their own devices to arrive on time. The smart pair is given a car and a cryptic clue which will lead to a landmark where the next clue can be found, and so on. If all three groups arrive within three and a half hours, they win £10,000. If they fail, £10,000 will instead be removed from the kitty. However, the stupid pair is given a mobile phone and told that if they can deceive the smart pair into arriving late, one of them (chosen randomly) will be given an exemption.</p> <p>Players are taken to a school and sequestered in separate classrooms. One at a time, they will be taken to another classroom where they will be shown twelve people. Six of these are the players' visiting loved ones, while the other six are decoys who look similar. Each player must attempt to correctly identify the six loved ones. The lineup created will remain for the next player (if any), but they are not told who (if anybody) has attempted before them. If all six loved ones are correctly matched after the final player's attempt, the team wins £5000.</p>
6	<p>Players are each blindfolded and locked in a separate location in a disused prison facility. Using walkietalkies and an assortment of supplies in their respective locations, they must work together to free themselves. If they all escape within one hour, they win £5000. Solution, replacing names with A, B, and C: A must ride an exercise bike to power a lightbulb in C's pitchblack cell. This allows them to read a Morse code translation guide to decipher a message found in B's cell. The message says to "look at the floor", and this will lead to both a soccer ball in A's cell with the clue "Cel+" written on each white area and a large 8 painted on the floor of C's cell. B must use the clue to add the four cell numbers they can see to get the first two digits for the combination lock on A's door. The 8 is the third digit, while B must look through their keyhole to see the final digit. Once the lock is opened, A must collect a key thrown out B's window and use it to free C, then use C's key to free B.</p> <p>The two players not completing the above challenge are taken to a hotel kitchen and must work together to make a haggis, following a traditional recipe. A local cook will then be blindfolded and presented their haggis for tasting, along with two others made professionally. If this cook is unable to determine which of the three haggises was made by the players, they win £2500. The other three players are then given the same challenge. If they are able to correctly identify which one their teammates made, they win another £2500.</p> <p>The team must defend a castle for four hours, protecting a wooden box in the courtyard from a series of attackers who will attempt to break in and steal it. Players and attackers are each given a lasertag vest and a lasergun with 200 "bullets" to shoot with, and anybody shot is eliminated. If the box is still in the team's possession at 9:00pm, they win £5000. However, before the challenge they are also given the option of wagering up to £5000 from the kitty on their success. If they wager any money and win, it will be doubled in addition to winning the original £5000. If they wager any money and lose, it will be taken away from the kitty.</p>
7	<p>The team must split into two groups of two. One group will be given a five-metre-long rope, while the other will be given a</p>

three-meter-long rope. Both groups must use their ropes to measure a short stretch of river containing several small waterfalls. At the end, the two groups must compare their answers and guess the exact length of the measured segment in metres. If the guess is within fifteen metres (high or low) of the actual length, the team wins £10,000.

In secret, players must vote for the player they trust the most. The player with the most votes must then guide the others to complete a different unpleasant task each while blindfolded. They must allocate each of the others to one of the three tasks, with one player standing against the wooden board in a knifethrowing routine, one walking across hot coals, and one walking a short distance on a ledge suspended over a ravine. However, the first two tasks are fake – the knifethrower will simply walk up and plant the knife in the board next to the player, and the coals will not be lit. If at least two players complete their tasks, the team wins £5000. If the three players either all complete or all fail their tasks, the guide receives an exemption into the final.

Players are taken to a field and must learn a series of signals used by a drum major to direct a marching band. They must then collect two colour-coded flags each while guiding their bands across the field using only the shown signals. If the team can collect all six flags and return to the starting point within three minutes (at which point the bands will stop playing), they win £7500.

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The final three players are separated and each is given a separate challenge. One player must act as a tour guide for a busload of tourists, collecting tips at the end of the tour. To pass their challenge, they must collect an average of at least £0.50 for each tourist. The second player is given a computer with internet access and must offer to answer any question asked for money. To pass their challenge, they must raise at least £10. The final player must work as a caricaturist. To pass their challenge, they must sell a caricature for at least £5. For each player who successfully completes their challenge, the team wins £2500.

1	<p>Players are taken to a dam, and told to abseil down its 76-metre wall, one at a time. Players can choose their own order and are allowed to abseil either in the traditional feet-first “American” style or in the face-first “Australian” style. They are given two hours for everybody to do so. For each person who completes an American abseil, the team wins €1000. For each person who completes an Australian abseil, the team wins €2000. If all eleven players finish within the time limit, all money won will be doubled (thus, this challenge is worth a maximum of €44,000). However, when only three players remain at the top of the dam a car brings everybody's luggage, and these three players must repack everybody's luggage into two bags while also continuing with the relay. Anything not repacked before either the end of the time limit or the final player beginning to abseil is confiscated for the game's duration.</p> <p>Players are divided offscreen into four groups, three with three people and one with the remaining two. The groups of three are presented with three numbered barrels of port wine from port lodges in Porto, as well as a carafe also containing port from the same lodge. They must roll the barrels through the streets of Porto to deliver each to the appropriate location, but are not told which barrels need to be delivered to which lodge, or even which lodges are needed. The two other players must answer a series of questions based on the team's application forms (for example, the third letter of the name of the player who plays the drums) to determine two letters from each correct lodge's name. If correctly answered, these two letters alone will be enough to identify the correct lodge for the matching barrel to be delivered to. This pair are allowed to call any of the others for assistance in answering a question, but each call for assistance removes five minutes from the time limit. If all three barrels are delivered to the correct lodges within one hour (minus penalties), the team wins €10,000. If they fail, €10,000 will instead be removed from the kitty.</p>
2	<p>The team is told to split into three groups – three thinkers, three workers, and four dreamers. The dreamers are taken directly to the next destination and are given a fake challenge – to sleep for ten hours between them while wearing video goggles and being “wired” to a fake machine to see whether they are sleeping. The thinkers are given a cryptic clue and must solve it to work out a website address where they can find instructions leading to the location of the next hint, and so on. Each clue also references an item which the workers must find and collect while driving to the final destination. Eventually, one clue will tell the thinkers they will need to be picked up by the workers and taken to the dreamers, where the items are checked. Each correct item randomly appeared on the feed shown through their video goggles at some point. If all of the correct items have been collected, the team wins €5000. However, if any items are omitted or any other items are collected by mistake, €5000 will instead be removed from the kitty. <i>(Note that the dreamers don't actually affect the challenge at all.)</i></p> <p>The team must select two female players. These two are taken to a vineyard and must disguise themselves as Portuguese grape pickers so that the others are unable to recognise them. The others are then split into two groups and each given four minutes to identify one of their teammates in a small group, using only a live camera feed showing part of their body. One feed shows only the line-up's legs stomping grapes in a tank, while the other shows footage of the group's hands picking grapes and pruning vines. For each player correctly identified, the team wins €2500. However, if a player is not chosen they win an exemption.</p> <p>The eight players not completing the disguise part of the previous challenge must select one player to be given a little job. This person must board a police boat, while the other seven complete a water relay using different forms of aquatic transportation (for example, water skis or a two-person hydrocycle). Players who pick transportation with motors are given two minutes to advance as far away from the starting line as possible, while players who pick transportation without motors are given four minutes. The team wins €1 for each metre travelled forwards from the starting line after the six legs (ie travelling two kilometres in total would be worth €2000). The player on board the police boat is then given a paddleboard and must swim all the way back to the start. For every minute taken, €25 will be removed from the kitty.</p>
3	<p>The team must choose two players who are good at communication and reading maps. These two players are taken to a secret location, while the others are each given a pass and a mobile phone. The two chosen players must use a computerised map of Vila Real to track a car that will travel to seven different locations to pick up money. At each location the car will stop for two minutes before the driver will get out and collect the money. Using the phone, they must contact the other players and work to guide them so that they can exchange their pass for the money in each location before the driver does. Each location holds a different amount of money, and if a player successfully collects money it must be brought to the guides before the driver arrives there (after visiting all seven locations) in order to be added to the kitty.</p> <p>Players must split into two teams, one with four players and one with the other five. Each team must work in relay to ride a bike up a hill to the summit. Each time a cyclist's foot touches the ground, they must switch with one of their teammates. Each switch will result in a one-minute penalty at the finish line. For each team that finishes within one hour (after penalties), €5000 will be added to the kitty. If neither team finishes within the time limit, €5000 will instead be removed from the kitty. In addition, the members of the first team to arrive will each win a five-minute phone call home.</p> <p>Prior to the challenge, players must complete this episode's elimination test. Before the elimination ceremony, however,</p>

	<p>players must take turns standing beneath a steel ball held overhead by an electromagnet. The electromagnet is powered by two batteries that were charged by the cyclists during the previous challenge. When the batteries are empty, the electromagnet will fail and the ball will drop. If the ball is caught, the team wins €5000 and the successful player wins an exemption for this elimination. If this player had already scored well enough on the test to survive elimination, the exemption will have no impact and the elimination will continue as normal. However, if this player had the lowest score, their elimination will be cancelled and all remaining players will continue to the next episode.</p>
<p>4</p>	<p>During the first episode, players are each given a letter containing a phone number and had the option of calling it. At the start of this episode, players who did so are given a second letter explaining that if they fail to win any money for the team during this episode, without being detected by the others, they will be granted an exemption. As players are not allowed to discuss the offer made, all players will complete the elimination test as per usual, but exempt players will automatically receive green screens at the elimination ceremony. If one of the players with exemptions would have had the red screen without their exemption, the elimination will be cancelled.</p> <p>The team must select two players "who like to play with fire". These two are given everybody's luggage and must risk it in a trivia challenge. They will be asked a multiple-choice question about the other players with four possible answers and must place one bag onto each of the three marked barrels representing the options they believe are incorrect. The barrel representing the correct answer will then be blown up. If it has a player's luggage on it, it will be destroyed. The process is then repeated with the remaining three barrels and two new bags, and again with the two remaining barrels and the final bag. If a bag is placed on an incorrect barrel, it will not be destroyed. Each bag can only be used once. For each time all risked bags are placed on the incorrect options (ie for each correct answer), the team wins €3000. (It is later revealed that the bags were phonies, and all players get to keep their luggage.)</p> <p>The six players not completing the above challenge are split into pairs and taken to different locations in a mountainous landscape. The three locations chosen represent the three corners of a triangle, and each pair is given a note telling them to send one person to the middle of the triangle. Walkietalkies are provided for the players waiting on top of the hills to guide their partners. If any player can collect a mobile phone waiting at the exact centre of the triangle and use it to call the host within 40 minutes of the challenge beginning, the team wins €10,000.</p> <p>Two players are chosen offscreen and are separated from the group. The others must work in relay to complete a two-rope traverse suspended next to a waterfall. Each player is strapped to a heartrate monitor as they complete the task, and must immediately pause in place if their heart rate rises ten or more beats per minute over the heartrate they were measured as having shortly before starting the crossing, only continuing once it has lowered. For each player who completes the traverse within one hour, the team wins €1000. Meanwhile, the two separated players must predict how many of the six players will complete the task within the time limit. If they guess correctly, the team wins an extra €4000.</p>
<p>5</p>	<p>Two players are selected offscreen, and are taken to a music classroom at the University of Coimbra. They are presented with a list of six Dutch songs, and must choose four to teach to a local band (none of whom speak Dutch or know any of the songs). The band is not allowed to sing and will only perform using their instruments. The band will then play each of the songs for the rest of the group, who must guess each song's title. The first song is only for one player to guess, the second will be allocated to two other players, the third to the remaining three, and the final song will be open for all players to guess. If all four songs are correctly guessed by the relevant players, the team wins €5000.</p> <p>The six players not completing the main part of the above challenge are taken to an abandoned village and must split into two groups of three. To start with, two members of one group will be given paintball weapons and must attempt to shoot each other while moving throughout the village. The player shot first is eliminated from the challenge, while the winner competes against the third group member. The second group will then repeat the process, with both group winners then competing against each other in the final round. The winner of the final round earns an exemption for themselves. In addition, each player is asked in private to predict which of the six competing players will win the exemption. If the player most commonly chosen is the final winner, the team wins €10,000. If this player is not the final winner, €10,000 will instead be removed from the kitty.</p> <p>During the night, one player (chosen by the producers) is kidnapped and taken hostage. The next morning, the others must first realise this player is missing before being given two clues and two mobile phones to help find the hostage. Each clue leads to a set of keys which will be needed to free the hostage, and teams can split up at will. The hostage is also given a phone to call the two groups of searchers, but can only call three times and for only one minute each. If the team can find and rescue the hostage before noon, they win €10,000. If they fail, €5000 will instead be removed from the kitty.</p>
<p>6</p>	<p>The team is told to split into two groups, one with two players and one with the remaining five. The next day, the group of five is taken for a four-hour guided tour of Evora, then are given a silent tape of the tour and the same period of time to tell the other two about everything they can remember. These five are then told the others will both be asked five trivia questions about the tour, and must predict which of them will answer more questions correctly. If they predict correctly, they win €5000. If both players answer the same number of questions correctly, they win nothing. If the player not chosen answers more questions correctly, the team loses €5000.</p>

	<p>The team must select two players “with an eye for detail”. The next day, these two are taken to a local church where tradition dictates that people pray for the sick by placing a photo of the afflicted person in the church’s gallery and a wax statue of the relevant body part on the altar. They are given one hour to search through the photos in the gallery for those showing the other five players in their youth, and match each to one of five different wax statues representing past illnesses or injuries. If all five other players deem their respective matches correct, they win €7500.</p> <p>The five players not completing the above challenge are taken to an airfield and one at a time will be strapped in a standing position to the roof of a small plane, which will fly around the surrounding area. Each player’s flight will take a different route and will pass over one or more large letters displayed on the ground. The letters (eight in total) can be arranged to form a Dutch word relevant to the task. If the team can correctly identify the word, they win €10,000. If they fail, €5000 will instead be removed from the kitty.</p>
7	<p>The team must select two players who have not been paired together so far. These two players are presented with 100 sheep in a pen and must herd exactly half of them into a pen 300 metres away. Three different dogs are presented, but only one is trained, and players must select only one to help them. If there are exactly fifty sheep in the pen at the end of an hour, they win €10,000. If there are either too many or too few sheep in the pen at the end of the time limit, €10,000 will instead be removed from the kitty.</p> <p>The four players not involved in the above challenge are taken to a terrace filmed by hidden cameras. One player at a time will be taken to a room and asked to predict the behaviour of a second in a predetermined situation. Each player will guess once and be observed once, and due to this each player’s prediction will be for a different action – giving a cigarette from someone else’s packet when asked, letting a local poet write a poem for them, giving money for cab fare to a girl with no wallet, or being distracted by an attractive woman walking past while a busker asks for money. For each correct prediction made, the team wins €1000. However, the player making the final decision is given the option of doubling all money won if they get their prediction correct. If they accept the offer but are wrong, all money won in the challenge is voided.</p> <p>Players are presented with six fairly generic statements about themselves as given by their loved ones. Each player is represented by exactly one statement. If the team can correctly allocate all six players to the statements made about them, they win €5000. In addition, for each correct match, the player will be reunited with their visiting loved one for free. However, each player who was not allocated to the correct statement must choose whether to go without their reunion or to pay €3000 from the kitty in order to be reunited.</p>
8	<p>The team must split into four players who are good at negotiating and one who is good at concentrating. The negotiators are presented with four briefcases, containing different individual rewards. One contains an exemption, one contains five jokers for use in this episode, one contains a five-minute phone call with “The Mole”, and one is empty. In pairs, players are given five minutes to negotiate with the others in a round-robin format, but will not negotiate with one of the other three. After these two rounds of negotiations, each player must write down the contents of the case they would like to win. If a player is the only person to select a case, they win its contents. If all four players pick different cases, the team wins €5000. Meanwhile, the concentrator listens to all four negotiations and must predict which case each will choose. If they get all four decisions correct, they win an exemption (in addition to the one already potentially awarded). If the negotiators fail but the empty case was won, the player who took it is given the option of performing as a clown for a large audience in order to win the €5000 regardless.</p> <p>The team must select two “very strong” players. These two are given an axe and must work together to chop down a tree so that it lands in one of four marked areas on the ground. Each area corresponds to a different financial reward or punishment - €5000, €10,000, a €5000 fine, or a €10,000 fine – and the team earns whichever one the tree lands in. Meanwhile, the other three must drive a van to the tree. The windows and doors have been covered making it impossible for players to see outside, and two live camera feeds are shown to the players in the backseat, but the right monitor shows the left side of the road, and vice versa. Their only navigational tool is a series of small arrows on the roadside which can be seen through the camera feeds. If they can drive the car to the tree and park it so that the tree lands on top of it, they win an extra €5000, in addition to the other money earned or lost.</p>
9	<p>The team must rank themselves from the player with the best memory to the player with the worst memory. The player with the second-worst memory must ride a zipline from a fortress roof to the base of a nearby hill, where a car waits next to a sign marked with three digits. They must remember these digits, using the car and a provided map to drive to the player with the second-best memory. This player must then remember both the original three-digit number and a four-digit number of their own while kayaking downstream to reach a donkey-led cart, before guiding the cart to the player with the best memory. This player is given an additional three-digit number to remember and must ride a horse back to the starting fortress, and climb up a rope ladder to the player with the worst memory. That player must retrieve a locked briefcase from a bullring as a small bull is released into it, then use the three remembered numbers to open three locks. If they succeed within two hours of starting the relay, the team wins €10,000. If they fail, €5000 will instead be removed from the kitty.</p>

	<p>Immediately after the previous challenge, the team must select one player who is good at getting information out of people. This player is taken away for interrogation training, while the others are told to complete the second episode's elimination test as though they were the separated player. The player who matches the fewest answers given by the separated player is given the €10,000 for this challenge and must keep it on their person for the rest of the day. Starting at midnight, the separated player must interrogate the others one at a time. Players not being interrogated will remain in solitary confinement. If the interrogator can find out what the players did, how much it was worth, and who is currently holding the money, they win an exemption into the final but the money is voided. If they fail, the group keeps the money but there is no exemption.</p>
<p>10</p>	<p>The three players are split up and taken to different parts of a fortress. One player will remain at ground level, the second will be in the first of eight adjacent underground chambers, and the final player will be in the fifth of the chambers. Working together, the three players must use an assortment of props to escape through the exit of the eighth chamber by solving a series of physical puzzles. There are three possible exits in each chamber, two on the ground and one out through the roof, but there is only one way to successfully travel from one chamber to the next. If the players can work together to get through all eight chambers and exit (although they will all be free after the fifth, they must reenter chamber 6 through the roof to complete the challenge) within two hours, they win €10,000. If they fail, €5000 will be removed from the kitty.</p> <p>Players are given a treasure map marked with three cryptic clues leading to locations around a small island. They are provided with a boat and snorkelling equipment for assistance, and must find a bottle containing money for the kitty in each location, before returning to the start. One bottle contains €3000, one contains €4000, and one contains €5000. The team can decide who picks up each bottle, but all money collected by the Mole (whoever that turns out to be) will be removed from the kitty instead of added.</p>

