The Price Is Right Live™ Stage Show
Spring/Summer 2016 OFFICIAL RULES

NO PURCHASE NECESSARY TO PARTICIPATE IN THIS PROMOTION. PURCHASE OF A TICKET WILL NOT IMPROVE YOUR ODDS OF (i) BEING SELECTED AS A CONTESTANT OR (ii) WINNING A PRIZE. FOR FREE METHOD OF ENTRY, PLEASE SEE REGISTRATION SECTION BELOW.

THE PRICE IS RIGHT LIVE™ STAGE SHOW IS BASED ON, BUT IS NOT IN ALL RESPECTS THE SAME AS, THE PRICE IS RIGHT® TELEVISION PROGRAM. THESE OFFICIAL RULES ARE THE SOLE RULES THAT GOVERN THE PRICE IS RIGHT LIVE™ STAGE SHOW.

BY PARTICIPATING IN THIS PROMOTION, YOU HEREBY AGREE AND CONSENT TO THE FOLLOWING OFFICIAL RULES ("**OFFICIAL RULES**"), AND ACKNOWLEDGE THAT YOUR PARTICIPATION IN THIS PROMOTION SHALL BE GOVERNED BY THE FOLLOWING:

Sponsor: THE PRICE IS RIGHT LIVE™ is produced by, and the Promotion is sponsored by GOOD GAMES LIVE, INC. 2900 W. Alameda, Burbank, CA 91505.

1. Definitions:
   a. "**Venue**" shall mean the specific location where the individual attends the Show and/or registers for the Promotion. No Venue is a sponsor of the Promotion.
   b. "**Producer**" shall mean Good Games Live, Inc.
   c. "**Show**" shall mean THE PRICE IS RIGHT LIVE™ stage show, based on the television program THE PRICE IS RIGHT®.
   d. "**Eligible Individual**" shall mean individuals who meet all criteria as set out in Official Rule #8 below.
   e. "**Contestant**" shall mean Eligible Individuals selected to participate as a contestant in the following game play: Main Games, Matching Funds Games, Fast Money Games, and the THE PRICE IS RIGHT Big Money Challenge.
   f. **"Promotion**" shall include all onstage game play associated with the Show, as well as any audience giveaways as may be provided by Sponsor in its sole discretion.
2. The purpose of these Official Rules is to govern the Promotion associated with the Show through which Eligible Individuals can receive prizes through the game play described below. Although the Show is based on the THE PRICE IS RIGHT® television program, to the extent there are differences between the format of the television program and the Promotion, the rules of the Promotion are as stated herein and govern the Show.
3. Each Show, including audience warm-up, will run approximately ninety (90) minutes.
4. All prize values in these Official Rules are in US dollars.
5. The Promotion is subject to applicable federal, state, and municipal rules and regulations and all aspects of the Promotion are subject to the approval of the appropriate regulatory authorities. Void where prohibited or restricted by law.
6. **There is no ticket purchase required to participate in the Promotion, and the purchase of a ticket will not be considered a factor in determining Show Contestants. Only those who possess a valid ticket will be allowed into the Venue to watch the Show. Eligible Individuals selected to compete as**

Contestants in the Show who do not otherwise possess a valid ticket will be provided with a complimentary ticket in order to enter the theatre space to compete as a Contestant.

7. All Show times are approximate. Venue and Producer reserve the right to modify Show times when there are extenuating and/or unforeseen circumstances.
8. Eligibility:
    a. "**Eligible Individual**" shall be defined as an individual resident of Canada or the 50 United States (including Washington D.C., but specifically excluding any territories or possessions and residents from provinces/states listed in Official Rule 8.b.v below) who has registered with the Producer who:
        i. is 18 or older, and the age of majority in the state where the Show is held;
        ii. is not deemed ineligible under Official Rule 9.b;
        iii. has and presents on request a valid form of government issued photo ID, such as passport, driver's license, or other identification;
        iv. has not attended the Show at any venue more than four (4) times in the past calendar year AND has not participated as a Contestant in the Show at any venue at any point during the past calendar year.

