**RULES:**

During the game the warrior will face up to 10 different hurdles(i.e;questions) to Save The Princess. The level of hurdles increases as the warrior get closer to save the princess.Contestants are asked increasingly difficult general knowledge questions. Hurdles (Questions) consist will be

of multiple choice with four possible options provided (labelled A, B, C and D) and the warrior must choose the correct one to proceed to next hurdle.

Once the hurdle (i.e.; question) is displayed the contestant can take up to 5 actions which will be describe in details below:

* Clear the hurdle i.e; Answer the question
* Fifty-Fifty lifeline
* Toss or Flip lifeline
* Hint or Tip
* Surrender to Demon i.e; Quit the game

Hint:

If the contestant is in a confusing situation, he/she can go for the “Hint”, where in there will be a hint provided to make contestant select correct answer.

Time Constraint:   
For every question there will be a time limit (45seconds – 1minute). Contestants who fail to answer a question within a reasonable amount of time may be disqualified.

Quit:

Contestant has the authority to quit the game anytime.

**LIFELINES:**

**Fifty-Fifty:**

The contestant will have one “Fifty-Fifty” lifeline, wherein two of the answer choices are eliminated. Two answer choices will remain, then the contestant has the choice of selecting one of the two remaining answers, one of which is the most correct answer choice.

**Flip the Question** (**Switch the Question**): The current question would be replaced with a new question.

**Double Dip**: This lifeline gives the contestant freedom to guess the answer twice i.e. if the first guess was wrong, then the contestant gets chance for second guess. If in case the second guess is also wrong, then the game will end.