

The background is a gradient from deep red at the top to dark blue at the bottom, speckled with white stars. Overlaid on this are several faint, white technical and celestial diagrams. On the left, a large circular scale with degree markings from 150 to 260 is visible. To its right, there are several concentric circles and arcs, some with arrows indicating a clockwise direction. These elements suggest a theme of astronomy, navigation, or engineering.

# ASTRO VALLAVAR S4

AFTER SIMULATION



## INTRODUCTION

**Vallavar is a unique television reality show that tests its participants endurance levels, both physically and mentally. Vallavar has successfully completed 3 seasons and now enters to Season 4. In Season 4 ,Vallavar will focus on Malaysian Sports Personality from various fields..**

# ELIGIBILITY

Male / female between 20 to 35 years

Must be Malaysian

Malaysian indian Sports personalities

Participate as a solo

Loves outdoor activities and strong willed to face Vallavar challenges

Each contestant must weigh between 45kg to 90kg



**Physically & mentally fit to participate**

**Able to understand and communicate  
In English or Tamil**

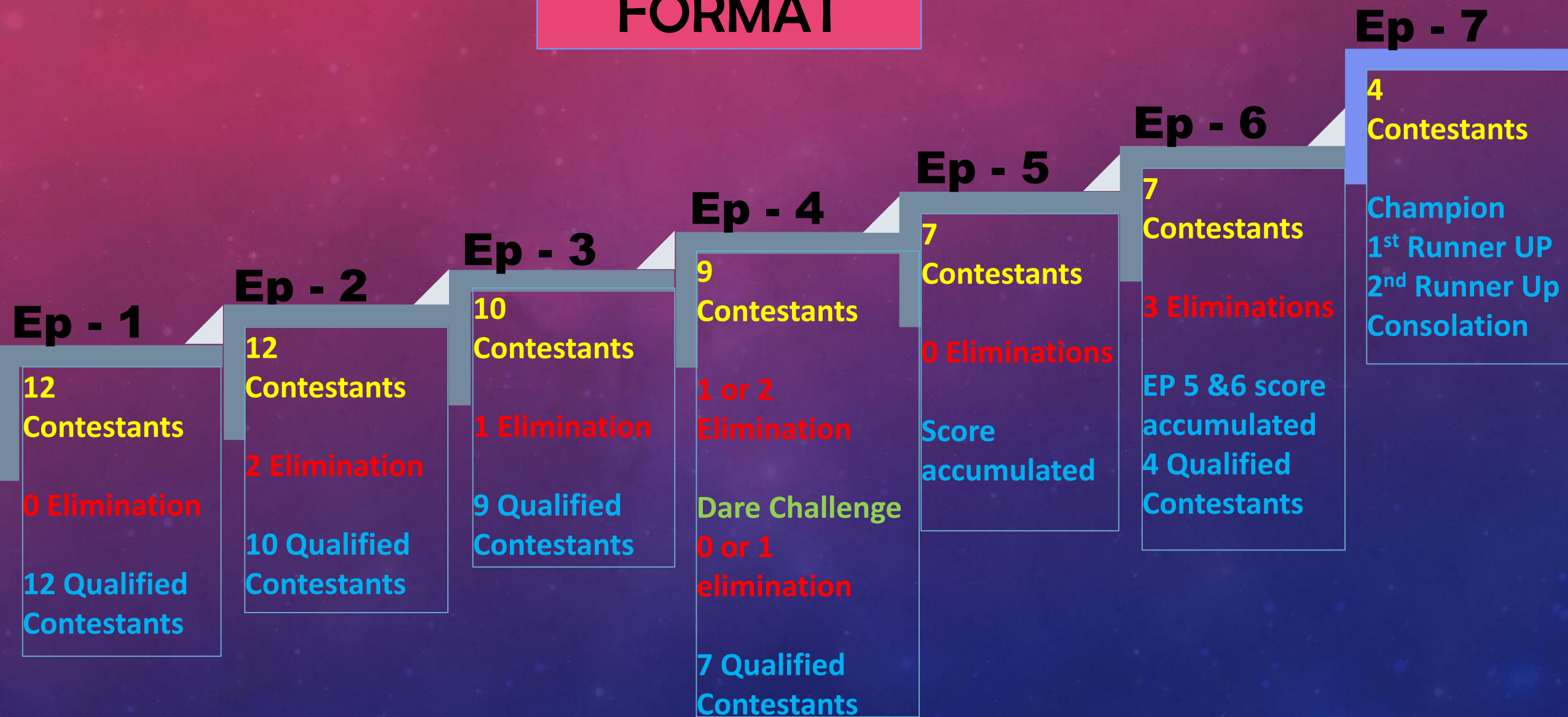
**Must be able to swim and ride bike**

**Participants must be non-vegetarian**





# FORMAT



# CHALLENGES



# CONTENT – ( EP 1-4)

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# EPISODE 1 SKY WARRIOR RAIN FOREST