    b. The following individuals are not eligible:
        i. Employees or former employees (within the past year), directors or officers of Good Games Live, Inc., FremantleMedia North America, Inc., THE PRICE IS RIGHT Live, Venues, and/or booking agent(s) for Venues or any promotional agency, advertising agency or prize supplier involved with the Show or any of their respective parent companies, subsidiaries, or affiliates, and Immediate Family members of these employees or sharing the same residence with any employee involved in coordinating/executing promotions or tournaments. As used herein, "Immediate Family" is defined as: mother, father, spouse, domestic partner, children, son-in-law, daughter-in-law, mother-in-law, father-in-law, step-parents, step-children, sister, brother, grandmother, grandfather, grandchildren, and any relative or other person residing in the employee's place of residence. Vendors, partners or anyone having a business relationship with Producer, FremantleMedia North America, Inc. or anyone the Producer deems to have an unfair advantage in playing the game are also ineligible to participate in the Promotion.
        ii. Any members of the media associated with advance press and reviews to promote the Show.
        iii. Individuals who have received complimentary tickets in exchange for any good, service and/or pre-existing relationship, provided, however, individuals who may have won complimentary tickets in connection with sponsorships or promotions shall be eligible to participate provided they meet all other eligibility requirements.
        iv. Those who have been prohibited from entering the Venue and/or any other properties owned or operated by the Venue.
        v. **Individuals who are residents of Quebec and Puerto Rico. However, individuals residing in these provinces/territories may attend the Show as non-participating ticket holders.**

9. Any prize winners who fail to meet the eligibility requirements must forfeit any prizes that they would otherwise have won while participating in the Promotion and the prize will not awarded. All decisions of the Producer regarding the interpretation of Official Rules, eligibility, game play, the order in which contestants compete, or any other aspect of the Show will be final and binding on all participants without appeal.
10. Venue and Producer reserve the right to modify or cancel the Promotion at any time, for any reason, subject to any applicable regulatory approval, if required.
11. Eligible Individuals are responsible for any and all applicable taxes as may arise from participation in the Promotion and/or winning a prize.
12. Venue and Producer are not responsible for lost, stolen, late, mutilated, or illegible Registration Forms nor for electronic transmission errors or delays resulting in omission, interruption, deletion, defect, delay in operations or transmission, theft or destruction or unauthorized access to or alterations of entry materials, or for technical, hardware, software, or telephone failures of any kind, lost or unavailable connections, fraud, incomplete, garbled, or delayed computer transmissions, whether caused by Venue, Producer, users, or by any of the equipment or programming associated with or utilized in the Promotion or by any technical or human error which may occur in the processing of submissions which may limit, restrict, or prevent an Eligible Individual's ability to participate in the Promotion. All Registration Forms become the property of the Sponsor and will not be returned.
13. If for any reason the Promotion and/or Show is not capable of running as planned, or an event beyond the control of Venue or Producer corrupts or affects the administration, security, fairness, integrity, or proper conduct of the Promotion, Venue and Producer reserve the right at their sole discretion to cancel, terminate, modify or suspend the Promotion.
14. Any attempt by any person to deliberately damage any program or to undermine the legitimate operation of the Promotion and/or Show may be a violation of criminal and civil laws and should such an attempt be made, Venue and Producer reserve the right to seek damages from any such person to the fullest extent of the law.
15. Venue and Producer are not liable for injuries or losses arising or resulting from participation in the Promotion and/or Show and are not liable for events or errors by employees for negligent conduct and are not liable in the event of any equipment or software malfunction.
16. By participating in the Promotion, Eligible Individuals agree to these Official Rules. Venue or Producer may disqualify any person based on fraud, dishonesty, violation of Official Rules or other misconduct, whether or not directly related to the Promotion.
17. Without express authorization from Producer, attendees shall not be allowed to take pictures or videos while in the theatre space. Producer and Venue reserve the right to eject individuals found violating this rule from the Venue.

Attending the Show:

18. Each person who enters the theatre space to watch the Show must have a valid ticket. Eligible Individuals selected to compete as Contestants in the Show who do not otherwise possess a ticket shall be provided with a complimentary ticket in order to enter the theatre space.
19. Ticket holders must register separately and in person to be possibly selected as a Contestant in the Show. The purchase of a ticket does not constitute registration into the contestant pool, nor does it guarantee that ticket holder will be selected to play as a Contestant.

