

Run #1: John Sutter and the Map to the Lost Gold Mine

Season 1, Episode 8

Number of Pendants: 2

Temple Layout: 2

Artifact Location: The Tomb of the Ancient Kings

Result: Win (0:16 left)

My Review: Okay, so now it's time for the first run for the Blue Barracudas and we're in for an exciting one. Damian (Player 1) went in first and encountered the first two Temple Guards within 24 seconds forcing Jennifer (Player 2) to continue the remainder of the run. Jennifer encountered the third Temple Guard in the Room of the Golden Idols with just over two minutes remaining. Luckily, she was able to continue on from there and she made excellent progress throughout. She grabbed the artifact with 53 seconds remaining and continued to make her way out of the temple. The only mishap as the run came to an end was accidentally slipping and falling on some cables at the Temple Gate. I just hope the production team picked up on this and made sure to find another place for those cables to prevent future slips. Nevertheless, a very successful run! And it was also brought to my attention that this was the first run where all three Temple Guards were encountered and the team still won.

Run #2: The Lost Logbooks of Magellan

Season 1, Episode 14

Number of Pendants: 1 ½

Temple Layout: 4

Artifact Location: The Dungeon

Result: Triple Seizure (run ended with 0:18 left)

My Review: Okay, so where to begin on this one? The biggest mistake of this run was when Robert (Player 1) entered the Room of the Harmonic Convergence, encountered the first Temple Guard, and was forced to turn around. If he chose the Heart Room first, a Triple Seizure would've been avoided, but just based on the Temple Guard placements, the team still would've missed the grand prize because Jessica (Player 2) would've had to go in. On the other hand, if Robert tried the door to the Observatory from the Wall Climb and it opened, this run would've been a solo victory. On another note, we actually never saw onscreen where the other ½ pendant was.

Run #3: The Moccasins of Geronimo

Season 1, Episode 15

Number of Pendants: 1 ½

Temple Layout: 4

Artifact Location: The Pirate's Cove

Result: Win (Solo - 1:06)

My Review: Well, this one worked out like a charm. Mitchell (Player 1) knew his route and went with it. But there's something I don't understand: The Wiki states that Mitchell dodged the Temple Guard in the Dungeon and I never once saw the guards' door open in the Dungeon while Mitchell climbed the latter. If that guard really was there, Mitchell would've gotten taken out of the temple and Emily (Player 2) would've had to take over. Nonetheless, this was a great and fast run. In fact, Mitchell was just a few seconds off the Temple Run record. Well done!

Run #4: The Lucky Pot-Bellied Pig of Amelia Earhart

Season 1, Episode 17

Number of Pendants 1 ½

Temple Layout: 4

Artifact Location: The Room of Harmonic Convergence

Result: Failed Acquisition (Solo)

My Review: Where to begin on this one? Well, Kristin (Player 1) went a long time in between Temple Guard encounters. She encountered the first one right away in the Room of the Three Gargoyles but didn't encounter another one until she reached the Swamp. At first, I thought with the amount of progress made, I thought she was just slower than normal, but where she really had trouble was the Wall Climb. Anyway, since the remaining Temple Guard was in the Heart Room, if she went in that room, Scott (Player 2) would've had a chance to go in. I say this because, by the time Kristin encountered the Temple Guard in the Swamp, there was only 3 seconds left. Thus, Scott had no time to make any sort of progress. I will say this: If Kristin started in the Cave of Sighs and picked up the pace a bit, this would've been a solo victory.

Run #5: The Treasure Map of Jean Laffite

Season 1, Episode 19

Number of Pendants: 1 ½

Temple Layout: 5

Artifact Location: The Swamp

Result: Failed Acquisition

My Review: So, what really went wrong here was when Aaron (Player 1) tried opening the door from the Room of the Three Gargoyles to the Troubled Bridge, he didn't see that the bridge was accessible, so he ended up taking the lower route and turning the wheel. Thus, he encountered the first two Temple Guards very quickly: One in the Room of Harmonic Convergence and the other in the Heart Room. Once Teri-Kay (Player 2) went in, she tried to get the Troubled Bridge door opened and succeeded. Something tells me, that maybe she should've gone first and took the upper route all along. I would've love to say that doing this would make a solo run, but since the door from the Observatory to the Treasure Room didn't open, that sort of canceled out that possibility. Anyway, it's hard to see onscreen, but it's likely that the other ½ pendant was in the Heart Room and Teri-Kay may not have seen it. Ergo, just based on the Wiki stating that the last Temple Guard was in the Tomb of the Ancient Kings, Teri-Kay should've grabbed that other ½ pendant or this would've been a Triple Seizure run. So, yeah, this run definitely had its flaws.

