



GENERAL PRINCIPLE

For the first time on TV, candidates enter the walls of a castle to become real hunters of prey such as RAPTORS!

This atypical castle from the French Forez region is perched on a hill offering an exceptional panorama. It's an open castle that houses raptors of all kinds.

These birds are real artists, with crazy talents, capable of performing breathtaking feats of breath!





Stephan, the lord of raptors, is the man who reigns supreme over his castle and his birds. He's a great falconer and an excellent equestrian fielder. He's accompanied by his featherman.

In this magical place, three friends play the trinomial to live an extraordinary human adventure, challenge the many events with courage and take a lot of fun playing in contact with the reminders that make the show.

The candidates have not yet attended breathtaking events with the arena of macaws, the tunnel of darkness, the torture room, the egg breaker, the fire chamber, the aerobatics, the falconer...

Are you ready to measure up to the power of this castle and its raptors?

This game RAPTOR is a breathtaking aerial ballet mixing competition with the magic of birds.

THE MECHANICS OF THE GAME

During each episode, three candidates arrive at the castle and play in trinomial. In this episode it's Aurelia to Le Crozet, Linda to Saint-Germain and Andrei to Saint-Etienne.

After the candidates have knocked on the door of the castle, they are greeted by Stephan: The lord of raptors. Always accompanied by his horse, Stephan is the man who watches and reigns supreme over his castle and his birds. He is a great falconer and an excellent equestrian fielder.

He is accompanied by his penmen: Leo and Juliet. They are the test masters during the game.

The host takes over and invites the candidates to measure the power of this castle and its raptors! After the presentations of the candidates, the animator explains to them the rules of the game RAPTORS which take place in the precincts of this magic place, where the candidates will live an extraordinary human adventure and to take a lot of pleasure to play in the permanent contact of the raptors that do the show.



Then follow the traditional questioning: Are you rapacious in life? Evidently a word with double meaning: Raptor, the carnivorous bird, with its fingers armed with greenhouses, with its powerful beak, arched and pointed. Or, Rapace, the person who seeks to get rich quickly to the detriment of others. Naturally, our candidates are ready for anything!!!

At the launch of the GAME, the 3 candidates playing in trinomial face three different birds: Stephane carries the nozzle OBA; Juliette carries the Grand Duke PILOU and Leo the Falcon HELIOS.

At the foot of each of the 3 birds, there is a ring on which is inscribed a sum of money: 3 \$; 300 \$; 3,000 \$. These sums are not visible.

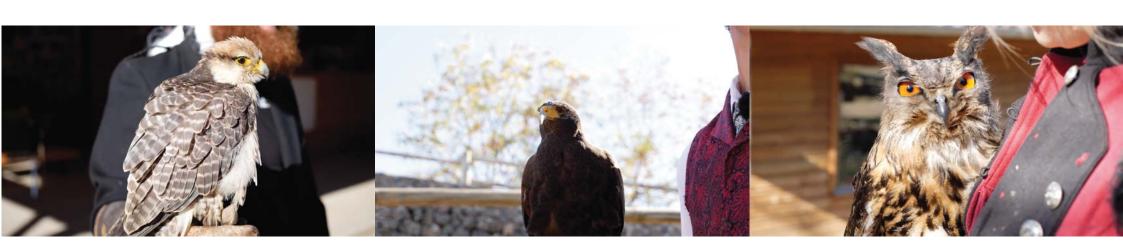
Candidates must randomly choose the bird they think is the holder of the 3000 \$.

After making a choice, the candidates will now participate in several successive tests to collect as many clues as possible.

At each successful event, raptors give a clue. The indices are the peculiarities of the bird carrier of 3000 \$: the color of the plumage, its country of origin, its cry, its atypical behavior, the shape of the beak...

All the clues gathered allow knowing precisely the bird in question. But each lost event, so each lost index, will be a missing element for the final.

Because during the final the candidates will face a crucial choice: Either they decide to keep their bird of departure, or they decide to take another bird...



EVENT 1: "WHAT DOES IT SAY?" - ARAS ARENA

Every raptor, every bird, every animal has its place in the castle. They have their personality, their little character but above all they are very players so our candidates just have to stand.

The absolute priority is the comfort of the birds. Everything is done so that at every moment of the game and the life of the castle, the well-being of raptors is assured! We love them, we love them and they offer us so much pleasure, that it could not be other than to pamper them.

Now, place at the first test. Stephan leads the candidates to the arena des Aras. The three candidates are facing the aviary of parrots. They must find the phrase pronounced by the parrot that is in his aviary with these congeners.

He is not very talkative; he will pronounce the sentence only once! Candidates after consultation can only make one proposal! No temporal constraints! The words of the parrot are: "I'm fine"!