20. Tickets are non-transferable and non-replaceable. Venue and Producer are not responsible for lost, forgotten or stolen tickets. Tickets are subject to review and verification.
21. Venue and Producer reserve the right to distribute additional tickets via advertising, direct mail or other promotional means.

Registration:

22. Each Eligible Individual who wishes to enter the Promotion must attend in person and complete a registration form ("**Registration Form**"), which includes the individual's full name, date of birth and address. Eligible Individuals may only register once for each Show.
23. The registration window will open three (3) hours before scheduled Show time and will close fifteen (15) minutes before scheduled Show time. The closing of the registration window can be extended at the discretion of Producer. No individuals will be allowed to register after the registration window closes.

    For illustration purposes only, if the scheduled Show time is at 8:00pm, the registration window will open at 5:00pm and close at 7:45pm and no registrations will be accepted after 7:45pm.

    PLEASE CHECK YOUR TICKET OR THE VENUE WEBSITE FOR THE SCHEDULED SHOW TIME AS IT MAY DIFFER FROM THE ILLUSTRATION ABOVE.

24. Registration will be held at or near the Venue box office. Show times are subject to change. An individual may only register once. An admission ticket is not required to register.
25. Non-ticket holders who have registered must be present in the designated registration area when their name is called in order to be confirmed as a Contestant in the Show. In the event a non-ticket holder is randomly selected as a Contestant and makes it known that they are present within the time period specified below and confirms they wish to participate as a Contestant, Producer will provide them with a complimentary ticket to enter the theatre space.

Contestant Selection:

26. Contestant selection process shall be random ("Random Selection Process"), and Producer reserves the right to modify the Random Selection Process at its discretion. When registration is completed, all completed registrations (regardless of ticket purchase) will be eligible for selection. In the event electronic registration is used, names shall be randomly selected from the database; in the event registration cards are used, all cards shall be pooled together and individual cards shall be selected.
27. Regardless of method of registration, Producer or Producer's designee will then draw sixty (60) names at random. Not all sixty (60) selected names may be called to play. Eligible Individuals who are selected as a One Bid Contestant will be ineligible to play subsequent One Bids. Contestants who spin the Big Wheel will be ineligible to play One Bids. All Contestants and Eligible Individuals are, however, eligible to participate in the Showcase Round. This rule does not apply to designated players (i.e., individuals designated by a selected Contestant to play on their behalf due to illness, infirmity or other physical inability to play).
28. When the name on the card is announced, the person named must immediately make it known that they are present. If, after thirty (30) seconds, the Producer(s) are unable to readily identify the person whose name was called as being present in the auditorium, the Eligible Individual will be deemed absent and another Eligible Individual will be selected as the Contestant.

29. In the event that an Eligible Individual is chosen by having his/her name randomly drawn, and does not wish to play the game, s/he may forfeit their participation in the Show, and Producer shall randomly select another Eligible Individual.
30. In the event that an Eligible Individual is unable to play due to physical injury or incapacity, said Eligible Individual may designate a proxy player to play on his/her behalf, provided such designated proxy player also meets the eligibility criteria set forth herein. All prizes won by the designee are the property of the original person whose name was selected.

Awarding of Prizing

31. Awarding of prizing is contingent verification that Contestant was an Eligible Individual by verifying age, residency, and that the Eligible Individual was not deemed "ineligible" by virtue of past participation in the event or under any terms as set out in Official Rule #8 above. In the event that an ineligible person participates in the event and is potentially eligible for prizing, this person will be disqualified from winning the prize and the prize will be forfeited and will not be played for again.

RULES 32-33 APPLY ONLY FOR SHOWS IN CANADA:

