

SURVIVOR US XV: CHINA

FEI LONG (red): Mandarin for 'flying dragon'.

ZHAN HU (yellow): Mandarin for 'fighting tiger'.

HAE DA FUNG (black): Pinyin Cantonese translation of Mandarin words meaning 'black fighting wind'.

Hidden Immunity Idols: To be played after votes are cast, but before votes are read.

Not sure why they're using Mandarin when Jiangxi province (the filming location) is one of the few that speak Cantonese.

Episode Day Date	Title	Reward	Winner/s	Description
1 Day 1 25/6/2007	-----	None		<p>Players observe a welcoming ritual at a Buddhist monastery (or not), before learning that they will compete with only the clothes they're wearing (and a pair of show-provided navy underpants each, it seems). The pre-divided tribes retrieve their buffs from a communal pile, and each tribe is given a copy of <i>The Art Of War</i> and a map to their camp, where they will find the usual minimal supplies and some rice. Because CHINA.</p> <p>Fei Long [F] contains Aaron, Amanda, Courtney, Denise, James, Jean-Robert, Leslie, and Todd. Zhan Hu [Z] contains Ashley, 'Chicken', Dave, Erik, 'Frosti', Jaime, Peih-Gee, and Sherea.</p>
1 Day 3 27/6/2007	Dragon Dance	Immunity Flint	Fei Long	<p>The members of each tribe are clipped to poles holding a ceremonial mascot aloft. They must move it around a bamboo path, over a set of hurdles and a bridge (or vice versa) to a gate. The person at the front of their mascot must unclip, crawl through a gap in the gate, run up a ramp to two walls, climb over them to release drawbridges, before grabbing a key to unlock the gate. Once this person has unlocked it and clipped back in, the tribe must run along the path and through a 'swamp' to the finish platform, where they must unclip and fit their poles (each with a unique carving at its base) into the correct holders. The first tribe to fit all of their poles correctly wins.</p> <p>Voted out: 'Chicken' [Z], 5-2-1.</p>
2 Day 4 28/6/2007	Chinese Checkers	<p><u>Winning Tribe:</u> Fishing gear Fishing boat Kidnap a loser</p> <p><u>Kidnapped Player:</u> Give a hidden Immunity Idol clue to a winner</p>	Fei Long	<p>In rounds, three (gender-matched) players from each tribe must attempt to roll one of two giant ball-like frames across a waterlogged field into their goal. Physical contact is allowed. The first tribe to score two goals wins.</p> <p>Rehash of Boulder Smash from Guatemala (US).</p> <p>Sitting out: Todd [F]. Kidnapped: Jaime [Z]. Given clue: Leslie [F].</p>

<p>2 Day 6 30/6/2007</p>	<p>Gatecrasher</p>	<p>Immunity</p>	<p>Fei Long</p>	<p>Tribes must hold a heavy log with provided ropes to use as handles, and use it as a battering ram to completely smash through two wooden gates, before taking it to a puzzle station. A metal peg will fit into a maze of grooves carved around the log, and players must manoeuvre the log around to slide the peg from one end of the maze to the other. Once the log is free, they must carry it to a gong. Because CHINA. The first tribe to bang their gong wins.</p> <p>Sitting out: Courtney [F], Jaime [Z], and Leslie [F].</p> <p>Voted out: Ashley [Z], 6-1.</p>
<p>3 Day 8 2/7/2007</p>	<p>Clear The Deck</p>	<p><u>Winning Tribe:</u> Lantern and kerosene Tarp and a rope Blankets Kidnap a loser <u>Kidnapped Player:</u> Give a hidden Immunity Idol clue to a winner</p>	<p>Zhan Hu</p>	<p>In rounds, three players (of matched genders) start on a boat joined to the other tribe's by two planks. They must get the players from the other tribe into the water any way necessary, excluding overt violence. Once over half of a player's body is submerged, they are out of the challenge. The last player remaining scores a point for their tribe. The first tribe to score three points wins.</p> <p>Sitting out: Courtney [F] and Todd [F]. Kidnapped: Leslie [F]. Given clue: Jaime [F].</p>
<p>3 Day 9 3/7/2007</p>	<p>Blade Runner</p>	<p>Immunity</p>	<p>Zhan Hu</p>	<p>One at a time, four players must run to chopping stations, use a broadsword to cut through seven marked sections of wood to lower a bundle of puzzle discs, chop the rope holding them in the air, and carry them back to the start line. Then, the two remaining players must correctly fit the sixteen discs onto a pole with a heavy stone base, and drag it across the clearing to a marked line. The first tribe to get their finished puzzle pole across the line wins.</p> <p>Sitting out: Denise [F] and Leslie [F]. Voted out: Leslie [F], 6-2.</p>
<p>4 Day 10 4/7/2007</p>	<p>Great Balls Of Fire</p>	<p><u>Winning Tribe:</u> Visit from local family Cooked meal Cormorant fishing display Spices and vegetables Kidnap a loser <u>Kidnapped Player:</u> Give a hidden Immunity Idol clue to a winner</p>	<p>Fei Long</p>	<p>Two players at a time must each hold a giant prop chopstick (because CHINA) and use it to carry a burning metal ball across a clearing, dropping the ball down a chute into a wok (because CHINA). When a ball lands in the wok, it will ignite a fireworks display (because 4TH OF JULY and also CHINA). Each subsequent pair has a larger pair of chopsticks, making the challenge harder. The first tribe to get all three balls into the woks, and light all three set of fireworks, wins.</p> <p>Sitting out: Courtney [F]. Kidnapped: Dave [Z]. Given clue: Todd [F].</p>

<p>4 Day 12 6/7/2007</p>	<p>Warriors' Duel</p>	<p>Immunity</p>	<p>Fei Long</p>	<p>In rounds, two players from each tribe (of matched genders) don traditional warrior armour, which apparently includes protective antlers, and throw meteor hammers across an enclosed field trying to break porcelain vases behind the members of the opposing tribe, who will try and defend with bamboo poles. Each pair has a total of three hammers to throw, and each vase broken is worth one point. After three rounds, the tribe with the highest score wins.</p> <p>Sitting out: Jean-Robert [F]. Voted out: Dave [Z], 5-1.</p>
<p>5 Day 13 7/7/2007</p>	<p>-----</p>	<p>None</p>		<p>Shuffle. Each tribe gets a list of players on the opposing tribe, and must choose two members to join them. These four players (two from each tribe, <i>Zhan Hu</i>) will switch tribes, while everyone else will stay put.</p> <p>Fei Long now contains Amanda, Courtney, Denise, 'Frosti', Jean-Robert, Sherea, and Todd. Zhan Hu now contains Aaron, Erik, Jaime, James, and Peih-Gee.</p>
<p>5 Day 15 9/7/2007</p>	<p>Plunge, Pull, Pop</p>	<p>Immunity</p>	<p>Fei Long</p>	<p>Two players must swim to a floating platform with a metal diving cage beneath it, and climb up. When they're both on board, they must take turns to dive down and remove bamboo poles slotted through the bars, releasing puzzle discs until eventually all twelve surface. They must then place the discs in a small boat and haul it back to shore, where three other tribe members must fit them into a solving station. The first tribe to correctly solve the puzzle wins.</p> <p>The Chinese characters for each zodiac animal are painted in the right places on the solving station, but Jean-Robert swam and Peih-Gee threw the challenge, so it's a moot point.</p> <p>Sitting out: Amanda [F] and Courtney [F]. Voted out: Aaron [Z], 3-1-1.</p>
<p>6 Day 16 10/7/2007</p>	<p>Search & Decode</p>	<p><u>Winning Tribe:</u> Teahouse visit and shower Kidnap a loser <u>Kidnapped Player:</u> Give a hidden Immunity Idol clue to a winner</p>	<p>Fei Long</p>	<p>One player must enter an abandoned village, retrieve a colour-coded and lettered plank, and return to the start. Once all eight planks have been found, the entire tribe must fit them into a solving station so a quote from Confucius can be read. Because CHINA.</p> <p>Rehash of Abandoned Barracks from Borneo (US).</p> <p>Sitting out: Amanda [F], Courtney [F], and Denise [F]. Kidnapped: James [Z]. Given clue: Todd [F].</p>

<p>6 Day 18 12/7/2007</p>	<p>Name That Spoon</p>	<p>Immunity</p>	<p>Zhan Hu</p>	<p>In rounds, one player from each tribe is served a local delicacy, and must eat it. The first player to finish eating it scores a point for their tribe. The first tribe to score four points wins.</p> <p>Rehash of U Pick, I Chews from Fiji (US).</p> <p>Sitting out: Jean-Robert [F], Sherea [F], and Todd [F].</p> <p><u>ITEMS SERVED:</u></p> <ul style="list-style-type: none"> • Ten chicken hearts • Three pieces of eel • Three baby turtles, with shell • Two balut • A “thousand-year-old egg” <p>Voted out: Sherea [F], 5-2.</p>
<p>7 Day 20 14/7/2007</p>	<p>-----</p>	<p>Merge feast</p>	<p>All players</p>	<p>Merge. Tribes arrive at a pavilion, are merged, and head directly to a feast and performance by local acrobats. After it's over, they return to Fei Long.</p>
<p>7 Day 21 15/7/2007</p>	<p>Feast Memory (Retention To Detail)</p>	<p>Immunity</p>	<p>'Frosti'</p>	<p>Players are asked trivia questions to test their observations of the merge feast and show, and must write their answers down. If players answer incorrectly, they are eliminated. The last player remaining wins.</p> <p><u>QUESTIONS [AND ANSWERS]:</u></p> <ul style="list-style-type: none"> • How many times did firecrackers go off? [Three] • What was the centrepiece? [Dragon] • What colour was the pole in the courtyard? [Yellow] • What did the dancers wear on their feet? [Nothing] <p>Voted out: Jaime, 7-3.</p>
<p>8 Day 22 16/7/2007</p>	<p>The Bucket Stops Here</p>	<p>Village trip 'Authentic Chinese meal' Hidden Immunity Idol clue</p>	<p>Yellow Team: Amanda, James, Jean-Robert, and Todd</p>	<p>Two captains are chosen off-screen, and these two begin a chain selection to pick two teams of four, with the ninth player sitting out. In rounds, three players stand on docks around a pool, using buckets to throw water into a boat containing the final member of the other team, who can use their hands to bail the water or paddle. The first team to sink their opponents' boat scores a point. The first team to score two points wins.</p> <p>Rehash of Sprung A Leak from Pearl Islands (US).</p> <p>Red Team: Peih-Gee, Courtney, Erik, and 'Frosti'. Yellow Team: Jean-Robert, Amanda, James, and Todd.</p> <p>Sitting out: Denise.</p>

<p>8 Day 24 18/7/2007</p>	<p>Dragon Rider</p>	<p>Immunity</p>	<p>Courtney</p>	<p>Players must sit on a barrel forming part of a dragon (because CHINA), release both a lever holding it in place and a second lever holding a plug in the base of the barrel, and remain on it for as long as possible, as the water drains out, making it more and more unstable. When a player touches any part of the structure aside from their barrel, or falls off into the swamp beneath, they are eliminated. The last player remaining wins.</p> <p>Voted out: Jean-Robert, 5-3-1.</p>
<p>9 Day 26 20/7/2007</p>	<p>Drum Roll</p>	<p>Overnight Li River boat trip</p>	<p>Yellow Team: Amanda, Courtney, Erik, and 'Frosti'</p>	<p>Two captains are chosen off-screen, and these two begin a chain selection process to determine two teams of four. Each player on a team is provided a different size drum, and must work together to bounce a ball from drum to drum along a course to a finishing barrel, heading over several waist-high hurdles and past several mock Terracotta Warriors. If the ball drops, the team must return to either the start of the course or to one of two checkpoints, whichever was last passed. The first team to get three balls through the course to their bin, one at a time, wins.</p> <p>Red Team: Peih-Gee, Denise, James, and Todd. Yellow Team: Erik, Amanda, Courtney, and 'Frosti'.</p>
<p>9 Day 27 21/7/2007</p>	<p>Chinese Zodiac Symbols (Take A Stab At It)</p>	<p>Immunity</p>	<p>Peih-Gee</p>	<p>Players must listen to Probst recite a list of animals seen in the Chinese zodiac, then use a knife to pierce a series of matching symbols on a solving station in front of them in the correct order. If they get even one symbol wrong, they are eliminated. The last player remaining wins.</p> <p>This is the seasonal "Eating or Competing?" challenge. As in previous occurrences, the optional food is burgers and fries.</p> <p>Eating: Courtney, Denise, James, and Todd. Competing: Amanda, Erik, 'Frosti', and Peih-Gee.</p> <p>Voted out: 'Frosti', 7-1.</p>
<p>10 Day 27 22/7/2007</p>	<p>Confucius Said</p>	<p>Overnight Shaolin Temple trip Inviting rights (two players)</p>	<p>Peih-Gee</p>	<p>Immediately after the previous Tribal Council, players compete in a multiple-choice trivia quiz about China (because CHINA). The first player to answer five questions correctly wins.</p> <p>Why did the Outback (and All-Stars) Tribal Council score play in the background for the final question?</p> <p>Invited: Erik and Denise.</p>

<p>10 Day 30 25/7/2007</p>	<p>Star Struck</p>	<p>Immunity</p>	<p>Erik</p>	<p>Players must throw three ninja stars (which are Japanese, <i>SHOW</i>) at a target shaped like three people, scoring points depending on where the star sticks. After everybody has thrown, the three players with the highest cumulative scores (more if there is a tie) move onto the final, where they will each have one attempt to hit a new target ten feet farther away. The player with the highest score wins.</p> <p>Voted out: James, 5-1-1.</p>
<p>11 Day 31 26/7/2007</p>	<p>Marco Polo</p>	<p>Boat trip with loved one Feast Phone call home Inviting rights (two players and their loved ones) <u>All loved ones on trip:</u> Overnight stay at camp</p>	<p>Denise and her husband</p>	<p>Blindfolded players are positioned at one end of a maze, while their blindfolded loved ones are positioned at the opposite end. They must all move through the maze to meet each other, using only verbal commands to assist, then make their way to a large platform in the centre of the maze. The first pair to reach the centre of the maze wins.</p> <p>Loved ones: Erik's mother, Courtney's and Peih-Gee's fathers, Denise's husband, and Amanda's and Todd's sisters.</p> <p>Invited: Todd and Amanda.</p>
<p>11 Day 33 28/7/2007</p>	<p>Swamp Donkeys</p>	<p>Immunity</p>	<p>Peih-Gee</p>	<p>Players are each attached to a rope and must move along it to the opposite end of a swampy course, going over and under hitching posts as necessary, to reach a colour-coded set of boxes. They must untie and open one to reveal two smaller boxes, each with a statement about Chinese inventions (because CHINA). They must choose which of the statements they think is true, take a key from the corresponding box, and return to the start with it to open a lock. If they are incorrect, they must return to retrieve the correct key. The first player to retrieve all three correct keys, one at a time, and unlock their locks to raise a flag wins.</p> <p>Voted out: Erik, 4-2.</p>
<p>12 Day 34 28/7/2007</p>	<p>Zen Archery</p>	<p>Overnight Great Wall trip Traditional meal Inviting rights (two players)</p>	<p>Denise</p>	<p>Each player is given five colour-coded arrows, and must distribute them in secret to the other four players. Though they can split them however they wish, they are unable to keep any for themselves. Then, they will use a replica of a repeating crossbow (circa 4th century) to hit a grid target with the arrows they were given, playing in order from least arrows received to most. Players score a point when an arrow hits a square marked with their name, regardless of who fired it. After all 25 arrows have been fired, the player with the highest score wins.</p> <p>Invited: Todd and Courtney.</p>

<p>12 Day 36 30/7/2007</p>	<p>Chinese Leftovers</p>	<p>Immunity</p>	<p>Amanda</p>	<p>The seasonal 'second chance to suck' challenge. In the third round, players must each throw three ninja stars at a target shaped like three people, scoring points depending on where they stick. The player with the lowest score is eliminated. In the second round, players must each eat one balut. The first three to finish move on. In the third round, players must move a ball down an obstacle-filled clearing, continually bouncing it on a drum, until they can get it into a finishing barrel. The first to finish move on. For the final round, players must use a broadsword to chop through sections of wood to release a hanging group of puzzle pieces, cut it down, and position them onto a pole correctly. The first player to finish wins.</p> <p>Elements come from Star Struck, Name That Spoon, Drum Roll, and Blade Runner.</p> <p>It seems like they saw who was left and chose to repeat challenges each player sucked at – Blade Runner for Courtney, Name That Spoon for Denise, Drum Roll for Todd, and Star Struck for Peih-Gee.</p> <p>Voted out: Peih-Gee, 4-1.</p>
<p>13 Day 37 31/7/2007</p>	<p>Great Wall Of Zhelin</p>	<p>Pizza Brownies Beer Soft drink Sharing rights (one or two players, if desired)</p>	<p>Amanda</p>	<p>Starting from atop a mock Great Wall (because CHINA, CHINA, CHINA), players must climb down a ladder to the ground and cross a small wooden bridge to reach a second, partially-completed bridge. They must complete the bridge using a group of unique planks, then cross it to reach a pile of puzzle blocks and a yoke, which they must use to carry the blocks back to a solving station at the top of the wall. They must continue making trips until all 12 pieces have been retrieved, then fit them into a partially-completed segment of the Mediocre Wall in order to finish it off, with the top and front showing grey only. The first player to correctly assemble the puzzle wins.</p> <p>Shared: Todd.</p>
<p>13 Day 38 1/8/2007</p>	<p>Broken China (Offer It Up)</p>	<p>Immunity</p>	<p>Amanda</p>	<p>Players must hold a handle on a tiny pivot with one hand, stacking specific dishes on a podium at the far end of the handle with their free hand at regular intervals, making it heavier and even more unstable. When a players drops any of their dishes, they are eliminated. The last player remaining wins.</p> <p>Voted out: Denise, 3-1. Final Three: Amanda, Courtney, and Denise. (Todd wins 4-2-1 over Courtney.)</p>

SURVIVOR US XVI: MICRONESIA (FANS VS. FAVOURITES)

AIRAI (pastel orange): One of Palau's states.