Venue: Sky Warrior Park @ Putrajaya



## Mechanics-

- Contestants have to complete 8 challenging obstacles in this first course – detailed mechanism in next slide.
- 12 contestants to compete in this round

## Health & Safety:-

- Contestants are given the option to wear gloves and life jacket.
- Paramedics will be on standby with ambulance at site all the time.
- A demonstration of the entire course will be presented by a professional to all contestants - before challenge begins.

## Cap Duration

- 10 mins

## Point System

- Point system will be counted by fastest time
- The timing clocked by each contestant in challenge 1 will determine the contestant position only.
- No elimination

- **1<sup>st</sup> obstacle- Chelik Falls:** Contestants must hop from one slanted platform to another. Contestants will have to repeat this obstacle if they fall into the water.



- **2<sup>nd</sup> obstacle- Ulu Sepat Leap:** Contestant must leap and cling onto the spherical bars. Contestants must then move forward by leaping from one spherical bar to the next with their hands until they reach the end. Contestants will have to repeat this obstacle if they fall into the water.



- **3<sup>rd</sup> obstacle- Marudi Crossing:** A pair of monkey bars shaped like a roof, contestants must cling and leap from one bar to another with their hands until they reach the end. Contestants will have to repeat this obstacle if they fall into the water.



- **4<sup>th</sup> obstacle- Kinabalu Feratta:** Contestants move sideways clinging on to a metal bar until they reach the end. Contestants will have to repeat this obstacle if they fall into the water.



- **5<sup>th</sup> obstacle- Langkawi Walk:** Contestants must grasp and cling onto a huge cylinder tank with their hands and legs as they swing to one cylinder tank to another until they reach the end. Contestants will have to repeat this obstacle if they fall into the water.



- **6<sup>th</sup> obstacle- Kinabatangan Swing:** In this obstacle contestants must swing from one rope to another until they reach the end, without falling into the water. Contestants will have to repeat this obstacle if they fall into the water.



- **7<sup>th</sup> obstacle- Cameron Web:** In this obstacle contestants will have to grab a vertically tied rope and swing onto a web like ropes, contestants then must climb the web to reach the top.

- **8<sup>th</sup> obstacle- Danum Valley:** In this final obstacle contestant must run up a curved wall, grab a hanging rope and haul themselves up to victory.

*\*throughout the challenge if the contestant fall down into water / not able to complete a task, they will need to repeat it till they complete it. If they are unable to complete any one of the task after the cap time given, they will be considered fail.*



# EPISODE 2.1 SPECIAL FORCE

Venue: Kem Bina Semangat Yayasan, Ampang Pecah, Batang Kali



## Mechanics-

- Contestants have to complete 7 challenging obstacles in this second course – mechanism detailed in next slide.
- 12 contestants to compete in this round
- There will be 5 flags to collect.

## Health & Safety:-

- Contestants are required to put on safety helmet, knee and elbow guard before the start of challenge.
- Paramedics will be on standby with ambulance at site all the time.
- A demonstration of the entire course will be presented by a professional to all contestants - before challenge begins.

## Cap Duration

- 15 mins

## Point System

- Point system will be counted by fastest time
- Each flag will reduce 30 sec from the overall duration.
- The timing clocked by each contestant in challenge 2.1 will be carried forward to challenge 2.2 to determine the qualifying contestants for next level.



- **1<sup>st</sup> obstacle- Wall Climbing:** Contestants must climb over a 90 degree wall without any help given. Once landed on ground, contestant will have to run a distance of approximately 8ft to another obstacle.



- **2<sup>nd</sup> obstacle- Escape Spider Web:** Contestant must go through the tight rope web and collect a **flag**. Once completed, contestant will have to run a distance of approximately 8ft to the third obstacle.



- **3<sup>rd</sup> obstacle- Army Crawling:** Contestant must complete a 12ft army crawling on a wet floor and collect a **flag**. Upon completing, contestant will need to run approximately 8ft distance.