1	<p>Players are told to select only enough luggage from their belongings for the day, then are taken by helicopter to a secluded location. Provided with a map, a compass, and supplies for the night (which will be spent camping), they must hike to a marked finish destination in single file, in an order chosen at the start of the challenge. For every person who arrives at the finish in the correct order within three hours, the team wins €1000. In addition, if all ten players do so, the money won will be doubled to €20,000.</p> <p>The team must select one player to perform an important job. The others are taken to an underground tunnel and left in the pitchblack area. Meanwhile, the separated player must ride an exercise bike. When they ride faster than eight kilometres per hour, they will power a laser in the tunnel, which the others must use in combination with a series of portable mirrors to deactivate the lock on the exit door. The laser will only be strong enough to deactivate the door if it is directed along the shortest possible route. If the beam is interrupted while the door is open, it will close after a 30-second delay. Once the door is open, players must retrieve tripods and use them to secure the mirrors in place. If the team can escape within one hour of starting, they win €5000.</p>
2	<p>The team must select one player who is well-read and another who is very expressive. The other seven players are taken aboard a ship and will be trained as the crew. Four players will be sailors, two will control the navigation, and one will control the rudder. Meanwhile, the two separated players will be taken to a maritime museum and are given a six nautical trivia questions. The first four answers can be found in the museum, and answering correctly will result in being given part of a set of coordinates which must be relayed to the ship by phone. The final two answers must be relayed the same way, but require work outside the museum. If the team can work out all of the correct coordinates and stop the ship in the exact place indicated (directly between the host on shore and a floating buoy, although the ship is not told this), they win €5000. However, the two searchers must decide whether to wager money on the ship's success. If they believe the ship will not succeed, the original money remains. If they believe the ship will stop in the correct place, the team will instead win €10,000 if they are correct, BUT €5000 will be removed from the kitty if they fail.</p> <p>The team must select six people to forfeit their luggage. The next day, these players' bags are hidden in different locations around Halifax. The three players who kept their luggage are presented with thirty articles of clothing, five from each player not present, and must match them to their players. Each garment has a letter or number attached, which must be entered into a computer. They have three attempts to correctly identify each player's five items. If they get all five items correct, they will be shown the location where that person's luggage has been hidden, and one player must travel by bicycle to collect it. If they fail to match the items three times, or fail to collect the luggage within 90 minutes of starting, the player's luggage will be confiscated until further notice. For each bag collected within the time limit, the team wins €1000.</p> <p>The six players not completing the above challenge are taken blindfolded to a secret location. They are chained together and around a pole, each locked into place with an individual combination lock. Each lock can be opened with a three-digit number, but players must work out the digits by answering questions about the group. A series of posters are arranged around the room, showing the questions corresponding to each lock, and each player (including those completing the above challenge) is represented by a number from one to nine. However, there is only one small light in the room, gradually getting dimmer until the room is completely pitch-black at the end of the challenge. If all nine players can escape and open a final lock on the door within 45 minutes, the team wins €5000.</p> <p>Players complete this episode's elimination test as usual, and the results begin to be read out as usual. After four safe results are read, the team is offered the chance to make the cancel the elimination. However, to do so they must forfeit all of the money won so far, beginning the next episode with nothing in the kitty.</p>
3	<p>Two group members are selected offscreen, and are taken to a supermarket. They are given the equivalent of €250 in Canadian dollars and must spend it all. However, they cannot spend more than the equivalent of €10 on any item, and must find both three Dutch products and three special offers. In addition, both of these players must wear heartrate monitors. If their heartrate rises over the rate they have at the start of the challenge, they must pause in place until it lowers. If they can succeed within ninety minutes, they win €1000 for the kitty.</p> <p>The six players not completing the above challenge are taken to a wooded area. "A strong man and a smart woman" are given a backpack containing 60 red ribbons, which they must use to mark a path to a location marked on a GPS. The other four are sequestered in individual tents, and will be released from the start to follow the marked route one at a time. These four players can choose to either collect the ribbons along the path or leave them behind for other players, but will not know how many players have been released already (and thus could leave them despite being the last player). If all six players arrive at the final location within two hours, the team wins €100 for each ribbon collected by the four searchers. However, if anybody fails to arrive on time, €100 will be removed from the kitty for each ribbon collected by the searchers who <i>do</i> arrive within the time limit.</p> <p>Prior to the challenge, players must complete this episode's elimination test. The next day, the team is taken to a bridge</p>

	<p>and players are asked to perform a giant swing. If four players do so, the team wins €8000. In addition, the four players who jump will be granted exemptions, and their results from the test will not be shown. If one of these four is the player who would have been eliminated, the elimination will be cancelled.</p>
<p>4</p>	<p>The team must select one player who hasn't been separated from the group before. This player must then select another person of their choice to join them on a day of pampering. The other six players must each choose one of six sealed envelopes containing different lumberjack-themed tasks to be completed while competing against a local: boiling water, throwing axes, using a chainsaw to cut thin slices from a log, woodchopping, tree climbing, and log rolling. Six locals are presented – four men and two women – and each can only be chosen as an opponent once. Three are real lumberjacks, while the others are not. For each player who beats their opponent, the team wins €1000. However, the two separated players must predict how many of the six games will be won. If they predict correctly, one of them will win an exemption, but all money won by the team will be removed from the kitty rather than added.</p> <p>Given only the hint that this challenge will involve all of their senses, the team must first select a value from €1 to €5000 to wager on its outcome. This value is then nailed to a tree. Players are taken on foot to a nearby area and blindfolded, then must relocate the tree to collect their money without removing their blindfolds. If they find the money within thirty minutes, they win it. If they fail, it will be removed from the kitty.</p>
<p>5</p>	<p>Players are told to split into two groups by gender, with one woman (chosen by the producers based on unknown criteria) separated to keep group numbers even. The men's group are taken to a forested stream filled with several small waterfalls and must search for five sealed tubes. Once they find a tube, they must open it to reveal a question and relay this to the women by walkie-talkie. The women must then work out the answer to the locally-themed question, and call the host to give their answer. If they are correct, they will be told to drive to a specific location, and eventually to a skilift where the men will be taken after finding the fifth tube. The final question will lead all six of these players to a shack where the seventh is waiting. If they arrive within three hours from the time the men first enter the water, they win €7000. However, this separated player is given the taking the money for themselves. If they do so, the team will win no money for this challenge and the separated player will leave the game the next day in lieu of the scheduled elimination. In either event, this player will not be involved in the remaining challenges in this episode and will be sequestered from the team. (The rest of this episode's challenge descriptions are written to ignore this player for the sake of clarity.)</p> <p>The team is told to select one man and one woman. These two players are given one hour to organise the team's accommodation for the night, but are not given any money to do so. If they succeed, the team will stay in their chosen location. If they fail, they will be given a hotel for the night but must pay for it using money from the kitty.</p> <p>The four players not completing the above challenge are taken to a nightclub where a group of locals are performing a line dancing routine. They are given one hour to learn the routine, then must perform it for a judge. If the judge deems their attempt adequate, they win €2500.</p> <p>The team must select two player willing to forfeit the chance to phone their family or friends at home. The other four players must play a game of "I'm Going On A Trip...", listing a series of items they will be taking with them. Each player must list all items previously stated, then add a new item beginning with the final letter of the previous answer. When a player makes an error, they are eliminated from the challenge. The first player eliminated gets two minutes to call home, the second gets four minutes, the third gets six minutes, and the winner gets eight minutes. Once the game is over, the other two players must collect every listed item. If they succeed, the team wins €2000. However, the players who win six and eight minutes to call home can forfeit their calls in order to guarantee the team wins the money.</p>
<p>6</p>	<p>Immediately after the previous episode's elimination, the team is told to select two considerate players. These two players are sent directly to the team's hotel and are given a walkietalkie, while the other four are flown to an island in the middle of a lake. These four players must search the island for supplies to build a boat, then use it to cross the lake to the hotel. A boat engine is provided, but the team must find all other needed supplies. Although other supplies are available, a boat without an engine is hidden underwater near the island's shore. A small crate is also provided and contains an item of unknown assistance, but opening it will cost the team €2500. Opening it reveals a walkietalkie which can be used to contact the players at the hotel, and a numbered hotel room key. If the players at the hotel find this room, they will be presented with an envelope, but as before opening it will cost €2500. The envelope lists the locations of the engine's gas, wetsuits and lifevests, and the boat itself. If all six players arrive at the hotel within three hours, the team wins €5000.</p> <p>In private, each player must rank the group members from 1 to 5, with 1 being the player they trust most and 5 being the player they trust least. The player the group has chosen as most trusted is separated from the group and placed in a helicopter patrolling overhead. The others are given one paintball gun to share and must cross a forested area to deliver a suitcase, while avoiding a group of paintball snipers. If anybody is shot, player or sniper, they are out of the challenge. At a location in the middle of the course, remaining players can pick up additional paintball guns. If a player can reach the end of the course with the suitcase within ninety minutes and board the landing helicopter, the team wins €10,000. However, if the trusted player shoots everybody and takes the suitcase themselves, the team wins no money but they win an exemption.</p>

	<p>Players are presented with five unmarked envelopes, and must each choose one. Each envelope contains a different job that must be performed somewhere in Montreal – porting luggage, making juice drinks, shining shoes, parking cars, or playing music in a record store. During the course of each player's work, they will be given a secret clue to their final destination (in the form of the same disguised customer, the previous season's Mole, visiting all five players and answering a fake phone call). Once a player finishes their job, they will be given a mobile phone and can call the others to work out the secret clue. If all five players arrive at the secret location by 4:30pm (the same time the customer claimed to be meeting their partner), they win €3000. In addition, all players who arrive on time will be given two minutes to ask the former Mole any questions they wish about how to play the game.</p> <p>The team must select one extrovert and one introvert. These two players will be presented a group of positive and negative characteristics, and must assign one positive and one negative characteristic to each of the remaining players. Once they have done so, the characteristic pairs will be presented to the others, who must identify which player corresponds to which pair. If all five matches are correct, the team wins €2000.</p> <p>7</p> <p>The three players not selected for the main part of the above challenge are taken to a snow-covered car park. After witnessing a demonstration of a car doing a 180-degree turn on the slippery surface, one player must then be trained to perform the task by a professional stunt driver. If they are then able to perform the stunt without assistance, they win €500 for the kitty. This player must then teach the second player to perform the stunt, with €1000 being earned for success. The second player must then repeat the process, with the final player winning €1500 for the kitty if they complete the stunt successfully. In addition, the final player will be offered the chance to double all money won if they complete the task successfully. However, if they accept the offer and fail, all money won by the previous two players will be voided.</p> <p>Players are given a campervan for the night. In the middle of the evening, they are woken and given five minutes to meet outside. Any player who fails to present their canisters (given before the first challenge of the season) when asked will receive a €1000 fine. One player at a time will be taken to a second campervan and must open their canister in the dark to retrieve a piece of photo-sensitive paper in order to be tested for exposure to light. If the paper is shown to have remained unexposed, the player will be shown a small photographic clue that could be used as a hint to find the Mole. In addition, if no player has opened their canister, the questionnaire and elimination scheduled for this episode will be cancelled.</p>
<p>8</p>	<p>Players are given a sealed envelope and are told to sing as many songs as they can while driving to their next destination. When they arrive, the host will open the envelope to reveal three song titles. If any of these songs have been sung during the drive, the team wins €1000.</p> <p>Arriving at a working rodeo ranch, players are presented with a list of typical chores – feeding wild broncos and other horses, cleaning stables, riding a horse, and equalising the undercover equestrian arena – which must be completed. They can split up at will in order to complete the chores. If all five chores are completed within ninety minutes of starting the challenge, they win €2500.</p> <p>Players must enter a grain silo and search for five monitors, each playing a cryptic hint to part of a phone number. The monitors each show a player's loved one asking some question about themselves with a numerical answer. Some of these answers must also be combined with assorted numbers from the silo to form the needed digits. Each monitor is marked with a number from 1 to 5, representing the answer's position in the phone number. Once they have a number, they must call it. If they are correct, they will be given their final location. If they are incorrect, they will be fined €1000. The team must arrive at this location within ninety minutes of starting the challenge to win €5000.</p> <p>Having been reunited with their loved ones after the previous challenge, each player must choose a song that reminds them of a particular event in their lives, then sing it to their loved one. For each loved one that can identify the correct event, the team wins €250.</p>
<p>9</p>	<p>Players board a bus that will begin to drive along a racetrack at 25 kilometres per hour. They are presented with a series of ten brainteasers to solve, one at a time. Players may not pass on a riddle, and only get one attempt to answer each. Once they have an answer, they must enter it into a computer password field. If they are correct, the screen will turn green and the bus driver will slow the bus down by 5km/h. If they are incorrect, the screen will turn red and the bus will travel at the same speed. The team starts with €3000 added to the kitty automatically at the beginning of the challenge, but will have half a Euro subtracted for every metre the bus travels before coming to a complete stop (after five correct answers, or after sixteen kilometres). If they make more than five errors, or if the bus completes the sixteen-kilometre course before they finish solving the puzzles, they will lose the maximum €5000.</p> <p>Players are presented a 6x6 grid with a group of cars parked inside it (each covering either multiple cells in the same row, or multiple cells in the same column, but not both), the keys for each vehicle, and a live feed showing an overhead view of the grid. They must work together to slide the eight vehicles forwards and backwards so that it is possible to drive the car marked with a thumbprint logo on its roof out of the grid. None of the cars may turn at any time. If they are able to get the marked car out of the grid within thirty minutes, they win €4000. If they fail, €4000 will be removed from the kitty.</p>

	<p>The team must select one player who deserves a chance to win an exemption into the final. This player is separated from the group and given details of the tasks the other three players must perform. One player must work a shift at a safari-themed amusement park, one must work a shift as a VJ for a Canadian cable television music channel, and one had to put on protective gear and spend the afternoon as a goalkeeper during a professional ice hockey team's training session. After all three players have finished their tasks, they must choose one player to tell the truth, while the other two players lie about what they did during the day. The separated player is then given one hour to interrogate the others as they wish, then must decide which of the three players is telling the truth. If they guess incorrectly, the team wins €5000. If they correctly identify the truth-teller, the team loses €5000 but the interrogator wins the exemption.</p>
<p>10</p>	<p>One at a time, each player is taken aside and asked three morality-based questions regarding their views of the other two players remaining (for example, "Who do you trust least?"). They are then hidden in one of eight nearby locations based on their answers to these questions. The other two players are then given the same questions and must predict which of them was chosen as the first player's answer. Each answer will lead in a different direction, and eventually to one of the eight final locations. If all three answers are correct, they will arrive at the location where the first player is waiting, and will win €1000.</p> <p>Players are each blindfolded and locked in a separate location in a disused prison facility. Using an assortment of supplies in their respective locations, they must work together to free themselves. If they all escape and meet the host in the prison's central hall within ninety minutes, they win €7000. If any player fails to arrive within the time limit, the team loses an unstated amount of money (likely the same €7000). Solution, replacing names with A, B, and C: A has a slide projector remote, but the slides will display on the outside of the building. C must use binoculars to see them, then relay them by walkietalkie to B. B must mime the musical notes shown through a live camera feed to A, who must use them and a handheld keyboard to play <i>Vader Jacob</i> (better known as <i>Frere Jacques</i>). This will play over a speaker into B's location, and B must tell C so they can sing the song and escape by using the final three words as the code for a voice-activated lock. C has the key to free B, who has the key to a fourth location where they can collect the keys to every building (including A's). After freeing A from their cell from the outside, all three players must run to the main hall to finish.</p>

Wie Is De Mol?

NED 5

1	<p>One player at a time must select a jury of three former players from a group of six, and tell them two stories. The jury will then ask them a series of follow-up questions. The player must tell one truthful story and answer all follow-up questions honestly, and tell one false story and answer all follow-up questions dishonestly. The jury will then attempt to identify the lie. If they are wrong, money is won, starting with €500 for the first undetected lie in a chain and increasing by an extra €500 for each successive lie (ie. a third lie in a chain wins €1500 in addition to the first player's €500 and the second's €1000, for a total of €3000). Money won can be banked by any player before they start to tell their story, but doing so resets the chain. If a lie is correctly detected at any point, all unbanked money at that point is lost. Any unbanked winnings after the tenth player has told their stories are automatically banked, and all successfully banked money is added to the kitty.</p> <p>Immediately upon landing on Kangaroo Island, players are told that they must take the first elimination test. To assist them, given there has been only one fairly brief challenge, each player is allowed to watch confessionals from two other players of their choice (regarding how they'd approach the game if they were the Mole) before having to complete the test.</p>
2	<p>Players must split into three groups. One group at a time must ride a helicopter to a beach, then dig in a 5x14 grid of sand, trying to find ten buried keys. Each plot of sand has either a key, a disc showing how many of the surrounding plots contain keys, or nothing (which means there are no keys in any of the surrounding plots). Each group can only dig until the next group arrives, then must explain the task to them before leaving. The team is allowed to dig in a maximum of ten plots at the start of the challenge, but will earn one extra dig for each key successfully found. Each key found adds €1000 to the kitty. Immediately afterwards, the team is presented ten locked barrels of assorted, unseen camping gear, each costing a different set price. They can then either buy barrels of gear for the night (which will be spent sleeping on the beach) or keep the money.</p> <p>Immediately after purchasing camping items, players are told to decide on a number between one and ten by the next morning, and warned that their choice will be represented in minutes. The next day, they are given that many minutes to repack their own luggage into two small backpacks each. Anything not repacked is lost for the remainder of the trip. They are then taken to the entrance of an underground cave network and are given one hour to spelunk their way through the caves to the exit. Each player who gets through the cave in time wins €1000 for the kitty, and is allowed to choose any two bags of luggage to be kept, except for their own. €500 is removed from the kitty for every player who refuses to spelunk.</p>
3	<p>The team must split into three groups, with two, three, and four players respectively. The group of three must drive along a railway track in an old car, stopping to hang eight labelled postbags (and the unclaimed luggage from the spelunking challenge) from provided poles. The other two groups must then ride along the track in a steam train, with the group of two shovelling coal to power it and the group of four in an open-air carriage retrieving the hung bags using provided hooks. However, the shovelers are given a list of the postbag labels showing some are 'bombs', and a phone to call the drivers in order to learn where those bags were placed. They must then relay this information to the collectors any way possible. Each regular postbag collected is worth €1000; but each bomb collected results in €2000 being removed from the kitty. Collected luggage has no financial reward or penalty. (In addition, one player is phoned beforehand and is offered five jokers on this episode's elimination test if they can ensure the team loses money overall.)</p> <p>Players are split into three groups of three, two of which are made up of members of the same gender. In each of these two groups, one player is given five minutes to detail their careers to the two others, and all three must then try to convince a panel of four Dutch-speaking Australians that they are the person in question. The host will read a quick biography of the contestant, before each panel member asks one player one question. After all four questions the panel members must vote for who they believe the player in question really is. For each panel member who guesses incorrectly in each round, the team wins €1000. Then, the final group of three is given one hundred seconds to identify a celebrity hidden inside a large box on stage, asking only yes-or-no questions. For each celebrity incorrectly guessed, €500 is removed from the kitty. If they can identify the hidden celebrity (the player eliminated in Episode 2) in time, they win €2500 for the kitty and the celebrity will rejoin the game (although this isn't revealed beforehand).</p>
4	<p>Players are each asked to make a list of the remaining contestants in terms of how well they stand their ground, from strongest to weakest. The next day, the strongest player must guide the second-strongest to drive a road train (hauling three trailers) around a 423-metre course, passing through ten 'gates' made of traffic cones. Their time will be measured, as will the number of cones hit. The third-strongest player must then guide the fourth-strongest player along the same course. If they can finish the course faster AND hit fewer cones, the team wins €5000. If they fail to do so, €5000 will be removed from the kitty. In addition, the weakest player is allowed to take large photos of three players and place them on the gates of their choice, with one photo on each cone. If a gate with a photo attached is hit by the second pair, the player shown in the photo will be penalised one correct answer on this episode's elimination test.</p> <p>Players are shown three briefcases, each containing a different amount of money - €500, €1500, or €3000. They are then shown a man with a fourth briefcase sitting at a table in the mall below. They must follow him and switch one of their suitcases with his any way necessary, ensuring they are not seen. They can switch cases as many times as they think</p>