MALAKAL (pastel purple): Palauan lagoon.

DABU (pastel green): Made-up word believed by nine out of ten members to be Micronesian for 'good'. Proposed by Erik.

Hidden Immunity Idols: To be played after votes are cast, but before votes are read.

No idea why, given the pastel theme of the buffs and flags, much darker block colours were used in all the challenge props.

<i>Episode Day Date</i>	<i>Title</i>	<i>Reward</i>	<i>Winner/s</i>	<i>Description</i>
1 Day 1 29/10/2007	First To Shore	Immunity from their first Tribal Council	Kathy [A] and Yau-Man [M]	<p>After being divided into tribes (returning contestants on Malakal, new contestants on Airai), players must wade and/or swim across a lagoon from one island to another nearby, where the tribes' boats are waiting. Each boat has an individual Immunity Necklace attached to its bow, and players are told of their existence, but are not told where the necklaces are. The first player from each tribe to grab their tribe's necklace gets to keep it.</p> <p>Rehash of First To Shore from Palau (US).</p> <p>The 20 players are divided based on whether or not they are returning contestants. Airai [A] is comprised of ten new contestants, erroneously called "Fans", and contains Alexis, Chet, Erik, Jason, Joel, Kathy, Mary, "Mikey B", Natalie, and Tracy. Malakal [M] is comprised of ten returning contestants, erroneously dubbed "Favourites", and contains Amanda (China), Ami (Vanuatu), Cirie (Panama), Eliza (Vanuatu), James (China), Jon (Pearl Islands), Jonathan (Cook Islands), 'Ozzy' (Cook Islands), Parvati (Cook Islands), and Yau-Man (Fiji).</p>
1 Day 3 31/10/2007	Reinventing The Wheel	Immunity Flint	Airai	<p>Players must assemble twelve puzzle pieces to form four wheels, then attach them to a cart and push it through a series of barricades to a sandpit. They must dig up a bundle of planks and fit them into the empty spaces on a bridge before pushing the cart across to the final platform, before removing the wheels, taking them apart, fitting the pieces into a large turnstile, and turning the turnstile to raise a lit cauldron high enough to light a fuse leading to a second cauldron. The first tribe to light their fuse wins.</p> <p>Voted out: 'Jonny Fairplay' [M], 9-1.</p> <p>Fitting that the most cartoony villain this show has ever had got voted out on Halloween.</p>

<p>2 Day 5 2/11/2007</p>	<p>Smash And Grab</p>	<p><u>Winning Tribe:</u> Immunity Fishing gear Bamboo fishing boat Exile a loser and a winner</p> <p><u>Exiled Players:</u> Hidden Immunity Idol clue</p> <p><u>If Malakal:</u> Flint</p>	<p>Malakal</p>	<p>One player at a time must cross a set of small pontoons, swim out to a floating platform, climb up a ladder to a second platform, grab a club, and jump off, smashing a plaster box to release a key, before retrieving the key and returning to shore with it. Once five players have each retrieved a key, a sixth player must use them to open a set of locks around a chest containing puzzle pieces, which the three remaining players must use to complete a 3D puzzle map in their solving station. The first tribe to finish wins.</p> <p>Rehash of Smash And Grab from Cook Islands (US).</p> <p>Sitting out: Kathy [A]. Exiled: Kathy [A] and Cirie [M]. Voted out: Mary [A], 6-2-2.</p>
<p>3 Day 7 4/11/2007</p>	<p>Beach Bash</p>	<p><u>Winning Tribe:</u> Catalogue items of choice Exile a loser and a winner</p> <p><u>Exiled Players:</u> Hidden Immunity Idol clue</p>	<p>Malakal</p>	<p>Tribes start in their opponent's end zone on a waterlogged field, with three colour-coded bags between them, and must try to carry the bags across to their end zone. Physical contact is allowed, and bags are not out of play once they reach an end zone. The first tribe to have five of the six bags in their end zone at the same time wins.</p> <p>Basically, it's a <i>Survivor</i> version of Capture The Flag.</p> <p>With treemail, tribes got a catalogue displaying many possible rewards, and had to pick three to play for. Unlike in previous challenges where catalogue selections were made, tribes did not win the items the other tribe chose.</p> <p>Airai's reward: Fishing kit, cooking equipment, and a tarp and nails. Malakal's reward: Lanterns and kerosene, a "survival kit" (whatever that means), and a tarp and nails. Exiled: Kathy [A] and Ami [M].</p>
<p>3 Day 8 5/11/2007</p>	<p>Nut Bucket</p>	<p>Immunity</p>	<p>Airai</p>	<p>Two men and two women must work together to hold a heavy net in the air with a thick rope, while players from the opposing tribe attempt to throw coconuts into it, making it heavier and thus harder to hold. Whichever tribe can keep their net in the air the longest wins.</p> <p>In continuing with this week's theme, the challenge is basically a <i>Survivor</i> version of basketball.</p> <p>Voted out: Yau-Man [M], 6-2-1.</p>

<p>4 Day 9 6/11/2007</p>	<p>Diver Down</p>	<p><u>Winning Tribe:</u> Three egg-laying chickens and a rooster Exile a loser and a winner <u>Exiled Players:</u> Hidden Immunity Idol clue</p>	<p>Malakal</p>	<p>Four players must swim from the shore to a platform. When all of them have arrived, they must take turns swimming out to a submerged cage filled with colour-coded coconuts, find one of the ten with letters painted on it, remove it from the cage any way necessary, and place it in a floating tray. Once all ten coconuts have been retrieved, the four divers must transport the tray to shore, where the other four players must arrange them to form a single ten-letter word. The first tribe to correctly arrange their coconuts wins.</p> <p>Normally, you wouldn't need four people to place ten coconuts in order, but given the people cast for this season...</p> <p>Sitting out: Chet [A]. Exiled: Kathy [A] and Ozzy [M].</p>
<p>4 Day 11 8/11/2007</p>	<p>Crosswalk</p>	<p>Immunity</p>	<p>Malakal</p>	<p>Six players are each given a keyring and must run to a sliding hub, harnessing themselves in to one of the six points each before using the keys to unlock themselves. Once all six players are unlocked, they must move together to retrieve six colour-coded beaded strings hanging throughout the surrounding area, manoeuvring themselves around the trees to do so. Each player must grab one of the beaded strings. When all six have been collected, they must take them to a solving station, where the final two players must correctly place the necklaces into grooves on the circular table, so that each bead corresponds to a painted letter and the tribe-coloured beads spell out a three-word phrase. The first tribe to correctly solve the puzzle wins.</p> <p>Rehash of Crosswalk from Fiji (US).</p> <p>Sitting out: Tracy [A]. Voted out: 'Mikey B' [A], 6-3.</p>
<p>5 Day 12 9/11/2007</p>	<p>----</p>	<p>None</p>	<p>The members of each tribe must draw pebbles from a bag, with the player who draws the one coloured pebble becoming a captain, staying on their tribe, and making the first choices in a chain selection to choose new tribes. Each player can only choose a member of the opposing tribe.</p> <p>Rehash of Fiji's shuffle method, without anybody being exiled due to even numbers.</p> <p>Airai now contains Natalie, Alexis, Eliza, James, Jason, Jonathan, Kathy, and Parvati. Malakal contains Ozzy, Amanda, Ami, Chet, Cirie, Erik, Troy Joel, and Tracy.</p>	

<p>5 Day 12 9/11/2007</p>	<p>Cat & Mouse</p>	<p>Steaks Vegetables Spices Wine</p>	<p>Airai</p>	<p>Immediately after the shuffle, the newly formed tribes must divide into pairs, with each pair harnessed together. In rounds, one pair from each tribe will start from opposite ends of an obstacle-filled clearing. One of the pairs will run with a flag strapped to a player's back, while the other pair attempts to grab the flag. If the chasing pair is able to grab the flag within one minute, they score a point for their tribe. If they are unable to do so, the pair being chased scores a point for their tribe. Tribes alternate roles each round. The first tribe to score three points wins.</p> <p>Rehash combining elements of Hot Pursuit from Palau (US) and Thai 21 from Thailand (US). Fitting that the former Worst Challenge Ever is involved in the creation of the new Worst Challenge Ever.</p> <p>Because of the shuffle, nobody was exiled.</p>
<p>5 Day 14 11/11/2007</p>	<p>A Stone's Throw</p>	<p>Immunity</p>	<p>Airai</p>	<p>Four players must take turns to throw rocks at hanging tiles, smashing them to release a bundle of large placards. Once all four tiles have been broken, and the players have pulled the placards in with an attached rope, one caller sitting on a small perch over the solving platform must guide the three remaining players to arrange the sixteen placards on the table, aligning them so that every edge of every placard is next to another edge of the same colour, either on the side of the platform or on another placard. The first tribe to correctly solve the puzzle wins.</p> <p>Not a rehash, but reminiscent of Tribal Tiles from Vanuatu (US).</p> <p>Voted out: Joel [M], 6-2.</p>
<p>6 Day 15 12/11/2007</p>	<p>Build It Up, Break It Down</p>	<p><u>Winning Tribe:</u> 24 hours with two native guides Exile a loser and a winner <u>Exiled Players:</u> Hidden Immunity Idol clue</p>	<p>Airai</p>	<p>Each tribe has a prism-like cage. Within ten minutes, players must wade out to grab bundles of supplies from a raft, bring them back, and build the best barricade they can inside the other tribe's cage. Then, tribes must stop, switch to their own cage, and break through the barricade to get all of their members from one end to the other. The first tribe to get all of their players through the cage to their finishing mat wins.</p> <p>Rehash of Build It Up, Break It Down from Palau (US).</p> <p>Sitting out: Natalie [A]. Exiled: Chet [M] and Jason [A]. Evacuated after challenge: Jonathan [A].</p>

<p>6 Day 17 13/11/2007</p>	<p>United We Stand</p>	<p>Immunity</p>	<p>Airai</p>	<p>Two players must stand on a large platform over the water. The remainder of their tribe will attempt to transport them to a second platform one at a time, carrying poles around beneath them to function as stepping stones. If a player falls into the water or touches any part of the base of the platform, they must return to the start and try again. Once both players being carried have been successfully transported to the second platform, they must jump into the water and swim with the rest of their tribe to a final, very small tower, which all of the participating members must stand on or above. The first tribe to get all of its members standing on or above the final platform for three seconds wins.</p> <p>Probably the best example we've seen yet of players outwitting the challenge designers.</p> <p>Rehash of United We Stand from Cook Islands (US).</p> <p>Voted out: Chet [M], 5-2.</p>
<p>7 Day 18 14/11/2007</p>	<p>Money Roll</p>	<p><u>Winning Tribe:</u> Waterfall trip Shower Snack feast Exile a loser and a winner <u>Exiled Players:</u> Hidden Immunity Idol clue</p>	<p>Malakal</p>	<p>A designated caller must lead four blindfolded players, using handles skewered into a large 'money stone' (fairly clearly a large wheel of wood), to push their stone along a course, crushing through four tile stations to uncover smaller money stones, which a sixth person must collect. Once all eight stones have been retrieved, the caller, the retriever, and one of the blindfolded players must fit the smaller 'money stones' (actually metal discs) into a rotating cog puzzle at their solving station. The first tribe to fit all eight pieces into the puzzle wins.</p> <p>Sitting out: Natalie [A]. Exiled: Jason [A] and Tracy [M]. Quit before Immunity Challenge: Kathy [A].</p>
<p>7 Day 20 16/11/2007</p>	<p>What-er Drag</p>	<p>Immunity</p>	<p>Airai</p>	<p>One player must run along a line of floating bridges to a large pontoon carrying one end of a long rope, clip it to a giant folded puzzle piece, and ride it back like a boogie board as the rest of their tribe hauls them back with a large winch wheel. Players can switch at will, or can keep the same runner for the duration. Once all five pieces have been retrieved, two players must unfold them correctly to create a 5x5 square. The first tribe to solve the puzzle wins.</p> <p>Voted out: Tracy [M], 5-1.</p>

				<p>Taking turns, players must cross a colour-coded disc walk, then traverse a shared trio of rolling barrels, balance beam, and trio of small pontoons to reach a colour-coded mesh net run. At the end of the final obstacle, they must grab a coloured pennant and return along the course to their starting platform. Two players from each tribe will take turns retrieving flags, while two others attempt to swing heavy bags as pendulums to knock the members of the other tribe off of the shared obstacles into the surrounding water. If a player falls off, they must return to the start and try again. The first tribe to get five flags across the course to their starting platform wins.</p>
<p>8 Day 21 17/11/2007</p>	<p>The Gauntlet</p>	<p><u>Winning Tribe:</u> Immunity Pizza and Beer <u>Both Tribes:</u> Exile any opponent <u>Exiled Players:</u> Hidden Immunity Idol clue</p>	<p>Airai</p>	<p>Rehash of The Gauntlet from Palau (US).</p> <p>As treemail, tribes got a list of players on the opposing tribe, and had to choose one of them to sit out, receiving Immunity from the Tribal Council should their tribe lose. Though it's not revealed at the time, the two players chosen are exiled.</p> <p>Fairly clearly, this was planned as a double Tribal Council, with the reward served while the winners watched the losers' questioning, but the premature evacuations of Jonathan and Kathy resulted in plans being adjusted.</p> <p>Sitting out: Parvati [A]. Exiled: Alexis [A] and Ozzy [M]. Voted out: Ami [M], 4-1.</p>
<p>9 Day 22 18/11/2007</p>	<p>-----</p>	<p>Merge feast</p>	<p>All players</p>	<p>Merge. Players row to a new island with their supplies to find a feast waiting for them. They must name the new tribe and paint the flag, as well as decide where to live for the remainder of the game, before spending the night without shelter on this beach and rowing to their new home the following morning. The new tribe returns to Malakal.</p>
<p>9 Day 24 20/11/2007</p>	<p>Last Gasp</p>	<p>Immunity</p>	<p>Jason</p>	<p>Players stand beneath a grate in the ocean for as long as possible, as the tide rises above them. When a player swims out from under the grate, they are eliminated. The last player remaining wins.</p> <p>Rehash of Last Gasp from Palau (US).</p> <p>Voted out: Eliza, 8-2.</p>

<p>10 Day 25 21/11/2007</p>	<p>Bai Bai</p>	<p><u>Winning Team:</u> Overnight trip to Yap Feast <u>Exiled Player:</u> Hidden Immunity Idol clue</p>	<p>Orange Team: Amanda, Erik, Jason, and Ozzy</p>	<p>Two captains are chosen off-screen, and these two alternate picks to form two teams of four, with the remaining player exiled. One player swims to a partially-submerged net maze, moves through it, and swims to a pontoon with a board showing 15 symbols. They must memorise the array before returning through the course, using matching pieces (and avoiding several decoys) to recreate it as much as possible at a solving station. The first team to recreate the board correctly wins.</p> <p>Orange: Jason, Amanda, Erik, and Ozzy. Purple: Natalie, Alexis, James, and Parvati. Exiled: Cirie.</p>
<p>10 Day 27 23/11/2007</p>	<p>When It Rains, It Pours</p>	<p>Immunity</p>	<p>Parvati</p>	<p>Players stand with their arm raised, wrist chained to a bucket of water overhead. When a player moves their wrist enough to pull the bucket down, drenching themselves, they are eliminated. Players were offered incentives to quit. The last player left wins.</p> <p>Rehash of When It Rains, It Really Pours from Africa (US).</p> <p>Voted out: Ozzy, 5-4.</p>
<p>11 Day 28 24/11/2007</p>	<p>Survivor Auction</p>	<p>Various items</p>	<p>-----</p>	<p>Players are given US\$500 and must bid on an assortment of items, with bids increasing in US\$20 increments. Sharing is forbidden.</p> <p>Rehash of Survivor Auction from Outback (US).</p> <p><u>ITEMS SOLD [AND BUYERS]:</u></p> <ul style="list-style-type: none"> • Mystery item (hot dog and fries) [Cirie] • Mystery item (jar of octopus) OR mystery item (nachos) [Erik] • Mystery item (bat soup) [Natalie] • PB&J sandwich and milk [Amanda] • Mystery item (exile someone and take their money) [Natalie] • Mystery item (one minute to eat a giant chocolate cake, sharing with three others) [Natalie] <p>Exiled: Jason.</p>