32. In order to be confirmed as the winner of any prize, the Eligible Individual must first correctly answer unaided and without the benefit of any calculating devices, a time limited mathematical skill-testing question. Failure to correctly answer the question will result in forfeiture of the prize. All answers to skill testing questions are final. Potential winners must comply with all promotion rules before being declared a winner. Should a potential winner incorrectly answer the skill testing question, or otherwise fail to comply with all the promotion rules, the potential winner will be disqualified, will not receive any prize, the prize will be forfeited and will not be played for again.
33. In order to be confirmed as the winner of any prize, Eligible Individuals who have correctly answered the skill based question must also complete and sign a standard release form, including a publicity release (where permitted by law), confirming compliance with these promotion rules, acceptance of the prize as awarded and indemnifying and releasing FremantleMedia North America, Inc., Good Games Live, Inc., Venue, Venue booking agent(s) and any other parties and their respective parent companies, affiliates, subsidiaries, agencies, agents, respective directors, officers, employees, representatives, sponsors, successors and assigns (“Released Parties”) from any liability for any loss, harm, damages, claims, costs, causes of action or injury whatsoever including, but not limited to, personal injury, accident or death, property damage, disappointment or inconvenience arising from any act, omission or negligence whatsoever relating to this promotion as a result of participation in the event and/or the receipt, ownership, possession, use or misuse of any prize.

FOR THE AVOIDANCE OF DOUBT, ALL POTENTIAL WINNERS, INCLUDING INDIVIDUALS WHO MAY HAVE QUALIFIED FOR A CONSOLATION PRIZE OR A RANDOM GIVEWAY PRIZE MUST ANSWER THE TIMED SKILL BASED QUESTION. THERE ARE NO EXCEPTIONS.

34. In order to be confirmed as the winner of any prize, Eligible Individuals must also complete and sign a standard release form, including a publicity release (where permitted by law), confirming compliance with these promotion rules, acceptance of the prize as awarded and indemnifying and releasing FremantleMedia North America, Inc., Good Games Live, Inc., Venue and their respective parent companies, affiliates, subsidiaries, agencies, agents, respective directors, officers, employees, representatives, sponsors, successors and assigns (Released Parties") from any liability for any loss,

harm, damages, claims, costs, causes of action or injury whatsoever including, but not limited to, personal injury, accident or death, property damage, disappointment or inconvenience arising from any act, omission or negligence whatsoever relating to this promotion as a result of participation in the event and/or the receipt, ownership, possession, use or misuse of any prize.

Show Details:

35. Each Show will run approximately ninety (90) minutes.
36. During each Show, selected Contestant will have a chance to win cash and prizes through the game play described below.
37. Cash prizes will be paid either in the form of checks issued by the Producers and sent by mail to address provided by winning contestant or as cash vouchers/winners tickets redeemable through the Venue.
38. All winning Contestants will complete a prize redemption form following the Show.
39. Each Show will follow the same format, in this order:
    - One Bid #1
    - The winner of One Bid #1 will play Game #1: Punch A Bunch
    - One Bid #2
    - The winner of One Bid #2 will play Game #2: Any Number
    - One Bid #3
    - The winner of One Bid #3 will play Game #3: Cliffhangers
    - *The Big Wheel*. Three randomly selected individuals will play The Big Wheel.
    - One Bid #4
    - The winner of One Bid #4 will play Game #4: Hole in One
    - One Bid #5
    - The winner of One Bid #5 will play Game #5: Plinko® Game
    - Game #7: Showcase. Two randomly selected individuals will participate in the Showcase.

    Producers reserve the right to alter the order in which games are played during the Show. In certain venues, due to space limitations, the game “Hole In One” may not be able to be played. In these cases, “Range Game” is substituted for “Hole In One”. “Range Game” may also be added to the Show at the Producer’s discretion, usually in the event of a technical delay.

    Matching Audience Winner: Throughout the Show, Producer may also, at its discretion, identify a Contestant from the audience to be a “Audience Matching Winner”. Such Audience Matching Winner(s) will be selected as part of the random selection process detailed in Rules 27-28. Producer will identify the Audience Matching Winner(s) as the Contestant plays games above.

40. Contestants who participate in any of the foregoing games and do not win will receive a consolation prize, with a minimum value of $10.00 (the "Consolation Prize"). Total number of Consolation Prizes awarded in any given Show varies by number of Contestants that do not win their game, but a total of twenty-five (25) Consolation Prizes are potentially available to be won.

Pricing + Prizes

41. For shows performed in the United States, all prices and cash prizes shall be in US dollars (USD). For shows performed in Canada, all prices, prize values and cash prizes shall be in Canadian dollars (CAD). Approximate total retail value of potential prizes to be won per show is Thirty-Six Thousand US Dollars ($36,000.00 USD). Producer reserves the right, in its sole discretion, to increase or decrease the total value of prizes, as well as the total number of prizes to be awarded in any given Show.