- **4<sup>th</sup> obstacle- Tyre Crossing:** Contestants must go through a hanging 3 ton lorry tyre as fast as they can and collect a **flag** and proceed with the most difficult challenge located approximately 3ft away.



- **5<sup>th</sup> obstacle- Hike the Pyramid:** Contestant must climb up 2 pyramid walls using a hanging rope and slide down. Contestant to collect a **flag** between the pyramid then run to a next obstacles.



- **6<sup>th</sup> obstacle- Tower Climbing:** Contestant must climb up an approximately 40ft high tower by grabbing onto a rope with knots. In order to move on to the last challenge, contestant will have to collect the **flag** at the top of tower. Contestant will then have to run down the stairs as fast as possible.
- Contestant will have to put on safety equipment as arranged on ground. Game marshal will raise a Green Flag if it is worn correctly and Red Flag if it is worn wrongly (included in the cap timing).



- **7<sup>th</sup> obstacle- Archery:** A bow with 3 arrows will be placed next to stairs. Contestant will have to grab it and run over a marking point placed an approximately 15ft away from the archery board. Contestant is given 3 chances to aim and shoot the archery board with Vallavar logo. Failure to shoot the archery board, will make the contestant subject to elimination.



# EPISODE 2.2 COLLECT THE PLUMS

Venue: Kem Bina Semangat Yayasan, Ampang Pecah, Batang Kali



## Mechanics-

- Contestants have to collect as many plums as possible in an eel tank – mechanism in detail in the next slide.
- 12 contestants to compete in this round

## Health & Safety:-

- Contestants are required to put on goggles and ear plug before the start of challenge.
- Paramedics will be on standby with ambulance at site all the time.
- Mouth wash will be provide.
- The water in Container B will be changed after each contestant.

## Cap Duration

- 5mins

## Point System

- Point system will be counted by fastest time
- Each plum will contribute 20sec reduction from total duration of a contestant
- At the end of episode 2.2, the total timing achieved by the contestant in both challenges (2.1 and 2.2) will determine the contestant's position in the challenge.
- There will be 2 eliminations for Challenge 2.

- **Transferring Eel:** The contestant have to transfer 30 eels from a tank using both hands to another glass container. The glass container will be ready filled with 20 plums.
- **Collect the Plums:** Once all 30 eels are transferred, contestant will have to pick out plums using his/her mouth – they cannot use hands to collect the plums. Each plum will minus 20 seconds from overall time duration.



# EPISODE 3.1 PUT OFF THE FIRE

Venue: Akademi Bomba & Penyelamat Malaysia, Kuala Kubu Bharu



## Mechanics-

- The contestant have to complete a series of obstacles to win this round – mechanism details in next slide.
- 10 contestants to compete in this round

## Health & Safety:-

- Contestants are required to put safety equipment provided by BOMBA before the start of challenge.
- BOMBA personals will be on standby to attend to any emergency.
- Paramedics will be on standby with ambulance at site at all the time.
- A demonstration of the entire course will be presented by a professional (BOMBA)to all contestants, once, before challenge begins.

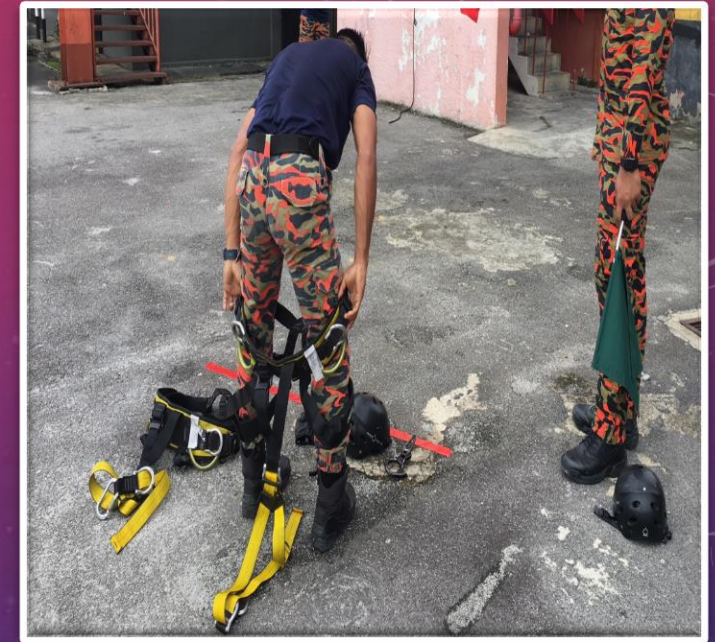
## Cap Duration

- 10 mins

## Point System

- Point system will be counted by fastest time
- BONUS flag at 5<sup>th</sup> floor will contribute 30sec deduction.
- The timing clocked by each contestant in challenge 3.1 will be carried forward to challenge 3.2 to determine the qualifying contestants to the next level