<p>11 Day 30 26/11/2007</p>	<p>Pool Party</p>	<p>Immunity</p>	<p>Erik</p>	<p>Players must throw a rock at a colour-coded tile to release a chained bundle of puzzle pieces. The first four to smash their tile move on. They must then dig in a marked area to find a key, unlock the chains around their pieces, use them to form a wheel, attach it to a winch, and spin it to lower two planks to a table. The first two players to do so move on. They must use their two planks to cross a knotted rope bridge over a pool, then traverse a disc walk to reach the final platform. The first player to reach the final platform wins.</p> <p>Though it's for all intents and purposes the seasonal 'second chance to suck' challenge, with every other element coming from an earlier challenge, the knotted rope bridge does not appear elsewhere in the season.</p> <p>Voted out: Jason, 4-3-1.</p>
<p>12 Day 31 27/11/2007</p>	<p>Body Slam</p>	<p><u>Winning Player:</u> Trip to Jellyfish Lake with loved one Inviting rights (two players and their loved ones) Exile somebody <u>Exiled Player:</u> Hidden Immunity Idol clue</p>	<p>Alexis</p>	<p>Players are given a questionnaire containing questions about the group to answer. Then, the results are tallied, and players are again asked the same questions, but this time must decide who they thought was the tribe's consensus answer. Every player who shows the correct answer gets to use a machete to chop through a rope holding a weight over a spiked catapult in front of an effigy representing somebody. After a player's rope has been chopped three times, the weight drops, the spike smashes through the effigy, and the player is eliminated. The last player remaining wins.</p> <p>Rehashes of Parang Swing from Marquesas (US) and Touchy Subjects from Amazon (US).</p> <p><u>QUESTIONS [AND ANSWERS]:</u></p> <ul style="list-style-type: none"> • Who does the most for the tribe? [James] • Who never shuts up? [Parvati] • Who wrongly thinks they control the game? [Parvati] • Who is the most honest? [Alexis] • Who are you least likely to invite to a family dinner? [James] <p>Loved ones: Natalie's and Parvati's mothers, James's father, Cirie's husband, Amanda's sister, and Alexis's and Erik's brothers.</p> <p>Invited: Cirie and Natalie. Exiled: Amanda. Evacuated after challenge: James.</p>

<p>12 Day 33 29/11/2007</p>	<p>Shoot To Thrill</p>	<p>Immunity</p>	<p>Erik</p>	<p>Players must take turns using a replica of a WWII-era military cannon to shoot three colour-coded hanging sake bottles. The first player to smash all of their bottles wins.</p> <p>Rehash of Shooting Gallery from Palau (US).</p> <p>Voted out: Alexis, 2-0 after a hidden Immunity Idol was played.</p>
<p>13 Day 34 30/11/2007</p>	<p>Survivor Roots</p>	<p><u>Winning Player:</u> Overnight resort trip Inviting rights (one player) Exile somebody <u>Exiled Player:</u> Hidden Immunity Idol clue</p>	<p>Erik</p>	<p>Players are asked a question about an event from some point in the history of Survivor, and must use a spinning wheel with the logos for each US season on it to show their answer. The first player to answer four questions correctly wins.</p> <p>Rehash of Survivor History from All-Stars (US).</p> <p>With the seasonal theme, this should last only four questions. Sadly, it takes longer, AND it seems there were questions we didn't see – Cirie's wheel has Africa's logo right after the shark question, for example.</p> <p><u>QUESTIONS [AND ANSWERS]:</u></p> <ul style="list-style-type: none"> • When did someone have a pet snake? [Pearl Islands] • When did someone bite a live shark in retaliation for being bitten? [All-Stars] • When did someone ask another player to pee on them after a jellyfish sting? [Marquesas] • When did someone fall into a fire? [Outback] • Which was the first season with four tribes? [Exile Island] <p>Invited: Amanda. Exiled: Parvati.</p>
<p>13 Day 36 2/12/2007</p>	<p>Dash, Dig, Decode</p>	<p>Immunity</p>	<p>Erik Natalie</p>	<p>Players must run down a colour-coded lane to a pair of ropes and a plank showing a set of animal pictures. Using the pictures as coordinates, they must string the ropes between matching signs spaced around a large circle of sand, dig where the ropes intersect to find a bag of puzzle pieces, take it back to the start, and assemble the puzzle in a solving station. The finished puzzle will reveal a new set of coordinates for another circle farther away, and so on. The first player to retrieve all three bags and solve all three puzzles wins.</p> <p>Rehash of Puzzle Dig from Panama (US).</p> <p>Voted out: Erik, 4-1.</p>

<p>14 Day 37 3/12/2007</p>	<p>Crystal Method</p>	<p>Immunity</p>	<p>Amanda</p>	<p>Starting standing on a small podium perched twenty feet above the water, players must lower a bucket attached to a rope into the water to fill it up, then pull the bucket up and pour as much of the liquid as they can into a narrow tube next to the perch. As the tube fills, a float with a key attached will rise until the player can bend down and reach it. Players cannot kneel or sit on their perch at any time. Once players have their key, they must jump into the water, swim to shore, and use it to unlock a chest containing a set of carved ladder rungs, which they must fit into a frame. Each rung only fits correctly into one position on the ladder. The first player to build their ladder and climb to the top wins.</p> <p>Rehashes of Perch from Panama (US) and Lopevi's unnamed individual Immunity Challenge from Vanuatu (US).</p> <p>Voted out: Natalie, 3-1.</p>
<p>14 Day 38 4/12/2007</p>	<p>The Ball Drop</p>	<p>Immunity</p>	<p>Amanda</p>	<p>Players must keep a small steel ball balanced in a loose groove carved on a cylindrical block of wood for as long as possible, holding the block by using two handles designed to appear as an oar. Every five minutes, they must lower the blocks to their holders on a table, add an extra block to each side, making it harder to hold steady, and then lift it back up. During this time, it does not matter if players are unable to balance their ball. If a player drops their ball at any point aside from the loading breaks, they are eliminated. The last player remaining wins.</p> <p>Voted out: Cirie, 1-0. Final Two: Amanda and Parvati. (Parvati wins, 5-3.)</p>

SURVIVOR US XVII: GABON

FANG (red) and KOTA (yellow): Local artwork styles.
NOBAG: 'Gabon' spelled backwards. Snorom yb. Proposed by Ken.

Hidden Immunity Idols: To be played after votes are cast, but before votes are read.

Episode Day Date	Title	Reward	Winner/s	Description
1 Day 1 23/6/2008	-----	None		<p>Players must introduce themselves briefly to the group. Then, the two oldest players are told to step forward, each claiming a tribe mat, and make the first choices in a chain selection to determine the tribes. Players can choose any person they wish. Once the two tribes are formed, they will immediately compete in their first challenge, and will enter the game wearing the clothes on their backs.</p> <p>Rehash of the beginning of Thailand (US).</p> <p>Fang [F] contains Crystal, Dan, 'GC', Gillian, Ken, Matty, Michelle, Randy, and Susie. Kota [K] contains Ace, Bob, Charlie, Corinne, Jacquie, Kelly (whom I'm almost certain is an entirely different person than Jacquie), Marcus, Paloma, and 'Sugar'.</p>
1 Day 1 23/6/2008	One For All	<p><u>First Tribe Members:</u> Immunity from their first Tribal Council</p> <p><u>Tribal Winners:</u> Extra bag of food</p>	<p>Marcus [K] and 'GC' [F] each win Immunity; Kota wins reward</p>	<p>'Run kind of over there', pretty much. Players must race to the top of a steep hill nearby. The first player from each tribe to arrive wins Immunity from their first Tribal Council (whenever that occurs), while the first entire tribe to arrive wins the extra food. Players can stay back and help the other members of their tribe get up the hill, but players already across the finish line cannot assist.</p> <p>The Immunity Necklaces are based on the local art styles tribes are named after.</p> <p>After the challenge, tribes carry their supplies to camp, where there are some pre-built huts to protect them from the wildlife at night.</p>
1 Day 3 25/6/2008	Temptation Valley	Immunity Flint	<p>Kota</p>	<p>Six players, harnessed together, must run through a swamp, over a mesh A-frame, under and over a set of hurdles, and to a sand pit, where they must dig up three bags of puzzle pieces, before taking them to a solving station, where the three remaining players must solve a puzzle (with the station marked to show which bag the pieces are in, because WE DON'T WANT TO KILL THEM BY MAKING THEM THINK). The first tribe to finish the puzzle wins.</p> <p>Voted out: Michelle [F], 8-1. Fang kept their torches from Tribal Council, and thus were also given flint.</p>

<p>2 Day 5 27/6/2008</p>	<p>Lemme Go Rock 'N' Roll</p>	<p><u>Winning Tribe:</u> Immunity Fishing Gear Exile a loser <u>Exiled Player:</u> Choice of hidden Immunity Idol clue or key to shack containing comfort items</p>	<p style="text-align: center;">Kota</p>	<p>Tribes must roll a giant ball along a course to two checkpoints, stopping at each for a person to climb onto the ball and untie a hanging set of keys, before rolling the ball to a set of locked chains at the finish. They must use the keys to unlock the chains before rolling their ball into a small holder. The first team to get their ball into its holder wins.</p> <p>Rehash of Rock 'N' Roll from Africa (US).</p> <p>Sitting out: Paloma [K]. Exiled: Dan [F], who takes the clue. Voted out: Gillian [F], 7-1.</p>
<p>3 Day 7 29/6/2008</p>	<p>Kicking And Screaming</p>	<p><u>Winning Tribe:</u> Blankets Hammocks Pillows Exile a loser <u>Exiled Player:</u> Choice of hidden Immunity Idol clue or key to shack containing comfort items</p>	<p style="text-align: center;">Fang</p>	<p>In rounds, one player sits on the ground holding onto a pole, while two players from the other tribe try to physically remove them from the pole and drag them over a marked line. The first pair to get their opponent over the marked line scores a point. The first tribe to score two points wins.</p> <p>Rehash of Kicking And Screaming from Cook Islands (US).</p> <p>Sitting out: Corinne [K], Jacquie [K], Kelly [K], and Ken [F]. Exiled: Sugar [K].</p>
<p>3 Day 9 1/7/2008</p>	<p>Lake Launch</p>	<p>Immunity</p>	<p style="text-align: center;">Fang</p>	<p>One player at a time must ride a waterslide into the lake, swim to a buoy, untie a tile wrapped in fabric, and get it back to the start. Once six players have all retrieved tiles, the seventh tribe member must unwrap and arrange them in order to solve a provided clue, use their answer as the combination for a lock on a chest, open it, take the axe from inside, and chop a rope to raise their tribe flag. The first tribe to raise their flag wins.</p> <p>Sitting out: Paloma [K] and 'Sugar' [K]. Voted out: Paloma [K], 7-2.</p>
<p>4 Day 10 2/7/2008</p>	<p>----</p>	<p style="text-align: center;">None</p>	<p>Shuffle. Privately, players must rank the members of their tribe in order of 'importance'. Then, the players are stood on a group of poles to show the results, and the top-ranked players become the first people to pick in a chain selection, with each player picking somebody from the opposing tribe. After two tribes of seven are formed, the player left without a tribe is exiled until after Tribal Council, when they will replace whoever is voted out.</p> <p>Fang now contains Ace, Crystal, 'GC', Jacquie, Kelly, Ken, and Matty. Kota now contains Bob, Charlie, Corinne, Dan, Marcus, Randy, and Susie.</p> <p>Exiled: Sugar, who chooses the shack.</p>	

4 Day 12 4/7/2008	Big Oar Deal	Immunity	Kota	<p>In rounds, players play a lacrosse-style game on the water, with each player given a padded net to use as a raft, and an oar to paddle and shoot the ball with. The first tribe in each round to get a goal scores a point. The first tribe to score three goals wins.</p> <p>Voted out: Jacquie [F], 5-2. Joining Fang: 'Sugar'.</p>
5 Day 13 5/7/2008	Fruit Flies	<p><u>Winning Tribe:</u> Herb garden Condiments All fruit caught Exile a loser</p> <p><u>Exiled Player:</u> Choice of hidden Immunity Idol clue or key to shack containing comfort items</p>	Kota	<p>One player must throw a piece of fruit through an overhead arch to two more players, who must catch it and throw it through a second arch to two more. Meanwhile, a player from the other tribe stands beneath each arch holding a thin pole, which they use to try and smash the fruit to the ground. If a piece of fruit manages to get through both arches, it is placed into a basket for weighing. After five minutes, the tribe with the heaviest haul of fruit wins.</p> <p>Exiled: Sugar [F], who chooses the shack.</p>
5 Day 15 7/7/2008	Cliff Bowling	Immunity	Kota	<p>One player from each tribe throws a large ball-style frame down a hill aiming for goal areas worth different point values. At the bottom, one blindfolded player holds a shield and tries to stop the ball while a second stands to the side and guides them to it. If a ball makes it past the goalkeepers into a goal, the player who threw it scores the relevant number of points for their tribe. After all five players at the top of the hill have thrown, the tribe with the highest score wins.</p> <p>Voted out: 'GC' [F], 6-1.</p>
6 Day 16 8/7/2008	Snake In The Grass	<p><u>Winning Tribe:</u> Pastries Coffee and coffeemaker Exile a loser</p> <p><u>Exiled Player:</u> Choice of hidden Immunity Idol clue or key to shack containing comfort items</p>	Kota	<p>Tribes are harnessed to a 20ft (6m) long, 200lb (91kg) plush snake, and must haul it around an oval course while trying to catch up with the other tribe. Players can drop out at will by unclipping from the snake, but it will become harder for the rest of their tribe to carry. The first tribe to catch up to and tag their opponents wins.</p> <p>Rehash of Hot Pursuit from Palau (US).</p> <p>What exactly is the purpose of those two tribe-coloured ramps in the middle of the track? Tribes don't run on them, the people who quit don't sit on them, they're just... there.</p> <p>Sitting out: Corinne [K]. Exiled: Sugar [F], who chooses the shack.</p>

<p>6 Day 18 10/7/2008</p>	<p>Jungle Relay</p>	<p>Immunity</p>	<p>Kota</p>	<p>Harnessed together, two players must crawl underneath a cargo net shaped like a spiderweb, cross a set of logs any way possible, untie a hanging pair of puzzle pieces, and come back. A second pair must cross the same obstacles, then get through a toughnut at the end to retrieve their pieces. The third pair must cross the original obstacles, the toughnut, and a second, larger toughnut to grab their pieces. Once all six pieces have been retrieved, the tribe must work together to assemble their pieces into a flagpole, put a tribe-coloured flag in the top, and raise it. The first tribe to raise their flag wins.</p> <p>Sitting out: Susie [K]. Voted out: Kelly [F], 5-1.</p>
<p>7 Day 19 11/7/2008</p>	<p>Elephant Eggs</p>	<p><u>Winning Tribe:</u> Helicopter ride Picnic lunch Letters from home Exile a loser <u>Exiled Player:</u> Choice of hidden Immunity Idol clue or key to shack containing comfort items</p>	<p>Kota</p>	<p>In rounds, three players stand in a roped-off square (with a couple of additional ropes through the middle to make it slightly harder to move around) and throw a ceramic basketball-sized ball to each other, while a player from the other tribe attempts to knock it to the ground with their bare hands. The round ends when a ball touches the ground and breaks, and the tribe with their ball still intact scores a point. The first tribe to score three points wins.</p> <p>Sitting out: Charlie [K] and Corinne [K]. Exiled: 'Sugar' [F], who chooses the shack.</p>
<p>7 Day 21 13/7/2008</p>	<p>Lake Log Jam</p>	<p>Individual Immunity Give Immunity to someone on other tribe</p>	<p>Marcus</p>	<p>Players compete individually in a single-elimination log-rolling tournament. Players will compete in randomly-drawn pairs, even against members of their own tribe and (unlike in other appearances of this challenge) gender, with the player who survives the longest without falling into the lake beneath the log moving on to the next round, and their opponent being eliminated. The last player remaining wins.</p> <p>Rehash of Log Jam from Amazon (US).</p> <p>Given Immunity: Sugar [F]. Voted out: Ace [F], 3-2, then Dan [K], 4-3.</p>
<p>8 Day 22 14/7/2008</p>	<p>----</p>	<p>Feast Hidden Immunity Idol clue</p>	<p>All players</p>	<p>Tribes arrive at a feast (with a clue beneath the food to a hidden Immunity Idol located somewhere in the surrounding area) and partake before being told to draw numbered pebbles from a bag. Players who draw odd numbers become Fang; players who draw even numbers become Kota.</p> <p>Fang now contains Charlie, Corinne, Matty, Randy, and 'Sugar'. Kota now contains Bob, Crystal, Ken, Marcus, and Susie.</p>