	<p>necessary, within an unstated time limit. After the final switch, the man will be presented with the contestants in a police lineup and must attempt to identify the player who made the most recent switch. If the player who made the final switch is not identified, the team wins whatever cash amount is in the suitcase the man has at the end of the challenge. If the player who made the final switch is correctly identified, the cash amount in the man's suitcase at the end of the challenge will instead be removed from the kitty. If the man has his original briefcase at the end of the challenge, €3000 will be removed from the kitty. (One player is phoned beforehand and presented a special offer in exchange for certain actions on this challenge, but while we see the call, the offer itself is never revealed.)</p>
<p>5</p>	<p>Four players are taken to a nearby school and given an hour to learn the iconic Australian song “Waltzing Matilda” with the help of a group of children. Each player must learn a different section. They are then blindfolded and taken to a local football ground, and must perform the song in front of a crowd. If they can sing the entire song without any errors, they win €2500. Afterwards, the player voted by the crowd as the best singer will also win an exemption, regardless of whether the group passes or fails. (In addition, one player is offered three jokers on this episode's elimination test if they forget the lyrics and cause the group to fail. As a result of this offer, players are not explicitly told about the exemption until it is awarded.)</p> <p>Four players are taken to an art college and presented six pieces of modern art made by students. They are split into two groups by gender, and given five hours and A\$100 to create a work of art to fit in with the existing exhibits. After both pieces have been made, they must decide which of the two will be installed. A local art critic will then attempt to identify the players' work. If they fail to do so, the team wins €2500. The singers are then brought to the art school after their challenge and given the same task as the critic. If they correctly identify their teammates' work, the team wins another €2500.</p> <p>Immediately after the conclusion of the art challenge, players are told to split themselves into three groups – three players who are left-oriented, three who are right-oriented, and two control freaks. The next day, the control freaks are taken blindfolded to a hotel room, where they must guide the other groups in a walk around the centre of Adelaide, using a provided map and mobile phones. The control freaks cannot make calls, and the two groups cannot call each other. The left-oriented group will start in the southwest of the city grid and must pass through Whitmore Square and Light Square, but can only turn left. The right-oriented group will start in the northeast of the city grid and must pass through Hindmarsh Square and Hurtle Square, but can only turn right. In each square, a card with a number on it is hidden. Once all four cards have been found, they must be used to form the number of a second mobile phone hidden inside the hotel room. If both groups find each other at any point, their movements are no longer restricted. If all eight players are reunited in the hotel room within ninety minutes, the team wins €4000. If any players fails to arrive in time, €4000 will instead be removed from the kitty.</p>
<p>6</p>	<p>Players are taken on a boat tour of the Adelaide River near Darwin. During the tour, each player must take a photo of a saltwater crocodile jumping out of the water, as another player uses a piece of meat attached to a pole to make it jump. Each player only gets one chance to photograph, and can only use the pole once. The team wins €250 for each photo showing a crocodile. After the tour, they are taken to Goat Island for the night. During the night, players who took a successful photo must hike to the centre of the island, one at a time, and watch one hour of a TV show or movie featuring crocodiles. In the morning, each hiker will be asked one question about the show or movie they watched, and will win €250 if they answer correctly. If all questions asked are correctly answered, the money won during the quiz will be doubled, and one of the hikers (chosen via raffle) will win an exemption.</p> <p>Immediately after the conclusion of the crocodile challenge, players are told to form four groups – three pairs, and a player with a strong stomach. The pairs will watch a professional pilot perform four aerobatic stunts in a small plane. One member of each team will then ride in the plane as the pilot completes one of the four stunts, while their partner is behind the hangar and unable to see. Using only two-way radios to communicate, each pair must work out which of the four stunts was performed. If all three guess correctly, the team wins €3000. If any pair guesses incorrectly, the player with the strong stomach must ride in the plane as it completes three stunts. The entire group must then attempt to work out which stunts were performed. If they can do so, they win the €3000 anyway. If they fail to do so, €3000 will instead be removed from the kitty.</p>
<p>7</p>	<p>Players are phoned while at dinner and told to split themselves into two players who can communicate without words, one player with a loud voice, one player who can express themselves well, and one player good at staying silent. The next morning, the two non-verbal communicators are taken to a beach and must SCUBA dive to find photos of the five players still in the game, and five small signs showing different characteristics. They must match each characteristic to a different player, then draw a symbol representing the player (letters, numbers, and faces are forbidden) on a diver's slate before attaching the relevant sign and a balloon to float them to the surface. The loud player must then collect them via boat, one at a time, and decide who is represented by each symbol, before travelling along the shore to the expresser and using a megaphone to pass the information on. After all five players are matched, this player is then given until 6:30pm to buy items representing each player from local stores and place them on a table next to placards showing the matching characteristics. Finally, the silent player is presented the items and placards and must identify which player is represented by each pair. If all five players are correctly matched to their characteristics, the team wins €6000. For each error, €2000</p>

	<p>is removed from the maximum prize money (ie. if all five pairs are incorrectly matched, €4000 will be removed from the kitty).</p> <p>Immediately after the previous challenge, players are given the evening to split into two groups – two players with good insight, and three who want to do a typical Dutch activity. The two players with clear vision must ride across Bali in the back of a small truck, taking photographs of their route as they go. Meanwhile, the second group must cycle to the same location, with only a phone to call the photographers for assistance. The photographers must describe their images to help guide the cyclists to the final destination. If the cyclists arrive within two hours after they begin, the team wins €3000.</p>
<p>8</p>	<p>Players are presented with a compass and a 25-metre-long length of rope. They must dig beneath the rope's starting point to find a small piece of paper showing the distance and compass coordinates to a kite buried somewhere on the beach. Attached is a new set of directions, which must be used to find another buried kite, and so on. Once they find three kites, the fourth clue will lead to a Polaroid camera also buried somewhere on the beach. Once players find the camera, they will be given three giant kites with words printed on them. They must then get these kites to fly, with three players holding the ropes while the fourth photographs them all in the air at the same time, showing the words "Wie is de Mol?" (Dutch for "Who is the Mole?"). If the host is presented a photograph with the words visible within two hours of the challenge beginning, the team wins €4000.</p> <p>Each player is given a lasertag vest and lasergun, and begins with three lives. Starting in pairs on opposite sides of a rocky gully, they must work together to eliminate a masked defender (who begins with eight lives) and collect the key he is guarding. Once the key is collected, it must be used to unlock a wooden box containing an exemption into the final. Players can shoot the defender or each other at will. If a player is shot while holding the key, they must drop it for someone else to pick up. There is a recharge point in the middle of the gully for players to regain lost lives, but it is within the defender's shooting range. If a player loses all of their lives at any point, they must reload at least partially before continuing. In addition, there are several receptors located beneath coconuts on poles throughout the gully. Each receptor shot by the player who wins the exemption is worth €1000 for the kitty, but all receptors shot by other players are worthless.</p>
<p>9</p>	<p>After being given a short golf lesson, each player must complete one hole. If they fail to do so within fifteen strokes, they will be asked a multiple-choice question about Indonesian family life. The number of potential answers presented depends on how many strokes were taken, with more options given to players that took more strokes to finish. There is a twenty stroke limit per player. If a player answers their question incorrectly, they are then given thirty minutes to find a local who matches their answer to the question (for example, a grandmother). If all three players can either finish the hole within fifteen strokes, answer the question correctly, or find a person they are looking for, the team wins €3000.</p> <p>One at a time, each player is taken aside and asked three questions. The first two are morality-based questions of the like often presented during challenges at this point in the game (structured to provide only two possible answers), while each player's third question asks which of the eliminated players they would choose to replace themselves as a finalist. Players are then gathered and must take turns trying to predict what their teammates have said. If the team can correctly predict the answers given three times, they win €1000 for the kitty. For each additional correct prediction thereafter, they win another €1000 (for a possible maximum of €7000).</p>

<p>1</p>	<p>The team is told to pick two players, a man and a woman, to be separated from the group for the first two episodes. The chosen players will have no contact with the rest of the group, and will not get to witness any of the challenges taking place. If the team is able to select two players, they will be separated but the group will win nothing. If they are unable to select two players, the show's producers will select the unlucky players and the group will lose €1000. In either case, the two selected players will be given tango lessons for a challenge in episode 3.</p> <p>Players are given a period of time to get to know each other, then are taken to a second location for their challenge. One player at a time is then asked to select a member of the opposite sex who should know a specific piece of information they said at some point during the "interview" period. If this chosen player answers correctly, the team wins €1000. In addition, each correct answer also rewards the team with one star towards their accommodation for the night – five correct answers means the team will stay at a five-star hotel, and so on until one correct answer means the team will share a room at a one-star youth hostel.</p> <p>One at a time, players must walk across a set of train tracks suspended over a ravine to reach the other side. Once all players have completed the crossing, they must play a game of memory using a 6x6 grid of wooden tiles. Each tile represents one of four items – positive and negative amounts of money, jokers, or player photographs. If an amount of money is matched with its pair, it is added or subtracted from the kitty accordingly. If a player's photo is matched with its pair, that player is eliminated from the challenge. If two jokers are matched, all players still remaining in the challenge win one joker. Players will flip pairs of tiles until they flip over two that do not match, and will take turns doing so in the reverse of the order they crossed the train tracks – with the last player across the tracks going first and the first player across the tracks going last. In addition to the other rewards, the last player remaining in the challenge wins an exemption.</p>
<p>2</p>	<p>Players receive a phone call advising them to select the heaviest, but not providing any context for the hint. The next day, players are given an array of supplies and have 90 minutes to build a raft. At the end of the time limit, the team must select one player. This person will be weighed, and their weight in kilograms divided by seven (players at this challenge) and rounded down. Each player must then repack their luggage, until they have reduced their luggage's weight beneath this new limit. Anything not repacked is lost for the remainder of the game. The repacked luggage will then be placed on the raft, with ten additional small logs, while the contestants must board an inflatable raft attached to it and paddle five kilometres down a river. Any luggage that falls from the raft is also confiscated for the game's duration. For each log that reaches the end of the rafting course without falling from the raft, the team wins €500.</p> <p>To determine which player is given a special role in the upcoming task, players are asked two questions about Amsterdam, each with two options. Players selecting the incorrect option as their answer are eliminated. If there is more than one player remaining after both questions, a "closest to the nearest answer" numerical question is asked to determine the winner. The other players must split into pairs and are given horses to ride. They each start at a poster representing a different Amsterdam landmark and must ride to different specified landmark posters (arranged according to their actual positions within Amsterdam) to collect money from colour-coded envelopes. Each team can only collect money in their coloured envelope, and the seventh player must guide the groups using a walkietalkie and a map of Amsterdam itself. Money collected must be taken to a poster representing the Dutch Bank, before each team then travels to a poster representing the Dam. If all three teams arrive at the Dam before the end of the specified time limit, all money stored at the Dutch Bank will be added to the kitty.</p>
<p>3</p>	<p>Players must cross an eight-stage zipline course through the treetops, travelling in pairs. At the end of each stage, players must scan the surrounding treeline for a photo of one of the remaining players as a child, then identify them, remembering their position in the sequence. At the end of the course, each player will be asked whose photograph was in a particular position in the sequence. For each correct answer, the team wins €500 (for a maximum of €3000).</p> <p>The six members of the main group are presented with five couples dancing the tango, one at a time, behind a silhouette screen. Four of these couples are professional dancers, while the two separated players are the fifth. After all five couples have danced, the main group will be asked to identify their teammates. If they agree on the correct couple, they will win €2000. If they fail to select the correct couple, they win nothing but the two separated players win exemptions for this episode. In either case, the group is reunited after this challenge.</p>
<p>4</p>	<p>Players are presented with seven suitcases, and must each select one before entering the Buenos Aires subway. Boarding the same train, one player must get out at each stop, taking their suitcase with them. The first player to get out must then take the next train to the second stop, where both they and the waiting player must open their case to reveal a place visited in a previous season. These two players have until the next train arrives to decide which of the locations is farther away from Buenos Aires, and the player with this location's case must then head to the next station, repeating the process. If after all six decisions, the player who meets the host at the final station is holding the case with the location farthest away from Buenos Aires, the team wins €5000.</p> <p>One player at a time is taken to a warehouse in order to take the elimination questionnaire. However, the computer is</p>

	<p>inside a locked room, and they must first find the room's key in order to access it. Although the usual rules about time taken being used to break ties remain, this week a player's time begins the moment they begin to search for the key. There are a series of other keys that will open additional gates, leading through the factory to either the test room, cash for the kitty, or jokers. In addition, the player eliminated in Episode 3 is waiting in a small cage holding a sealed envelope, and can be released by any player at a cost of two jokers. If they are released, they are returned to the game as a full contestant and (per the envelope) will be granted an exemption for this episode.</p>
<p>5</p>	<p>With breakfast, players are presented six Argentine banknotes, each showing a deceased local historical figure. Using only this small amount of money (187 pesos) to finance their own travel, players must find each person's tomb and collect a rose with a note attached. Each note shows only part of the final instructions, and these must be combined to learn the final destination. Players can split up at will, and are provided mobile phones to communicate. If all seven players manage to arrive at the final destination within the unspecified time limit, with all six roses in their possession, they will win €10 for every peso not spent.</p> <p>To determine which player is given a special role in this challenge, players without jokers are spaced around a table. One at a time, the host will remove a joker from a container and place it in the middle for players to claim. If a joker remains unclaimed, it will be kept in place and the offer increased. The first player to grab the available jokers wins them, but cannot claim any more. The final player remaining at the table "wins" the special role, but no jokers. The other six players must split into two teams of three, each selecting one member with good oversight. These two players are taken to a room with stacked television screens showing live camera feeds from twenty webcams located in various locations throughout a village. Each of the other four team members has part of an address attached to them, on both their front and back. One runner will have a street name (named after one of the ten players in this season), while the other will have a house number. The runners start in four different locations, and must attempt to hide their addresses from both the other team's runners and the webcams. Players are given walkietalkies to communicate with their teammates. Each team must combine the other team's two address elements to find the location of an envelope leading them to a final location, where the host is waiting. The first team to arrive adds €10,000 into the kitty, then is made a special offer. By paying €5000, each player can compete against the seventh player (and any other accepting teammates) to win exemptions for both this episode and the next, guaranteeing themselves a place in Episode 7. If nobody accepts, the same offer is made to the losing team. If none of the six team members accepts the offer, nobody wins the exemptions and all seven players will complete the elimination questionnaire as usual.</p>
<p>6</p>	<p>The team must select three players who can understand Spanish. They are taken on a tour of a local school, with a Spanish-speaking guide, and must then decide on a list of ten items the impoverished school needs. They are then given two hours and €1000 (about 3500 pesos) to try and purchase these needed supplies in the city of Salta, bringing them back to the school. If they are unable to find any or all of the items, €1000 will be removed from the kitty. Meanwhile, the other three players are given a list of 50 Dutch words (including the ten sought items), and must get the school's students to teach them the Spanish equivalents. At the end of two hours, players from this group will be asked to identify each of the purchased items in Spanish. Only one player (as chosen by the host) can answer each question. For each correct answer, the team wins €250.</p> <p>Players are invited to a luxury dinner with a rich Argentinian couple, with no indication that it is for a task. To avoid offending their hosts, players may not speak Dutch at any point. During the dinner, a waiter will send one player upstairs, where they will find six sealed envelopes containing different tasks to be performed during the dinner. They must select one, then return to the table and send another player upstairs. For each player who successfully completes their task during the dinner, the team wins €250.</p> <p>Players are presented with three old cars, and have their watches confiscated. Working in a relay, one player at a time must drive a car around one lap of a four-kilometre track. Meanwhile, the five players not driving must complete a series of maintenance tasks on the two waiting cars. A car will not be able to leave until the listed tasks are completed, and there is a separate set of tasks for each car after the first lap. If the entire six-lap relay is completed in a time between 23 and 25 minutes (one minute per kilometre travelled, with a minute leeway), the team wins €5000. If they fail to finish within the specified time range, €5000 will be removed from the kitty.</p>
<p>7</p>	<p>Players are told to split into two groups, one with three members and one with two. The group of three is given a Polaroid camera and must make a photo of a famous Argentinian who can be recognised by locals in a town square. Meanwhile, the group of two is given the task of making themselves known in the same town square. After ninety minutes, this pair is given the first group's photo and must find someone who can identify them. Meanwhile, the first group is given a photo of the second pair and must find a local who can identify <i>them</i>. For each group, finding someone who can correct identify the people shown in the photograph wins the team €1500.</p> <p>One player at a time is taken to a church and will be asked a series of questions about the game so far. If they answer a question incorrectly, their role in the challenge ends immediately and they must return to their tent for the night. If they answer five questions correctly, they will be shown the Mole's identity. (As no player answers all of their questions correctly, it is not known whether any money was available in the challenge.)</p>

	<p>Players must make their way on foot across a large field, collecting as many of fifteen bags on the ground as possible while avoiding three gauchos on horseback who will attempt to lasso them. A number of fenced "safe zones" are provided, and players inside these zones cannot be caught by the gauchos. If a player is lassoed, they lose all bags they are holding and must remain in place until another player unties them. Each bag successfully collected and taken to the end of the field earns the team €200, but once a player crosses the finish line they may not return to the field. The challenge continues until either all of the bags or all of the bags are out of play, either by crossing the finish line or being caught by the gauchos.</p>
<p>8</p>	<p>Prior to the challenge, players are given a note telling them to select two strong players and two weak players. For the challenge itself players must choose a number between one and seven, then split into two pairs, each containing one strong player and one weak player. Each pair will be given a bicycle and must use it to cycle up a steep road from an altitude of 3170m above sea level to a location one thousand metres higher, in a relay. Team members can switch at will, and may quit the challenge at any time. Players win their chosen number in Euros for each metre climbed before they finish the course or quit (for example, if they picked six each metre climbed is worth €6). In addition, the first cyclist across the finish line (if anybody finishes) wins an exemption into the final episode.</p> <p>Players are presented with a 4x4 grid, with each grid cell containing a different reward. Much like in the pen-and-paper game, one player at a time must turn over one of the wooden cell borders to show a red side. When a player completes a "box" by flipping a cell's final edge, they win the prize inside the cell. Some cells contain €1000 for the kitty and some contain fines of the same amount, while four each contain a player's journal. If any other player finishes one of these boxes, they get to read the journal for a limited time. Some of the remaining boxes represent five additional minutes of reading time, while two cells contain "bombs" eliminating the player who completes them from this part of the challenge. This stage continues until all four journal cells have been completed. However, players must read the journals in a darkened room, sitting back-to-back with another player who must continually turn a crank to power the room's only light source.</p> <p>Interspersed throughout the episode, each player is asked two questions in private – one a yes-or-no question about their personal beliefs, the other an open-ended question about which eliminated player they would most like to see take their place in the game. Later, the other players are asked the same questions and must guess what the original player said. For each correct answer, the team wins €125.</p>
<p>9</p>	<p>Players are given a wooden transport sled and must drag it across a salt flat to collect large blocks of salt that have been dyed red. Each block is worth a different amount (with all of the blocks combined worth €4000), and is placed with an envelope detailing how much the next block is worth. Players must decide after collecting each block whether to continue to the next one or to return to the start. The team must arrive back at the start within one hour in order for their collected money to be added to the kitty.</p>

<p>1</p>	<p>Immediately upon arrival in Bangkok, players are told to repack their luggage, removing as much as possible. Anything not repacked is confiscated for the remainder of the game. For every full kilogram of weight removed, the team wins €100.</p> <p>Players are given fifteen minutes to introduce themselves to each other properly, giving whatever personal information they desire to share. At the end of this time limit, players must select a number between one and ten. They will then be shown a film clip and must each write down the name of the player they believe it depicts (including themselves if it is their clip). If a player answers incorrectly, they are out of the challenge. If they answer correctly, they win a joker for themselves and remain in the challenge. If at least one player can last as many rounds as the group chose, the team wins €2500.</p> <p>Just after the second challenge, one player is secretly separated from the group for the night. The next morning, the others are told they must find them on foot, told only that the player is hidden somewhere within Chinatown. At various intervals, they will be presented with multiple-choice puzzles, and must come to a consensus answer. Each of the available options directs the team in a different direction if chosen. The correct answer will lead to the next puzzle, but an incorrect answer will lead to a dead end where the team must leave one player behind. Some puzzles are clearly displayed in front of the group, others are presented through a phone call from the separated player. After six puzzles, the team will arrive at the temple and as their final puzzle must choose whether to ring the bell once or twice. One result will give the separated player an exemption while the other will give the team €250 for each player who reached the temple, but the team must decide whether or not to trust what the separated player has told them.</p>
<p>2</p>	<p>The group must split into four groups – three guides, and three pairs of searchers. The pairs must each travel across Bangkok to two specified locations to pick up placards showing Thai characters, with the guides using a computerised map to help navigate. Once each pair has collected four placards (two per location), they must travel to the guides' location. Each pair can walk as much as they need, or travel by any of six additional forms of transportation – bus, taxi, tuktuk, SkyTrain, ferry, or longboat – but they can only use each additional form of transportation once. If the team can collect and return all twelve placards, arrange them correctly, and follow the instructions formed, they win €3000.</p> <p>Players are taken to Baiyoke Tower, the tallest building in Thailand, and must choose five volunteers to abseil from the roof to a small balcony beneath, hundreds of metres above the ground. If all five volunteers succeed, the team wins €2500. Upon landing, each of these five players is offered the chance to forfeit the original €2500 and increase the prize money to €10,000. To win the extra money, all four of the remaining players must complete the abseil. Only one volunteer needs to accept the offer for the group to forfeit the original money. However, if any of the four remaining players refuses to abseil, the team wins no money for this challenge.</p>
<p>3</p>	<p>The players are taken to a temple at Ayutthaya and must follow a maze-like path along a grid of brick walkways through the grounds to the centre, travelling one at a time. At various locations on the predetermined path, players will be presented with money amounts (€200, €400, €600, €750, and €1050, for a total of €3000) and jokers, and can choose to either take them or leave them behind for a later player. If a player strays from the predetermined path, a guard will stop them and they are eliminated from the challenge, forfeiting all money in their possession. Players are given walkie-talkies to communicate with those waiting for their turn, and must use them to formulate a plan. They may not backtrack at any point. Waiting players are given a whiteboard and markers to help them map out the route. Once a player is eliminated, they cannot return to the group to assist planning. Players all get to keep whatever jokers they collect, but only money that successfully makes it through the entire course to the centre of the temple will be kept.</p> <p>Immediately after the maze challenge players are told to take this episode's elimination test. Rather than being shown their results in a group scenario, each player must stand behind the host's laptop and view their results in private, with the group watching on. The player who gets the red screen is given a temporary stay of execution, but must steal four other players' journals during the challenge in order to be given a chance to stay in the game. If they fail to do so, they will be immediately eliminated. For the challenge itself, all eight players must work to list the names of every station stopped at during an overnight train ride from Ayutthaya to Chiang Mai. They can divide the work up however they wish in order to get some sleep. If they succeed in naming every station without error, they win €3000.</p>
<p>4</p>	<p>The contestants (minus the non-eliminated player) must split into two groups, one containing two players and one containing the other five. The group of two must drive a race buggy marked with targets along a course, while the others attempt to shoot the targets with paintball guns. The five "hunters" will split into two pairs in their own race buggies, and a fifth player overhead in an airborne buggy. The "prey" are given a map to help them navigate, while the hunters will be guided by the player overhead. At various locations along the course, there are five envelopes containing €1000 each, for a total of €5000, but only the hunters can collect these. If any of the prey's targets are shot within twenty minutes, the team wins all money collected by the hunters, and one hunter will be given an exemption. If the prey survives twenty minutes without being shot, the team wins no money and one of the prey will be given an exemption.</p> <p>Each player must stand between two partition walls, unable to see the group, and must raise their hand to silently bid on a range of auction items (including, among other things, the non-eliminated player returned to the game in full) using money</p>