Run #6: The Belly Button of Buddha

Season 1, Episode 23

Number of Pendants: 2

Temple Layout: 6

Artifact Location: The Observatory

Result: Win (Solo - 0:11 left)

My Review: So, Jennifer (Player 1) may have been slow at times, but the saving grace of this run was the Temple Guard placement. Jennifer didn't encounter one Temple Guard until she reached the Treasure Room. But thanks to that being the only encounter, she still had time left to grab the artifact and get it out of the temple before time ran out. Well done!

Run #7: The Golden Jaguar of Atahaulpa

Season 1, Episode 29

Number of Pendants: 1

Temple Layout: 7

Artifact Location: The Treasure Room

Result: Failed Escape

My Review: There's always those instances where one wrong turn can cost you and that definitely applies here. At one point, Chris (Player 1) went up from the Throne Room to the Heart Room and encountered a Temple Guard. BIG MISTAKE! That wrong turn cost the team the grand prize. Instead, Chris got taken out of the temple in the Shrine of the Silver Monkey with 1:25 left on the clock and Tracey (Player 2) had to take over. She picked up where Chris left off and just managed to grab the artifact with 2 seconds remaining. Had Chris avoided the Heart Room altogether, this run would've been a solo victory.

Run #8: The Diary of Dr. Livingstone

Season 2, Episode 7

Number of Pendants: 2

Temple Layout: 11

Artifact Location: The Shrine of the Silver Monkey

Result: Win (0:05 left)

My Review: This run went really well. Tabitha (Player 1) was off to a good start and made some great progress until she had her second Temple Guard encounter in the Dark Forest. Brett (Player 2) took over and grabbed the artifact with about 44 seconds remaining. Once he grabbed it, he made great time getting out of the temple. Well done!

Run #9: The Stone Head of the Evil King

Season 2, Episode 12

Number of Pendants: 2

Temple Layout: 11

Artifact Location: The Swamp

Result: Failed Acquisition

My Review: Oh, boy, where to begin on this one? So, Heather (Player 1) started off okay until her two Temple Guard encounters. But, the real problem of this run was when Tony (Player 2) reached Medusa's Lair. He spent over a minute trying to put four snakes into Medusa's head. Odds are, the team should've tried to open the Observatory from the Pit, and that whole Medusa's Lair incident would've been avoided. As a result, this could've been a solo victory. Thankfully, the producers picked up on what happened and decided that future teams would only have to place two snakes in Medusa's head. To be totally honest, I think it should've been that way from the beginning.

Run #10: The Electrified Key of Benjamin Franklin

Season 2, Episode 15

Number of Pendants: 1

Temple Layout: 11

Artifact Location: The Throne Room

Result: Failed Acquisition

My Review: Here comes another instance where one wrong turn can cost you. Peter (Player 1) started off strong, but his big mistake was going down to the Heart Room from the Observatory when he could've gone into the King's Storeroom. If he skipped the Heart Room, he would've avoided a Temple Guard and this run could've been another solo victory. Instead, Michelle (Player 2) had to take over with 1:38 left. She made excellent progress where Peter left off. Her only mistake was going down to the Mine Shaft from the Shrine of the Silver Monkey when the door to the Dark Forest was open. That wrong turn cost her about 5 seconds, but even with that, she probably still would've missed the artifact.

Run #11: The Heart-Shaped Pillow of Annie Taylor

Season 2, Episode 16

Number of Pendants: 1

Temple Layout: 11

Artifact Location: Medusa's Lair

Result: Win (Solo - 0:20 left)

My Review: Well, I would expect a one pendant run for a treasure in the center room to be a challenge, but for a solo victory, it worked out perfectly for Missy (Player 1). She only encountered one Temple Guard the entire run and according to the placement of the other Temple Guards, it was a good thing she started with the Ledges. Overall, this ended up being an excellent run. Well done!

Run #12: The Ivory Elephant of Scheherazade

Season 2, Episode 20

Number of Pendants: 2

Temple Layout: 12

Artifact Location: Medusa's Lair

Result: Failed Acquisition

My Review: And here comes another example of a brutal layout. With the artifact in the center room, it's best if the intended route starts on the low end, but it wasn't that way in this one. Nevertheless, Monica (Player 1) got off to a good start until she got taken out in the King's Storeroom. When Brad (Player 2) took over, he made some fairly decent progress himself. His big mistake was not noticing that the door from the Shrine of the Silver Monkey to the Dark Forest had opened, he would've shaved off 15 seconds. Ergo, he probably would've had a better chance at reaching the artifact, but the team still would've missed the grand prize. I want to say that starting at the Crypt instead of the Ledges would've helped, but the Temple Guard placements just didn't make a solo run possible. So, yeah...definitely brutal!