8 Day 24 16/7/2008	Keep It Up	Immunity	Fang	<p>Players each have an individually-sized station and must balance poles between the backs of their hands and the support plank above them for as long as possible. Once either of a player's poles drops, they are eliminated. The last player remaining wins for their tribe.</p> <p>Voted out: Marcus [K], 3-2.</p>
9 Day 25 17/7/2008	Super Golf	Overnight village trip Feast Exile a loser	Fang	<p>Two players hold the ends of a giant slingshot, while one more uses it to shoot a ball towards one of three oversized 'holes'. Taking turns, tribes must hole their ball in as few shots as possible. The tribe that does so in the fewest shots scores a point. The first tribe to score two points wins.</p> <p>Exiled: Bob [K], who chooses the clue.</p>
9 Day 27 19/7/2008	----	Merge feast	All players	<p>Tribes arrive at their next challenge and are merged beforehand. They are told that they will return to Fang after the challenge, where the traditional merge feast is waiting.</p> <p>Nobag contains Bob, Charlie, Corinne, Crystal, Ken, Marcus, Matty, Randy, 'Sugar', and Susie.</p>
9 Day 27 19/7/2008	Fired Up	Immunity	Susie	<p>Players must use provided kindling, flint, and steel to make a fire on a small platform, trying to get it large enough to burn through a rope about a foot above the platform. The first player to burn through their rope wins.</p> <p>Rehash of a Tribal Council tiebreaker.</p> <p>Voted out: Charlie, 5-4.</p>
10 Day 28 20/7/2008	Auction	Various items	----	<p>Players are given US\$500 and must bid on an assortment of items, with bids increasing in US\$20 increments. Sharing is forbidden.</p> <p>Rehash of Survivor Auction from Outback (US).</p> <p><u>ITEMS SOLD [AND BUYERS]:</u></p> <ul style="list-style-type: none"> • Beer and peanuts [Randy] • Mystery item (exile someone and take their money) [Ken] • Mystery item (chocolate and peanut butter) [Sugar] • Hot bath and packed clothes [Susie] • Hamburger, fries, and soda [Matty] • Mystery item (spaghetti bolognese, garlic bread, and wine) [Randy] • Immunity Challenge advantage [Corinne] • Mystery item for tribe (plate of cookies) [Randy] <p>Exiled: Bob, who chooses the clue.</p>

<p>10 Day 30 22/7/2008</p>	<p>The Domino Effect</p>	<p>Immunity</p>	<p>Ken</p>	<p>Players must grab a bag of 'puzzle blocks', walk up a tilted balance beam to a second, and kick it over to start a domino-like line of falling beams, each narrower than the last. They must cross the beams to the other end without falling and land on the opposite side of a line on the ground in order to drop the bag, then run back to the start of their beams to grab another bag and cross again. The first two players to get all three bags across the finish line move on to the final. They must remove the blocks from their bags and line them up like dominoes along a series of tilted planks, while avoiding a set of tripwires connected to their planks. Once they have set up the full set, they must set the domino drop in motion. If the blocks all drop properly, the final block will have enough inertia to push a 'gate' and release a ball, which will drop into a bucket and subsequently raise their flag. The first player to raise their flag wins.</p> <p>Not a rehash, but similar in format to Twisted from Fiji (US).</p> <p>Corinne's advantage was the right to skip the first round and take a third position in the final.</p> <p>Voted out: Randy, 5-3.</p>
<p>11 Day 31 23/7/2008</p>	<p>Now Or Never</p>	<p><u>Winning Tribe:</u> Video message from loved ones Pizza Brownies Beer <u>All Players:</u> Surprise loved one visit</p>	<p>Bob</p>	<p>Players draw rocks to determine two captains, who then start a chain selection process to pick two teams of three with one player left out, who will not participate and is unable to win. The teams are harnessed together and must wade halfway across a swamp to retrieve a group sprocket-shaped puzzle pieces, bring them back, then go all the way across the swamp to retrieve a second set. Once all seven pieces have been taken to the start, the team must work together to fit them into a solving station correctly, so that they work when spun to raise a flag. The first team to raise their flag moves onto the final round. Each player is given a nine-square sliding puzzle to solve. The first player to solve the (very simple) puzzle wins.</p> <p>Loved ones: Bob's wife, Susie's husband, Matty's girlfriend (and, by the end of the visit, his fiancée), Crystal's boyfriend, Ken's and Sugar's sisters, and Corinne's brother.</p> <p>Red: Susie, Ken, and Matty. Yellow: Crystal, Bob, and Sugar. Sitting out: Corinne.</p>

<p>11 Day 33 25/7/2008</p>	<p>Bombs Away</p>	<p>Immunity</p>	<p>Bob</p>	<p>Players are asked four multiple-choice trivia questions about Gabon and its culture, and must show their answers with the provided answer cubes. For each correct answer given, players receive one juggling ball for the final round. Taking turns, they must stand on a platform at the top of a steep hill and throw a ball down it, aiming for the centre of a circular target. After everyone has thrown their earned balls, the player closest to the centre of the target wins.</p> <p>Voted out: Corinne, 4-3.</p>
<p>12 Day 34 26/7/2008</p>	<p>Swamp Monkeys</p>	<p>Overnight Loango Gorilla Sanctuary trip Feast Exile someone</p>	<p>Bob</p>	<p>Players must run from the starting line to a mesh net and cross it, then cross a floating plank, a raft (like those used in Big Oar Deal), and a second plank to reach a tray holding three balls. They must remove a ball and bring it back across the same obstacles to the start, and throw the ball into a small net from behind a marked line. If they miss, the ball will slide down the wall behind the goal and return to them. Once the ball lands in the net, they can retrieve the next ball, and so on. The first player to get all three of their balls in their net wins.</p> <p>Invited: Crystal and Ken. Exiled: Susie, who chooses the shack.</p>
<p>12 Day 36 28/7/2008</p>	<p>Mask Match</p>	<p>Immunity</p>	<p>Bob</p>	<p>Players are blindfolded and must use their fingers to 'study' the features of a three-dimensional mask, then grab a bag of puzzle pieces and move along a lane filled with ropes, planks, and a mesh net to reach a solving station. Once they have reached the station, they must drop their bag off and return to the start for another. When they've brought all three bags to the solving station, they can empty them and try and sort through the numerous decoy puzzle pieces (all of which are painted red for Probst's convenience) to try and match those making up the original mask (all of which are coloured), fitting them into place on a replica. If a player calls out and has any incorrect pieces, they must return to their start before guessing again. The first player to correctly recreate their mask wins.</p> <p>Voted out: Crystal, 4-0 after a hidden Immunity Idol was played.</p>

<p>13 Day 37 29/7/2008</p>	<p>A-Mazing Gabon</p>	<p>Immunity</p>	<p>Bob</p>	<p>Players must dig a hole beneath a fence and crawl under, then walk up a tilted plank to reach an elevated maze, which they must cross without falling to reach the other side. Then, they will enter a second maze filled with waist-high walls and 25 huts, and must search for one of three huts with colour-coded bags of puzzle pieces inside. When a player finds a bag, they must take it through the maze to the exit, then up a steep ramp to a colour-coded solving station, before returning to the maze to search for their next bag. Once they have retrieved all three of their bags, they can empty the pieces out and use them to assemble the roof of a model hut on a provided base.</p> <p>Voted out: Ken, 4-1.</p>
<p>13 Day 38 30/7/2008</p>	<p>House Of Cards</p>	<p>Immunity</p>	<p>Susie</p>	<p>Players are each given a pile of 200 playing card-sized wooden tiles, a platform, and a ladder for assistance, and must build a tower on their platform, aiming to make it as tall as possible. The first player to make a tower ten feet tall, or whoever has the tallest tower after half an hour has elapsed, wins.</p> <p>Eliminated: Matty, via fire tiebreaker after a 2-2 tie.</p> <p>Final Three: Bob, 'Sugar', and Susie. Bob wins 4-3 over Susie.</p>

SURVIVOR US XVIII: TOCANTINS

JALAPAO (red) and TIMBIRA (grape): Oases in the Tocantins.

FORZA (green): Portuguese for 'strength', and misspelled to boot. Proposed by 'Coach'.

Hidden Immunity Idols: To be played after votes are cast, but before votes are read.

Episode Day Date	Title	Reward	Winner/s	Description
1 Day 1 2/11/2008	-----	None		<p>Players have one minute to raid items from a truck. Then, they are gathered together in their tribes and told to take the supplies they've collected on a four-hour hike to their camp. However, they must first vote, based solely on their first impressions, on which player should not make the journey. This person is instead taken directly to camp by helicopter and given an option – either begin building a campsite to try and overcome the poor first impression they made, or search for a hidden Immunity Idol to protect them from their first Tribal Council.</p> <p>The 16 players are pre-divided into two tribes of eight. Jalapao [J] contains Carolina, Joe, JT, Sandy, Spencer, Stephen, Sydney, and Taj. Timbira [T] contains Brendan, Candace, 'Coach', Debbie, Erinn, Jerry, Sierra, and Tyson.</p> <p>'Voted out': Sandy [J] and Sierra [T].</p> <p>It is not explained how Sandy [J] and Sierra [T] leave in the same helicopter but are dropped off separately, or how it takes Timbira so much longer than Jalapao took to hike to their camp.</p>
	A River, Run Through It	Immunity Flint	Timbira	<p>Six players must run over a set of sand mounds to the river, wade out to a raft, and get it back to shore. When they get it to the bank, they must untie a group of planks and carry them back over the sand mounds to the start of the course. The two remaining tribe members must then use the planks to build a puzzle staircase on a pre-built base, before the tribe runs up it. Finally, any two tribe members must work together, each holding a pole and rope, to manoeuvre the ropes through a table maze to an exit hole, releasing the attached ball and raising a tribe flag. The first tribe to raise their flag wins.</p> <p>Voted out: Carolina [J], 7-1. Jalapao kept their torches from Tribal Council, and thus were also given flint.</p>

<p>2 Day 5 6/11/2008</p>	<p>Water War (Basketbrawl) (Beach Brawl)</p>	<p><u>Winning Tribe:</u> Immunity Fishing Gear Exile a loser <u>Exiled Loser:</u> Exile a winner <u>Both Exiled Players:</u> Choice of two urns, one with hidden Immunity Idol clue and chance to switch tribes</p>	<p>Jalapao</p>	<p>Three players from each tribe run from one side of a waterlogged court to reach a ball thrown into the middle, then throw it into their tribe's basket at the far end. Physical contact is allowed. The first tribe to get the ball into their basket scores a point. The first tribe to score three points wins.</p> <p>It appears the nonsensical way the challenge was structured (with both tribes starting from the same side of the court and heading to their baskets on the opposite side) was nothing but an attempt to make this challenge look like anything other than what it was – basketball with gratuitous violence.</p> <p>Sitting out: Debbie [T]. Exiled: Brendan [T], who chose Taj [J]. Clue urn: Brendan [T], staying on his tribe. Voted out: Candace [T], 7-1.</p>
<p>3 Day 7 8/11/2008</p>	<p>Blind Leading The Blind</p>	<p><u>Winning Tribe:</u> Giant umbrella Picnic chairs Pillows and blankets Hammock Tarp Exile a loser <u>Exiled Player:</u> Exile a winner <u>Both Exiled Players:</u> Choice of two urns, one with hidden Immunity Idol clue and chance to switch tribes</p>	<p>Jalapao</p>	<p>Six players are harnessed together in pairs, and each is blindfolded. A caller sits on a small perch and guides the pairs to retrieve a bucket for each player placed somewhere within a course filled with hitching posts, then to head to a water tower, pulling an overhead handle to release a shower of water they must attempt, still blindfolded, to catch in their buckets. When the buckets are full, they must return to the start of the course and pour the water down a chute into a barrel, eventually weighing it down enough to retrieve a flag. Once the flag raises, the blindfolded players must head to a second tower and repeat the same process, filling a second barrel with corn to raise their flag. The first tribe to fill both of their barrels and raise both of their flags wins.</p> <p>Exiled: Brendan [T], who chose Taj [J]. Clue urn: Taj [J], staying on her tribe.</p>
<p>3 Day 9 10/11/2008</p>	<p>Crate Idea</p>	<p>Immunity</p>	<p>Jalapao</p>	<p>Two players at a time run across a field to one of six large, colour-coded crates, and roll it end-over-end back across the starting line. Once all six crates have been retrieved, tribes must use them to assemble a giant staircase (with three blocks on the bottom layer, two on the middle, and one on the top), arranging the blocks so that the tribe's name reads diagonally along the side of the staircase, and then climb up to the finishing platform. The first tribe to get all of its members to the finishing platform wins.</p> <p>Voted out: Jerry [T], 6-1.</p>

<p>4 Day 10 11/11/2008</p>	<p>Shoulder The Load (Pull Your Weight)</p>	<p><u>Winning Tribe:</u> Loot two items from losers Exile a loser <u>Exiled Player:</u> Exile a winner <u>Both Exiled Players:</u> Choice of two urns, one with hidden Immunity Idol clue and chance to switch tribes</p>	<p>Jalapao</p>	<p>Two male players and a female player must stand on a small podium holding a pole over their shoulders. At regular intervals, two loaders from the opposing tribe will select which of the three weightbearers must have a ten-pound sandbag added to each side of their pole, then the loaders from the weightbearer's tribe must load them on. Eventually, the weights will become impossible to hold, and the weightbearers will drop their poles. When a player drops their pole, they are out of the challenge. The last player holding their pole wins for their tribe.</p> <p>Rehash of the second Pull Your Weight from Pearl Islands (US).</p> <p>Sitting out: Sierra [T], Spencer [J], and Stephen [J]. Exiled: Sierra [T], who chose Taj [J]. Clue urn: Taj [J], staying on her tribe. Looters: Joe [J] and JT [J]. Looted: Water can and a bag of beans.</p>
<p>4 Day 12 13/11/2008</p>	<p>Try-Any-Angle</p>	<p>Immunity</p>	<p>Timbira</p>	<p>One player must run down a crisscrossing path to one of eight stations, where they must untie a giant hanging three-sided puzzle piece, then pick up the piece and bring it back to their tribe. Once all eight puzzle pieces have been collected, the tribe must work together to fit them into a solving station correctly, in order to reveal a six-word phrase. The first tribe to correctly form the mystery phrase wins.</p> <p>Rehash of In-Cog-Neato from Panama (US).</p> <p>Sitting out: Taj [J]. Voted out: Sandy [J], 5-1-1.</p>
<p>5 Day 13 14/11/2008</p>	<p>Dizziness As Usual (Dizness As Usual)</p>	<p><u>Winning Tribe:</u> Coffee Pastries Letters from home Exile a loser <u>Exiled Player:</u> Exile a winner <u>Both Exiled Players:</u> Choice of two urns, one with hidden Immunity Idol clue and chance to switch tribes</p>	<p>Jalapao</p>	<p>One player at a time sits on a small circular pedestal holding a pole, as another tribe member runs from a finish line to the platform and pulls the rope attached to its base, making it rotate quickly. When the rope runs out and the pedestal stops spinning, the now-dizzy tribe member on the pedestal must stand up, walk to a long balance beam and cross it without falling, then run to the finish line. The first player to cross the finish line in each round scores a point. The first tribe to score three points wins.</p> <p>Exiled: Brendan [T], who chose Stephen [J]. Clue urn: Unknown, but they stay on their own tribe.</p>