	<p>from the kitty. However, the player with the second-highest bid will win the item, to stop the Mole from buying everything. The host will raise the bid amount in €50 increments until only one bidder remains. The final bid for each item will be removed from the kitty, but the winning player will not be given their prize until later.</p>
<p>5</p>	<p>Players are presented with nine heavy square crates, each with part of a dragon design covered up by a numbered wooden panel. They must attempt to sort the crates from lightest to heaviest, stacking them vertically in a 3x3 grid, with the three lightest crates from left to right on the top row, and so on. They are not provided any form of scales to help them measure, but are provided an elephant for assistance with moving the heavier crates. They are allowed to purchase hints about specific crates at a cost of €500 removed from this challenge's maximum prize per hint, but each hint comes in the form of a riddle about the team (for example, one player's house number multiplied by another player's husband's age minus the number of children and pets a third has) which must be solved to work out the weight of the specified crate in pounds. If after ninety minutes the team has stacked the nine crates correctly, they win €4500.</p> <p>Players are told to split into two pairs and a group of three. Each group must work together to paddle a bamboo raft down a slow-moving river, using only long poles to steer themselves. The distance to travel is not stated, but along the way players must watch for eight steel barrels positioned along the sides of the river. Seven of the barrels are marked with individual players' names and can only be collected by that person's boat, while the eighth is marked with a question mark and can be collected by anybody. For each named barrel correctly collected and brought to the end of the river, the team wins €250. If the eighth barrel is collected and brought to the finish, all money collected during the challenge will be doubled. (In addition, players may also find floating bottles containing messages from loved ones, but these are not necessary.)</p>
<p>6</p>	<p>Players are told to split into two groups of three (with the three fittest players in one group and the three least fit in the other), then must search a forested area for the host. One group must head left from the starting location, while the other group must head right. Along the way, each group must collect hanging photos of each of the other three players. Upon arrival, players must use the photos (and themselves) to play a version of the board game Mastermind. Each of the six players is represented exactly once in the order (with the actual sequence determined by their positions in the first episode's group photo, although this is not explicitly told to players until after the challenge is over), and the team must attempt to make the correct sequence. They will only be told how many of the six they have correct after each guess, as they already know all six are present. If they can do so within a total of twelve guesses, and within fifteen minutes from the second group arriving, they win €5000.</p> <p>One at a time, each player is taken to a hotel and enters an elevator with the host. They will be asked a multiple choice question about an event or player from the game and must answer it. Each possible answer corresponds to a floor number, which the player will subsequently travel to, before being asked a new question. After three questions (one of which is open-ended, with floor numbers apparently assigned on whether they give the correct answer or not), the host will tell the player their final level number and will leave the elevator so they can travel there alone. When the door opens after this final question, another contestant will be waiting outside. If all three questions were correctly answered, that player will be the Mole. If any of the questions was answered incorrectly, the player will be chosen at random from the other genuine contestants. At the end of the season, €1000 will be added to the kitty for each player who found themselves face-to-face with the Mole.</p> <p>Each of the six players is given a camera. They must search a tourist-filled area on foot, avoiding being photographed by a mystery photographer. Any player who is photographed by this person is eliminated from the challenge. They are not told that this person is one of themselves, who has been offered three jokers if they can successfully photograph all five other players in separate photographs. If the other players can work out the photographer's identity, photograph them, and return to the host within one hour without being photographed themselves, they win €5000 for the kitty.</p>
<p>7</p>	<p>Players are taken to a small island and must search both it and a neighbouring island for bottles and jars containing hidden money before bringing them to the host, also waiting on one of the islands. They are provided a boat to travel between the two islands, but it can only carry a maximum of four people. They are given one hour to find as much money as possible and take it to the host. The team will win a found amount of money multiplied by the number of minutes remaining in the time limit when it is delivered to the host (for example, delivering a €50 note with six minutes remaining means the team wins €300). However, all money found by the Mole becomes worthless. Because of this, the money actually won during this challenge is not revealed until the reunion episode.</p> <p>Players are given five tents and must spend the night camping on the beach. Four of the tents represent rewards for the players who sleep in them – a joker, an exemption, the answers the player eliminated in Episode 6 gave on their final test, or a mystery prize – while the fifth tent has no reward. It is up to players to decide their own sleeping arrangements. If all five players are in different tents at 7am the next morning, they win €5000 for the kitty and each player wins their respective reward. If any players share a tent, the team wins no money but the players who are alone in their tents still win their individual rewards.</p> <p>The team must take a walking tour of Phuket with the host as their guide. Four players (those who did not select the</p>

	<p>mystery tent in the previous challenge) must each complete a secret individual task they have been given. None of the players has been told what tasks the others have, or even that they have any. At the end of the tour, the player who selected the mystery tent is separated the group and must match the other four players to their secret tasks, from eight options revealed one at a time. They can either assign a task to a player or select nobody. After all eight have been revealed, they are allowed to make any changes they deem necessary. Finally, they can choose to use the joker they received when the others were given their tasks on a specific player to ensure that player's task is counted as correct, or save it for a future elimination test. If all four answers are correct (or corrected by the joker) after all this, the player wins €3000 for the kitty.</p>
<p>8</p>	<p>The four remaining players must split themselves into two builders and two breakers. The two breakers must compete against each other in a game of Jenga. They have a limited amount of time to make each move, and will forfeit the game if they run out of time. The winning player will advance to the final round, while the losing player will be asked (after the winner has left) to eat a water cockroach. The two builders are then each given a deck of cards and must use them to build a card house as high as they can, on the same table as their opponent. At the end of the time limit, the player with the tallest card house wins and advances to the final, while the loser will again be asked to eat a water cockroach after the winner has left. The two finalists must then carry on a conversation for as long as possible, avoiding saying the words "yes" and "no". The first player to say one of these two words loses, and is then told that they must ensure that the three losers have eaten at least two water cockroaches between them. They are not told whether the other players ate their water cockroaches, and must either eat two themselves to guarantee success or correctly predict the other two losers' behaviour and make up the shortfall, however many that may be. The winner of the final round will not have to eat anything. If the losing players eat at least two water cockroaches are eaten between them, the team wins €3000.</p> <p>Players are presented a pile of bamboo shoots, sticks, and ropes and must use them to build ladders high enough to reach four envelopes hanging from ropes overhead. Each envelope contains Thai characters that describe part of the final task they must perform. However, a different ladder must be built to retrieve each envelope, and each player can only connect one envelope. If the team can reach the envelopes, have them translated, and complete the instructions within one hour, they win €3000.</p> <p>Just before completing the elimination test, one player at a time is taken to the director's hotel room and left alone, with a basket of jokers on the floor and folders containing challenge details and player biographies also present in the room. They are not aware that they are being watched by hidden cameras. The first player's actions in the room have no consequence, but after they complete the test they must then predict whether the next player will resist the urge to cheat or not. Both of these players must then predict the behaviour of the third player, and all three must then predict the behaviour of the fourth player. For each correct guess, the team wins €1000, for a possible maximum of €3000 in this challenge.</p>
<p>9</p>	<p>The elimination at the end of Episode 8 is postponed before any results are revealed. The next day, the four players must split into two pairs, each boarding a separate boat. Each player is given a GPS and a map of the area and must use them to navigate their boat driver to a location where they will find a second set of coordinates, then follow those coordinates to pick up their final set. Once a boat arrives at their third location, each player must get into a separate canoe and paddle to the final destination, searching for an envelope. The first player to find the envelope is given the choice of adding €5000 to the kitty and having the postponed elimination happen that night (and thus, possibly being eliminated) or adding no money to the kitty but cancelling the elimination and having all four players complete the final test.</p>

<p>1</p>	<p>Players are lined up in a row. One at a time, six players (chosen by the host without any apparent rhyme or reason) must answer a trivia question about the clothing worn by one of the other players. They must take two steps forward to answer and cannot look back at the group. For each correct answer given, the team wins €250.</p> <p>Players are lined up in a row. Starting from the left, players are offered a drink from a tray containing ten shotglasses – five filled with tequila, five filled with water. The five players who drink tequila are given bicycles and must ride together up a hill. Meanwhile, the five players who drink water are given rock climbing equipment and must take turns climbing up a rock formation to the same finish location. The first climber will begin at the same time as the cyclists. For each climber who reaches the finish before the cyclists arrive, the team wins €1000.</p> <p>Players are gathered around a table with seventeen jokers stacked on it. One at a time, the host will remove a joker from the pile and place it in the middle for players to claim. If a joker remains unclaimed, it will be kept in place and the offer increased. The first player to grab the available jokers wins them, but must leave the table. After all seventeen jokers have been won, regardless of how many players have jokers, players are made an offer. If all seventeen jokers are returned, there will be no elimination in this episode. If at least one joker is not returned, somebody will be eliminated. In either event, the team wins €100 for every joker returned.</p>
<p>2</p>	<p>Taking turns in a randomly-chosen order, each player will be given brief weapons training by a local police officer and must fire a .38 Special pistol at a group of jars and bottles lined up on three shelves. The top shelf contains jars representing different numbers of topitos for the players who shoot them, the middle shelf contains bottles representing different money amounts for the kitty, and the bottom shelf has named bottles representing each player. If a player's bottle is shot, all money and topitos they have won are voided, and they are out of the challenge. After each player has had three shots, all topitos and money won by players still in the challenge will be awarded.</p> <p>Players are called and told to split into five groups – three pairs, and two solo players. Each group will be taken to a different location and given a monocular to help see the previous and next groups in the chain. The first pair must select the names of any three players, then use a Morse code guide and their own bodies to relay these names to the second pair. This pair must then use a semaphore guide to send the names they believe were chosen to the third pair. This pair must mime the relevant names to the seventh player, who must then draw the players on large boards for the final player to identify. Groups can represent players however they like. For each correct name guessed by the final player, the team wins €1000.</p> <p>Players are given ten minutes to repack their luggage, removing as much or as little as they wish. At the end of the time limit, their repacked bags will be weighed one at a time, in an order of the players' choosing, and the cumulative weight will be added together. If the final weight of all nine bags is less than one hundred kilograms, the team wins €100 for every kilogram of weight in the final bag weighed. If the final weight of all nine bags is more than one hundred kilograms, the team wins nothing and more items must be removed until the weight limit is reached.</p>
<p>3</p>	<p>Players are positioned around a table with several plastic covers placed over it. One at a time, and in a random order, the host will lift up a cover to reveal topitos. Some covers hide one topito, some hide multiple topitos, and some hide nothing. If a player likes an offer presented, they can claim it verbally. The first player to do so wins it, but must leave the table. The challenge continues until all eight players have taken an offer.</p> <p>Each player must choose a sandwich board with a different word on each side, before being taken to a different location in the village of Tepoztlan. They must search the village for the other players, then arrange themselves so that the words on their sandwich boards form as long a sentence as possible. When more than one player meets, they must choose an order and will be handcuffed together to prevent them from changing their minds. Once all eight players are joined together, the sentence will be read from left to right, starting with the player on the left of the chain. For each word in the completed sentence, the team wins €250. There is only one way to correctly arrange all sixteen words to earn the maximum €4000.</p> <p>The team must select two players without a fear of heights. The other six players must then split into two groups: three players who want to do preparation, and three players who want to collect money. Using walkietalkies, the players without a fear of heights must guide the preparers (who carry white flags) through a large cornfield to five flagpoles bearing green flags representing €500 each, where they must raise a second flag showing a multiplier (1/4x, 1/2x, 1x, 2x, or 3x) to change the money value available. Meanwhile, three "hunters" (carrying red flags) will be patrolling the field attempting to tag these players. If a player is tagged, they are out of the challenge. However, the cornfield is divided into a 5x7 grid and grid areas containing flagpoles become safe zones for players once the multiplier flag is raised. Once all five flags are raised, or once all three preparers are tagged, the guides must then lead the three collectors through the field to the flagpoles. Collectors must use provided machetes to cut down the wooden poles, then carry the flags with them to the far end of the field. When a collector reaches the end of the field, they cannot reenter. If a collector is tagged by a hunter</p>

	<p>before exiting, they are out of the challenge and all money they are holding is voided. All money safely taken from the maze (to a theoretical maximum of €3375, although €4000 is actually available if the two fraction multipliers are not raised) is added to the kitty.</p>
<p>4</p>	<p>Players are split into four hotel rooms, with no idea a challenge is taking place until they enter their rooms. One room has thousands of photos covering the walls and furniture, and a hidden cassette player. One room has a ticking alarm clock that counts time backwards. One room has a television monitor scrolling through a short series of photos, which can be found in the first player's room. The fourth room contains a cassette tape, which when played will tell them the €2500 is hidden in one of their rooms. They are not informed that it is in a safe, and they must find the component photos that will form the scrolling images before flipping over the makeshift photomosaic to find one of the digits in the combination. If they can find the four digit code and open the safe before the alarm clock rings (after approximately ninety minutes), they win the €2500 stored inside.</p> <p>Players are taken to an industrial area and must split up to defuse a series of paint bombs. Each bomb is protected by a puzzle or physical task. If players successfully defuse a bomb, they can take the waiting topitos and €500 for the kitty. If they fail, the paint bomb will detonate. Any player who gets hit with paint is out of the challenge, but if a player survives an explosion, they can continue without the rewards protected by the relevant bomb. Each group gets a walkietalkie to ask others for assistance if needed. At the end of one hour, the team wins all money collected, and individual players get to keep any topitos they collected. In addition, one of the challenges involves removing weights from a scale, and each weight held by a surviving player at the end of the challenge is worth an extra €50 for the kitty.</p> <p>One player at a time is taken to a church entrance and asked a tough numerical question related to the game so far. They must choose their answer from two options, before entering the church itself and asking "the Mole" any yes-or-no question. "The Mole" will then show their answer by extinguishing one of two candles. If they have answered the quiz question correctly (though they are not told whether they were correct), "the Mole" will extinguish the correct candle, thus potentially making their identity easier for the player to figure out. If they have answered the question incorrectly, "the Mole" will extinguish the wrong candle, thus potentially making their identity harder to figure out.</p>
<p>5</p>	<p>Each player is given an envelope and is seated in a different car on a rollercoaster. As they travel along the track, they must open the envelopes to reveal a question about one of the remaining players, and an answer. However, no player has their own question's answer, and they must work together to identify each correct answer before the end of the ride. For the second stage of the challenge, each player who provides an incorrect answer is given an envelope with a number inside it, and player who provided correct answers are tasked with adding these numbers together, again while riding the rollercoaster. If they give the correct total, they win an unstated amount of money for the kitty.</p> <p>One at a time and in private (but with the other players watching from a balcony overhead), each player is offered a night at a luxury hotel for a cost of €1000 from the kitty. They are also offered an exemption for the same cost. The next morning, the player to accept the exemption offer is kidnapped (although it is possible others took the offer, only €1000 is removed from the kitty), and the others must split into three groups – two pairs and a solo player – to find them. The solo player is given a phone and taken to the top of the Torre Latinoamericana (Mexico's tallest building), where they are told of the hostage's location, while the pairs are each given a phone of their own. They must work out how to communicate their phone's number to the player atop the Torre, so that they can call and give the hostage's location. If they can locate the hostage within 90 minutes of starting, they win €2500 and the hostage loses their exemption (with it then being offered to the others for the same €1000 price). If any player is exempt after the challenge, they are offered the chance to cancel the episode's scheduled elimination by deliberately scoring as low as possible on the elimination test. If the player with the exemption scores lowest (and thus, would have been eliminated), the elimination is cancelled. If they do not score lowest, or if there is no exempt player, the elimination will occur as normal.</p>
<p>6</p>	<p>Four players are given 200 pesos (the equivalent of three dollars), and must organise and hold a fundraising picnic by purchasing supplies from the Xochimilco floating markets. In order to complete their part of the task, they must raise 1000 pesos (about fifteen dollars) within two hours of starting. Meanwhile, the other two players must wager on their success using money from the kitty. They can bet as much as they want, and will be asked to do so in half-hour intervals (with the first of four bids happening at the very start of the task). In each subsequent wager, they can either raise their bet or keep it at its current value, but cannot lower it at any point. If the organisers succeed in their task, the money wagered will be added to the kitty, but if they fail it will be removed.</p> <p>The team must select two players who work well together. The others are each given a taxi with a letter of the alphabet painted on its roof. All six players are given mobile phones, and the two guides must direct those in taxis to lead their drivers to Zócalo Square, where they are waiting on a balcony overlooking the plaza. These two players must then guide the taxis through the crowded traffic so that they are in the correct order for their respective letters to spell the word TAXI, and finally organise them so they come to a common stop next to each other at any of the plaza's intersections. If they succeed within one hour, the team wins €2500.</p> <p>Players are lined up side-by-side. They are offered two identical sealed envelopes and must choose one to determine the</p>

	<p>stakes for this challenge – one with a €250 fine for incorrect answers but no reward, one with a €500 reward for each player remaining at the end of the challenge but no fines. For the challenge itself, they must list the challenges so far this season in chronological order, starting with the first challenge. Each player only needs to list one challenge at a time. If a player makes an error, they are out of the challenge and the next player to guess must start again from the first challenge. The challenge continues until either all six players have been eliminated or until all of the challenges to date have been listed. There are two rounds, with players selecting a new envelope (containing the same stakes) for the second round.</p>
<p>7</p>	<p>The team must select three players who are good drivers. While the remaining two players take no part in this challenge, these three players are given a car with a GPS navigation system and must use it to find a mystery destination. However, the GPS only provides cryptic instructions (for example, “at the next intersection, turn and drive towards Switzerland”) and players must work out what they are being told to do. There is a predetermined route to follow, and if the drivers arrive at the final location without deviating from this route they win €2500. For each error made, €250 will be deducted from the maximum prize.</p> <p>The two players not involved in the GPS challenge are presented with thirty-six pinatas, one of which will have €1500 placed inside. They must then attempt to hang the pinatas in such a way so the others can work out where the money is. After they complete the driving challenge, they must smash only one pinata, hoping to find the money. If they succeed, the €1500 will be added to the kitty.</p> <p>The team must select one player to be separated from the group. The others are split into two pairs and must steer speedboats through a mangrove forest. During the tour, they will see five colour-coded signs showing different Euro values. At the end of this time, the players in each boat are presented three keys marked with Euro amounts, five of the six matching those shown on the signs. With the assistance of the fifth player (in a helicopter patrolling overhead and using walkietalkies to communicate), they must locate the corresponding coloured boxes floating in the open water near the forest, and use the keys to open it. Only one key can be attempted for each box. After thirty minutes, the team wins the money amounts corresponding to the boxes successfully opened, up to a maximum of €3000.</p>
<p>8</p>	<p>Players board a cruise ship and each is given a map showing three separate floors, and the locations of envelopes each containing €100. However, no player can collect any money from the floors shown on their map, and players must use walkie-talkies to communicate. They have one hour to collect as many of the twenty-four envelopes (ie, a maximum of €2400 can be won) as they can and head to the final location, but no players may make eye contact with each other during the search. If two players meet, they are out of the challenge and all envelopes they are holding are voided.</p> <p>Players have their watches confiscated for the night. Provided with their own belongings, two bottles, a Swiss army knife, and whatever supplies they can find on a beach, they have fifteen minutes to improvise a way of measuring time. They are then told the current time and must keep track of the time so that they push a button to stop a clock (with a hidden display) at midnight. If they push the button within two minutes in either direction (ie, at any point between 11:58pm and 12:02am), they win €3000.</p> <p>Players are told to split into two pairs. They are shown a map while being driven over a very bumpy road and must recreate it for their own usage. Each pair will then be given a deck of cards with two cards missing, and must identify the missing cards before searching beneath a series of colour-coded flags to find them. They are not told that the flags are placed above an underwater cave, and teams must first find the cave entrance before collecting the missing cards. The first pair to collect both cards and return to the start will play for an exemption, while the losers will play for money. All four contestants will then play a game of Texas Hold 'Em poker, starting with the same number of chips each. When a player loses all of their chips, they are eliminated from the challenge. If one of the “winners” from the first round is the last player remaining, they win an exemption into the final episode. If one of the “losers” from the first round is the last player remaining, the team wins €3000.</p>
<p>9</p>	<p>Players are presented with a group of adjectives (for example, agile) and must decide which of them each adjective best describes. They are then allocated one of three different positions for the final challenge based on these answers. One player must use a crane forklift to scoop sand from several large piles and pour it onto one side of a conveyor belt. The sand will then pour on top of a wooden crate with the second player trapped inside, and the third player must use a shovel to dig through this sand in search of small gold bricks. Players are not told how many gold bricks there are in total (ten) or how much each of them is worth (€500), only that they can win up to €5000. The player inside the crate controls how long the challenge will last – when they demand to be let out, the challenge is over.</p>

