

GENGHIS KHAN FACTS

"Khan" means **supreme ruler**, embodying destiny to unite tribes and conquer the known world.

Military Genius: Genghis Khan revolutionized warfare with innovative tactics, psychological strategies, and a disciplined army that relied on speed, mobility, and adaptability.

Unification of the Mongols: He united the fractious Mongol tribes under a single banner, creating a cohesive and powerful force from previously warring factions.

Largest Empire in History: Under his leadership, the Mongol Empire became the largest contiguous land empire in history, stretching from East Asia to Europe.

Cultural Exchange: His empire facilitated unprecedented cultural and technological exchange across the Silk Road, connecting East and West and influencing global history.

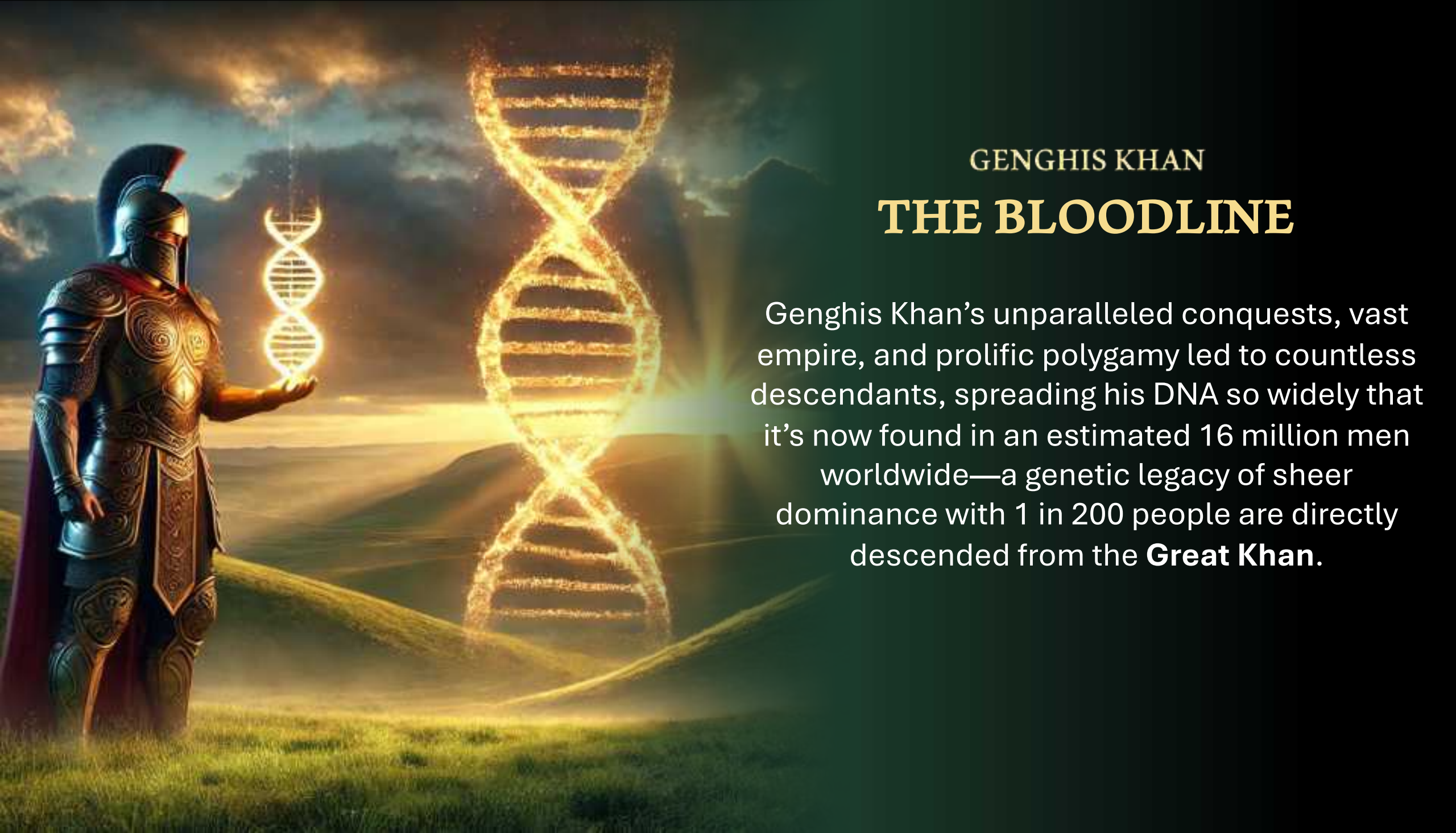
Meritocracy: Genghis Khan promoted individuals based on their abilities and loyalty rather than their lineage or status, a forward-thinking policy for his time.