Run #13: The Mask of the Man in the Iron Mask

Season 2, Episode 26

Number of Pendants: 2

Temple Layout: 12

Artifact Location: The Observatory

Result: Failed Acquisition

My Review: Once again, one wrong turn can cost you and it happened here. Danielle (Player 1) started strong but took one wrong turn by going up to Medusa's Lair from the Laser Light Room. Problem with this wrong turn is that's where she encountered her first Temple Guard. She encountered the second Temple Guard in the Swamp and then Justin (Player 2) had to take over. At first Justin went to the Crypt, but backtracked just in time before encountering the last Temple Guard. Thankfully, he avoided that encounter. Anyway, despite Justin's progress, had Danielle ignored Medusa's Lair, this would've been a solo victory.

Run #14: The Silk Sash of Mulan

Season 2, Episode 29

Number of Pendants: 2

Temple Layout: 13

Artifact Location: The Room of the Secret Password

Result: Failed Acquisition

My Review: Well, this run could've been doable, but the Observatory ended up being a dead-end. Had Jessie (Player 1) noticed the Laser Light Room was opened, the Observatory could've been skipped, but Stephen (Player 2) still would've had to take over. And if that happened, the team would've had some chance of reaching the artifact. On the other hand, if the team started with the Ledges instead of the Crypt, this could've been another solo victory.

Run #15: The Mysterious Manuscript of Mary Shelley

Season 3, Episode 18

Number of Pendants: 2

Temple Layout: 15

Artifact Location: The Dark Forest

Result: Failed Acquisition

My Review: The difficulty of putting the silver monkey together is highly debatable and this run surely highlights that. Kate (Player 1) started off the run well, but if she went up to the King's Storeroom instead of the Chamber of the Sacred Markers, this would've been another solo victory. The real problem with this run was when Larry (Player 2) had trouble in the Shrine of the Silver Monkey. The problem was the belly was upside-down. I don't know why Larry had trouble with the monkey, but that'll forever remain a mystery.

Run #16: The Missing Portrait of Hans Holbein

Season 3, Episode 20

Number of Pendants: 2

Temple Layout: 15

Artifact Location: The Chamber of the Sacred Markers

Result: Failed Acquisition

My Review: Here we go again with another brutal layout. No matter what, this could not have been a solo victory. Rachel (Player 1) started out at a decent pace and Keith (Player 2) picked up where she left off quite nicely. The only thing that stood in their way was the fact that time was not on their side. Keith finished the run in the Dark Forest and there wasn't really a way to skip any rooms. Hence another example of a brutal layout.

Run #17: The Red Sash of Tokugawa Ieyasu

Season 3, Episode 25

Number of Pendants: 2

Temple Layout: 15

Artifact Location: The Tomb of the Headless Kings

Result: Failed Acquisition

My Review: This layout was not as brutal as the previous one, but it was still a tough one.

Brandy (Player 1) got off to a good start but got taken out in the Room of the Secret Password.

Once Quentin (Player 2) took over, he moved at a decent pace himself, but he got slowed down in the Room of the Secret Password. Had the door opened when Brandy had time to say "Long Live Olmec," or if Quentin saw that the door to the Quicksand Bog was open, he would've reached the artifact in time. But they probably still would've missed the grand prize (though I'm not 100% sure on that).

Run #18: The Mummified Hand of the Egyptian King

Season 3, Episode 30

Number of Pendants: 1 ½

Temple Layout: 15

Artifact Location: The Dark Forest

Result: Triple Seizure (run ended with 0:51 left)

My Review: This run was the only time Player 1 got taken out after an encounter with the first Temple Guard. Maggie (Player 1) lost her pendant in the Pit of the Pendulum and didn't realize this until she saw the Temple Guard in the Tomb of the Headless Kings. Josh (Player 2) had to retrieve it. But as he did, he made the mistake that made a Triple Seizure happen. He went up to the King's Storeroom from the Pit. Now he probably thought "Well, if I do this, I'll save some time." While that would make sense, what he didn't know was that the other ½ pendant he needed was located in the Chamber of the Sacred Markers, so this plan eventually backfired on him when he encountered the third Temple Guard in the Room of the Secret Password.

Run #19: The Pearl Necklace of Gwalior

Season 3, Episode 33

Number of Pendants: 2

Artifact Location: The Quicksand Bog

Result: Failed Acquisition

My Review: So, this ended up being a tough but doable run. Ryan (Player 1) started off strong, but it was the placing of the Temple Guards that caused the downfall of this run. Though there was a stroke of luck in this run: Apparently one of the Temple Guards was in the Room of the Ancient Warriors. Ryan only tried the middle armor and the Temple Guard did not pop out from that one. But it would not have mattered as Ryan got taken out in the Shrine of the Silver Monkey. Dawn (Player 2) had to take over with about 1:26 left. She had some small hesitations while getting back to where Ryan left off. But at least she made some decent progress, but just came a few seconds short of reaching the artifact.