<p>5 Day 15 16/11/2008</p>	<p>Water Mortar</p>	<p>Immunity</p>	<p>Timbira</p>	<p>Two tribe members must take turns using a giant slingshot to launch wicker balls down a waterlogged playing field to the remaining players, who must try to catch it with a handheld butterfly net. If a player catches a ball, regardless of who launched it, they score a point for their tribe. The first tribe to score five points wins.</p> <p>Rehash of Wicker Flicker from Thailand (US).</p> <p>Voted out: Spencer [J], 5-1.</p>
<p>6 Day 16 17/11/2008</p>	<p>When Pigs Fly</p>	<p><u>Winning Tribe:</u> Waterfall trip Barbecue Exile a loser <u>Exiled Player:</u> Exile a winner <u>Both Exiled Players:</u> Choice of two urns, one with hidden Immunity Idol clue and chance to switch tribes</p>	<p>Timbira</p>	<p>Tribes are given five minutes to use provided planks and rope to build barricades in two frames belonging to the other tribe. Then, they will switch positions, and work to ferry ceramic pigs from a starting table to a finishing table by throwing them through the barricades, one at a time. Four throws must be made to get it to the finishing table – one before the first frame, two through the frames, and one after the second frame. If a pig is dropped at any point, tribes must start again with a new pig. After ten minutes, the tribe with the most pigs on their finishing table wins.</p> <p>Rehashes of Build It Up, Break It Down from Micronesia (US) and Fruit Flies from Gabon (US).</p> <p>Sitting out: Erinn [T]. Exiled: Joe [J], who chose Erinn [T]. Clue urn: Erinn [T], staying on her tribe.</p>
<p>6 Day 18 19/11/2008</p>	<p>Sandstone Shootout</p>	<p>Immunity</p>	<p>Timbira</p>	<p>One player must use a slingshot and marbles to smash a tile to make sand pour out. Eventually, a bag of puzzle pieces will be released from overhead, swinging forwards for the tribe to untie, and a second tile will be uncovered. Tribes can switch slingshot users at will, or can keep the same person for the duration. Once three tiles have been smashed and three bags have been retrieved, two other players must use the snake-shaped puzzle pieces to complete a rotating puzzle.</p> <p>Rehash of In-Cog-Neato from Panama (US).</p> <p>Sitting out: Debbie [T]. Not sitting out but not involved: 'Coach' [T], Sierra [T], Sydney [J], and Taj [J]. Voted out: Sydney [J], 3-2.</p>

7 Day 19 20/11/2008	-----	Merge feast	All players	<p>Tribes arrive at an open marquee with a feast beneath it, discovering new buffs and materials to paint a new flag. They are told they that will return to Timbira after the traditional merge feast, and that all reward and personal items currently at Jalapao will be moved over by the time they arrive.</p> <p>Forza contains Brendan, 'Coach', Debbie, Erinn, Joe, JT, Sierra, Stephen, Taj, and Tyson.</p>
7 Day 21 22/11/2008	Get A Grip	Immunity	Tyson	<p>Each player climbs up a ladder to reach the top of a square pole, with divots cut into it at regular intervals, and must stay on their pole for as long as possible. When a player touches the ground, they are eliminated. The last player remaining wins.</p> <p>Rehash of Get A Grip from Vanuatu (US).</p> <p>Evacuated before Tribal Council, rendering the challenge pointless: Joe.</p>
8 Day 22 23/11/2008	Rock Block	<p><u>Winning Team:</u> Rio Novo rafting trip Picnic lunch Exile a loser</p> <p><u>Exiled Player:</u> Hidden Immunity Idol clue</p>	<p>Black Team: Brendan, Debbie, and JT</p>	<p>Players are randomly divided off-screen into teams of three. In rounds, one player from each team steps onto a platform divided into spaces for each team, chooses a team, and tries to throw a small metal ball-style frame to smash one of a line of eight colour-coded tiles. Once a team has had all eight of its tiles smashed, they are out of the challenge. The last team remaining wins.</p> <p>Rehash of Kamikaze from Palau (US).</p> <p>Red: 'Coach', Taj, and Tyson. Black: Brendan, Debbie, and JT. White: Erinn, Sierra, and Stephen.</p> <p>Exiled: Stephen.</p>
8 Day 24 25/11/2008	Rope-A-Dope	Immunity	Tyson	<p>Each player is harnessed to an individual rope that winds around a truss, a "vertical rope maze", and a pair of parallel hitching posts (connected to each other by two crossbars), and must manoeuvre their way along the rope to get to the finishing pole. The first three players to finish qualify for the final, in which they must repeat the process on a single obstacle that is three levels high. The first player to get through the final obstacle wins.</p> <p>Rehash of Around The Bend from Guatemala (US).</p> <p>Voted out: Brendan, 4-3-2.</p>

<p>9 Day 25 26/11/2008</p>	<p>Swiss Cheese Please</p>	<p><u>Winning Team:</u> Capoeira performance Feast Exile a loser <u>Exiled Player:</u> Hidden Immunity Idol clue</p>	<p>Red Team: Debbie, Erinn, JT, and Tyson</p>	<p>Players are randomly divided off-screen into two teams of four. Two players at a time must run across a field to one of four large boards, untie it, carry it back, and slot it into the corresponding holder. Each holder is uniquely cut and can only fit one piece, but each piece is cut with the same symmetrical cut on its top and bottom, meaning it can fit into the holder four different ways. Once all four boards have been retrieved and placed in their holders, they must be aligned so that it is possible to read a plaque showing a vowel through each of seven holes cut into the same positions on all four boards, and on a guide board (the sole purpose of which appears to be to make the challenge easier by pointing out which way the boards should be inserted in the first place, not that anybody noticed). Once the team can read the seven plaques, they must take seven tiles showing the matching vowels (from a group of ten containing two of each vowel) and combine them with seven provided tiles showing consonants, as well as an apostrophe and a period, to form a four-word phrase. The first team to correctly make the mystery phrase wins.</p> <p>Red: Debbie, Erinn, JT, and Tyson. Black: 'Coach', Sierra, Stephen, and Taj. Exiled: Stephen.</p>
<p>9 Day 27 28/11/2008</p>	<p>Tocantins Shuffle</p>	<p>Immunity</p>	<p>Debbie</p>	<p>Each player is given three shuffleboard discs. Taking turns, and in a randomly determined order, they must slide the discs along a shuffleboard table representing the Tocantins (with three-dimensional mesas and sand dunes) aiming for an X representing their current location. After everybody has used up all of their pucks, the player closest to the centre of the X wins.</p> <p>This is the seasonal "Eating or Competing?" challenge. This time, for the first time, the optional food is not burgers and fries, but pizza.</p> <p>Rehash of Shoot 'N' Shuffle from Amazon (US).</p> <p>Eating: 'Coach', JT, and Stephen Competing: Debbie, Erinn, Sierra, Taj, and Tyson. Voted out: Tyson, 5-3.</p>

<p>10 Day 28 29/11/2008</p>	<p>Jala-Powed</p>	<p><u>Winning Team:</u> Fervadora trip Feast with local family Inviting rights (two players) Exile somebody</p> <p><u>Exiled Player:</u> Hidden Immunity Idol clue</p>	<p>Stephen</p>	<p>Players are given a questionnaire containing questions about the group to answer. Then, the results are tallied, and players are again asked the same questions, but this time must decide who they thought was the tribe's consensus answer. Every player who shows the correct answer gets to use a machete to chop through a rope holding a mallet high above a ceramic figurine representing somebody. After a player's rope has been chopped three times, the mallet smashes through the effigy and the player is eliminated. The last player remaining wins.</p> <p>Rehashes of Parang Swing from Marquesas (US) and Touchy Subjects from Amazon (US).</p> <p><u>QUESTIONS [AND ANSWERS]:</u></p> <ul style="list-style-type: none"> • Who has not lived up to their potential? ['Coach'] • Who would waste the million-dollar prize the quickest? [Sierra] • Who would never survive on their own? [Debbie] • Who would you trust with your life? [JT] • Who is the most likely to stab you in the back? [Sierra] • Who would you least like to see win? [Sierra] <p>Invited: JT and Taj. Exiled: Erinn.</p>
<p>10 Day 30 1/12/2008</p>	<p>Snag, Drag & Bag</p>	<p>Immunity</p>	<p>'Coach'</p>	<p>Players must use a grappling hook to retrieve three colour-coded bags in a marked aisle, dragging each across a marked line. The first three players to retrieve all three of their bags move on to the final round. They must then move a ball through a table maze to a finishing pocket. If the ball falls through any of the decoy holes on the table, they must pick it up and start again from the beginning. The first player to get their ball into the finishing pocket wins.</p> <p>Why is the first round of this challenge COMPLETELY IRRELEVANT with regards to the second? It's like they had two different challenges planned, but then had to combine them and couldn't think of any way to do so. Even then, when they've combined challenges in the past, there's been some link – key retrieval from Crystal Method in Micronesia (US), for example.</p> <p>Voted out: Sierra, 4-2-1.</p>

<p>11 Day 31 2/12/2008</p>	<p>Auction</p>	<p>Various items</p>	<p>-----</p>	<p>Players are given US\$500 and must bid on an assortment of items, with bids increasing in US\$20 increments.</p> <p>Rehash of Survivor Auction from Outback (US).</p> <p><u>ITEMS SOLD [AND BUYERS]:</u></p> <ul style="list-style-type: none"> • French fries, tomato sauce, and ranch dressing [Debbie] • Chicken parmigiana, garlic bread, sauceless spaghetti, and wrongly-matched red wine [Coach] • Mystery item (nachos, guacamole and salsa) [JT] • Mystery item (skewer of grilled chicken hearts) [Stephen] • Video message from loved ones, surprise loved one visit, option to take visit while exiling self for everyone to get loved one visits at camp [Taj, exiling herself] <p>Despite the “no sharing” edict at the start, players were allowed to pool money for the final item.</p> <p>Exiled: Taj.</p> <p>Loved ones: Erinn’s father, Debbie’s and Taj’s husbands, Stephen’s brother, J.T.’s sister, and ‘Coach’'s... assistant.</p>
<p>11 Day 33 4/12/2008</p>	<p>Propellerheads</p>	<p>Immunity</p>	<p>Stephen</p>	<p>Players must dig a hole beneath a log on the ground, crawl through to the other side, cross a long balance beam without falling, commando crawl beneath a group of ropes, and run to a station where signs showing ten mathematical symbols are spinning like a spit roast. Players must memorise them before returning across the course to an individual solving station at the start, writing the symbols in the same order, and solving the resulting equation. The first player to correctly solve the equation wins.</p> <p>Voted out: Debbie, 4-1-1.</p>
<p>12 Day 34 5/12/2008</p>	<p>Blind To Reason</p>	<p><u>Winning Team:</u> Overnight stay at Governor’s Retreat Exile a loser <u>Exiled Player:</u> Hidden Immunity Idol clue</p>	<p>JT</p>	<p>With their feet shackled (a probable last-minute substitute for blindfolding), players must run through a waist-high maze shaped like the word ‘SURVIVOR’ (in title font Survivant, no less) to reach the exit, then use provided materials to build a pole, retrieve a hanging sandbag with it, and swing the bag to knock over three colour-coded poles, raising a flag. The first player to raise their flag wins.</p> <p>Exiled: ‘Coach’.</p>

<p>12 Day 36 7/12/2008</p>	<p>Chimney Sweep</p>	<p>Immunity</p>	<p>JT</p>	<p>Players must brace themselves between two walls while standing on tiny footholds above the ground. After 30 minutes, they must step down to smaller footholds. Thirty minutes later, they must step down to the smallest footholds, about six millimetres (a third of the width of this table's far left column) wide. Only arms and feet can touch the wall. When a player touches the ground, or touches the wall with any forbidden body part, they are eliminated. The last player remaining wins.</p> <p>Rehash of Chimney Sweep from Fiji (US).</p> <p>Voted out: 'Coach', 3-2.</p>
<p>13 Day 37 8/12/2008</p>	<p>Tarantula</p>	<p>Immunity</p>	<p>JT</p>	<p>Players must run over a mesh net to one of several mesh tunnels (arranged like spider legs) and climb through to the other end to untie a bag of puzzle pieces before returning to the start and placing it at a solving station. Once all three bags have been retrieved, they must remove the pieces from their bags and fit them into a frame to form a spiderweb image. The first player to successfully complete the image wins.</p> <p>Despite Probst mentioning the inner ring having one piece in each frame slot, the middle having two, and the outer having three, one of the outer ring slots needs only two pieces.</p> <p>Voted out: Taj, 3-1.</p>
<p>13 Day 38 9/12/2008</p>	<p>Simmotion</p>	<p>Immunity Choice of Final Tribal Council opponent</p>	<p>JT</p>	<p>With one hand tied behind their backs, players must drop a metal ball into a chute, making it roll down a path into one of two exit points (passing a turnstile which'll make the next ball dropped go through to the other exit). They must catch the ball and then place it back into the entry hole. 'Every few minutes', players must pick up an extra ball and place it into the chute, making the challenge harder. If a player fails to catch a ball, they are eliminated from the challenge. The last player remaining wins.</p> <p>Voted out: Erinn, 1-0. Final Two: JT and Stephen. (JT wins, 7-0.)</p>

SURVIVOR US XIX: SAMOA

FOA FOA (yellow): Samoan for 'conch shell'.

GALU (purple): Samoan for 'choppy waters'.

AIGA (blue): Samoan for 'family'. Proposed by Brett.

Hidden Immunity Idols: To be played after votes are cast, but before votes are read.

Episode Day Date	Title	Reward	Winner/s	Description
1 Day 1 11/6/2009	-----	-----	Mick [F] and Russell S [G]	<p>Based solely on first impressions, players must each vote for one of the other members of their tribe to be the tribe's Chief. The player with the most votes wins a fugly necklace and the right to make all tribal decisions, except Tribal Council voting, on their own.</p> <p>The 20 players are pre-divided into two tribes of ten. Galu [G] contains Brett, Dave, Erik, John, Kelly, Laura, Monica, Russell S, 'Shambo', and Yasmin. Foa Foa [F] contains Ashley, Ben, Betsy, Jaison, Liz, Marisa, Mick, Mike, Natalie, and Russell H.</p>
1 Day 1 11/6/2009	Chief's Choice	Flint	Foa Foa	<p>Chiefs are told to choose, still based on first impressions, their tribe's best swimmer, strongest member, most agile member, and smartest member. They are not allowed to choose themselves for any of the roles. The swimmer must swim out to a buoy and retrieve a key before coming back, where they will give it to the strongest player. This person will unlock two large wood bundles and carry them to a beam, where the agile player will use them to climb on and cross it, moving a key along a rope wound around the beam to the other end as they do so. Once they key is free, the smartest player will unlock a chest of puzzle pieces and assemble it.</p> <p>Sitting out: Ashley [F], Ben [F], Betsy [F], Brett [G], Dave [G], Kelly [G], Laura [G], Mick [F], Mike [F], Monica [G], Natalie [F], and Russell S [G].</p>
1 Day 3 13/6/2009	Yank Your Hank	<p style="text-align: center;"><u>Winning Tribe:</u> Immunity <u>If Galu:</u> Flint</p>	Galu	<p>Six members of each tribe must all run/climb over three large A-frame ramps, while carrying three coils of rope between them. Once they've all made it over the walls, they must tie the coils together and to a large wooden crate, before hauling it along a series of tilted wooden ramps to the finishing platform, where the four remaining tribe members must disassemble it and use the painted planks to complete a puzzle, revealing a six-word phrase. The first tribe to correctly solve the puzzle wins.</p> <p style="text-align: right;">Voted out: Marisa [F], 7-3.</p>

<p>2 Day 5 15/6/2009</p>	<p>Schmergen Brawl</p>	<p><u>Winning Tribe:</u> Immunity Fishing Gear <u>Winning Tribe's Chief:</u> Send someone to visit losers <u>Losing Tribe's Visitor:</u> Hidden Immunity Idol clue</p>	<p>Galu</p>	<p>In rounds, and rotating positions, three players attempt to retrieve three differently-shaped balls (they look like a soccer ball, rugby ball, and Australian rules football, all covered in medical plaster) from an enclosed field and get them to three other tribe members standing on a platform at the end of it, who then try to throw it into a net across the field near the opposing tribe's platform. Physical contact is encouraged, but overt violence is <i>eventually</i> banned. The first tribe to get a ball in their net scores a point. The first tribe to score three points wins.</p> <p>No, Probst, it's not the 'first time in the history of Survivor someone's been pulled out of a challenge'. Remember Thailand's Pilfering Pirates? When four players – <i>one third</i> of those taking part – were pulled out? And speaking of Survivor discontinuity, why didn't Mike's post-challenge evacuation replace the scheduled boot? Joe's did last season, and Russell S's later this season did, so why not this one?</p> <p>Sitting out: Monica [G]. Sent to Foa Foa: Yasmin [G]. Evacuated: Mike [F]. Voted out: Betsy [F], 7-1.</p>
<p>3 Day 7 17/6/2009</p>	<p>Sea Crates</p>	<p><u>Winning Tribe:</u> Immunity <u>Winning Tribe's Chief:</u> Choice of two rewards Send someone to visit losers <u>Losing Tribe's Visitor:</u> Hidden Immunity Idol clue</p>	<p>Galu</p>	<p>Two players of the same gender must wade out through shallow water (and between two pairs of flags) trying to reach a floating crate. As they head out, a member of their gender from the opposing tribe will be trying to stop them any way necessary. Once both members of the pair have made it past the second pair of flags, the attacker must stop, and the pair can unhook their crate and take it back to shore. When they return, a pair of the opposite gender can head out, with an attacker of their gender again trying to stop them. Once all four floating crates have been retrieved and returned, the retrievers must load them into a vertical holder, trying to align them so that the four sides visible on each of the columns is a different colour. The first tribe to align their crates correctly wins.</p> <p>Galu's chief Russell S. chose useless comfort items (pillows, towels, candles, and woven mats) over useful survival items (a tarp, lanterns, and a pot).</p> <p>Sitting out: Brett [G], Erik [G], Russell H [F], 'Shambo' [G], and Yasmin [G]. Sent to Foa Foa: 'Shambo' [G]. Voted out: Ben [F], 6-1.</p>