If the candidates have passed the test, it is the man of pen Leo who gives the first clue: "I am a female" The first index in pocket or not, the candidates must face the second test!

The difficulty of the events will be crescendo and many surprises await the candidates during the game.



EVENT 2: THE TUNNEL OF DARKNESS

Stephan leads the candidates to the Tower of Dark Lords facing the large aviary of Hans and the entrance to the castle subway.

Two of the three must enter the dark tunnel of darkness to get there, guess what?... a nocturnal raptor, the naughty owl! A temporal constraint for this test of the tunnel of darkness: "In the dark, we use a candle". The instrument of counting time will be the light of the candle to overcome the darkness!

When the candle graduated in purple goes out, the playing time stops! This time is estimated at about 3 minutes! The candidate who stays outside, watches over time, and has every interest that these two comrades pass this test; otherwise he will be forced to face the torture room! It's not just the Naughty Owl in this dark tunnel, there are also bats, giant spiders, salamanders, all those animals that love living in dark, damp places ...

In this episode, Linda and Aurelia decide to enter the tunnel. Andrei categorically refuses. Not very brave boy!

Without counting the presence of our various guests of the animal kingdom, the 2 candidates are scared each other and well in spite of them!

Our 2 candidates, all panicked, come out in time under the orders of Andrei ...with a pigeon!!!

This is the first mistake, no clue and in addition Andrei will have to go face The Hall of Punishment!



EVENT 3: THE HALL OF PUNISHMENT

Stephan directs the candidates to CITAD'AILE. They arrive in front of the Aviary Harrier and then climb a floor in the tower. Leo is the master of this event!

In this event, it is not the stock market or the life; here it is the two or nothing! Andrei is locked in this hall of torment by Leo!

The test is not complicated. The candidate is faced with two boxes each with an inlet to plunge a hand. This test is only lucky and does not involve fear. An important and decisive index is located in one of the two wooden boxes.

One represents the talons of a raptor and the other represents the beak of a raptor. In each of the respective boxes, one can actually touch the talons and beak of a raptor. However, there is only one index in one of the two boxes but which one?

This index is accompanied by the key to get out of this room. In other words if Andrei refuses to enter his hand in a box then he will remain locked in the torture room and is eliminated from the game! Later, the candidate would serve food for raptors!!!





In this episode, Andrei tries to put his eye at the entrance of the opening of a box to possibly see something. But he quickly realizes that the hole is only about the size of a hand and that the box is deep enough to guarantee total darkness!

Thus, he must choose one of the 2 boxes and plunge his hand to try to find the clue and the key! Andrei is blocked by the hand, he was wrong box, and the index is lost!

At the entrance to each opening of the box, there is a handcuff that closes automatically if the candidate is mistaken box, he chose alone in his soul and conscience and at random. Knowing that chance does not exist, it was certain that Andrei was not up to the strength of this castle, this candidate will be thrown into the park wolves because we must feed them! And yes, there are also wolves in the castle!

The two remaining candidates Aurelia and Linda continue the adventure in pairs!

EVENT 4: THE EGG BREAKER

Stephan leads the pair to the big aviary! Juliette is the mistress of this event!

Stephan presents us his rapacious Jaffer. It is an Egyptian Vulture that has a great peculiarity: It breaks eggs with a stone in its beak! It is the only raptor to use a tool to feed. He takes a stone in his beak, and while remaining on the ground, raises the pebble over an egg, throws it on it to break it and feeds it. In front of Jaffer, there are 4 eggs. A reconstituted egg with a message inside and three real goose eggs.

Candidates must choose an egg that Jaffer will not break and that must contain the clue. I remind you that the candidates cannot approach the eggs and the vulture at a distance of less than 3 meters because Jaffer needs tranquility to realize his work!

In this episode, in the first round, Jaffer breaks a first egg with his pebble in his beak. It is the vulture Jaffer who decides to break the egg of her choice (except the one that the candidates have chosen).

It's a real goose egg so we move to the second part of this test.





The second round, the 2 candidates have the opportunity again to change the egg. Both they decide to keep the egg and this time they will not be able to change it anymore. Either they decide to exchange their egg with one of the two remaining. Again, Jaffer will decide to break an egg, one of his choices from the remaining 2 eggs. It's still a real goose egg so all hopes are allowed...

The final round, the third, Juliet will take the egg chosen by the candidates and it will break on the head of one of the candidates of his choice. Juliette appreciates a lot Linda seems it ... At this moment, we will know the verdict whether or not the candidates made the right choice to discover the index.

Unfortunately for Linda it was a bad choice, she is splashed with egg yolk and the clue is lost!