Religious Tolerance: He allowed conquered peoples to practice their religions freely, creating a degree of religious harmony within his vast empire.

Postal System: He established the Yam, an efficient courier system across the empire, which was a precursor to modern postal systems.

Legal Reforms: He created the Yassa, a code of laws that enforced discipline and unity while protecting trade and ensuring order.





GENGHIS KHAN

THE BLOODLINE

Genghis Khan's unparalleled conquests, vast empire, and prolific polygamy led to countless descendants, spreading his DNA so widely that it's now found in an estimated 16 million men worldwide—a genetic legacy of sheer dominance with 1 in 200 people are directly descended from the **Great Khan**.

Genghis Khan was an unstoppable force who united warring tribes, built the largest empire in history, revolutionized warfare, crushed his enemies with unmatched strategy, and left a legacy so massive that his DNA is still found in millions today.

Now, his bloodline battles for more than just bragging rights— they'll fight for the ultimate prize: **The Khan.**

UNLEASH THE LEGACY.





THE CAST

KHAN'S HEIRS

Through cutting-edge DNA technology, we've unearthed the modern heirs of Genghis Khan—a global force of warriors bound by blood to history's most formidable conqueror.

From city streets to remote landscapes, these descendants come from vastly different worlds, yet they all carry the same relentless spirit in their veins.

Now, they'll face the ultimate test: proving whether Khan's legacy lives on in them or if history has left them behind.

BOUND BY BLOOD, TESTED BY BATTLE.

OVERVIEW

A competition grounded in the legacy of history's most formidable conqueror.

Blends the raw physicality and high-stakes drama of *Physical: 100* and *Squid Game* with the historical intrigue of *Who Do You Think You Are?*, and the strategy of *Survivor*.

Features 200 direct descendants of Genghis Khan, identified through cutting-edge DNA technology.

Competitors battle across hourlong, arc'ing episodes for the ultimate title of "The Khan."

With challenges inspired by Genghis Khan's legacy, descendants face grueling tests of strength, endurance, and strategy, including head-to-head battles that demand resilience and dominance.



THE CHALLENGES



Challenges include war simulations like storming fortresses and racing across unforgiving steppes, alongside tactical problem-solving puzzles, head-to-head combat trials, horseback relays, and precision archery tests, all designed to push contestants to their physical and strategic limits.

History isn't just told. It's fought for.

GAME FORMULA

- ❖ From Horde to Clans: 200 contestants begin as **one massive horde**, racing to prove their strength. The **top 10 finishers become Clan Leaders**, selecting 10 warriors each. The weakest 100 are eliminated.
- ❖ Clans Compete & Collapse: Teams battle in **Mongol-inspired trials**—survival, strategy, and warfare. **Weak clans are dissolved**, forcing warriors to adapt or be cut.
- ❖ Clans Merge into Hordes: As numbers shrink, surviving clans **merge into larger hordes**, mirroring Mongol expansion. Cooperation is temporary—alliances will crumble.
- ❖ Challenges Reflect Mongol Life:
 - I. **Military conquests** – fortress sieges, horseback archery.
 - II. **Survival & endurance** – nomadic raids, harsh terrain challenges.
 - III. **Strategy & deception** – political negotiations, tribal votes, and betrayals.
- ❖ Leaders Hold Power but Are Targets: Clan Leaders can **sabotage, exile, or steal warriors**—but they can also be overthrown. Power is a double-edged sword.
- ❖ Betrayal & Strategy Matter: Bartering, espionage, and shifting alliances drive eliminations.
- ❖ Final 10 Battle for the Throne: A ruthless **multi-stage war simulation** decides the ultimate Khan. Past leaders influence the final outcome.