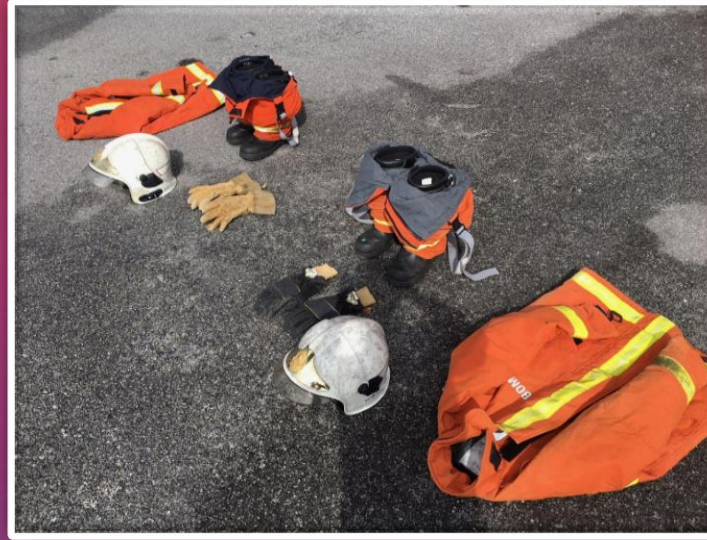
- **1<sup>st</sup> obstacle-** Contestant will have to put on safety equipment as arranged on ground. Game marshal will raise a Green Flag if it is worn correctly and Red Flag if it is worn wrongly (included in the cap timing). Once contestant is ready, they will have to climb a 4 storey high tower for repelling challenge.



- **2<sup>nd</sup> obstacle-** A special Astro Vallavar flag will be placed at 5<sup>th</sup> Floor of the tower. An option will be given to contestant to collect the flag. If collected, the flag will minus 30 sec from the overall timing.



- **3<sup>rd</sup> obstacle-** Upon reaching ground floor, contestant will have to remove the safety equipments and change to fire suit.
  - Game marshal will raise a Green Flag if fire suit is worn correctly and Red Flag if it is worn wrongly (included in the cap timing).
  - Contestant will then have to carry a fire extinguisher to a marking point and pull of the pin from extinguisher.
- 
- **4<sup>th</sup> obstacle-** Contestant will need to run towards fire spot to put off a fire. A radius will be set as guideline on standing point for contestant and shown to them during demo.
  - If any of the marking are not followed the contestant will be disqualified from the challenge.



# EPISODE 3.2 MUD GAME

Venue: Kem Bina Semangat Yayasan, Ampang Pecah, Batang Kali



## Mechanics-

- Two contestants will be competing together – to make the challenge more interesting only– the scoring will remain same, elimination from the total 10 contestant.
- The detail mechanism in next slide.
- They have to collect mud as much as possible.
- 10 contestants to compete in this round

## Health & Safety:-

- Contestants are required to put on goggles and ear plug before the start of challenge.
- Paramedics will be on standby with ambulance at site all the time.
- Shower place and soap will be provided.

## Cap Duration

- 10mins

## Point System

- Point system will be counted by fastest time.
- At the end of episode 3.2, the total timing achieved by the contestant in both Challenges will determine the contestant's position.
- There will be 1 elimination for Challenge 3.1 & 3.2.

- **1<sup>st</sup> obstacle-** Contestant have to run approximately 16m and jump across over a hurdle before reaching mud pool.
- **2<sup>nd</sup> obstacle-** Contestant is required to jump into a pool of mud and roll over. They need to collect as much mud on their body.
- **3<sup>rd</sup> obstacle-** Run towards bucket and collect all the mud from their body into a clear container. Contestants have to repeat the task 3 times in total.