In a final demonstration of his talent, Jaffer will break the last egg with his stone in the beak to show us that the last egg is reconstituted with the index inside!

EVENT 5: THE FIRE CHAMBER

The 2 remaining candidates Aurelia and Linda are directed by Stephan, the lord of raptors, to ARAS ZENITH. They arrive in front of this room of birds of prey, the fire chamber. The man of feather, Leo, is master of this test.

In a tray of red embers, there are two keys that will allow to free the bird from his cage and recover the clue that is with him! Only one of the two keys can open the cage. The candidate will have to redouble ingenuity to successfully pass this test because it is not possible to take the keys by hand so the iron is hot!

She can use all the objects at her disposal. The fire room is not lit, only the light of the red ashes creates a captivating brightness.

"Against the fire, we use water". In the fire chamber, the instrument of counting time is water to defeat the flames!

The clepsydra is a water clock with a vase pierced with a hole that lets water flow. It measures short durations with excellent accuracy. The duration is estimated at about 3 minutes.





In this episode Aurelia decides to face the fire chamber and enters the room. Linda will be the guardian of the time of the trial that passes. The biggest fear of birds, especially birds of prey, is fire! Will Aurelia succeed in getting him out of the flames?

In this test of the fire chamber, unlike the dark tunnel test, if Aurelia fails, she loses the clue but no one will be forced to face the torture room. However, Linda, named the night light of the time, must bring out Aurelia before the last drop of water flows from the clepsydra superior. Otherwise, Linda would be forced to face the torture room.

In the episode, Aurelia succeeds her mission before the last drop passes, the cage opens and the bird is released ... with a clue collected: "I'm not great".

EVENT 6: AEROBATICS

Aurelia and Linda together are directed by Stephan to FRDODRÔME. The candidates arrive in front of a magnificent flight area with perches and walls that overlook it.

In this event with perilous action, the candidates will realize the flight and the reception of a raptor, without ever missing a step; it is the hawk that has the index!!! 3 chances are offered to candidates! The candidates are equipped with a protective glove and each accompanied by a falconer!

In this episode Leo accompanies Linda and Juliet accompanies Aurelia! Stephan is alone in the center of FREDODROME to launch the raptor to both candidates. The show is beautiful and the sensations extraordinary!

The candidates masterfully succeed this test and collect an additional index: "I see in the darkness"



EVENT 7: THE FALCONER

This seventh and final test takes place exactly in the center of FREDODROME. With the presence and kindness of the eminent Stephan, the lord of raptors, who will teach us everything about falconry, Juliette brings Stephan his hawk!

A candidate must participate in this event. We must immerse ourselves in the skin of a falconer and master the art of falconry. The main objective is to fly a hawk and then hit a prey that you throw at him so he can grab it. As much to say it immediately that this test is very difficult and that to succeed this ultimate test it is the pledge to obtain a leading index and also an exceptional opportunity to inscribe his name with the list of the candidates having succeeded this test!

In this episode, Linda decides to play! Linda has 3 prey to launch so three possible attempts. The art of the master falconer is to teach his young falcon to hunt or train him to this art. Of visual aspect, it is an impressive demonstration!

And when done by the great professional Stephan, it seems simple but as much to warn you in advance it is only appearance! Linda has some difficulties but still she perseveres.

After a third and last attempt, it's a failure, the clue is lost!



THE FINAL

The candidates are at the starting point of the adventure, at the entrance wing of the castle, where we find Stephane carries the nozzle OBA; Juliette carries the Grand Duke PILOU and Leo the Falcon HELIOS. At the launch of the game, the trinomial candidates had chosen a bird at random!

With the clues collected during the events won, the candidates face a crucial choice: (Indices: "I am a female", "I'm not nice", "I see in the darkness")

- Either they decide to keep the bird of departure,
- Or they choose another bird!

After their decision, the man of feather reveals the bird carrying the 3000 dollars (inscribed on the ring with the paw of the bird) and one discovers if the choice of the candidates was relevant.

Stephane, the lord of raptors, tells the story of the bird and the animator concluded the game!

Logically, it is a human adventure team, each having contributed to the building; the gain will be shared equally between the three members of the team (\$ 3, \$ 300 or \$ 3,000).



CONCLUSION

In the grounds of this magnificent open-air castle, our candidates experience an extraordinary human adventure and challenge the many trials with courage, to become true hunters of prey such as RAPTORS!

These birds are real artists, with crazy talents, capable of performing breathtaking feats of breath!

For the first time on television, RAPTORS, this exceptional adventure game is a breathtaking aerial ballet mixing competition with the magic of birds.

Are you ready to measure up to the power of the trials of this castle and its raptors?