<p>1</p>	<p>One player at a time arrives at the first destination, where they are told that there is currently no Mole (a ruse). They are then asked whether they would like to be the Mole. The team wins €500 for each player who refuses the offer, but loses €500 for each player who accepts. Each player who accepts will then be interviewed in private by a panel of the four previous celebrity Moles, who will then decide which of the ten players will become this season's Mole (again, a ruse, as the Mole would not have had enough time to prepare).</p> <p>Players are taken to the Belfast shipyard, where they are presented with ten television screens showing live CCTV feeds from cameras hidden in ten different locations throughout the warehouse. These screens are in the same positions as players stood when taking their team photo the previous day, and players have 45 minutes to position themselves so that all ten of them are viewed on the monitors placed in the same position as they stood for the photo, using provided walkie-talkies for assistance. If they can do so, the team wins €3000.</p> <p>Players are asked which of them would like an exemption. The first player to raise their hand must choose one of the other nine, who must then choose one of the other eight, and so on until eight players are chosen for this challenge, with the remaining two people sitting out. Each participating player is given a topito, before they are divided into pairs. Each pair then has exactly three minutes to decide who will receive both players' topitos and continue in the challenge. The four winners are then divided into pairs and must repeat the process, and the two winners must do so a third time in order to have a player collecting all eight topitos to win the exemption. If any pair is unable to decide, both players are disqualified and €1000 is removed from the kitty. If the final round produces no winner, nobody wins the exemption.</p>
<p>2</p>	<p>The team must choose the two players with the lightest luggage. The other seven are taken to different locations around Belfast with their luggage and will be picked up by double-decker bus one at a time (with one boarding at the beginning). When each player boards the bus, they must take their luggage and hang the clothes they wish to keep with them from a pair of clotheslines. They are only allowed a total of 100 garments between the seven players, and each player has four minutes to select their clothing before the bus begins moving again. Anything not on the clothesline when the bus begins moving is confiscated for the remainder of the trip. Once all seven players have selected their luggage, the bus takes them to another location where they get off and the other two get on. These two players have five minutes to remove as much luggage as they wish from the clothing placed on the lines. For each garment removed, the team wins €100.</p> <p>Players must split into two groups. The first four players are taken to the abandoned offices of the company that built the Titanic and must search it for envelopes each containing half of a Euro note. There is also an exemption in an envelope hidden somewhere in the building. As soon as a player finds the exemption, a siren sounds and the group must stop looking. After dinner that night, the second group are taken to the same building. This second group has 90 minutes to search for the other halves of the notes in the now-darkened building, one at a time, using walkie-talkies to communicate with the other members of their group waiting outside. Each note collected in full (up to an unknown total) is added to the kitty; half-notes without their matching pairs are worthless. In addition, a second exemption is hidden in the building for the second group. Both exemptions are valid for not only the player who claimed it, but for a second player of their choice, and can be used during any episode. If they are both used during this episode, the entire cast is spared from elimination rather than just the four chosen people.</p> <p>Two players at a time are selected by the host to ride in different cabins of the Belfast Wheel, with the ninth player remaining on the ground. This player is shown four questions, each about two members of the group (for example, "Which two players are vegetarians?"), then must work out the answers. This person must then choose one of the players riding the wheel and switch places with them, trying to position themselves so that each of the four cabins contains the two correct answers for a question. At each switch, the switching players have two minutes to explain their logic. The entire team is allowed a maximum of ten switches. After the ten switches, the team wins €500 for each cabin containing two members who can successfully answer one of the questions. Although some of the questions can be answered with several different combinations of players, there is only one way to answer all four questions correctly and win the maximum €2000.</p>
<p>3</p>	<p>Immediately after the previous episode's elimination ceremony, players are told to split into three pairs. Each of these pairs is taken to a different pay-phone around Belfast, while the three players left out are taken to a separate location. They are each given the number for one group's phone, and must use pay-phones of their own to contact them. They must use a provided script to ask the group a multiple-choice trivia question. The correct answer corresponds to a location for the next phone, and so on. However, the pairs are not able to make calls, and the callers have a limited number of coins between them. If all three pairs can make their way to the final destination within forty-five minutes, the team wins €125 for each coin remaining.</p> <p>Players are taken to a theatre in Derry and are told to find the money for this challenge, hidden somewhere in the building, and bring it back to the entrance. There are seven light towers placed in front of the stage, and a cabaret microphone on the stage itself. Each time the player on stage says certain words, one of the light towers will illuminate and a section of</p>

	<p>Beethoven's Fifth Symphony will play. The seven words needed (one per tower) will form a complete sentence that functions as a hint to the money's location. If the team can work out the sentence and find the hidden money within twenty minutes, they win it - €2500.</p> <p>The team is told in a note to select three surveyors and three people who never get lost. They are then taken to a wrecking yard, where they must drive cars around in search of car windows on the ground with money values attached (ten worth €200, and one worth €1000), and smash into them. Each car is worth a different value (double, single, or half) and will have a player who never gets lost as its driver, a surveyor as its navigator (guiding from the roof of the team's bus via walkie-talkie), and one of the remaining players as its passenger. In addition, the groups must avoid two patrolling 'hunter' vehicles. If a car is blocked by the hunters or other stationary cars, it is out of the challenge. After all the windows have been smashed or all the cars have been blocked, the team wins the money represented by the windows each car broke, multiplied by the value represented by that car (for example, the €1000 window being hit is actually worth €2000 if the double car did so, but only €500 if the half car did so).</p>
4	<p>One at a time, each player is asked to make their way across a bridge and up a small hill, then select the player they believe will be eliminated next, writing their answer on a card and placing it in a box. The player who receives the most votes will have one of their correct answers on this episode's test cancelled out. Following the next elimination, the team wins €250 for each vote the eliminated player received (ie, for each player who voted correctly).</p> <p>Players are given a keyring with five keys attached, and must search a rocky beach for seventeen foot lockers, some of which can be opened with these keys. Players cannot move the foot lockers, and may not remove these keys from the keyring. If a locker opens, it will either contain money for the kitty or keys that can be used to open additional footlockers. They have thirty minutes to find as much money as possible (the maximum available is never stated, but is at least €7000). Later, they must use this money in a literal Dutch Auction to purchase supplies for the night, which will be spent camping in a field. A deliberately high price is set on a package and is gradually lowered until either players agree to buy it or until the host decides to cancel the lot. The lowest possible price for each bid is announced as such before the price is revealed.</p> <p>One at a time, each player must roll a giant ball down a steep hill, attempting to get it into one of twelve "goal" corrals at the base. There are a number of haybales on the hill, which players can reposition as they wish in order to make winning a larger amount easier. Each player must wager on one of four amounts – €50, €100, €150, or €200 – on their throw. The goals are marked with seven different multipliers – 5, 3, 1, 0, -1, -3, and -5 – and their wager is multiplied by the value represented by the goal the ball ends in to determine each player's winnings (or losses). Each player only gets one roll. After all eight rolls, each player's result is added together to get the final result of the challenge.</p>
5	<p>The team is given an envelope telling them to select two players they trust. These two are taken to the roof of Dunluce Castle, and must use walkie-talkies to guide the other five around the surrounding hillside to collect hidden money. However, each collector is wearing a lasertag vest, and must avoid being shot by three snipers as they search. At the castle, the guides can see live camera feeds from the snipers' points of view to help the collectors avoid being shot. Once a player collects money from one of the set locations, they can choose to either continue searching with the rest of the group, or take it across a bridge into the castle. If a player is shot while holding money, it is voided; however, a player may only make one trip to the castle, and are automatically out of play once they arrive. Any player shot by a sniper at any point is out of play. Once all five collectors have been shot or have taken money to the castle, all safely collected money (up to an unknown maximum, but at least €4000) is added to the kitty.</p> <p>Players are told the Arabic names of seven items, then are given ten Dinar and half an hour to purchase these items (toffaha/apple, nana/mint, leymoun/lemon, farawlah/strawberry, bortuqaal/orange, mawz/banana, and batteekh/watermelon) in a large market. They are not provided translation dictionaries for assistance. Once they have done so, they are presented nine hookahs, each using a different one of the items as part of its mix (with two decoys using fruits not purchased), and must attempt to match the purchased item used in each. For each fruit correctly matched to its hookah, the team wins €250.</p> <p>Each player is represented by one of seven coloured tokens – but players cannot see who each represents. One at a time, players must select a token and move it to either the left or right side of the table, until two teams of three are formed, with one player left out. Teams must then play a giant board game in the Amman amphitheater, with one team member waiting at the finish to roll the die, and the other two physically moving (although the roller must choose which of them actually moves). Some spaces represent money amounts (€50, €100, or €150) which are won or lost simply by landing on them, others represent trivia questions about either the cultures of Northern Ireland and Jordan or about the other players, each worth €250 if correctly answered, the remainder (barring one space where the player sitting out waits) have no value. The first team to have both its movers reach the end of the board wins an exemption for one member – chosen by rolling the die, with the first player to roll a six winning – but the team wins only the money collected by the LOSING team during the game.</p>
6	<p>Each player is given the opportunity to ask their main suspect any three questions (except the obvious "Are you the</p>

	<p>Mole?"), disguised through both a one-way mirror and a microphone that will distort their voice so that the suspect will not know who is asking the questions. Players can then do with this information as they wish. There is no money available in this challenge.</p> <p>Players are told to split into three pairs. Each pair is given an envelope containing three photographs, and must first work out where in Amman a photo was taken before travelling there by taxi. Each pair is given only twenty Dinar to pay for these taxis. In the exact location where each of the first two photos was taken, they will find a person holding an envelope containing €250. The third photo shows their final destination, the Amman Citadel. All money collected and taken to host waiting at the Citadel within one hour (up to the maximum of €1500) will be added to the kitty.</p> <p>The team must split into two groups, one with four people and one with two. One at a time, the four members of the larger group must ride a chariot (led by two horses and a charioteer) around a lap of the Jerash Hippodrome, in a relay. However, the racers' chariot is followed around the track by a second chariot, which starts a full lap behind and continues moving even as players changeover. If the chariot is caught at any point, the challenge is immediately lost. During their lap, each racer must observe a large display billboard temporarily pulled in the air by the two non-racers. At the end of their lap, racers must work to recreate the billboard on a solving station using puzzle pieces. Each racer can begin working on the puzzle as soon as they finish their lap, but the team has a limited time upon after the final racer finishes their lap to complete the puzzle. If the team's puzzle correctly matches the display board at the end of the time limit, they win €2000.</p>
7	<p>Players are taken to a large supermarket and must purchase one item made in each of the first twelve countries to adopt the Euro as their official currency. They are not told which countries these are (Austria, Belgium, Finland, France, Germany, Greece, Ireland, Italy, Luxembourg, the Netherlands, Portugal, and Spain) and must work it out for themselves. They have only 50 Dinar and half an hour to shop, and cannot buy two types of the same item (eg shampoo) made in different countries. At the end of the time limit, they must then match their purchased items to flags representing each item's country of origin. Each correct match is worth €100.</p> <p>Players must carry a ten-pound block of ice (with ropes attached) along the Wadi Mujib gorge, up a shallow river to reach a second block of ice. The water gets rougher as the gorge continues, and ropes are provided at some of the steeper points. Once they find the second block, they must smash them open (finding a laminated €500 note in each), then return to the start. If they can retrieve both notes within two minutes of each other, the money collected and returned to the start will be doubled.</p> <p>The team must select one player with experience in hospitality. The team must then work as waiters during a lunch for 24 guests at a hotel near the Dead Sea, with the chosen player in charge. Guests are given name tags during the meal in order to improve service, but at the end must remove these for the first part of the challenge itself – arranging the guests in alphabetical order. The teams has have three minutes to do so, and wins €50 for each person in the longest continuous correctly-arranged chain. They are then offered the chance to double all money won in the first part by correctly arranging the guests in groups according to their relationships with each other, again within three minutes, and correctly explaining each relationship.</p>
8	<p>Each player is locked into a different carriage on a steam train, and must work out the combination for a safe containing money for the kitty. The player in the first carriage is given a brainteaser to solve, using a whiteboard for assistance. The player in the second carriage is given an assortment of props and must use some or all of them to create a mirror which can be used to read the answer written on the outside of their carriage. The player in the third carriage is given four photographs taken at various points along the train's route and must arrange them in the correct order. The fourth carriage is filled with balloons, and the player inside it must find the one balloon with a word written on it – the answer. Once each of the players in the back three carriages has their word, they must relay it to the player in the first carriage, who must enter it as the password on a laptop to reveal the combination, which must then be relayed back to the player so they can open their carriage's safe. Each safe contains a different amount of money. If all four players succeed in opening their safe before the end of the train trip, the money collected (€800) will be doubled. If any safe is not opened, the team wins only the money collected.</p> <p>Players are given a camera and tripod and must use them to take a photograph of themselves at Petra... without any people in the shot. If they can succeed in doing so within fifteen minutes of arriving, they win €1000.</p> <p>Players must split into two teams of two. Each team must measure the distance from their starting point to Al Shobak castle and back, along a marked course. The course has both an overland and underground section, and teams will complete the course in opposite directions. They are given a laser to measure the points between different marked lights in the tunnel, and a rope to measure the distance along the road. One team has a 70-metre-long rope, the other has an 88-metre-long rope. Once a team finishes the course, they must guess its total length. The team whose guess is closest to the actual total distance (1023 metres) wins one exemption into the final episode, but the members of the losing team must decide which player receives it. There is no money available.</p>

The team must select one player with keen eyesight. The other two players are each given an armored car, with its windows covered, and must drive it around a group of sand dunes to drive over a series of colour-coded flags, always placed next to each other in pairs, with the third player guiding the others by walkie-talkie. One player must drive over only green flags, the other player must drive over only red flags. Each flag correctly run over within fifteen minutes is worth €100. Each flag incorrectly run over during the same time limit costs the group €100. In addition, the team will win an extra €500 if both cars collide at the end of the time limit.

9

Players are presented with a field containing hundreds of small candles wrapped in paper bags. Written on each bag is either a player's name or a description of one of this season's challenges. They are asked a series of ten trivia questions about the game and must blow out all the candles marked with the answer they believe is correct. After all ten questions, they are brought to an overlook and must provide the challenge's final answer without being asked the question. If they can correctly realise the answer is the 850 spelled out by the candles still illuminated, they win €850.

Each player must walk alone along a path through the desert, each stopping at three points. At each point is two bunches of helium balloons. One bunch of balloons is red and is attached to money for the kitty (which varies from set to set, but would likely add up to the same €1100 total for each player). The second bunch is coloured and is attached to one of the questions from the final test. Players can either take the money or look at the question, but cannot do both. They must release the balloons corresponding to their choice so that the others can see which decisions they have made (in turn potentially affecting their future choices). At the end of the season, after the Mole's identity has been revealed, all money collected by the final two genuine contestants will be added to the kitty.

<p>1</p>	<p>Four players are separated from the group immediately upon receiving their journals and are taken to a boat. Of the remaining six, four are taken to the tops of different pylons at the Megami Ohashi Bridge, while the remaining two board a helicopter. The players on the boat must use a telescope to work out which of the others is located on which pylon (north, south, east, or west), then hang flags of six colours from their boat to signal this information to the players in the helicopter, following a provided code (with four colours to represent the directions and six to represent the six players not in the boat). Once all four pairs of flags have been presented, everybody is taken to the heliport, where the two players from the helicopter are given the code and five minutes to work out who stood where. Each player's name corresponds to a key, which must be used to unlock a case in the same compass position as the relevant pylon. For each case successfully unlocked, the team wins €1000. If all four cases are successfully opened, the money earned will be doubled to €8000.</p> <p>The team must select two players 'with veto rights'. The others are each given ¥3000 (about €15), and must use it to buy an item in town that represents themselves. They are then split into pairs by the players with veto rights and must walk along a riverside path where all of the items have been placed, each with a photo of one of the eight buyers next to it. Each pair is also given a duplicate copy of each of the eight photos. As a pair reaches an item, they can either keep the current photo and place their own copy of that person's photo into a wooden box if they believe it is correct, or switch it for the photo of their choice and place the current photo in the box instead if they believe it is wrong. After all four pairs have completed the walk (with two pairs at a time starting simultaneously from opposite ends of the path), the players with veto rights are presented the eight items and their final photographs, and are allowed to make up to two changes if they deem it necessary. Once these final two changes have been made (or not), each item correct matched to its buyer is worth €250 for the kitty.</p>
<p>2</p>	<p>Players must split into three groups of three. Each group will disembark a tram at a different location in Nagasaki, and must search for two bamboo tubes containing clues. Each group is given a phone to call the others and a note written in Japanese for assistance. One tube is near the tram stop, the other is at a nearby landmark with some minor connection to the Netherlands. Once a group finds their two tubes (or earlier if deemed necessary), they must return to the tram stop. Each tube contains a one-word hint to the final location, but tubes cannot be opened until a group is back on the tram. The third group to leave the tram must return to it before it can leave to collect the other two groups, and so on. On board, players must combine the six hints to work out their final destination, before heading there. If they can arrive at this monument within one hour from the first group leaving the tram, the team wins €2500.</p> <p>Players are blindfolded at their hotel and driven to Holland Village, an abandoned theme park designed to mimic the Dutch province of Noord-Holland (North Holland). In pairs (with the final player running alone), players must search the park for a series of nine switches, while the others remain in their holding room and watch via four live CCTV feeds of different locations in the park, advising the runners via walkie-talkie. Each switch pressed reveals a different portion of a park map, which will eventually show where an envelope containing the money for this assignment (€3000) is hidden. However, players must wear small lasertag receptors around their waists and must avoid being shot by two patrolling guards with laser guns, who are also guided by a person observing the feeds from a different location. Once a player is shot, they are eliminated from the challenge. If any player can successfully find and retrieve the money before being shot, the team wins it. If all nine players are shot before the money is safely retrieved, the team wins nothing.</p> <p>Players must split into pairs, with one player left over. One half of each pair (and the ninth player) is taken to a second room, where a joker will be placed on the table. Jokers will be added to the pile on the table until somebody chooses to take them. The four players in pairs will be collecting jokers for their partners, while only the fifth player is collecting for themselves. The process is then continued with the other four players. There are a limited amount of jokers available in each round, and jokers will be withdrawn if nobody takes the final offer within a limited amount of time. One pair at a time will then enter the room again and must decide how to share their collected jokers. Players can lie about the number of jokers they collected if they wish, in order to keep more for themselves. There is no money available in this challenge.</p>
<p>3</p>	<p>Players must split into pairs, each with a driver and a guide. The drivers must navigate vehicles around a Japanese driver training lot, with their guides watching from overhead and using walkie-talkies to navigate. The guides are also given maps of the lot and pens to help them mark. Each driver will be accompanied by a local driving instructor and must obey local road rules at all times. There are fifteen wooden boards located at different points in the lot. If all four drivers can drive over the fifteen boards between them, without any driver ever using the same piece of road more than once, the team wins an unknown amount of money.</p> <p>Players are taken to a secluded location for a Japanese dinner, and are seated at a table with two extra places. These two places are filled by the two former presenters of the show, Angela Groothuizen (the first five seasons) and Karel Van De Graaf (seasons six and seven). During the meal, the former hosts will try to advise contestants on their search for the Mole. However, players are called from the table one at a time and are presented with seven envelopes. Some of them contain a joker or another additional reward, but all contain a note advising the player of a secret task – convincing the</p>

former hosts that they are the Mole. After the meal has ended, the two former hosts will be taken aside and asked to identify the player they think is the Mole. If at the end of the season their choice is revealed to be correct, €3000 will be removed from the kitty. If their choice is revealed to be incorrect, and their suspect is NOT the Mole, the winner will receive an additional €3000.

The elimination takes place as usual, with all of the 'safe' players being shown their results. The final player, who therefore must have been given the red elimination screen, is taken away without seeing their screen, while the others are shown a table with two small cups on it. Each of these players is given green and red tokens, both representing a quarter of an exemption token. One at a time, the "eliminated" player must call them to the table and turn around while they place their two tokens beneath the cups. They will then turn back around and must ask where the green token is, before deciding whether to believe them or not. This player will then lift up one of the cups and keep whichever coloured token is beneath it. If they complete a green disc by collecting four green tokens, they will be saved from elimination but the group wins no money. If they complete a red disc by collecting four red tokens, they will be eliminated from the game but the team will win €2000.