*\* Each kilogram of mud collected will minus 30 seconds from the overall time duration.*



# DARE CHALLENGE



# Hold On



- ❖ Each contestant holds onto a rope whilst leaning out over the lake and balancing on a small platform. At designated intervals, contestants will need to move their hands down the rope, increasing the angle at which they hang over the water. Each knot will be given 1 minute.

## Winner

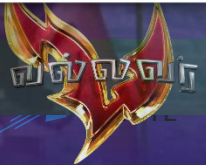
The last person holding on wins the game.

## Cap duration

5 minutes

## Safety

- ❑ Paramedics will be on standby with ambulance at site all the time.
- ❑ Safety hand wear.



# Episode 4.1 – Grab and Smash

Venue: The Orion Condominium, Jalan Tun Razak



## Mechanics-

- Contestants are required to swim from one platform to another in order to retrieve keys and clues to complete the mission – mechanism in detail in next slide.
- 8 or 9 contestants to compete in this round (depends on the dare challenge)

## Health & Safety:-

- Contestants will be given an option to put swimming goggles and life jacket before the start of challenge
- Lifeguard will be on standby throughout the challenge.
- Paramedics will be on standby with ambulance at site all the time.

## Cap Duration

10mins

## Point System

- Point system will be counted by fastest time
- The timing by each contestant in challenge 4.1 will be carried forward to challenge 4.2 to determine the qualified contestants for the next level.

- Contestant will be given a key at the beginning of challenge. Contestant will then need to climb up a high platform and jump into the pool to swim across to another platform to unlock a box.
- Each box contains item which test on contestants fear endurance. Contestant will need to retrieve a card with clue in order to unlock the next code combination lock to continue the challenge of retrieving key to unlock another box.
- Below are the obstacle for the contestants to take out the clue from the box.
  - A. Arrange the 4 nutstackers with chopstick
  - B. Break ice cube and take out the clue from ice cube
  - C. Blue tongue skink (Lizard) will be placed inside the box. They have to take out the clue from the box
- Contestant will need to swim back and forth and repeat the challenge for 3 times. The last clue retrieved will help contestant to unlock a code combination lock to get a flag to end the challenge.



# EPISODE 4.2 POCKET BIKE RACE

Venue: X Park Sendayan, Seremban



## Mechanics-

- 2 or 3 Contestants ( depends on the dare challenge) are required to ride pocket bike at a time – detailed in the next slide.
- They are required to complete 3 full laps of pocket bike racing in shortest time.
- 8 or 9 contestants to compete in this round

## Health & Safety:-

- Contestants are required to put on full bike suit and helmet before the start of challenge.
- Paramedics will be on standby with ambulance at site all the time emergency.
- A demonstration of the entire course will be presented by a professional to all contestants - before challenge begins.
- Each contestant will be allowed to practice 2 laps in a smaller circuit and 1 trial in the actual track once before their race begins.

## Cap Duration

- 10mins

## Point System

- Point system will be counted by fastest time
- At the end of episode 4.2, the total timing achieved by the contestant in both challenges will determine the contestant's position in the challenge.
- There will be 1 or 2 elimination for Challenge 4.1 & 4.2 (based on the dare challenge result).

- Contestant are required to ride pocket bike in a kart track and complete 3 full laps.
- Distance of each lap are approximately 550m.



# Overall

- ❖ Contestants must complete the challenge within the given time for each round.
- ❖ At the end of each episode, the total timing achieved by contestants in both challenges will determine the contestant's position in the challenge. Contestant with lowest timing will be the weekly winner and the contestant with the highest timing will be eliminated accordingly.
- ❖ If he/she fail to complete the challenge within the given time, or failed to complete the game, they will place in danger zone, where they are prone to be eliminated considering the overall result of challenge one and challenge two.



**TIE BREAKER**



# KEEP IT UP – More than 3 contestants



- ❖ The contestant must balance two poles using their palms .
- ❖ If contestant drops either one of the pole at any point, he/she is out of the challenge.

## Winner

The last person left standing will win.

## Safety

- ☐ Paramedics will be on standby with ambulance at site all the time.
- ☐ Safety hand wear.



# Tug Of War - 2 contestants

- ❖ Contestants have to perform a Tug a War by holding a rope.
- ❖ The contestant who manage to pull the other contestant across the marking set on the ground wins.

## Winner

The contestant who succeed to pull the other contestant to the marking point will move on to the next level.

## Safety

- ☐ Paramedics will be on standby with ambulance at site all the time.
- ☐ Safety hand wear.





**THANKS**