STORYTELLING

Genghis Khan's father was a Mongol chief. He was a respected warrior and ally of the powerful Mongol tribes but was poisoned by the Tatars when Genghis Khan was around 9 years old. His death left the family vulnerable, forcing them into a harsh struggle for survival, which shaped Genghis Khan's ruthless rise to power.

Exploring Identity: Rising Beyond Ordinary Lives

Contestants come from diverse backgrounds but share a common aspiration: to rise above their everyday lives and prove their worth. Bound by DNA to Genghis Khan, they face the same test their ancestor once did—overcoming hardship to forge their own legacy. Just as Khan's father's death forced him into survival, these competitors must embody his strength, resilience, and strategy to achieve greatness.

Example:

- A single mother from Kansas balancing two jobs may see this as her opportunity to transform her life and show her children what strength looks like.
- A tech entrepreneur from Seoul might approach the competition with a calculated, strategic mindset, determined to prove their mental prowess matches their ancestor's.

Visual and Emotional Storytelling

Cinematic challenges inspired by Genghis Khan's legendary feats—storming fortresses, mastering horseback archery, and enduring grueling terrains—symbolize the contestants' inner struggles. Confessional interviews and reflective moments provide emotional depth, inviting viewers to connect with the competitors' journeys.

The Core Question: Can They Live Up to Their Legacy?

At its heart, this show is about transformation. Ordinary people, connected by an extraordinary lineage, must prove their resilience, strategy, and strength. As they compete to claim the title of "The Khan," viewers witness not just a test of physical endurance but a profound exploration of identity, legacy, and the human spirit.



SEASON BREAKDOWN

Episode 1: "The Long March"

Challenge: 200 contestants face a grueling endurance race through unforgiving terrains with hidden checkpoints. Contestants carry symbolic supplies (e.g., water barrels or banners).

The first 10 finishers become **Clan Leaders**. They select 10 people each from the rest of the contestants to form their clans.

Elimination: The **last 100 finishers** are eliminated outright, leaving **100 contestants** (10 clans of 10).

Contestants:
START: 200
REMAIN: 100

Episode 2: "Rise of the Clans"

Challenge: 10 clans compete in a series of team-based trials inspired by Mongol tactics:

- **Trial 1:** Horseback relay.
- **Trial 2:** Construct and defend a mini-fortress.
- **Trial 3:** Gather resources (a timed scavenger hunt across a wide area).

Elimination: The **2 losing clans** are eliminated.

The top 4 clans pick a new Khan who in turn chooses 1 clan from the bottom 4 to absorb. Now there are 4 clans of 20.

Contestants:
START: 100
REMAIN: 80

Episode 3: "Clan Wars"

Challenge: 4 clans face off in a territory conquest challenge on a massive, interactive map. Each clan must strategically place their forces, with battles fought through physical tasks (like obstacle courses or strategy-based puzzles).

Twist: Clan Leaders have the power to steal members from other clans by winning direct challenges against opposing leaders.

Elimination: The weakest-performing clan is eliminated.

Contestants:
START: 80
REMAIN: 60

Episode 4: "The Keshik Trials"

Challenge: The remaining contestants compete in individual skill trials to prove themselves worthy of joining the **Keshik** (the elite guard of Genghis Khan).

- Trials include archery, precision horse maneuvers, and endurance tests.

Elimination: The **bottom 30 performers** across all clans are eliminated.

Contestants:
START: 60
REMAIN: 30

Episode 5: "Betrayal in the Steppe"

Challenge: A social and survival test. 3 clans are formed (10 members each) and sent to "steppe camps" with limited supplies. They must barter, raid, or form alliances to gain resources.