4
Players are called and told to split into three groups – two pairs, and the three players with the worst grades in school. They are then taken to a local high school and must search the classrooms in their groups for different brainteaser puzzles, each based on a different school subject. Once a group finds one, they must enter the room and attempt to solve it. If they answer correctly, they can leave the room and continue searching. If they answer incorrectly, one group member must remain behind in the room while the rest continue to search. Groups have a maximum of five minutes to solve each puzzle, and have an overall time limit of twenty minutes to solve as many as they can. If any player is still solving puzzles at the end of the time limit, the team wins €250 for each correctly solved puzzle.

Players are split into two groups and taken to opposite ends of a lakeside road. Each group must use provided equipment to build a stretcher, then load a series of small sandbags onto it and carry them along the road. At various locations along the road there are signs showing different cash amounts for the kitty in yen. They are not told the equivalent value in Euro (the highest value, ¥500,000, converts to €4000), the distance to the next sign, or how much future signs display. Groups can decide to stop at any sign, or continue, and can leave sandbags behind at any point (including at the start). If both groups meet at a sign, the total number of sandbags with them will be converted into a percentage of all sandbags presented at the start of the challenge, and the team will win this percentage of the amount shown by the sign.

Players are taken to a forest to camp for the night, but are later chained by the ankles to a communal chain wound around several trees. In the middle of the players is a table containing a key to free themselves and an exemption. The basket covering both of these will be lifted every fifteen minutes, but players will only have enough slack in their chains to reach it if all other players stand back. Each time the gate opens, players have one minute to reach the table before the key and token are covered. Each player is given the option of taking the key to free themselves and earning money for the kitty, or taking the token and winning the exemption. If a player takes the exemption, the challenge ends immediately and all players still chained together (including the person who took the exemption) will spend the entire night chained with no food or bedding. The first two players to free themselves from the chain each earn €50 for the kitty, while each subsequent player earns twice as much as the player released immediately before (with the seventh player therefore potentially earning €1600). All money won is cumulative.

5
Players must split into three pairs. Each pair is taken to a different island in a small bay, where they will find different parts of a stone temple. Using walkie-talkies for communication and travelling by rowboat, players must get the five heavy pieces to a fourth location and assemble it. However, there is only one rowboat and only one player may row at a time, taking either a passenger or a part of the temple if necessary, but not both. In addition, no player can row for two successive legs of the journey. If they can successfully build the temple at the final location within ninety minutes, the team wins €5000. If the temple is not built in time, the team wins €500 for each piece of the temple at the final location.

Players are taken to the base of Mount Zao and must hike up a path to the top. Along the way, they will encounter a series of signs with the show's logo on them, each also displaying a kanji character. At the top, they are presented with a safe locked with four combination locks, and a basket filled with placards showing assorted kanji characters, including the ten kanji characters they have seen along their hike. Each placard has a number written on the back, corresponding to either one or two of the digits needed to unlock one of the locks. Placing the signs in the correct order they were seen will show the combinations in the right order. Players can return down the path to check any or all of the signs if they deem it necessary. If players can unlock the safe within 45 minutes of arriving at the top, they win €1500.

Players must line up at a ticket counter and will each be asked which of two karaoke rooms they would like to be seated in. Only three players are allowed to sit in each room. Each room has a large book showing over 60,000 available karaoke songs. Players are given thirty minutes to find and perform as many songs as possible, taking turns. All three players in a group must perform the song, which will be shown on a silent CCTV feed in the other room. The players in that room must then guess the song, using their book for assistance if necessary. Each song correctly guessed earns the team €100 for the kitty.

<p>6</p>	<p>Players must climb the stairs to the top of the Yamadera Temple. At various locations along the climb, the team must choose a player they do not trust, who must then wait behind while the remainder continue climbing. This player is then offered a choice between adding €500 to the kitty, or taking jokers for themselves – one for the first player left behind, two for the second, and so on until the fifth and final player is offered five jokers. All players who choose jokers win them, but all money chosen will only be added to the kitty if the final player – in theory, the most trusted player – chooses to add their €500 to the kitty over taking five jokers for themselves.</p> <p>Players are seated at different locations surrounding a large building. One player at a time is taken inside and must climb a large spiral ramp, passing by a series of numbered pairs of photographs representing their journey. Starting with the first pair, they must work out the logical relationship between the photos, choose the one they believe applies to the Mole, and lift a small piece of card attached to reveal the number corresponding to the next pair of photos they must choose between, and so on. Eventually, they will find a card corresponding to one of five telescopes at the top of the ramp, each directed at a different player's location. If a player has correctly chosen the photograph representing the Mole each time, they will be directed to the telescope aimed at the Mole; if not, they will be directed to a telescope aimed at another player. There is no money available.</p> <p>Players must split into three groups – two pairs, and one player on their own. Each group must paddle an inflatable canoe along a section of the Mogamigawa River, collecting a series of floating bottles. The two pairs are each given a small tube containing five coins, and must place a coin into each bottle they can collect before releasing it back into the river, aiming to ensure it continues to a location where the next group can retrieve it. If a group passes a marked flag representing the end of their section, they are out of the challenge. Each bottle has a different amount of money written on the side (either €250 or €500). At the end of the course, the solo player must collect as many bottles containing coins in their canoe as possible. All money represented by these collected bottles at the end of the challenge will be added to the kitty.</p> <p>Players complete the test as usual. At the elimination, one player at a time is offered the chance to pay €1000 from the kitty to guarantee their place in the next round, essentially buying an exemption after-the-fact, or keeping the money in the kitty and seeing their results. Each player's decision is individual, and if the player who would have received the red screen buys an exemption, no elimination takes place.</p>
<p>7</p>	<p>Players are sent a text message from the host asking them to choose their best listener. The group is then taken to the Shibuya scramble crossing, where the other four players are presented with four steel cases. One allows its holder to have a private dinner with the fellow contestant of their choice, one contains an unknown number of jokers for its holder, one contains a mystery offer, and one is empty. In pairs, players are given a brief amount of time in the middle of the intersection to negotiate with each of the others regarding which case each will take, with the good listener secretly listening in from above. After three rounds of negotiations (with each player dealing with each other exactly once), players must select the case of their choice in private. If a player is the only person to select one of the three rewards, they win it. If two players select the same case, the reward in question is voided. In addition, if the listener can correctly predict which of the four cases each player takes, the team wins €2000.</p> <p>The player who selected the empty case in the previous challenge is given the chance to play for an exemption. They must choose one of the remaining four players to work with them, and one player to sit out of the entire challenge. The two players competing for the exemption must buy outfits to disguise themselves from a nearby market. The other two players completing the challenge are then given an envelope containing a map and must find a specified location on foot, while they are tailed by the two disguised players. At this location, there is an envelope containing a second map and location, and so on. The fourth such envelope will lead to the waiting host. If these two players can arrive within thirty minutes and correctly identify which two of the remaining three players was following them, they win €2000 for the kitty. In addition, if the two disguised players can reach the final destination within one minute of the first pair making their guess and without being correctly identified, each of them wins an exemption.</p> <p>Players are called and told to choose three people who are good at nonverbal communication. Each of these three players is taken to a different location and must communicate a series of letters to the remaining two players through silent webcam feeds, filming from high above intersections. They are given ¥1000 (about €8) to buy props if they deem it necessary. Once the letters have been communicated, the remaining two players must then combine them to form a website address and use it to find their final instructions, as well as the numbers for the three phones given to communicators. If all five players can successfully meet at the final location within the specified time limit, the team wins €2000.</p>
<p>8</p>	<p>Players must split into two pairs, and are then taken to two different locations, each exactly 1500 metres as the crow flies from the Tokyo Tower. Pairs are then given one hour to walk from their starting location to the tower itself, using a GPS for assistance. However, each pair can travel no more than 2500 metres in total. If both groups arrive in time and without exceeding the distance limit, the team wins €2500.</p> <p>Each player is given a carabiner of a specific colour and must use it to traverse a rope maze set up in a large bunker.</p>

	<p>Each player starts at a different location, each with the solution to one of four tangram-like puzzles displayed, and can only unclip from the rope maze to switch between adjacent ropes or to pass around another player. At each player's starting point there are also three smaller carabiners of their colour for the other players to collect. Once a player has all four coloured carabiners (their own, plus smaller carabiners of each other player's colour), they must travel to the centre of the maze, where they must then unclip from the maze and solve the puzzle displayed at their starting line. The first player to successfully do so is given a choice: Either add €3000 to the kitty, or take an exemption into the final and have €1000 removed from it.</p> <p>Earlier in the episode, each player is taken aside and asked two questions about how they would have acted during various situations from earlier in the game. Later, the other three contestants must guess the responses given to these questions. For each answer correctly predicted, the team wins €250.</p>
<p>9</p>	<p>Players are told to choose their smartest member, who must travel to the host while the remaining two stay on a beach where all ten players' names have been written in a row in the sand. They are then asked a series of nine questions about the information learned throughout the game. They are allowed to communicate with the others via walkie-talkie if necessary. Once they have an answer, the players on the beach must find the first appearance of the answer's first letter, and rub out all letters before it (except for letters used as previous answers). If all nine questions are correctly answered, the nine remaining letters will spell out a Dutch sentence. If the players can successfully reveal the sentence, they win €2000.</p> <p>Each player is given a lasertag gun and vest, and must collect money from various locations around a small island in the middle of Tokyo Harbour before returning it to a storage chest. There are fourteen locations with money, each marked by a lantern, but the island is guarded by an unknown number of ninjas. Ninjas will attempt to eliminate players by simply tagging them (thus making the players' lasertag vests kind of pointless), but all ninjas wear lasertag vests and players are able to shoot them. At the end of the unstated set time limit, or after all three players have been eliminated, all money stored in the chest (up to a maximum of €5000) will be added to the kitty.</p>

<p>1</p>	<p>One player at a time must ride a crowded bus and learn the answers to five listed questions. They are then gathered together in a group and each of the listed questions is asked to a different player for incremental amounts from €10 to €50. Finally, they are given a sixth question, but are not forced to answer. If they answer correctly, the team wins €5000. If they answer incorrectly, the kitty will be reset to a €5000 debt. If they refuse to answer, no additional money will be gained or lost.</p> <p>Players are given fifteen minutes to devise a system of communicating an unknown message, using only six colours. They must then divide themselves into four receivers and three pairs of senders, who are each taken to different locations around a stadium to send their respective messages... using coloured fireworks. Once done, the receivers are presented with four envelopes showing possible messages and must correctly choose which of them shows the correct message in order to win €2500.</p> <p>One player at a time must walk around a building's interior balcony, passing a series of baskets containing various individual rewards or money for the kitty. Upon arrival at a basket, the player can either take the reward represented or leave it and continue to the next basket. A player can only take the contents of one basket, and cannot return to a basket after leaving it. After reaching the last basket, a player must return to the group and select the next player to complete the walk, and can divulge as much or as little information as they wish before leaving to wait in a second area. If a player takes a personal reward, they get to keep it; if they take money, it is added to the kitty at the conclusion of the challenge. A maximum of €10,000 is available.</p>
<p>2</p>	<p>Each player must write a brief description of themselves, as if for an internet dating site, without giving their name or mentioning any claims to fame. One other player must then read the profile to the group, who must attempt to guess which player the profile is about. If at least six players can successfully guess who is represented by a profile, the team wins €250.</p> <p>Alone or in groups of two, players must travel along a path filled with booby-traps to reach a vault, avoiding a stationary lasertag sniper and the traps. Walkie-talkies are provided to communicate with players still waiting for their attempt, to assist in forming a plan to deliver the €2500 for this challenge from the starting point to the vault, as are wire cutters to help deactivate some of the traps. Players are eliminated if they set off a trap or are shot by the sniper, and any money carried onto the path by a player who fails to reach the vault is voided. Any money safely delivered to the vault is added to the kitty.</p> <p>Players must stand on one side of a giant photo frame set up in a town square, and view a short skit representing local life twice, performed the second time with ten differences. After the second performance, players must line up and list one difference each. If a player gives a correct answer, they win €200 for the kitty. However, if an incorrect answer is given, all money won so far in this challenge is voided.</p>
<p>3</p>	<p>The team must split into four players 'who like to stick around' and five 'who like to look the part'. The group of four are taken to a billboard outside of town, choosing one famous name from a list of four along the way. They are then given a pixelated black-and-white image of the person chosen and must recreate it on the billboard using sheets of A4 paper. Meanwhile, the group of five are taken to a blank wall and must paint a mural on it, indistinguishable from the others in the area. After both groups have finished their artwork, the painters are taken to the billboard and must guess who is represented by the image, while the billboard makers are taken to the area near the mural and must choose which of the many murals was created by their teammates. For each correct guess, €1000 will be added to the kitty.</p> <p>Players are given ninety minutes and US\$100 to organise and stage a fifteen-minute performance in town square, getting as many spectators to watch as possible. If at least two hundred people are present at the end of the performance, and the performance receives applause, the team wins €1000. For every extra spectator present after the initial two hundred, the team wins another €5.</p> <p>Players are taken to a new hotel and are locked into five rooms – eight of the players in pairs, the ninth on their own with everybody's luggage. They are given fifteen minutes to find the hidden key to their room and escape. Each room has a television screen showing a live CCTV feed from another room (and a note revealing where that room's key is), and a camera linking to a third room. Players must signal the information on their note to the camera without using pens or paper, holding the note itself to the camera, or yelling through the walls. If all five groups escape in time, the team wins €1000. If they fail, the player in the room with everyone's luggage must choose four of the other eight players to lose their luggage for the remainder of the game, within ten minutes. These players are offered their luggage back for a cost of €500 each, but any decisions made must be unanimously supported by the group.</p>
<p>4</p>	<p>Players must split into two teams of four, and each team must drive one of two buses around one lap of a track in a race. However, the window in front of the driver is covered and a second player must use a small gap in the covering to guide them. Meanwhile, the other two team members must spell a given word by using letters painted on small balls rolling</p>

	<p>around the bus as it moves. If the players fail to spell the word before reaching a marked point of the track, the bus must stop until it is spelled. Once it has been spelled, another section of window covering can be revealed and players must rotate positions. This continues until one bus finishes the lap or both buses break down. If, at the end of the season, the Mole is revealed as one of the players on the losing team, €3000 will be added to the kitty. If the Mole is revealed as one of the players on the winning team, €3000 will be removed from the kitty.</p> <p>Players must split into pairs, each with one person from each bus in the previous challenge. One pair at a time must enter a church and stand three steps away – on opposite sides – from a table with both their journals on it. Taking turns, players must answer a limited number of questions about their answers on previous elimination questionnaires. If they tell the truth and reveal their answers, nothing happens. If they lie or refuse to answer, their opponent is allowed to take a step closer to the table. If a player reaches the table before the end of the questions, they get to read their opponent's journal. There is no money available in this challenge.</p> <p>One player at a time must complete a two-rope traverse along a pair of 111-metre-long ropes suspended high above a ravine. After all eight players have attempted the task (or refused to), the total cumulative distance travelled is added together. If a player failed to complete the entire crossing, the distance they completed before falling is added. To win €2500, the total distance travelled by the eight players must equal or exceed 666 metres.</p>
5	<p>Players must split into two groups, one with four players and one with three. Each group is given a herd of six hundred cattle, and must lead them on horseback to the other group's starting area. In addition, each herd contains five cattle with coloured tubes attached to their necks, which must be collected by the members of the opposite group as they pass. For each tube collected, €250 will be added to the kitty.</p> <p>Players must listen to readings of a traditional Nicaraguan poem (in both Spanish and Dutch), then choose one person with a good memory. This person is given an hour to memorise the Dutch text of the poem, while the other six players must work in a relay to take photos of six highlighted words from the poem on the streets of León. Each player will take two photographs with different partners, with five players taking their two photos consecutively and the sixth taking their photos first and last. Once all six photos have been taken, they will be shown one at a time to the memoriser, who must guess which word was photographed in each instance. For each word correctly guessed, the team wins €250.</p> <p>Players must drive two jeeps along a seven-kilometre stretch of a dilapidated road. Along the way, there are a series of small signs with the show's logo on them, marking locations where money is attached to a red flag hidden somewhere nearby. Both cars must remain together at all times for safety reasons. If they can complete the entire course within 45 minutes, all money collected (up to a maximum of €1500) will be added to the kitty and doubled.</p>
6	<p>Players are told to split into two groups of three – 'readers' and 'writers'. The three writers must choose one word from a provided list containing eight words of differing lengths, then spell it out by walking along the gridlike city streets of León. As they do so, they must direct the three readers along the same route by phone. After one hour, both groups must stop and the readers are shown a computerised image of the walk they managed to complete. If they can correctly guess what word was spelled, the team wins €200 for every letter in the chosen word.</p> <p>Players are taken to a quarry and must use planks and platforms of varying sizes to transport the entire group across a waterlogged area to a large finishing platform where the money is waiting. The group starts with only one plank and must first collect the second, larger plank from its location in the middle of the course before it can be used on the larger gaps between platforms. A maximum of four players can stand on each large platform at any time, while only one player at a time can use the smaller platforms, and players cannot cross a plank while carrying the other. If the entire group can reach the final platform within ten minutes, the team wins €2500.</p> <p>Prior to the challenge, players must complete this episode's elimination test. After all players have done so, one must choose two face-down cards displayed on a table, without lifting them up. The four cards not chosen become the code the contestants must work out. Each player is given beach towels of one colour (blue, orange, green, yellow, pink, or white), and four players at a time must line up on the beach holding one of their towels open. The host will then tell them how many colours are in the correct position, and how many are in the code but in the wrong position, at which point the team must make another guess, and so on. If they can guess the code within two guesses, only one player will need to see the results of their elimination screen, but for every two guesses made before the code is successfully cracked, one additional player will have to see their screen, increasing the odds someone will be eliminated in this episode. No money is available during this challenge.</p>
7	<p>Players are given ten seconds to study a map showing an 'underwater labyrinth', then must enter the water and swim amongst the waves, fully clothed, to collect blue tubes attached to a network of ropes. However, there are also red tubes representing 'bombs'. Each tube must be returned to a basket shore in order to count. For each blue tube collected and returned within fifteen minutes (out of seventeen shown on the map), the team wins €100.</p> <p>Players must hike up a steep and rocky path to the top of the Cerro Negro volcano. Along the way a series of wooden</p>

	<p>crates containing money for the kitty are presented. Players must take the first crate with them at the beginning, as well as two backpacks containing bottles of water, but can exchange it for lighter chests representing less money as they go. At the top of the volcano, the amount represented by the chosen chest (a maximum of €2400 for the heaviest chest) is given to players in monetary notes, and players must run down a steep hill littered with scree to place their money into another wooden crate at the bottom. If a player can place their money into the crate within seven minutes, it will be added to the kitty.</p> <p>Each player is given one joker for free, and can either keep it or give it back to compete in this challenge. One at a time, each competing player must stand on one side of a crate as the host shuffles a basket of jokers beneath it from the other side before withdrawing either zero, one, or three. The other competing players will stand behind the host, able to see how many are withdrawn, and can signal to the competing player if they wish but cannot speak. The competing player can then choose to either keep the unknown amount of jokers withdrawn or refuse it. If they refuse it, one of the other two amounts is then withdrawn and the player is made the same offer. If they refuse this second offer, they win whichever of the three amounts was not chosen as one of the first two offers. No money is available during this challenge.</p>
<p>8</p>	<p>Players are split by the host into two groups, one with two players and one with three. The group of two are taken to a lighthouse and locked in, needing a numerical code to help them escape. The others are taken to a nearby island, where they must find the code (displayed on a banner hanging from the lighthouse) and work out how to give the message to the trapped pair. Both groups are given a pair of monoculars for assistance. Once the trapped pair has escaped, they must travel to the beach where the others are waiting, then use a treasure map found at the top of the lighthouse to help them find a buried treasure. If the treasure is found within one hour, the team wins an unstated amount of money (approximately €2500, per a voice over before this episode's third challenge).</p> <p>Players are taken to a volcano and given gas masks, then must make their way into the crater, where a metal cage-like corral is waiting. Starting from the corral, they are given a set of directions (eg "fifteen steps away at half past nine", with the host's position representing "twelve o'clock") to find money hidden somewhere in the surrounding area. They must follow these directions to find the money, then return to the corral with it. In addition, there is also money placed at random locations throughout the crater. If a player fails to return to the corral within a specified time limit, they are out of the challenge and any money they are carrying is voided. In each round, the amount of available money and the allotted time changes. At the end of three rounds, all money safely collected and returned to the corral (up to €1500) is added to the kitty.</p> <p>One player at a time must enter an abandoned hospital and search for locked gates guarding money, avoiding two patrolling guards, while the others monitor a series of live CCTV feeds showing the site. Each gate is marked with a code corresponding to a general knowledge question, which the other players in the control room must answer. If it is answered correctly, they will be given the code for the combination lock and can retrieve the money. If not, the code will not be given and they must search for another gate. Each player will sign showing the name of an eliminated contestant on their chest and back. The group has a shared time limit of one hour to collect as much money as possible, and each player can continue for as long as they wish before returning, but if a guard can completely spell the name written on a player's sign they are out of the challenge and any money they are carrying is voided. At the end of one hour, any money collected (up to an unstated maximum) is added to the kitty.</p>
<p>9</p>	<p>Players must split into two pairs and each pair is taken to a different location in Granada. Without being able to communicate with the other pair, players are given thirty minutes to find as many people of different nationalities as possible and get them to travel to the city's Central Park. At the end of the time limit, they must meet the host. If both groups have brought somebody of the same nationality, neither counts. For each unique nationality represented at the park, the team wins €100.</p> <p>At the beginning of the season, players are told that the Mole will attempt to contact one of them at some point. During the Episode 8 elimination quiz, players are asked if they would like to be contacted, paying a cost of one joker to answer 'yes'. One player who answers 'yes' is chosen at random and given a secret task in this assignment. Each player is taken by boat to a different location in a group of small islands, and given part of a transparent treasure map. The player with the secret task is also given a sheet of paper showing how the sheets must be correctly aligned. If the four players can find each other and use their maps to find the host within 40 minutes, they win €2500. If the player with the secret task can instead lead them to a buoy at a different location, they win an exemption and a place in the final but the group wins no money.</p> <p>Players must split into two pairs. One pair will take a guided tour of the Mombacho volcano, while the other pair will take a guided tour of a coffee plantation. At the end of the respective tours, they are told that each pair will have to answer questions based on the other pair's tour. They are given ten minutes to exchange as much information as possible before each group is asked five questions about the tour. For every correct answer given, €200 will be added to the kitty.</p>
<p>10</p>	<p>Prior to completing the challenge, players must complete the usual elimination test from the previous episode, extended to include three questions from this final challenge (which had yet to happen). They must then split into two pairs, one</p>

travelling by ground and one travelling by air. The pair travelling by air must travel along a multi-stage zipline course set up in the jungle canopy, scanning the landscape below for small red flags showing the locations of hidden envelopes containing money for the kitty. They must then throw flashing, noise-emitting beacons at the flags, to make it easier for the pair on the ground to find the money as they run beneath. At the end of the path, all money collected (up to an apparent maximum of €3000) will be added to the kitty. After the challenge, the final elimination is held.

