

THE

BOX

Challenge



INTER
MEDYA

TURKISH
FORMAT



ARE YOU READY FOR THE MOST SURPRISING GAME
SHOW EVER? PICK YOUR BOX AND HOPE YOUR
LUCK WILL BE IN YOUR FAVOUR!

Welcome to an exhilarating game show where three highly-competitive teams engage in captivating challenges, ranging from solving puzzles to unlocking a series of boxes that are each hiding tempting prizes, jokers, challenges, or duels.

ORIGINAL TITLE:	Şanslı Kutu
GENRE:	Quiz Game Show (Entertainment)
PRODUCTION COMPANY:	Inter Medya
YEAR:	2016
TIME SLOT:	Prime Time – Weekly (Adaptable)
DURATION:	60 minutes (Adaptable)
TRAILER:	Please Click Here (Password: Promos)
PILOT EPISODE:	Please Click Here (Password: Promos)
TARGET AUDIENCES:	<ul style="list-style-type: none">• Every demographic group.
UNIQUE SELLING POINTS:	<ul style="list-style-type: none">• It is a combination of a quiz show and a game show;• Since it is on paper and our in-house team has developed the show, it is very suitable for tailor-made.• It has universal challenges and games.• Different age demographics may compete as contestants.• Celebrities can be invited for special episodes.

DESCRIPTION

The Box Challenge is a game show, where three ambitious teams compete with each other in cracking enigmatic puzzles and conquering fun-filled challenges!

Their mission is to proceed through a maze of locked boxes, with each box guarding a surprise reward. The end game? The team that manages to unlock the most boxes earns the title of becoming a winner by collecting a treasure of prizes.

However, there's a twist! The show is not just a battle against one another, but also a thrilling race against the ticking clock, which creates a sense of urgency and excitement.



TEAMS

In this exciting game show, the three competing teams can be formed by family members, friends, or a couple. Each team consists of two players, and these three teams will be competing against each other to win the big prize.

The teams will need to use their problem-solving skills, teamwork, and strategy to overcome these obstacles and progress through the competition.

STRUCTURE

The rules are simple and straightforward. Under the guidance of a moderator, the contestants strategically select and gamble on 30 boxes with the goal of winning the entire prize pool.

As a contestant, you'll have \$200.000,00 (adaptable to the country) in total to bet on boxes. The money tree signifying the amounts is determined in advance and cannot be changed. The amounts are \$50.000, \$40.000, \$30.000, \$25.000, \$ 20.000, \$15.000, \$10.000, \$5.000, \$3.000, and \$2.000.

Among the boxes, there are difficult tasks, general knowledge questions, challenging duels, and even devils that could cause you to lose your money. But there are also jokers that could make you win big!

In the finale, the team with the most money will face a final general knowledge question.

- If they answer correctly, they win all the amount in their safe.
- If they request to eliminate one wrong answer, they lose 25% of their safe's amount per elimination.
- If they give a wrong answer, they lose all their money.

The last team standing takes all the prizes unless they've been unfortunate enough to invest in the dreaded devil boxes. So, buckle up for this exhilarating ride, where strategy, fun, and luck collide.



BOX TYPES

10 boxes with questions inside have general knowledge questions. Teams have to answer correctly to keep the assigned money, but if they are wrong, they will lose the invested money.

5 boxes with duel games inside have them playing against an opponent of their choice. Before seeing the duello, the contestant must choose his/her opponent.

5 boxes with individual games inside that challenge a single contestant.

4 boxes with surprise questions inside are a mystery to the all teams.

3 boxes with devils inside can make the teams lose all their money, half of it, or just the amount they assigned to the box. The teams might even have to transfer the assigned amount to another player.

2 boxes with jokers inside can let them keep the money assigned to the box or even double the cash assigned to it.

1 mystery question box may either have a reward or a punishment inside. If the contestant answers correctly, he/she can double the money invested in the box. Or, if he/she answers incorrectly, the contestant loses twice amount the amount of the invested money.



INDIVIDUAL GAME EXAMPLES

Nail Stacking on Rope

If the contestant strings 5 nails onto a 1.20-meter-long rope within 60 seconds, they win the individual game.

Threading Coins onto a Fork

If the contestant throws coins from the surface of the table and manages to land them between the prongs of 3 out of 10 standing forks within 60 seconds, they win the individual game.

Beverage Recognition

If the contestant correctly guesses 5 out of 10 beverages that they drink while their eyes and nose are covered within 90 seconds, they win the individual game. (The list should include challenging beverages, such as turnip juice and pickle juice.)

Hoop Jumping Game

If the contestant jumps through 10 large hoops placed on the course set up by the production team without dropping any within 60 seconds, they win the individual game.

Coin Counting

If the contestant accurately calculates the sum designated by the production team from a bag full of coins within 60 seconds, they win the individual game.

Carrying People on Back and Lap

If the contestant carries 20 people, two by two, both on their back and in their lap, to the distance determined by the production team within 90 seconds, they win the individual game.



DUEL GAME EXAMPLES

Makeup Without Mirror

The contestant who applies the neatest makeup without using a mirror within 90 seconds wins the duel game.

Clothes Wearing

The contestant who wears the most clothes on top of each other within 90 seconds wins the duel game.

Balloon Bursting

The contestant with a needle attached to their beret has to burst balloons placed at a certain height from the ground within 90 seconds. The contestant who bursts the most balloons wins the duel game.

Collecting Hangers from the Pool

The contestant who fishes out the most hangers from a pool filled with hangers using a rod and puts them in a box within 90 seconds wins the duel game.

Cotton Candy / Marshmallow Eating

The contestant who eats the most marshmallows/cotton candy within 60 seconds wins the duel game.

Rodeo

The contestant who manages to stay on the rodeo bull the longest wins the duel game.

Clothespin Carrying

The contestant who carries the most clothespins from one bucket to another by pinching them onto their face and arms wins the duel game.