Twist 1: Clan Leaders secretly meet and are given the option to betray one ally clan for an advantage in the next episode.

Twist 2: A hidden "spy" is planted in one clan, feeding information to others.

Elimination: After a competitive raid challenge, the weakest clan eliminates 3 of their own.

Contestants:
START: 30
REMAIN: 27

SEASON BREAKDOWN CONT'D

Episode 6: "The Horde"

Challenge: Remaining contestants are re-sorted into **three large hordes**. Each horde competes in an epic siege challenge, storming a massive fortress with physical and mental trials along the way.

Twist: Clan Leaders can defect to another horde mid-challenge, taking one member with them—but risking their reputation.

Elimination: The losing horde votes out **2 members**.

Contestants:
START: 27
REMAIN: 25

Episode 7: "Khan's Court"

Challenge: Contestants face a strategic negotiation and loyalty test. The "court" involves forming temporary alliances and debating their contributions to the empire.

Twist: Contestants must vote for the **three most untrustworthy players**, who are sent into a dangerous 1v1v1 elimination challenge.

Elimination: The 2 losers of the elimination challenge are sent home.

Contestants:
START: 27
REMAIN: 25

Episode 8: "Legacy of the Khan"

Challenge: Individual trials test contestants' mastery of Genghis Khan's three pillars of leadership: **strategy, strength, and diplomacy**. Challenges include:

- Tactical war simulations.
- Strength-based endurance challenges.
- Negotiation with actors playing rebellious tribes.

Twist: The top 5 performers get to form their own "mini-clans" for the next episode.

Elimination: The **bottom 5 performers** are eliminated.

Contestants:
START: 25
REMAIN: 20

Episode 9: "The Final Conquest"

Challenge: Mini-clans battle for dominance in a sprawling conquest challenge spanning physical, mental, and strategic tests. Each mini-clan must:

- Storm fortresses.
- Capture key resources.
- Solve an ultimate tactical puzzle.

Twist: Clan Leaders can "exile" one member mid-challenge to advance their clan's position.

Elimination: The 10 weakest contestants (based on overall contributions) are eliminated.

Contestants:
START: 20
REMAIN: 10

Episode 10: "The Khan's Ascension"

Challenge: A grand, multi-part finale. Finalists face:

- A brutal endurance race across a harsh steppe.
- A mental test of strategy to conquer a symbolic map.
- A dramatic, head-to-head combat challenge representing the spirit of the Mongol empire.

Twist: Previous Clan Leaders who didn't make the finals secretly vote to give one finalist an advantage.

Winner: The **last contestant standing** is crowned **The Khan**.

104 CHALLENGE OUTLINE

"The Keshik Trials"

The "Keshik Trials" are inspired by the elite bodyguards of Genghis Khan, known as the **Keshik**—a group that embodied loyalty, precision, strength, and adaptability. This episode is designed to push contestants to prove they have what it takes to stand among the elite.

Overview:

Contestants face three trials inspired by the elite Keshik guard, testing precision, endurance, and strategy. Points are awarded in each trial, and the lowest 30 scorers are eliminated.

Challenges:

1. "Arrow of the Khan"

- I. Contestants shoot arrows at stationary and moving targets while riding a horse.
- II. Points vary by target difficulty; Clan Leaders can impose penalties like weighted quivers.

2. "March of the Keshik"

- I. A 3-mile obstacle course carrying a 50-pound pack.
- II. Obstacles include mud pits, river crossings, and walls. Clan Leaders can add extra weight to opponents.

3. "The Siege Puzzle"

- I. Contestants plan a fortress breach using puzzle pieces.
- II. Scored on efficiency, creativity, and use of Mongol tactics. Leaders can sabotage by removing key pieces.

Scoring & Elimination:

- Points are cumulative across all trials.
- Clan Leaders' pre-ranked favorites earn bonus points.
- The 30 lowest-scoring contestants are eliminated.