<p>1</p>	<p>Each player is taken by car to a different location and abandoned with their luggage. They are given only a photo showing an area in the surrounding stark landscape (each player has a different photo, all taken from the same location), and must work out for themselves that they must hike to the location where the photos were taken. If all ten players arrive at the location, a simulated plane wreckage, within three hours (cut to two hours by the unseen Mole during the opening sequence), the team wins €2500.</p> <p>Immediately after the first challenge, players are told to form a pair with someone they trust. They are then divided into two groups of five, each with one half of each pair, and taken to a glacier. The first group is given a list of coordinates leading to five canisters each containing €500 for the kitty, and must locate them before leaving a map for the second group to follow. However, each canister is hidden amongst a line of five, requiring pinpoint navigation. Incorrect canisters contain either nothing or a fake monetary note representing a €500 penalty. The first group is not allowed to collect anything when they search. In addition, one cluster of canisters is located near three tokens representing exemptions for each of the first three episodes. Whoever finds them must choose who (including themselves) receives them, but a player may only receive one exemption.</p> <p>The three players who won exemptions in the previous challenge are split from the group and must defend them. One at a time, they must make their way across a bridge filled with shield-like barriers, attempting to make it to the other end. Meanwhile, some of the other contestants will cross from the other direction and must attempt to stop them. All ten contestants are given paintball guns to shoot each other with, and any player shot is out of the challenge. Each player without an exemption can only attempt to stop one player. If the players without exemptions can either shoot the player attempting to defend it, or retrieve the exemption token from the defender's end of the bridge before the defender can successfully cross, they win money for the kitty - €500 for the player with Episode 3's, €1000 for the player with Episode 2's, and €1500 for the player with this episode's. If a defender can cross the bridge safely before their exemption is stolen or they are shot, they keep it but the group wins no money.</p>
<p>2</p>	<p>Players are taken to the bottom of a hillside staircase and must climb it by solving a series of equations related to their personal information, for example the age of one player's spouse minus the number of children a second player has. Players can take as long as they need to solve each equation, but €100 is subtracted from this challenge's total possible amount of €2000 for each full minute taken. Once they submit an answer, one player must wait behind on the current step while the rest of the group climb that many steps. As they continue, more people will be left behind and the equations will become more complicated, but players are allowed to shout to each other in order to solve them. If after eight equations, the final player makes the eight climb and finishes at the very top step where the host is waiting, the team wins the money.</p> <p>The team must choose two players who don't feel like driving. The others are then split into two groups, while these two chosen players are taken to a hilltop overlook nearby. They are given a walkie-talkie and a card showing a specified route each, and must each guide one group to drive the shown route along a sandflat, with a can dragging behind the car to make the route clear from overhead. The groups start on opposite sides of the flats and must be guided so that the two routes marked in the sand will spell a word when combined. At a specified point, both vehicles must switch drivers. After twenty minutes, each guide must choose one person from their car. These two players will be taken to the overlook and must guess the word they were trying to 'write'. If they guess the correct word, the team wins €2500.</p> <p>Players must choose somebody who they trust with potentially 'saving' their challenge. The other eight must then split into four pairs, each of whom is taken to a different location in a mountainous landscape. The first pair is given a four-digit number used as the combination for a lock and must use provided equipment to communicate this code to the second pair with smoke signals. This second pair must then repeat the process, and so on. After the fourth pair has received a message, they must use it to unlock the combination lock. However, the ninth player's goal is to predict whether or not the lock is opened. If they predict correctly, they win €3000 for the kitty.</p>
<p>3</p>	<p>The team must split into three groups – two players good at decoding things, and two groups of three. One group of three will ride down a glacial river in a jetboat, while the members of the other group are each given an envelope containing two cards, before being taken to different riverside locations. One of the cards contains three possible categories, while the other contains a list of cash amounts corresponding to each letter of the alphabet. This player must paint their category and chosen letter on a large placard, then hold it up while the others pass by in the speedboat. This group must then write down as many examples of the category as they can beginning with the chosen letter, while the jetboat continues to travel and turn at high speeds. At the end of the ride, the two decoders are shown the notes made by the boatriders and must try and read the answers written down. The process is then repeated with the boatriders and the signmakers switching positions, but the new signmakers cannot pick the same categories. For each correct answer 'decoded', the team wins the amount allocated to the starting letter (€50 for most letters, but up to €200 for a Q).</p> <p>One volunteer at a time is given the choice between receiving one joker, or taking an envelope containing an unknown prize. If a player takes the joker, they get to keep it but are out of the challenge. If a player chooses the envelope, they are</p>

	<p>then offered a choice between the envelope or two jokers. They then get to keep whichever item they choose in this second deal, with the envelope containing €1000 for the kitty. In addition, the first player to win the envelope is given a card containing one of the questions on the Episode 4 test.</p> <p>The group is phoned and the player who answers is told to split the team into two groups: six players who want to see a large part of Reykjavik and two who want to see a small part of it. The group of six is taken on a walking tour of Reykjavik with an eccentric local guide, while the remaining two players are taken to the roof of a lookout tower at the National Gallery of Iceland. They are told that the main group will arrive at 2:00pm, and must not enter the building. To stop them, they must use the information visible from the rooftop to answer a series of questions (for example, the number of different bus routes passing by the closest bus stop), with each answer corresponding to one digit of the team's phone number. If they can work out the number correctly and convince the group not to enter, they win €2000 for the kitty.</p>
<p>4</p>	<p>Two players are given a tandem bike and must ride it through an ammunition depot to a series of bunkers, each with a waiting player. All waiting players begin the challenge in the wrong positions. Using a clue written in mock graffiti on the bunker wall, they must switch one of the cyclists for the waiting player upon arrival, before the two new cyclists continue to another bunker. Players can visit the bunkers in any order, but are only allowed to spend ten minutes cycling (although they can take as long as they need to decide on the switches). The final bunker, where the host is waiting, has two clues referring to its intended occupants. If all seven players are in the correct positions before the end of the allotted cycling time, the team wins €2500.</p> <p>The team must choose six players who want to deal with Iceland's cold weather by putting on something warm. In pairs, these players must put on wetsuits and snorkelling gear, then swim along a specified route, passing by submerged photos of each remaining player's parent(s) at a younger age and remembering the order they are encountered. For safety reasons, each player can only be in the water for a maximum of fifteen minutes. At the end of the swim, each pair is told to identify the player represented by photos at two specific placements in the order. The seventh player is given a two-way radio and is able to hear all three pairs discuss the photos and their order, but is unable to see them. After all three pairs have swam and placed their two photos, this player is then given the task to make any changes they deem necessary from their observations. If all seven players are placed in the correct order after this final round of changes, the team wins €2000.</p> <p>Prior to the challenge, players must complete this episode's elimination test. Five players then have their 'safe' results shown at the elimination ceremony, leaving two players at risk, before the contestants are made an offer. The five safe players must negotiate whether to cancel or continue with the elimination in pairs (with each player dealing with only two of the remaining four), before voting in private. If all five negotiators come to a unanimous decision, the team either wins €3000 (for cancelling the elimination) or loses €3000 (for continuing with the elimination). If a non-unanimous majority chooses to continue the elimination, there are no financial consequences but the elimination continues. If a non-unanimous majority chooses to cancel the elimination, the elimination is cancelled but all money earned so far in this season is forfeited.</p>
<p>5</p>	<p>During their flight from Reykjavik to a mystery destination (Alicante, Spain), a flight attendant gives each player a different brainteaser or trivia question, and thirty minutes to solve it any way necessary. Immediately before the next challenge, players are told to form a line, then must give their answers. The first correct answer earns the group €50. Each additional correct answer doubles the amount of money won (for a possible maximum of €3200); each incorrect answer halves it (for a possible minimum of €0.78, assuming at least one answer is correct).</p> <p>The team must select one 'intrepid' player. This player is separated from the others, who must divide themselves into pairs. One pair at a time, they must race against each other around a large Western movie set to find eight boxes, while wearing lasertag vests. At each box, a player can choose to either take money for the kitty, a joker for themselves, or plunge a detonator to remove one of their opponent's lives. Meanwhile, one of the other pairs will be split on different rooftops, each holding a lasertag rifle. If a player is shot by a sniper, or if their opponent removes all three of their lives, they lose anything they have collected and the round is over, with everything their opponent collected valid. After three rounds (with each pair acting as runners and snipers once), the intrepid player is brought back and must choose one of the other six to compete against in the final duel. This final duel has the same rules (with two snipers chosen offscreen). However, if the intrepid player wins, anything won by their opponent in their first duel is also forfeited. Between the four duels, there is a total of €4500 available.</p> <p>The team must select two players with 'sharp eyesight'. They are taken to the top of a castle overlooking Almeria, while the others are split into two groups and taken to different locations near the shoreline. The players on the castle rooftop must use a pair of monoculars to locate four houses with large white crosses on their rooves, then navigate the groups through the mazelike streets to these buildings via walkie-talkie. The groups being guided can only travel on foot. On each roof is a card showing a hint to the groups' final destination. If the two groups of runners both arrive at the destination within 45 minutes, the team wins €2000. In addition, one of the hint cards also contains a question from the Episode 6 test.</p>

6	<p>Each player is given one attempt with a bow and arrow to get as close as possible to a token representing an exemption, placed on the side of a quarry. The two players who get the closest to the token earn the chance to compete for it in the second round. The token is placed on a raft loaded with haybales, and these two players must use an attached rope to haul it across a small bay. Meanwhile, the other four players (who were least accurate during the first round) must attempt to hit the raft with flaming arrows. For safety reasons, all four players must fire their arrows together, and each player only has eight arrows to fire. If the raft catches fire before reaching the opposite side of the bay, the team wins €2500, but no exemption is won. If the raft is pulled to the opposite side of the bay before it is hit, the team wins no money but one of the pullers wins the exemption.</p> <p>Players are taken to an abandoned iron ore mine, and must connect a series of electrical cables to six generators, so that ten different lighting towers are all illuminated. Because the cables are of different types and different lengths, there is only one way to simultaneously light up all ten towers, as shown on a provided circuitry map. Players must take turns connecting cables, communicating with the rest by walkie-talkie. Meanwhile, runners must wear lasertag gear and avoid an unknown number of snipers. Players are given one gun per group to defend themselves. Anybody shot, player or sniper, is out of the challenge. Only two players can be outside at a time, with replacements only made when a player is shot. If all ten towers are simultaneously illuminated before everybody is shot, the team wins €2500.</p> <p>Players are presented with a fish-like shape made of pebbles, and must recreate this as quickly as possible using eight planks of driftwood. They must then move three pieces of driftwood so that the fish 'swims' in the opposite direction, without using the reference fish. If they can do so within three minutes, they win €1000. They are then offered a second, optional stage for the challenge. If they can move two planks and make the fish swim towards the sea (ie. a 90-degree turn) within one minute of the challenge being presented, the money won will be doubled to €2000. If they touch any of the planks but fail to complete the challenge they forfeit the money won in the first stage. If no player touches any of the planks within one minute, the money from the first stage is kept.</p>
7	<p>Players are presented with a large, three-dimensional bull puzzle made of chalkboard, and must transport it up a trail to the top of a hill within one hour. The bull can be disassembled if needed, but must be intact at the end of the time limit. Along the way, they will find three red rags, each with a card showing a Dutch word (although the first two are just component parts of the third word, "stierenvechtersarena", meaning bullring). They must make as many Dutch words of four letters or more as they can from the shown words, using chalk to write their words on the bull. Each word must be fully visible on the assembled bull and correctly spelled in order for it to count. Players are then given five seconds to decide on the stakes for this challenge, wagering on the number of visible, valid words written on the bull. They can either choose to wager on having at least fifty valid words (winning €1000 if they are correct), or wager on having at least one hundred valid words (winning €2000 if correct). If they make a wager and are incorrect, they win nothing.</p> <p>One at a time, each player is separated from the group and is asked a series of banter-y questions. They are then collected again and told that the Mole was also asked to predict whether each of the contestants would succeed or fail to complete their part of the challenge. One player at a time is asked to perform a free abseil from a bridge into a gorge below. When they reach the bottom, they must transfer to a second rope and use a mechanical ascender to climb back up to a second, lower bridge. If a player refuses or fails to complete either section, their part of the challenge is over. For each incorrect prediction made by the Mole, the team wins €500. For each correct prediction made by the Mole, €500 will be removed from the kitty.</p> <p>The group is called and one specific player is told to meet Art at a nearby bar, alone, in one hour. This player is given ninety minutes to find as many art experts as they can and take them to an abandoned tobacco factory now used by the University of Seville. Meanwhile, the other four players are taken directly to the building and presented with two famous paintings by Spanish artists – Picasso's cubist <i>Marie-Thérèse Walter</i> and Dali's surrealist <i>The Persistence of Memory</i>. Splitting into two pairs, each pair must make a three-dimensional recreation of one of the paintings in the courtyard as accurately as possible. They have ninety minutes to do so, and are given a €100 to purchase supplies. At the end of the shared time limit, the collected art experts are shown the recreations and must attempt to identify them by artist and title. For each correct identification made, the team wins €1000.</p>
8	<p>The team is told to choose a player who's good at both learning and observation. The chosen player is sent to the Plaza de España and is told to observe the area closely. Meanwhile, the other three players are given €50 each to buy a disguise, then must make their way to the same plaza and take a photograph each with both their own face and the observer's clearly visible... without the observer seeing them. For each valid photograph taken within thirty minutes, the team wins €500 (for a possible maximum of €1500). In addition, the observer can then earn an extra €500 by correctly remembering the number of arch bridges in the plaza.</p> <p>One at a time, each player must run through a large maze of haybales placed in a circular bullring, aiming to reach the centre. When they arrive, they must select one of four unmarked envelopes (containing either €500, €750, €1000, or €1250) and make their way through the maze to the exit. The first player runs through the maze "blind", but once their turn is over they can guide the following players via walkie-talkie, using a live overhead camera feed for assistance. However,</p>

these is a hunter patrolling the maze on foot. If a player is caught by the hunter at any point, their turn is over and any envelope collected is voided. If a player escapes the maze without being caught, the team wins the contents of the collected envelope.

Players are told to dress in formal attire and are taken to a casino. Each player is dealt six cards from a special deck of forty, containing pictures of the contestants in each suit. Taking turns, they must choose one of the other players and ask whether they have a specific card, choosing both player and suit. If the player asked has the card, they must hand it over, and the player's turn continues. If the player asked does not have the card, the player's turn ends and they must pick up one card from the pile, if there is any. When a player collects a full quartet, the four cards are out of play. In addition, if a player collects another player's quartet, the latter is eliminated and any cards they have (excluding collected quartets) are returned to the base of the pile. After all ten quartets have been collected, the player (of those not eliminated) with the most matched quartets wins an exemption into the final episode.

9

One player is taken hostage in the middle of the night. In the morning, the remaining two must realise they're missing, then get access to their hotel room to find the task. They must then find the hostage, driving a provided car. They are given a phone to call the hostage (who can only use the words "yes" and "no" when communicating), but are only allowed to make ten thirty-second calls in total. If they can find and rescue the hostage within three hours of reading the instructions, they win €2500.

The Mole

UK

1

1

The ten players must each ride from London to the Jersey in a small plane, then each must skydive in tandem with a professional from ten thousand feet and “land before the plane does”. If all ten players do so, the team wins £10,000.

Five of the ten players are taken directly to their hotel after the skydiving assignment, while the others are diverted 'back to the airport' (*which they were never actually at, so... huh?*) and are given ten minutes to repack their own luggage into one small backpack each. Once they are done, they must then repeat the process with the luggage of the other five players, but this time only have seven minutes. In both cases, anything not packed in these new bags is confiscated for the remainder of the trip. Finally, the five players at the hotel are brought to the airport and must each guess, accurately and specifically, one item removed from their backpack. If at least three of the five guesses are correct, the team wins £5000.

Each player must choose somebody to get 'an early morning call', giving their answer when recording their video diaries. The player with the most votes is woken at 3:10am and taken blindfolded to a secret location. In the morning, the other nine must split into three groups of three and – using different vehicles and with only mobile phones to communicate – rescue the hostage within ninety minutes in order to win £10,000. In the middle of the challenge, the hostage is called and told to find a hidden envelope, which says that each team has a key hidden somewhere in their vehicle, one of which is needed to unlock the building containing the hostage. However, their phone cannot make outgoing calls, and they must wait to be called before sharing this information.

2

The team must choose their 'best golfer' and their 'worst golfer'. They are taken to a local golf course, where the former is given three hours to teach the latter how to play, while the others complete the challenge listed below. This player is then given four free shots to complete the Par 4 eighteenth hole, but can earn more. Both golfers are given the subject of a trivia question and must choose one of the remaining players to answer it. Each player can only answer one question. If the answer given is correct, the golfer earns two more shots. If the answer is incorrect, the golfer earns no additional shots. If the golfer can finish the hole before running out of won strokes, they win £5000 for the kitty.

Players not chosen for the golf part of the previous challenge must divide themselves into three groups - 'artists', 'animal lovers', and 'extroverts'. Each group must raise money for a local special needs school by performing different activities, having been given no additional training. The artists must draw caricatures, the animal lovers must provide donkey rides to tourists, and the extroverts must put on a puppet show. Groups cannot communicate with each other during the tasks. If the three groups can raise a shared total of at least £150 within three hours, £5000 will be added to the kitty.

The group must split into three teams, each with a guide and two pit crew. The guides must navigate a professional rally driver each around one lap of a closed street circuit in a relay. At the halfway mark, they must pull into a pit stop and their two teammates must switch the two back tyres with each other, without any assistance. To win £10,000, the entire relay – including tyre changes – must be finished within twenty minutes.

3

Having been taken by boat to Dinard, on the northern coast of France, players must each perform a giant swing from a 38-metre-high bridge, one at a time and in a relay. If all eight players successfully jump, and the final player jumps within one hour of the first player's jump, the team wins £20,000.