<p>4 Day 9 19/6/2009</p>	<p>Bocce In A Box</p>	<p>Three live chickens and a rooster</p>	<p>Galu</p>	<p>Each tribe's Chief must choose one man and one woman to join them for the challenge, while the rest of the tribe stays at camp. At the challenge, without Probst present, each participating player gets three attempts to roll a small ball towards a pole in the sand. After all eighteen balls have been rolled, the tribe with the closest ball to the pole wins.</p> <p>Sitting out: Ashley [F], Brett [G], Erik [G], Jaison [F]. John [G], Kelly [G], Laura [G], Liz [G], Monica [G], and Yasmin [G].</p>
<p>4 Day 11 21/6/2009</p>	<p>Well Stacked</p>	<p>Immunity</p>	<p>Foa Foa</p>	<p>Players must carry a group of wooden blocks over a mesh net run to a platform, then stack them all in one freestanding pile. Once their pile has stood for five seconds, they can then head to another platform, cross a two-rope traverse to reach a group of nets containing more blocks. They must remove the blocks from the nets and stack them all in an even taller freestanding pile. The first tribe to have their second pile successfully stand on its own for five seconds wins.</p> <p>Sitting out: Dave [G], Laura [G], Russell S [G], and 'Shambo' [G]. Voted out: Yasmin, 8-2.</p>
<p>5 Day 12 22/6/2009</p>	<p>Samoa Smoothies</p>	<p><u>Winning Tribe:</u> Barbecue <u>Winning Tribe's Chief:</u> Send someone to visit losers <u>Losing Tribe's Visitor:</u> Hidden Immunity Idol clue</p>	<p>Galu</p>	<p>In rounds, one player from each tribe will step up as Probst spins a wheel divided into twelve spaces, each representing a "food" item, and drop a ball onto the wheel a la roulette. The two items the balls landed on will be mixed together in a blender, and players must finish drinking the entire concoction. Every player who finishes their drink will score a point. The first tribe to score five points wins.</p> <p>Rehash of Survivor Smoothies from Pearl Islands (US).</p> <p>Sitting out: John [G], Kelly [G], and Laura [G]. Sent to Foa Foa: 'Shambo'.</p>
<p>5 Day 14 24/6/2009</p>	<p>Sack Attack</p>	<p>Immunity</p>	<p>Galu</p>	<p>One male player and one female player will each stand on a platform and hold a rope connected to a large hanging net, while members of the other tribe attempt to throw coconuts into the nets. The net will gradually become heavier with the weight of the coconuts, until the player drops it. The last player still holding their net in the air wins for their tribe.</p> <p>Rehash of Nut Bucket from Micronesia (US).</p> <p>Sitting out: Brett [G], Dave [G], and 'Shambo' [G]. Voted out: Ashley [F], 5-1.</p>

<p>6 Day 15 25/6/2009</p>	<p>Roll With It</p>	<p>Pizza Watch other tribe's Tribal Council</p>	<p>-----</p>	<p>One player is strapped into a giant wooden ball and must guide two blindfolded players to roll them to a table maze, then align them so they can see it. Both pushers then work with two more blindfolded players to raise and lower the table maze, at their caller's command, in order to move a ball through it to a finishing hole. First tribe to finish wins.</p> <p>Rehash of Rollerball from Malaysia (South Africa).</p> <p>Sitting out: Dave [G], Kelly [G], Monica [G], and 'Shambo' [G]. Evacuated: Russell S [G].</p> <p>The pizza was to be served at a Double Tribal Council while the winners watched the losers' questioning, but since the challenge was cancelled after Russell S collapsed, plans were also called off, and neither team was given the reward.</p> <p>Despite his repeated claims to the contrary, Probst comments on Russell S having 'no idea where he's at right now' and slowly walks over to him instead of getting the medical crew in as soon as he realised something was wrong. And it's also not the first challenge in Survivor history to be called off – the very first Immunity Challenge in Whaler's Way (Australia) was cancelled way back in 2002 due to bad weather, and numerous US challenges have been cancelled in the past – the final tribal challenge in Outback (US) after Michael's evacuation, for example.</p>
<p>7 Day 16 26/6/2009</p>	<p>Brain Food</p>	<p><u>Winning Tribe:</u> Afternoon on a yacht Lunch <u>Winning Tribe's Chief:</u> Send someone to visit losers <u>Losing Tribe's Visitor:</u> Hidden Immunity Idol clue <u>Both Tribes:</u> Any items kept from challenge</p>	<p>Galu</p>	<p>With tribes taking turns, one player at a time must enter a clearing filled with thirty covered tables, and uncover two of them hoping to find matching survival items. If the items do not match, they are re-covered. If a player finds a match, the tribe's chief (or a participating proxy) must choose whether to score a point, or to forfeit the point but take the item back to camp to keep. After all the pairs have been found (there are thirteen, plus four dummy items with no match), the tribe with the highest score wins.</p> <p>Rehash of Concentration from Fiji (US).</p> <p>New chief: 'Shambo' [G]. Sitting out: Dave [G], Kelly [G], and 'Shambo' [G]. Proxy chief: Eric [G] Brett [G]. Sent to Foa Foa: Laura [G]. Kept: Fire-starting kit and bonus tarp [G].</p>

<p>7 Day 18 28/6/2009</p>	<p>Canoe Dueling</p>	<p>Immunity</p>	<p>Galu</p>	<p>Players must paddle their tribal boat to six small floats in the water, and use a grappling hook to pick up each and get it (and the attached cluster of fish-shaped puzzle pieces) into their boat. Once all six clusters have been retrieved, they must paddle back to shore, where three players must take the clusters, detach the fish, and fit them into a board on a solving station to make a partially tessellating pattern.</p> <p>There appears to be multiple ways to solve this puzzle – the colour pattern made by Galu’s winning puzzle is completely different from that shown in the explanatory overlay.</p> <p>Sitting out: John [G], Laura [G], and Monica [G]. Voted out: Liz [F], 4-1.</p>
<p>8 Day 19 29/6/2009</p>	<p>----</p>	<p>Merge feast</p>	<p>All players</p>	<p>Tribes arrive at an empty beach to find a treasure chest containing a tarp, new buffs, and materials to paint a new flag. They are told that they will return to Galu after the traditional merge feast, a chicken picnic to be held further down the beach. (You’d think, given tribes arrived at the chest walking in opposite directions, somebody would have noticed the big honking picnic set out.)</p> <p>The two chiefs no longer have any power. (It could have been fun making them immune at the first merged Tribal Council, with only one player winning Immunity.)</p> <p>Aiga contains Brett, Dave, Erik, Jaison, John, Kelly, Laura, Mick, Monica, Natalie, Russell H, and ‘Shambo’.</p>
<p>8 Day 21 1/7/2009</p>	<p>Nut Cracker</p>	<p>Immunity</p>	<p>John and Laura</p>	<p>A <i>Survivor</i> version (and thus, a watered-down version) of tee-ball. With men and women competing separately for no reason beyond narrowing down the largest Tribal Council voting field in history to an almost manageable amount, each player has one attempt to hit a stationary ball downfield into an area filled with several numbered scoring divisions. Players score points depending on where their ball comes to a rest. The man and the woman with the highest scores each win.</p> <p>Oh, Probst. Nobody – NOBODY – wants to know how often Dave has sex. Even if you were the sort of person who (pardon the pun) gets off on knowing that sort of stuff, why not pick one of the many attractive people left to ask instead?</p> <p>Voted out: Erik, 10-2.</p>

<p>9 Day 22 2/7/2009</p>	<p>Coconut Code</p>	<p>Papase'ea Sliding Rocks trip Feast</p>	<p>Purple Team: Dave, John, Kelly, Monica, and 'Shambo'</p>	<p>Players are randomly divided off-screen into two teams of five, with one player left over, who will not participate, but must choose a team to 'support', and will go with them after the challenge, either on the reward or back to camp. Each team of five will be subdivided into two pairs of retrievers and a blindfolded code breaker. Taking turns, the retriever pairs must run across a field, grab a pole skewered with painted coconuts, and bring it back. Once all five poles have been gathered, they can be placed into holders on a wall and rearranged to form a four-digit number (in a 1980's alarm-clock eggcrate font). Once the retrievers have worked out their number (each team has a different one), they must yell it to their code breaker, who will use their hands to feel Braille-esque raised dots on a combination lock and recreate the number in order to unlock it and raise a flag. The first team to raise their flag wins.</p> <p>Not a rehash, but similar in format to Swiss Cheese Please from Tocantins (US).</p> <p>Yes, thank you, graphics department. We haven't lost our ability to tell the difference between "white" and "black" just because Barack Obama is President, you know.</p> <p>Yellow Team: Brett, Jaison, Laura, Mick, and Russell H. Purple Team: Dave, John, Kelly, Monica, and 'Shambo'. Sitting out: Natalie, supporting the Yellow Team.</p>
<p>9 Day 24 4/7/2009</p>	<p>Square Peg, Round Hole</p>	<p>Immunity</p>	<p>Laura</p>	<p>Each player must throw a grappling hook to retrieve two bags in their marked lane of sand, pulling each back over a marked line. The first three players to get both of their bags across the line move on to the final round. For the final, players must remove a shaped block from each of their two bags and search on a wall for the hole where one of their pegs fits. One will fit somewhere, the other is a decoy and will not fit anywhere. When a peg is correctly inserted, a new peg will be released into a tray beneath the wall, and the player must then fit this peg into its hole, and so on until the entire board has been filled. The first player to completely fill their wall wins.</p> <p>Not a rehash, but similar in format to Twisted from Fiji (US).</p> <p>Voted out: Kelly, 4-0 after a hidden Immunity Idol was played.</p>

<p>10 Day 25 5/7/2009</p>	<p>Get Hooked</p>	<p>Savai'i helicopter trip Waterfall feast Hidden Immunity Idol clue</p>	<p>Purple Team: Brett, Dave, Laura, Natalie, and Russell H</p>	<p>Players are randomly divided off-screen into two teams of five. One member is positioned on their chest in a 'cradle' suspended in the middle of a large frame, while the other four pull on ropes to move it towards flags. Players must grab one numbered flag at a time and then place it into the matching position on a log on the ground. If a flag falls out of the log, it must be fixed before continuing. The first team to collect all 15 flags and get them into the correct positions on the log wins.</p> <p>Rehash of Get Hooked from Panama (US).</p> <p>Yellow: Jaison, John, Mick, Monica, 'Shambo'. Purple: Brett, Dave, Laura, Natalie, Russell H.</p>
<p>10 Day 27 7/7/2009</p>	<p>Spear Me The Details</p>	<p>Immunity</p>	<p>Mick</p>	<p>Each player has three colour-coded tiles hanging very closely together, adjacent to the others' tiles. They must throw one rock at their tiles, attempting to break as many as possible. After everyone has thrown, players get one spear for every tile of theirs that was broken (by themselves or by others), and must take turns aiming for a large target with a giant crossbow. The player who hits closest to the centre of the target wins.</p> <p>The tiles are higher in the back, so it seems obvious throwing underarm is the best way to have a chance of breaking all three. But... well, look at this cast! No wonder nobody did!</p> <p>Rehashes of A Stone's Throw from Micronesia (US) and Zen Archery from China (US).</p> <p>Voted out: Laura, via revote after a 5-5 tie.</p>
<p>11 Day 28 8/7/2009</p>	<p>Auction</p>	<p>Assorted items</p>	<p>-----</p>	<p>Players are given US\$500 and must bid on an assortment of items, bids increasing in US\$20 increments. No sharing of any kind.</p> <p>Rehash of Survivor Auction from Outback (US).</p> <p><u>ITEMS SOLD [AND BUYERS]:</u></p> <ul style="list-style-type: none"> • PB&J sandwich [Natalie] • Mystery item (sea noodles, 'slug guts', and parmesan) ['Shambo'] • Mystery item (roast chook) [Monica] • Immunity Challenge advantage [Jaison] • Hamburger, fries, and beer [Mick] • Hidden Immunity Idol clue [John] • Hot shower and clean underwear [Natalie] • Slice of apple pie for self OR four slices for others of choice [John]

11 Day 30 10/7/2009	Drop A Log	Immunity	Jaison	<p>Players must hold on to a rope attached to a heavy log with one hand. Every three minutes, they must switch hands and move one section of rope further back, making the log harder to hold. If a player lets go of their rope, their log will smash a tile and they are eliminated from the challenge. The last player remaining wins Immunity.</p> <p>Jaison's advantage was the right to move his hands two sections of rope forwards at any time, making the rope easier to hold.</p> <p>Voted out: John, 7-1-1.</p>
12 Day 31 11/7/2009	Fauxconut Bowling	Immunity	Jaison	<p>A single elimination ten-pin bowling tournament. Players each have two attempts to knock over ten skittles on a raised alley, using stereotypical, <i>Gilligan's Island</i>-style coconuts. Whoever gets the highest score in each randomly paired match-up moves on to the next round, where the same thing happens. Their opponent is eliminated. The last player remaining wins.</p> <p>Why did the need the hokey wooden sign in the background? It makes the challenge look like a rejected game on <i>The Price Is Right</i>.</p> <p>Voted out: Dave, 7-1.</p>
12 Day 33 13/7/2009	Walk On Water	Immunity	Brett	<p>Players must wade out to a raft, grab a colour-coded bag, and return to shore. Then, they will load the bag onto one side of an adjustable plank at the base of a tower, and stomp on the other side to catapult the bag into a basket sitting atop the tower. When the bag lands inside the basket, they will repeat the process. The first player to retrieve and successfully catapult all three of their bags into the basket wins.</p> <p>Rehash of Stomp-pede from Africa (US).</p> <p>Voted out: Monica, 5-2.</p>
13 Day 34 14/7/2009	Coco Plunk	Overnight village trip Feast	Yellow Team: Jaison, Russell H, and 'Shambo'	<p>A <i>Survivor</i> version of board game Kerplunk! Players randomly draw pebbles from a small bag to determine two captains, who will then alternate choosing their own teams. Taking turns, one player from each team of three will remove an rope from a large podium, attempting to drop as few of the many, many coconuts suspended over the platform as possible. Each coconut dropped on a player's turn is worth a point for their team. The first team to score one hundred points loses.</p> <p>Yellow: Natalie, Brett, and Mick. Purple: Russell H, Jaison, and 'Shambo'.</p>

<p>13 Day 36 16/7/2009</p>	<p>Combo Platter</p>	<p>Immunity</p>	<p>Brett</p>	<p>Players must run across a field and down a small path to six adjacent stations, each with a different number of a different item (squid, hermit crabs, rocks, coconuts, fish, and pigs). They must count the items at as many of the stations as they wish before returning to their solving station at the starting line and using numbered tiles to record their answers. Once they have all six numbers, they must move to the other side of their station, match each number to the item it represents, find the matching numbers on a combination lock, unlock it, and smash through a tile with the baton released. The first player to smash their tile wins.</p> <p>Voted out: 'Shambo', 5-1.</p>
<p>14 Day 37 17/7/2009</p>	<p>Tentacle</p>	<p>Immunity</p>	<p>Brett</p>	<p>Players must run over a mesh net and across a thick balance beam (so thick as to make it practically impossible to fall off) to reach a bag of puzzle pieces hanging from a post. They must untie the bag and bring it back across the same obstacles to the start, then climb up a "steep" wall (with small wooden planks added to form steps, so as to not make it too hard) to reach a solving station. Finally, they must remove the puzzle pieces from the bag and complete the puzzle. The first player to complete the puzzle wins.</p> <p>It's pretty much the same challenge we see six or seven times each season, but even lamer, if that is at all possible. It suffers in comparison to the other challenges from this point of the season (including five giant mazes, Compass Rose, and Great Wall Of Zhelin), yes, but it's sub-par even by the usual standards.</p> <p>Voted out: Jaison, 4-1.</p>
<p>14 Day 38 18/7/2009</p>	<p>Over Extended</p>	<p>Immunity</p>	<p>Russell H</p>	<p>Players must position a small statue (similar to that used as the puzzle in Chief's Choice) on a disc at the end of a section of pole, and balance it for as long as possible without touching it. Every two minutes, players must grab another section of pole and slot it into a groove at the base of their pole, making the pole longer and thus more unstable. When a player's statue falls from the disc, they are eliminated. The last player with their statue still standing wins.</p> <p>Voted out: Brett, 3-1. Final Three: Mick, Natalie, and Russell H. (Natalie wins 7-2 over Russell H.)</p>

SURVIVOR SOUTH AFRICA III: SANTA CAROLINA (CELEBRITY)

CHIBUDU (red): A local musical term meaning 'harmony'.