The team must divide into three players 'with good taste', three players 'with an excellent nose', and two players 'who can stand the heat'. The three tasters are taken to a local vineyard for a guided tour and a wine-tasting session; those with excellent noses are given a guided tour of a local goat farm and a chance to taste goat's cheese; and those who can stand the heat are taken to the kitchen of a local chateau, where they are taught how to prepare a traditional local dish. After dinner that night, the former two groups are each given three different samples representing items of French produce they supposedly tasted on their tours, and must guess which of them was not on the tour and is actually a British impostor; while the latter pair are presented with six of the ingredients from their dish and must list them in the order they were added to the dish. To win £5000, at least two out of the three teams must be correct.

The team is woken at 2:45am and given ten minutes to get ready. They are taken to a maze where they must split into pairs, each containing a runner and a navigator. One pair at a time, each navigator must guide their runner through the maze to the exit, avoiding two patrolling hunters who will attempt to catch them. If all four pairs can evade capture for a cumulative total of at least five minutes, the team wins £10,000. Alternatively, if any runner can successfully make their way to the exit without being caught, the team wins £15,000.

4

The team must choose two players who 'would make good sea scouts'. These two are taken to a deserted island and must build a camp for the other five players for the night, using limited resources. The others must split into two groups and will spend the day fishing. One group will be taken into calmer waters to collect heavy seafood traps. The other group will be taken into deeper water to fish using rods. They must obtain at least seven kilograms of seafood and bring it ashore within three hours to win £5000.

	<p>The five fishers are taken by yacht to the deserted island mentioned above. While the two scouts get to stay aboard overnight, the five fishers must camp on the island, with only the caught seafood to eat and wearing only the clothes they had on that day. A phone is provided if anyone wants to quit, and only the person who uses it to call the yacht will be rescued, while the rest of the team must remain on the island. This person will also earn an exemption, but the team will win no money. If the team can survive until dawn without a player calling for rescue, they win £10,000.</p> <p>The five campers are given two hours to find a way to reach the rescue yacht waiting offshore. They are told that all the necessary supplies are provided on the island, but must find them on their own. If the team can arrive without anybody getting wet above the waist, they win £5000.</p>
<p>5</p>	<p>The team must split into two groups of three. One group at a time must solve three brainteasers in different rooms of an underground bunker. For each incorrect guess made by either team, five minutes is removed from the 40-minute overall time limit. If both groups can solve all three puzzles and escape the bunker before running out of time, the team wins £5000.</p> <p>The six remaining players must play blackjack against each other. In each hand, the winner of the hand wins the right to leave the table and compete in the second part of this challenge, and one joker for usage on this episode's elimination test for each player they beat in that hand. The final player remaining will win no jokers and cannot compete in the second part of the challenge. One at a time, the remaining players are taken to a theatre balcony and must identify six visiting loved ones among twelve people on the stage, given only their gender and connection for assistance. Players are only allowed one guess per loved one. To win £5000, the team must get at least 21 out of their 30 guesses correctly. After the challenge, the loved ones remain until after the next elimination (but are not involved in the following challenge).</p> <p>The player who failed to win any jokers in the previous challenge is taken captive and held in an army vehicle. The others must make their way down a path littered with barriers to reach the hostage, avoiding two paintball snipers. If a player is shot anywhere except for on their head or on a safety vest, they must stop and bandage it before continuing. If a player is shot on the head or vest, or obtains three wounds in total, they are out of the challenge immediately. Once all remaining players have reached the hostage, they can collect paintball weapons from the vehicle, release the hostage, and return along the same path to the starting line. If the hostage is returned to the start line safely and accompanied, the team wins £10,000. If the hostage returns to the start line safely but alone, they win an exemption but the team wins no money. If the hostage is 'killed', or the team fails to even release them, the challenge is immediately over and nobody wins anything.</p>
<p>6</p>	<p>One player at a time must ride a zipline three hundred metres between two military watchtowers, fifty metres above the water. Upon finishing the slide, each player will be asked a question about the game so far. To win £10,000, three players must successfully answer their questions.</p> <p>The team must choose one player 'with a cool head but a competitive streak'. This person is taken away to learn interrogation techniques while the others have the afternoon off. Later, the others must correctly predict their behaviour in four staged situations filmed earlier in the day with hidden cameras – answering the trainer's phone while they are away, walking under a ladder on the footpath or avoiding it by walking on the street, ordering an alcoholic beverage or a soft drink, and noticing being overcharged £10. If they can predict correctly in at least three out of the four situations, the team wins £5000.</p> <p>The four observers from the previous challenge are taken to a local castle for the night. During their stay, they are interrogated by the fifth player regarding what the rest of the team did in their absence. Any player not currently being interrogated will stay in a solitary confinement cell without any comforts and must hold a specified position at all times. If the team can keep their prediction challenge a secret until dawn, they win £10,000. If the interrogator can find out the full details of the challenge, they win an exemption but the group wins no money.</p>
<p>7</p>	<p>The team must choose 'someone who can mix in with any crowd'. This player is given the morning to disguise themselves however they see fit, then must hide in a crowded street as the other three (having spent the morning completing the below challenge) attempt to find them. One player each will be in raised locations on opposite ends of the street, using walkie-talkies and a live camera feed to help search, while the third will patrol on foot. If the searchers can find the disguised player within ten minutes, the team wins £5000. If the disguised player evades detection, they win an exemption and a place in the final but the group wins no money.</p> <p>The three players not completing the disguise assignment must choose which of them will compete against local champions in three sports – fencing, lawn bowls, and jetskiing – then use only photos of the three champions to help them decide which sport each of them will play, attempting to make the matchups as easy for the players to win as possible. If at least two of the three players can defeat a champion at a sport, the team wins £5000.</p> <p>The players are shown four envelopes. Three of them contain two possible challenges – having an ear pierced or getting a nose or eyebrow piercing; a hair dyeing or a head shaving; and painting a nude model or being a nude model – while the fourth envelope contains all three challenge pairs. One player at a time must choose an envelope and spin a roulette</p>

	<p>wheel to choose which task they must complete. If the ball lands in a black space, the player must complete the “easier” task (the first listed above); if the ball lands in a red space, the player must complete the “harder” task (the second listed above). The player who selects all three task pairs must roll three times. Without knowing which tasks the others have been given, at least three of the four players must complete their challenges to win £15,000.</p>
<p>8</p>	<p>Each player is given a boiler suit and told that it is the only clothing they can wear for this challenge. They are then each taken to a different starting location (one by air, one by land, and one by sea) and must then memorise a series of four numbers before using a provided GPS to help them locate the same finishing destination, travelling only by foot. If all three players can arrive within two-and-a-half hours, use their memorised numbers to pick the correct prop credit card out of four options, and open a safe, the team wins £15,000.</p> <p>Players are given a cryptic clue and must search a market for the item it represents in order to find their second clue. It contains a map showing their current location and that of a phone box, which one player must travel to on foot within four minutes. Hidden inside the phone is the next clue, which must be relayed by phone to the others, who must use it to find another hidden map showing another phone box, and so on. After four clues and three phone boxes, the final clue will lead the runner to the host's ringing mobile phone. If the team can finish the hunt within 45 minutes, they win £10,000.</p>

The Mole

UK

2

1

The players are taken by helicopter to a waterside clearing, and their luggage is later dropped off, along with a silver case. Inside is a portable video player, with a message from the host telling them to search their luggage for sixteen puzzle tiles that will help them find him. One side of the double-sided tiles tells the team to walk in single file according to the towns they were born, with the player born furthest north leading and the player born furthest south at the back. The other side has a contour map showing their route, and a GPS is also provided to help them continue hiking in the right direction. From the halfway point (where the team is called on a mobile phone waiting on the side of the path), they must remain in their set order at all times, or the task is immediately lost. If the team can arrive at the host's location within two hours of starting, they win £10,000.

The team must select their 'four strongest swimmers'. The entire group is given one minute to memorise a list of camping items that will be placed in four colour-coded bags in each of six rounds. Then, the swimmers must enter the fast-moving water and attempt to collect the coloured bags as they float past, having been thrown from the opposite side of a bridge. The non-swimmers will hold onto ropes the swimmers are attached to, essentially functioning as anchors to stop them from getting swept downstream. Each player can only grab one bag per round. Although only one of the 24 bags represents prize money (£5000), the team wins the contents of all other bags collected for the night ahead, which will be spent camping in an area home to many dangerous animals, including grizzly bears. If the team misses the bag representing a log cabin, it will be offered to them again at a cost of half of their current kitty.

One at a time, players must cross a two-rope traverse suspended next to a dam wall. Each player is strapped to a heart rate monitor as they complete the task, and must immediately pause in place if their heart rate exceeds 130 beats per minute, only continuing once it has lowered. Players can be withdrawn at any time but a ten-minute penalty will be assessed in addition to the time they have wasted attempting the task. If the entire team can complete the task in a cumulative time of one hour, they win £10,000.

2

Players are given brief safety training, and have 30 minutes to memorise seven aerobic manoeuvres shown on posters. One at a time, they will then each ride inside a stunt plane as it completes one of the seven manoeuvres, and must identify it before landing. If at least five of the nine players can correctly identify which of the manoeuvres they performed, the team wins £10,000.

Wearing ice hockey gear, each player will be attached by a thin bungy cord to a communal metal ring suspended around a metal pole. One at a time, players must skate forwards to retrieve an ice hockey puck from a pole fifteen feet outside the centre circle, then return to the ring. If the cords pull the communal ring so that it touches the pole, an alarm sounds and the team loses one life. If all nine players can successfully collect their pucks within twenty minutes, and without losing nine lives, the team wins £5000.

Wearing tuxedos and dresses, and with only face masks for protection, players must cross a field to reach a ticking timebomb counting down from 60 minutes, avoiding an unknown number of operatives (both on the ground and in a low-flying helicopter) who will attempt to shoot them with paintball guns. Any player shot is out of the challenge. Players who reach the far end of the field must then attempt to defuse the bomb, which is controlled with two separate cases. Each case has a manual with three different brainteasers to solve, the answers of which will provide the code to open the case itself, the code to unlock the panel, a coloured wire which must be cut. If a mistake is made at any point, or the final riddle takes too much time to solve, the bomb's countdown will double in speed. Finally, the detonator buttons on each case must be removed without touching the sides of the case. If both cases can successfully be deactivated before the bomb explodes, the team wins £15,000.

3

Immediately after the first challenge of Episode 1, each player is given a relay-baton-sized metal canister, and is told to have it on their person at all times. In the middle of the night, they are all woken and given five minutes to meet in their hotel's lobby. If any player arrives late or is unable to produce their canister when told to present them, the team is fined £1000.

Players must split into two teams of four. Each team must sit on a banana boat and will be pulled behind a fast-moving speedboat, with the other team's boat also being pulled by the speedboat. All eight players must then switch from their banana boats to the opposite boats, so that every player is seated on the boat they did not start on. If any player falls into the water, they must start the entire crossing again. If the team can successfully complete the task within one hour, they win £5000 for the kitty.

The team must defend a ranch overnight, protecting a large glass bowl in the courtyard from a series of 'highly-trained operatives' who will seek to break into the courtyard and destroy it. Players and operatives are each given a paintball gun to shoot with, and anybody shot is eliminated. Players are also given additional equipment to help locate the operatives in the surrounding fields, and tools to increase the ranch's security. The team is not told how many operatives there are (eight), or how many times they will attack during the night. At least one player must patrol the outside of the courtyard

	<p>every ten minutes. If the bowl remains intact at dawn, the team wins £10,000.</p> <p>Immediately after the defence challenge (and therefore having had no sleep), one player at a time must ride an exercise bike connected to a flat car battery to charge it, while the others clean up the mess from the paintballs shot during the night. One player must be riding the bike at all times, and no player can ride it for more than ten minutes at a time. At 8:00am, the partially-charged battery will be attached to an electromagnet holding a metal ball in place overhead. One at a time, and for no more than ten minutes at a time, players must stand on two thumbprint icons beneath the magnet and wait for the battery to fail. When it does, the ball will drop. If the ball is successfully caught, the team wins £10,000.</p>
<p>4</p>	<p>The team must choose 'two volunteers'. The others must board a steam train and, after they have left, the volunteers must locate a pair of mountain bikes and ride them twelve kilometres to the next station. The steam train will stop after two kilometres and each player will be given a stack containing ten copies of a local newspaper. One at a time, five locals who appear in one of the newspapers will enter the carriage, and players must identify them by finding their photos. Each time a local is correctly identified, the train will advance two kilometres closer towards the next station. When the train stops, the next local will enter. If the steam train arrives before the cyclists do, the team wins £10,000. If the cyclists arrive before the train does, the team wins no money but the cyclists win an exemption... for only one of them.</p> <p>On the way to their next challenge (a ruse), the team are stopped by police under the apparent belief the cars are stolen, and are taken for questioning after learning the cars' registration papers are missing. One player at a time is interviewed and placed into a holding room for allegedly tampering with their metal canisters (given after the season's first challenge), while the canisters are taken away for processing. If a player is unable to produce their canister, they are immediately locked in a jail cell. Each canister contains a sheet of light-sensitive paper that will turn black when developed if the canister was opened. All players with black papers are placed in jail cells, while those whose papers remain white are released and have dinner with the host. These players are also rewarded with £1000 in personal cash (separate from the kitty) for their honesty, while the prisoners are each given a mathematical code to solve and must provide the correct solution to be released. Each player only has one attempt, and will remain in their cells all night if they answer incorrectly. However, the others are given the option to return their personal money before the end of their meal in exchange for a prisoner's freedom. For each prisoner with black paper still in a cell at midnight, the team will be fined £2000. For each prisoner without a canister still in a cell at midnight, the team will be fined £5000. If all cells are empty at midnight, the team wins £10,000.</p> <p>One player at a time must jump from a cliff into the water below. There are three jumps for players to choose from – one twenty feet high, one 30 feet high, and one 40 feet high – and each player must decide which jump they will attempt without talking to their teammates. After all seven players have jumped, the heights of their jumps are added together. If the combined total of the jumps is at least 230 feet (out of a maximum 280 feet), the team wins £10,000.</p>
<p>5</p>	<p>The team must choose their two 'weakest members' – one 'the weakest mentally' and one 'the weakest physically'. These two must follow a GPS to reach a mystery destination, using a digital camera to photograph their route. Once they have found the mystery destination, they must call the host to have the time they took to arrive recorded, before sending thirteen of their photographs back to the others. These players must then attempt to locate the same destination, using only the provided photographs for assistance. If they can arrive at the same destination taking no more than 30 minutes longer than the first two players took to arrive, the team wins an unstated amount of money.</p> <p>The team's breakfast table has an envelope placed on it, and the player who picks it up must leave immediately and meet the host at their hotel's reception. The others must climb up a 150-foot rock formation nearby, but are allowed to stop at any point. Ropes are provided for assistance in the bottom half of the climb, while players must rely entirely on their own strength to finish the top half. The separated player must predict how each of the others will fare – failing in the bottom half, failing in the top half, or successfully completing the entire climb. If all five predictions are proven correct, the team wins £5000.</p> <p>Immediately after the rock climbing assignment, the team must complete a cross-country hike. In addition to an assortment of provided items (which the team can choose to take or leave), each player must carry three raw eggs in their hands at all times. For each egg taken across the finish line unbroken, the team wins £1000. If all eighteen eggs are delivered unbroken, an additional £2000 will be won, for a total of £20,000. However, the player earlier chosen as the 'weakest mentally' is told before starting their part of the rock climbing assignment that if they are physically assisted across the finish line, they will win an exemption but the team will win no money.</p>
<p>6</p>	<p>The player chosen as the 'weakest physically' in the previous episode is taken away to prepare for a future challenge, while the others are taken to a remote location. Wearing an orange prisoner uniform, manacles, and safety padding, they are given a five-minute head start and must run down a track to reach two halves of an air horn, while being chased by trained attack dogs and their handlers. Players can stray from the track if they wish, but do so at their own risk. If a dog gets close enough to attack, the handler will tell the player to remain motionless and they are out of the challenge. If both parts of the horn are collected and the horn is sounded before all four competing players are caught, the team wins £10,000.</p>

	<p>The four players who completed the attack dog challenge must spend the night in a tent in a known bear habitat. They are given an egg timer (which lasts two-and-a-half minutes per turn) to keep track of time from 10:30pm, using it as their only instrument to measure time, and must sound the air horn from the previous challenge within two minutes of 6:00am the next morning. If they can do so, the team wins £10,000. However, the player who skipped the previous challenge is given the assistance of two safety rangers and an array of equipment to use, attempting to scare the campers from their tent. If they can make the campers leave the tent of their own accord or use the safety words 'clear the dugouts', the team will win no money and this player will win an exemption.</p> <p>The team is taken to a school and must choose one player 'ready for an individual responsibility', while the remaining four players split into pairs. The two pairs are locked in separate classrooms and must be released by the individual player, who is blindfolded and must wear a helmet-mounted camera. One pair will be shown a live feed from this camera and must mime the information through a second camera to the other pair, who can relay the information through speech to the blindfolded player. The blindfolded player cannot attempt to communicate with either team. The first pair are given the location of the first clue and must relay this information to the second pair, who must guide the blindfolded player so that they can read the clue, and so on until the blindfolded player can find both keys and release both groups. If both groups are successfully released within 30 minutes, the team wins £5000.</p>
<p>7</p>	<p>Players are woken up at 6:30am and given five minutes to meet in their hotel's lobby. If anybody is late, the team is fined £500. One player at a time is then taken away, blindfolded, and handcuffed, before being taken to a remote location. Players are presented with four cases upon arrival, each representing a different reward – an exemption into the final episode, three jokers for usage on this episode's elimination test, £1000 in personal cash, or nothing. Players are given one minute to negotiate with each of the others regarding who will select each case. After three rounds of negotiations (with each player dealing with each other exactly once), players must select the case of their choice in private. If a player is the only person to select one of the three rewards, they win it. If two players select the same case, the reward in question is voided. If each player selects a different case, the team wins £5000.</p> <p>One player 'excellent at taking instructions' must enter a stadium and learn a series of signals used by a drum major to direct a marching band. They will then have five minutes to teach the signals to a second player, who then has five minutes to teach it to the third, and so on. The first player must then assign each of the others a colour, and these players must then collect all of the matching flags while guiding their bands across the stadium's interior field using only the shown signals. If all three flags are collected without any bands colliding or leaving the interior field, before the bands can finish playing three songs, the team wins £5000.</p> <p>One player at a time will ride inside a helicopter flying 25 feet above a lake, and must direct the pilot so that they can drop a sandbag onto a target being dragged behind a speedboat. Each player only has one attempt to hit the target, and can give the next contestant advice, but cannot reveal whether they were successful. If at least two of the four players can successfully hit the target, the team wins £10,000.</p>
<p>8</p>	<p>Players must drive over 300 miles from Penticton to their final destination at Grouse Mountain near Vancouver, stopping at four different locations along the way to complete various 'mini-challenges'. Each of these challenges (listed below) is worth the usual amount of money, but if the team fails 50% of the amount they would have won for succeeding will instead be removed from the kitty. They are only given one tank of fuel to last for the entire trip, and each additional gallon of fuel needed to arrive will cost them £1000. If they can arrive at the final location within seven hours (including all the time taken to complete the mini-challenges), they win £10,000.</p> <p>Upon arrival at their first location in Hedley, players are given a quick lesson in gold panning before learning of the first mini-challenge. Using only metal bowls for assistance, they must search a trough filled with silt and water for two sets of instructions that will tell them what to do with 21 provided photographs, each representing a challenge from the first seven episodes. The instructions tell them to sort the photos into two piles – challenges won and challenges lost – then to place the pile of won challenges in the correct chronological order. They are only allowed one guess. If they successfully do so, they win £5000. If they fail, £2500 will be removed from the kitty.</p> <p>Players must drive to Princeton, described by the host as 'the archetypal one-horse town', then must locate said horse. Players are given a pocket messaging device and are sent a cryptic clue to help them find the horse at the start of the challenge, followed by two increasingly easy clues in five-minute intervals. They are allowed to ask locals for directions to locations, but cannot mention or imply that they are searching for a horse. If they can find and reach the horse within fifteen minutes from the first clue being sent, they win £5000. If they fail, £2500 will be removed from the kitty.</p> <p>The team must drive to Lightning Lake in Manning Park, where they are given a choice of three different woodcutting devices, and must use only one to saw through a large log. Each device is worth a different amount of money (with the slower ones being worth more), but the team must completely cut through their log before a lumberjack can use a chainsaw to carve a mole into a second log. If they use a two-handed saw, they could win £3000 or lose £1500. If they</p>

use an axe, they could win £5000 or lose £2500. If they use a regular saw, they could win £10,000 or lose £5000.

The team is given a CD with ten Korean-language phrases read aloud on it, and must learn the phrases while driving to their next destination in the town of Hope. When they arrive, they must enter the Kebo Cafe and choose one of several coloured boxes to open. Inside the cafe, they can speak only Korean when asking the chef which box should be opened, and cannot mime or write anything down. If they open the correct box, they win £10,000. If they open the wrong box, £5000 will be removed from the kitty.