TIMBILA (blue): A local musical term meaning 'togetherness'.

KULULAMA (black): A local word meaning 'strength'.

Hidden Immunity Idols: To be played before votes are cast.

All challenge names are taken directly from the show's crew explaining the rules of each in exclusive videos on the official website.

Bracketed names are the names host Nico Panagio introduced challenges with.

Episode Day	Title	Reward	Winner/s	Description
1 Days 1/2	-----	None		<p>Eleven players arrive at the Bazaruto Dunes to find a group of sealed crates with labels in Portugese to identify their contents (some useful, some useless), a compass, and a pair of Hi-tec shoes each. They must carry them over the dunes heading west. Meanwhile, seven players are taken by dhow directly to Santa Carolina and told to swim to shore to find only a machete and their Hi-tec shoes. When the hikers reach the end of the dunes they must load the crates onto a dhow and sail to Santa Carolina, landing at the same beach. Before leaving, they must each vote for two people to not make the trip. These two instead take a helicopter to a different beach for the night, where a sealed scroll gives them the option to search for a hidden Immunity Idol with a provided clue. The next morning, they are told to take a dhow to the others, and choose the tribes. One tribe will live at each location, but players must select which tribe does which and what supplies each gets.</p> <p>Hikers are voiceover artist Ashley Hayden, actress Christina Storm, fashion designer Craig Jacobs, former Gladiator Garth Collins, stripper GiGi, actor Izak Davel, rapper Jub Jub, DJ Lady Lea, TV host Louw Venter, comedian Kaseran Pillay, and pole vaulter Okkert Brits.</p> <p>Swimmers are former Miss South Africa Cindy Nell Roberts, comedian Darren Maule, actor Gys de Villiers, actress Hanna Grobler, musician ProVerb, TV host Sade Giliberti, and actress Sandi Schultz.</p> <p>Craig and Kaseran receive the most votes.</p> <p>Chibudu [C] contains Craig, Christina, Garth, GiGi, Gys, Hanna, Jub Jub, Okkert, and Sade. Timbila [T] contains Kaseran, Ashley, Cindy, Darren, Izak, Lady Lea, Louw, ProVerb, and Sandi.</p> <p>Essentially, the whole thing is one big, confusing rehash of the already irritating way Tocantins (US) began.</p>

<p>1 Day 2</p>	<p>Water Turnstile</p>	<p>Immunity Flint</p>	<p>Timbila</p>	<p>Starting from a floating platform, one player at a time stands on a small podium attached to a pole and pulls themselves along a rope to a second platform. Once all nine players are across (the rest of their tribe using a rope to retrieve the podium after each cross), they must jump into the water, swim to a cargo net, and climb up it to a platform. They must untie six heavy bags, throw them into the water, jump off and gather them, then swim to a “guillotine” and attach the bags as counterweights to raise it and allow them to swim underneath. Climbing onto another platform, they must hang onto an overhead pole (set up like a Hills Hoist) one at a time and use it like a turnstile to swing around to a fifth and final platform. Once all nine players are on the platform, they must swim to shore, and dig in the beach to uncover their flagpole, before raising it. The first tribe to raise their flagpole wins.</p> <p>Quit before Tribal Council: Christina [C]. Voted out: Garth [C], 7-1.</p> <p>Chibudu kept their torches from Tribal Council and thus was also given flint.</p>
<p>2 Day 4</p>	<p>Jimmy Jib Lighthouse</p>	<p><u>Winning Tribe:</u> Fishing gear Fishing boat Exile a loser <u>Exiled Player:</u> Send a winner to visit losers Hidden Immunity Idol clue</p>	<p>Timbila</p>	<p>One player, dubbed “the mosquito”, is harnessed to one side of a manual seesaw crane, while the rest of their tribe holds on to the other end. The tribe must lower their side of the crane to raise their mosquito from a platform, and manoeuvre around so they can pick up a series of puzzle pieces, one at a time, and fix them onto a base, one at a time, in order to make a tall model lighthouse. Once the lighthouse is built, the tribe must return the mosquito back to their platform, and then work without their mosquito’s help to carry their lighthouse across a mangrove beach to the finish. If the puzzle falls apart at any point, it must be rebuilt before continuing. The first tribe to finish wins.</p> <p>Not close enough to be a rehash, but similar to Get Hooked from Panama (US).</p> <p>Exile Island is like that on the US version, with players only getting bare minimal supplies and a hidden Immunity Idol clue. Here, it’s in a very stark swampy area.</p> <p>Sitting out: Ashley [T], Lady Lea [T]. Exiled: Gys [C]. Sent to Chibudu: Izak [T].</p>

<p>2 Day 6</p>	<p>Criss Cross</p>	<p>Immunity</p>	<p>Chibudu</p>	<p>One player stands on a raised platform in the middle of a symmetrical course filled with balance beams and stepping stumps. They must take four numbered tiles out of a bag and use them to solve a mathematical equation (with a different correct solution for each tribe). Each number in the equation, and its position, corresponds to one of five giant keys and the station it fits in. One tribe member takes a key to the closest empty station, fits it in, and turns it. If the key turns, they can continue across the course to the finish platform. If they are wrong, or if they fall, they must return to the starting platform and try again. First tribe to fit all five keys in their locks, including the final key in a shared lock at the finishing platform, wins.</p> <p>Quit before challenge: Jub Jub [C]. Sitting out: Izak [T], Kaseran [T], Louw [T]. Voted out: Cindy [T], 8-1.</p>
<p>3 Day 7</p>	<p>Water Pillow Fight (The Duel)</p>	<p><u>Winning Player's Tribe:</u> Treasure chest of Pick 'n' Pay goods <u>Winning Player:</u> Offer: Hidden Immunity Idol clue, earned by giving reward to other tribe</p>	<p>Okkert [C]</p>	<p>Tribes must choose one player to leave camp alone for the challenge. They will compete in a series of 'duels' on a balance beam. In each, they must choose one of three pugil sticks (one single sided and two double-sided, with one of the double-sided sticks having a 90° bend in it), and cross the beam to a contact zone, trying to knock their opponent off with their chosen stick. No shots above the shoulders, below the knee, or to the groin are allowed, and players can only attack with their sticks. The player who lasts the longest without falling wins a point. If the result is too close to call, the point will be replayed. Players are allowed to change their weapons between rounds. The first player to score three points wins.</p> <p>Competing: Izak [T] and Okkert [C].</p> <p>Okkert keeps the food and skips the clue.</p>
<p>3 Day 9</p>	<p>Weight Lifting</p>	<p>Immunity</p>	<p>Timbila</p>	<p>One male and one female must stand on a large platform with a pole held over their shoulders. In regular intervals, two members of the other tribe must each pour a two-litre bucket of water into a larger (50-litre) bucket on the ends of one of the loadbearers' poles. Once a loadbearer drops their pole, they are eliminated. The last loadbearer remaining wins for their tribe.</p> <p>Rehash of Carry That Weight from Pearl Islands (US).</p> <p>Sitting out: Ashley [T], Craig [C], Gys [C], Izak [T], Kaseran [T], Sade [C], and ProVerb [T]. Voted out: Craig [C], 5-1.</p>

4 Day 10	Catty Golf (Beach Golf)	<p><u>Winning Tribe:</u> Mystery reward Exile a loser</p> <p><u>Exiled Player:</u> Send a winner to visit losers Hidden Immunity Idol clue</p>	Chibudu	<p>Two players hold the ends of a giant slingshot, while one more loads a colour-coded coconut into it and aims towards one of three raised 'holes' on the beach. Alternating turns, tribes must attempt to get their coconut to hit the top of the raised hole in as few shots as possible. If the coconut bounces off the sides of the hole without touching the top, it does not count. The tribe that finishes the hole in the fewest shots scores a point. If both tribes finish in the same number of shots, the hole will be repeated. The first tribe to score two points wins.</p> <p>'Catty' is South African slang for 'slingshot'.</p> <p>Rehash of Super Golf from Gabon (US).</p> <p>Exiled: Darren [T]. Sent to Timbila: Okkert [C].</p> <p>The mystery reward is an overnight visit from survival expert and Malaysia (South Africa) contestant Hein Vosloo, and a multitool he has developed.</p>
4 Day 11	Bunny Dhow	Immunity	Chibudu	<p>Players must row and sail their tribal dhow to reach a frame floating in the water. There, they must jump into the water and dive down to retrieve puzzle pieces anchored underwater, returning them to their dhow. Once they have collected all the puzzle pieces, they must row back to shore, carry them to a solving station, and fit them together to form a layered model of a shark.</p> <p>Sitting out: Darren [T], Izak [T], and Sandi [T]. Voted out: Lady Lea [T], 7-1, after a hidden Immunity Idol was played.</p>
5 Day 12	Drag The Boat	Immunity Two chickens	Chibudu	<p>One player swims to a pontoon while holding a rope, attaching it to the pontoon before untying the anchor, then the rest of the tribe hauls it to shore. When the raft beaches, the tribe must unload a group of puzzle pieces from it and use them to build a ladder to the top of a tower, where they must chop through a rope with a machete to raise a flag.</p> <p>Rehash of A River, Run Through It from Tocantins (US).</p> <p>Sitting out: Kaseran [T] and Sandi [T]. Voted out: Darren [T], 6-1, after faking reaching for a hidden Immunity Idol. "That is indeed a hand full of absolutely nothing", indeed.</p>

6 Day 13	Pirate Boarding	Pillows Mosquito nets Hammock	Chibudu	<p>Players start on a dhow joined to the other tribe's by two planks. They must get the members of the other tribe into the water any way necessary, excluding overt violence. Once over half of a player's body is submerged, they are out of the challenge. The last player remaining wins for their tribe.</p> <p>Rehash of Clear The Deck from China (US).</p> <p>Sitting out: ProVerb [T].</p>
6 Day 13	-----	None	<p>Tribes must send someone to visit the other tribe. They will bring a member of the opposing tribe back, who will join the tribe (and receive individual Immunity). Since both visits are concurrent, players sent cannot be taken. The player sent must also loot an item from the other tribe.</p> <p>Sent: Louw [T] and Okkert [C]. Switched: Gys [C] and Izak [T]. Taken: A chicken [T] and fishing line [C].</p> <p>Chibudu now contains GiGi, Hanna, Izak, Okkert, and Sade. Timbila now contains Ashley, Gys, Kaseran, Louw, ProVerb, and Sandi.</p>	
6 Day 14	Rolling Ball Pit (Pit Ball)	Immunity	Chibudu	<p>Three-on-three soccer, in a waterlogged field with two giant ball-like frames players must push, and with physical contact allowed. In each round, genders are matched. The first tribe to score two goals wins.</p> <p>Rehash of Chinese Checkers from China (US).</p> <p>The graphics place this on Day 13, but Gys says he's already spent a night at Timbila, so it can't have been. This also makes the rest of the season a day later than graphics show.</p> <p>Despite Timbila having an extra member, all six members played in at least one round.</p> <p>Voted out: Sandi [T], 5-1.</p>
7 Day 15	-----	<p><u>Bottom-Ranked Player:</u> Hidden Immunity Idol clue</p> <p><u>Everybody Else:</u> LiquiFruit smoothie bar afternoon</p>	<p>ProVerb wins the clue, everyone else wins smoothies</p>	<p>Players each get a pen and paper and must rank everyone left, including themselves, from 1 (the strongest) to 10 (the weakest). The results are tallied and revealed, with each player standing on a marked stump, and then the tribes are merged. The player ranked last overall is taken directly to their new beach, where they find a clue to a hidden Immunity Idol, while everyone else spends the afternoon at a makeshift smoothie bar.</p> <p>Kululama contains Ashley, GiGi, Gys, Hanna, Izak, Kaseran, Louw, Okkert, ProVerb, and Sade.</p>

7 Day 16	Memory Game	Immunity	Kaseran	<p>Players have 15 seconds to memorise a group of blocks at a station before it is covered. Then, they must recreate the array as much as possible at a replica station. In each round, anybody who fails to share the highest score (whatever that is) is eliminated. The last player remaining wins.</p> <p>Voted out: Hanna via skull tiebreaker, after a 5-5 tie.</p>
8	Egg & Spoon	Pick 'N' Pay braai (social barbecue)	Blue Team: GiGi, Kaseran, and Okkert	<p>Players pick coloured scarves from a bag to form teams. Each team must move a large ball across a marked course, balancing it on a ring supported by ropes. Players can only touch the ropes when moving their ball. If the ball drops at any time, they must pick it up and return to the start. The first team to get their ball to the finishing pole wins.</p> <p>Blue: GiGi, Kaseran, and Okkert Red: Ashley, Louw, and ProVerb Black: Gys, Izak, and Sade</p>
8	Plate Break	Immunity	Kaseran	<p>Players must dig in a raised crate of sand to find a slingshot, marbles and nuts. Once they think they have enough ammunition, they must walk to a nearby station, and use it to break three marked plates, each a different distance away. A plate is 'broken' when the painted circle in the centre of it is broken. The first player to break all of their plates wins.</p> <p>Voted out: Louw, on previous votes, after a 4-4-1 tie.</p>
9 "Day 18"	Knife Quiz	<p><u>Winner:</u> Indigo Bay Hotel spa trip Seafood meal Inviting rights (one player)</p> <p><u>Player Eliminated First:</u> Inviting rights (one player, excluding themselves)</p> <p><u>Guests:</u> Indigo Bay Hotel spa trip Seafood meal</p>	Sade	<p>Players are asked a question and must choose which of them is the best answer. The most common answer is 'correct', and each player who gave it gets to pierce a knife into another player's log. Once a player is given three knives, they are eliminated. The last player remaining wins.</p> <p>Rehashes of Parang Swing from Marquesas (US) and Touchy Subjects from Amazon (US).</p> <p><u>QUESTIONS [AND ANSWERS]:</u></p> <ul style="list-style-type: none"> • Who is the hardest person to sleep next to? [ProVerb] • Who is most untrustworthy? [Izak] • Who is 'acting' the most? [Kaseran] • Who does the least work? [Izak] • Who is the most likely to stab you in the back? [Izak] • Who has been most underestimated? [ProVerb] <p>Invited by Sade: Ashley. Invited by Gys: GiGi.</p>

9	Sack Race	Immunity	Izak	<p>Players must commando crawl under a net, choose one of six stakes in the sand, and dig beneath it to find a hessian sack. The two players left without a sack are eliminated. They must get into their sack and move, as if in a sack race, across a 30m stretch of sand to a marked line, where they can get out of the sack, climb onto a low platform, and grab one of four sacks of puzzle pieces. The two players left without a sack of puzzle pieces are eliminated. The remaining players must carry their sack along a low balance beam, then along a higher, more unstable beam to the final platform, where they must take the eight lettered cubes out of their sack and place them on a ninth cube to form a tower, with a mystery three-word phrase reading downwards. If the tower falls, they must start again. The first player to successfully spell out the mystery phrase wins.</p> <p>Voted out: Okkert, on previous votes, after a 4-4 tie.</p>
10	Fire Bucket	Volvo XC60	Gys	<p>Using provided wood, flint, and a machete, players must build and light a fire in a metal bucket on one side of a scale. Once they have built a fire they are happy with, they must run to the other side of the scale, grab a pail, fill it with water from a large barrel, and pour it into the bucket on the other side of the fire scale, which has two holes cut into it. Despite this, the bucket will eventually tip the scale. If the fire built is strong enough, it will burn through a rope, raising a flag. The first player to raise their flag wins.</p> <p>Rehash of Fire & Rain from Outback (US).</p>
10 "Day 21"	Da Vinci's Code	Immunity	Ashley	<p>Players each have an individually-sized station. They must start squatting with their arms out, hands touching a wooden disc at either side of their body. After five minutes, any remaining players must stand up and move their hands to a new pair of discs at about shoulder height within five seconds. After another five minutes, they will have another five seconds to move their hands to a final pair of discs, at a 40° angle above their shoulders. If a player's hand loses contact with the disc it's touching at any point except a changeover period, they are eliminated. The last player remaining wins.</p> <p>At a preset point, players were given fifteen seconds to drop out in order to receive a clue to the whereabouts of the hidden Immunity Idol. Only Kaseran took the offer.</p> <p>Voted out: Gys, 3-2-1-1.</p>

11	Twist And Shout (The Corkscrew)	Choice of two trips Feast Hunter's Dry beer Inviting rights (one player)	Izak	<p>Players must each hold onto an individual waist-high corkscrew-like pole in the sand, then turn the handle until it falls off. They may not remove their hands at any time while spinning, forcing them to run around in circles and get dizzy. Once the handle falls off, they can drop it and run to one of four more corkscrews. The two players left without a corkscrew are eliminated. Without a break, the same process repeats, with players then running to one of two spindles, and finally to a bell they must ring. The first player to ring the bell wins.</p> <p>Invited: Ashley. Chosen: Deep-sea fishing trip plus all the fish caught (over a helicopter trip to Bazaruto Lighthouse).</p>
11	Blind Man's Bluff	Immunity	Ashley	<p>Players are blindfolded and must use their fingers to 'study' the features of a three-dimensional mask, then grab a bag of puzzle pieces and move through a course on the beach containing poles, ropes, and sand ditches to find their solving station. Once they have reached the station, they must drop their bag off and return to the start for another. When they've brought all three bags to the solving station, they can empty them and try and sort through the numerous decoy puzzle pieces to match those making up the original mask (all of which are coloured for Nico's sake), fitting them into place on a replica. If a player calls out and has any incorrect pieces, they must return to their start before guessing again. The first player to correctly recreate their mask wins.</p> <p>Rehash of Mask Match from Gabon (US). Voted out: Izak on prior votes, after a 2-2-2 tie.</p>
12		Loved one visit Offer: Loved one visits for all other players, earned by giving up own visit	Kaseran	<p>Players must hit a small soccer ball down the beach from a stationary pole, using a wooden bat. Their score is determined by the distance travelled. There are nine scoring segments on the ground, starting worth one point right next to the tee and increasing farther away to nine points. If they hit the ball so far it rests outside of the ninth zone, they score no points. In addition, there is a raised net about halfway down the field, with players scoring ten points for landing a ball in it. After each player has had three attempts, the player with the highest score wins.</p> <p>Rehash of Nut Cracker from Samoa (US). Kaseran gives up his reward.</p>

12		Immunity	Ashley	<p>Players must hold a wooden pole in each hand, use it to pick up a cannonball from a holder in front of them, and hold the ball in the air for as long as possible without touching it. When a player drops their ball, they are out of the challenge. The last player remaining wins.</p> <p>Rehash of The Ball Drop from Micronesia (US).</p> <p>Voted out: Kaseran, 3-2.</p>
13 "Day 26"	Land Against Time	Immunity	Ashley	<p>Starting facedown in the sand, players must get up, dig beneath a pole in front of them, crawl through the hole they've made, and then head over, under, and over three raised poles to reach a ten-foot wall. Using the wall's narrow ledges for support, they must climb up and over. Then, they must climb through a hanging tyre and cross a set of monkey bars. They must walk along a long, shaky, and tilted balance beam and a set of stepping stumps to reach a solving platform. There, they must fit eight puzzle pieces together to form a cube. Though Nico (and the challenge producers on the online explanatory video) claim there are 72 different solutions, players need to find only one. The first player to solve their puzzle wins.</p> <p>Voted out: Sade, ??????</p>
13 "Day 27"	The Plank	Immunity Choice of Final Tribal Council opponent	Ashley	<p>Players must stand on a padded pillow on a small pontoon for as long as possible. When a player falls into the water or touches their pillow with anything except their feet, they are out of the challenge. The last player remaining wins.</p> <p>Rehash of the Episode 11 Immunity Challenge from Whaler's Way (Australia).</p> <p>Voted out: ProVerb, 1-0.</p>

SURVIVOR US XX: HEROES VS. VILLAINS

HEROES (blue) and VILLAINS (red): Self-explanatory.

YIN YANG (black): ?

Hidden Immunity Idols: To be played after votes are cast, but before votes are read.

Episode Day Date	Title	Reward	Winner/s	Description
1 Day 1 9/8/2009	Battle Dig	Flint	Heroes	<p>In rounds, two players from each tribe (of matched genders) run along the beach to one of nine randomly-assigned lanes, dig up a sandbag, and run back to their tribe's scoring mat. Physical contact is allowed. The first player to be touching the bag and their tribe's finish mat at the same time wins a point for their tribe. First tribe to score three points wins.</p> <p>Rehash of Battle Dig from Panama (US).</p> <p>The 20 players are divided based on their behaviour in their previous appearances. Heroes [H] are Amanda (China/Micronesia), Candice (Cook Islands), Cirie (Panama/Micronesia), Colby (Outback/All-Stars), James (China/Micronesia), Rupert (Pearl Islands/All-Stars), Stephenie (Palau/Guatemala), 'Sugar' (Gabon), J.T. (Tocantins) and Tom (Palau). Villains [V] are 'Coach' (Tocantins), Courtney (China), Danielle (Panama), Jerri (Outback/All-Stars), Parvati (Cook Islands/Micronesia), Rob (Marquesas/All-Stars), Sandra (Pearl Islands), Randy (Gabon), Russell (Samoa), and Tyson (Tocantins).</p>
	Lock & Load, Light	<p><u>Winning Tribe:</u> Immunity</p> <p><u>If Villains:</u> Flint</p>	Villains	<p>Six players run over two sand hills to giant puzzle pieces, drag them into the water, and assemble a boat, locking it together with seven braces. They row to a floating cauldron, light a torch, and bring it back. On shore, they remove the braces and carry them back to the start. When everyone is back on the starting mat, the other four remove puzzle pieces from a bag and assemble a 3D compass rose puzzle. When it's finished, all ten fit the braces into a wall to make a ladder, climb up and fit the compass puzzle into a hole in the wall, then continue to the top to light a fire barrel.</p> <p>Rehash of Lock, Load, & Light from Cook Islands (US), though the compass puzzle is like that used in Compass Rose from the same season.</p> <p style="text-align: right;">Voted out: Sugar [H], 9-1.</p>

<p>2 Day 5 13/8/2009</p>	<p>A Crate Idea</p>	<p>Immunity Tarp, rope, and nails</p>	<p>Villains</p>	<p>Two players at a time run across a field to one of six large, colour-coded crates, and roll it end-over-end back across the starting line. Once all six crates have been retrieved, tribes must use them to finish a staircase, two crates on each of three levels, so that the tribe's name reads diagonally along the side of the staircase, then climb up it to the finishing platform. The first tribe to reach the finishing platform wins.</p> <p>Rehash of Crate Idea from Tocantins (US).</p> <p>Sitting out: Courtney [V], Randy [V], and Rupert [H]. Voted out: Stephenie [H], 6-3.</p>
<p>3 Day 8 16/8/2009</p>	<p>Sumo'an Mud</p>	<p>Immunity Players' luxury items Coffee and sugar A week's supply of rice</p>	<p>Heroes</p>	<p>In rounds, one player from each tribe stands on a raised octagonal platform and attempts to push their opponent off into the surrounding mud using a thick padded pillow. Players must keep both hands on their pillows at all time, and cannot use their legs as a weapon. The player who stays on the platform longest in each round scores a point for their tribe. First tribe to score eight points wins.</p> <p>Rehash of Sumo At Sea from Palau (US).</p> <p>Sitting out: Courtney [V] and Sandra [V]. Voted out: Randy [V], 9-1.</p>
<p>4 Day 9 17/8/2009</p>	<p>Slip, Slide & Score</p>	<p><u>Winning Tribe:</u> Catalogue items of choice <u>Both Tribes:</u> Hidden Immunity Idol clue</p>	<p>Villains</p>	<p>In rounds, one player from each tribe runs along a path to a lubricated area, then slides down it to grab a colour-coded ball hanging at knee height from a randomly-chosen numbered flag. Then, they must get to a dry area at the far end of the course, and throw the ball into a small basket from behind a marked line. If they miss, the ball will slide down the wall behind the goal and return to them. The first player to get the ball into their basket scores a point for their tribe. The first tribe to score four points wins.</p> <p>With treemail, tribes got a Sears catalogue displaying many possible rewards, and had to pick two to play for. Unlike in previous challenges where catalogue selections were made, tribes did not win the items the other tribe chose.</p> <p>Heroes' reward: Fishing set and kitchen set. Villains' reward: Toolbox and tarp, twine, and multitool set.</p> <p>Rehash of Slip, Slide & Score from Fiji (US).</p> <p>Sitting out: Parvati [V].</p>

<p>4 Day 11 19/8/2009</p>	<p>Roll With It</p>	<p>Immunity</p>	<p>Villains</p>	<p>One player is strapped into a giant wooden ball and must guide two blindfolded players to roll them to a table maze. When they reach the station, the two pushers can remove their blindfolds and rotate the ball to get the guide in a position to see it as they direct four more blindfolded players to raise and lower the table maze in order to move a ball through it to a finishing hole. First tribe to finish wins.</p> <p>Rehash of Roll With It from Samoa (US).</p> <p>Sitting out: Cirie [H], Courtney [V], and Sandra [V].</p> <p>Voted out: Cirie [H], 3-2-0, after a hidden Immunity Idol was played.</p>
<p>5 Day 12 20/8/2009</p>	<p>Schmergen Brawl</p>	<p>To Sua ocean trench trip Chocolate feast</p>	<p>Villains</p>	<p>In rounds, three players attempt to retrieve three rugby balls (wrapped in white fabric) from an enclosed field and get them to three other tribe members standing on a platform at the end of the field, who then try to throw it into a net across the field near the opposing tribe's platform. Physical contact is allowed. The first tribe to get a ball in their net scores a point. After each round, participating tribe members switch positions. First tribe to score two points wins.</p> <p>Rehash of Schmergen Brawl from Samoa (US).</p> <p>Sitting out: Colby [H], Courtney [V], Parvati [V], and Sandra [V].</p> <p>One wonders why Colby wasn't allowed to replace James in the challenge when he was taken out of it due to injury, or why Villains didn't sit someone else out to compensate.</p>
<p>5 Day 14 22/8/2009</p>	<p>Blind Cube Crisis</p>	<p>Immunity</p>	<p>Villains</p>	<p>Six players are paired together, holding hands, and each of them is blindfolded. A caller sits on a small perch and directs them to retrieve ten large, heavy, colour-coded puzzle pieces scattered throughout a field, and bring them back to the tribe's mat. Once all ten pieces have been gathered, player remove their blindfolds and work together to form a giant cube showing the same image on each side.</p> <p>Rehash of Blind Leading The Blind from All-Stars (US).</p> <p>Sitting out: Danielle [V], Tyson [V].</p> <p>Voted out: Tom [H], 5-2.</p>

<p>6 Day 15 23/8/2009</p>	<p>Rope-A-Dope</p>	<p><u>Round 1 (Individual):</u> Immunity <u>Round 2 (Tribal):</u> Hotdogs Soft drinks Watch other tribe's Tribal Council</p>	<p>Candice (H) and Rob (V) win Immunity; Villains win reward</p>	<p>Each player is harnessed to an individual rope that winds around a hitching post and a "vertical rope maze", and must manoeuvre their way along the rope to get to the finishing pole. Players compete individually against the members of their own tribe, and the first player on each tribe to touch the finishing pole at the far end of the rope wins individual Immunity, since both tribes will be attending Tribal Council, as well as the right to represent their tribe in the final round. The two winners will again race to move along a rope, which this time is wound around a single obstacle three levels high. The first player to get through it wins the rewards for their entire tribe.</p> <p>Rehash of Around The Bend from Guatemala (US).</p> <p>Voted out: Tyson [V], 3-2-0 after a hidden Immunity Idol was played, then James [H], 5-1.</p>
<p>7</p>	<p>Basketbrawl</p>	<p>Waterfall trip Feast</p>	<p>Heroes</p>	<p>Three players from each tribe run from one side of a waterlogged court to reach a ball thrown into the middle, then throw it into their tribe's basket at the far end. Physical contact is allowed. The first tribe to get the ball into their basket scores a point. The first tribe to score three points wins.</p> <p>Rehash of Water War from Tocantins (US).</p> <p>Sitting out: Courtney [V], Parvati [V], and Sandra [V].</p>
<p>7</p>	<p>Caught In The Web</p>	<p>Immunity</p>	<p>Heroes</p>	<p>Three players must take turns to run across a clearing, up a ramp, and over a mesh net to reach a tall cargo net with bags of puzzle pieces attached, then climb up, retrieve one bag, and return to the start with it. Once all six bags have been returned, the final two participating tribe members can remove the pieces and solve the puzzle. The first tribe to solve their puzzle wins.</p> <p>Rehashes of Caught In The Web from Africa (US) and Tentacle from Samoa (US).</p> <p>Whoever decided on the theme of "most memorable challenges ever" for this season quite clearly has severe amnesia. I've written two versions of this guide now, and even I had to look up that this was a rehash from Africa.</p> <p>Sitting out: Danielle [V], Jerri [V], and Russell [V].</p> <p>Voted out: Rob [V], 4-3-1.</p>

8	Fauxconut Bowling	Pizza feast	Heroes	<p>In rounds, one player from each tribe has two attempts to bowl over ten skittles on a raised alley using stereotypical, <i>Gilligan's Island</i>-style mock coconuts. Whoever knocks over the most pins in each round scores a point for their tribe. The first tribe to score three points wins.</p> <p>Rehash of Fauxconut Bowling from Samoa (US).</p> <p>Sitting out: Courtney [V] and Sandra [V].</p>
8	Mud Slide	Immunity	Heroes	<p>In rounds, one or two players (harnessed together if two) must cross a muddy field, crawling under one fence, climbing over a second, and crawling under a third to reach a flag, before returning through the course to the start. The first player or team to retrieve their flag and return to the start with it scores a point. The first tribe to score two points wins.</p> <p>Rehash of Mudslide from Guatemala (US).</p> <p>Sitting out: Danielle [V] and Jerri [V]. Voted out: Coach [V], 4-3.</p>
9	Chimney Sweep	Outback Steakhouse feast	Villains	<p>As treemail, tribes are told which past challenge they are facing, and that they must rank their tribe members from strongest to weakest in order to determine the pairings for the challenge. For the challenge, players must brace themselves between two walls while standing on tiny footholds above the ground. After ten minutes, they must step down to smaller footholds. Another ten minutes later, they must step down to the smallest footholds, about six millimetres (a third of the width of this table's far left column) wide. Players can only touch the wall with their feet, hands, and head. The player who can last the longest in each pairing without falling off or touching the wall with any forbidden body part scores a point. The first tribe to score five points wins.</p> <p>Rehash of Chimney Sweep from Fiji (US).</p> <p>You'd think they'd try as hard as possible to avoid drawing attention to the fact that eight out of the last twelve challenges involve rehashes from stuff seen in the last two seasons, but there's repeated mentions of this one appearing in Tocantins and none of its debut in Fiji.</p> <p>Sitting out: Russell [V].</p>

9	Strung Out	Immunity	Heroes	<p>Starting from a floating platform, one player at a time must transport a bag of puzzle pieces along a rope to shore, manoeuvring it around an outrigger canoe, up and over a wall on a second platform, and around three hitching posts and a truss, before taking them up to the beach to their solving station. Once all five members have gotten their bags through the course, they can remove the pieces from inside and use them to assemble what Probst incorrectly (and probably offensively to Samoans, Vanuatuans, and numerous native nations of North America) calls a “totem pole”. The first tribe to correctly assemble their “totem pole” wins.</p> <p>Rehash of Strung Out from Vanuatu (US).</p> <p>Sitting out: Sandra [V]. Voted out: Courtney [V], 5-1.</p>
10			All players	
10			Danielle	<p>Get A Grip from Vanuatu, Cook Islands, and Tocantins.</p> <p>Voted out: JT, 5-0 after two Hidden Immunity Idols were played.</p>
11				
11				
12				
12				
13				
13				
14				
14				

TRIBAL COUNCIL TIEBREAKERS

<i>Method</i>	<i>Appearances</i>	<i>Description</i>
1		Players involved in the tie get 30 seconds to plead their case to the remainder of the tribe, who then revotes. If the vote is still tied, the player who has received the most votes in prior Tribal Councils is eliminated.
2		Players involved in the tie are given a pen and paper and are asked trivia questions about the information contained in their survival training and guidebook. The first player to give an incorrect answer to a question their opponent answered correctly wins.
3		The entire tribe has two minutes to come to a unanimous agreement regarding who should be eliminated. If they are unable, every person except for the winner of Immunity (if in the individual portion of the game) must draw a rock from a bag. Whichever player draws the rock that has been painted purple is eliminated.
4	Samoa (US), Episode 10	The same as Method #3, but with the unanimous decision replaced by a simple revote.
5	Gabon (US), Episode 13	Players involved in the tie have a pile of kindling, as well as flint and steel, and must make a fire in a small station that burns high enough to break a rope. Whoever does so first wins; their opponent is eliminated.
6	Santa Carolina (South Africa), Episode 7	Players involved in the tie stand on each side of a prop skull, and the host holds a stopwatch in each hand. From the moment he says 'go', players must count to thirty seconds in their head, then place their hand on the skull. The player who is farthest away from 30 seconds is eliminated.
7	Santa Carolina (South Africa), Episode 8 Santa Carolina (South Africa), Episode 9 Santa Carolina (South Africa), Episode 11	The same as Method #1, with the change of not being used at any tribe's first Tribal Council, to account for the problems with the method. If a tie occurs at a tribe's first vote, Method #6 is used instead.