42. Prices used for game play throughout the Show are prices obtained from Amazon, Brookstone, Best Buy, manufacturers and other authorized dealers or suppliers. For performances in the United States prices will be based on US prices. For shows performed in Canada, prices will be based on either Canadian prices (where available) or US price converted into Canadian dollars at the current conversion rate no more than 7 days prior to the date of the performance. Prices for some or all grocery items are obtained from the Producers of The Price Is Right television show and, for shows performed in the US, are in US dollars. For shows performed in Canada, prices are based on Canadian prices where available or US price converted into Canadian dollars at the current conversion rate no more than 7 days prior to the date of the performance. Prices for publicly-traded stock are based on the opening or current price of the stock on the morning of the day of the Show, and are in US dollars. If the stock market is closed day of Show, the price used is the current price on record.

    Prices from Amazon are defined by Amazon as follows: "Except where noted otherwise, the List Price displayed for products on our website represents the full retail price listed on the product itself, suggested by the manufacturer or supplier, or estimated in accordance with standard industry practice. The List Price is a comparative price estimate and may or may not represent the prevailing price in every area on any particular day. For certain items that are offered as a set, the List Price may represent 'open-stock' prices, which means the aggregate of the manufacturer's estimated or suggested retail price for each of the items included in the set. Where an item is offered for sale by one of our merchants, the List Price may be provided by the merchant."

    Prices for Best Buy items are prices published by Best Buy or obtained from Best Buy.

    Prices for Brookstone items are prices published by Brookstone or obtained from Brookstone.

43. Prices for trips are updated weekly and are currently based on current market values for departure thirty (30) days from date of update and are in US dollars. Prices for automobiles, boats, ATVs and their respective options are MSRP prices published or obtained from authorized dealers or from the manufacturer and are in US dollars. For bidding purposes, the MSRP of the automobile is based upon information read by the announcer during the Show, and not by the demonstration vehicle used on stage or appearing on the screens. Options appearing on the item on stage are only included in the MSRP if the announcer reads those options during the Show.

GAME PROCESSES

44. One Bid Process:

- The One Bid process is used to determine which one (1) of the four (4) Contestants on contestants' row will have the chance to participate in the pricing games described below.
- A prize is described by the Show announcer and displayed onstage. The four (4) Contestants on contestants' row bid on the price of the prize. No two Contestants may bid the exact same price on the same item.
- The Contestant who bids closest to the retail price of the prize (without exceeding the price of the prize) will come onstage to participate in the game process.
- The three (3) remaining Contestants return to their seats with a Consolation Prize.
- Should a Contestant bid the exact retail price of the item, s/he will receive a $100.00 cash bonus. Any cash paid immediately on stage to the Contestant is for display purposes only, to be replaced by a checks issued by the Producers and sent by mail to address provided by winning contestant.
- In the event that all of the Contestants have overbid, a buzzer will sound. The host will then ask each of the Contestants to make another bid lower than the lowest of the previous bids. The Contestants will place their second bids in the order of the original bids. Play continues in this manner until there is at least one Contestant who has NOT overbid. If the price of the One Bid is accidentally or inadvertently revealed before the Contestants can place new bids, the Contestant whose bid was closest to the price of the One Bid item without exceeding the price of the item will play the pricing game on stage.
- Prior to playing a pricing game, if the Eligible Individual on stage is found to be ineligible, the Contestant from the remaining three One Bid players whose bid was next closest to the price of the One Bid item, without exceeding the price of the item, will play the pricing game on stage. If all three (3) remaining Contestants have overbid, the Contestant whose bid was closest to the price of the One Bid will play the pricing game on stage.
- In the event of an error in a One Bid, the stage game prize that would have been played for by the Contestant that should have won is awarded to that Contestant.

45. Punch a Bunch Game Process:

- The Contestant playing Punch A Bunch may win up to $5,000.
- The game board is a punchboard with 50 paper-covered holes, each containing a card with a dollar value which is one of the following: $100, $200, $300, $500, $750, $1000 or $5,000. The producers reserve the right to alter the dollar values on the cards.
- The Contestant is shown four grocery items, each tagged with an incorrect price.
- The announcer describes the first item and the Contestant states whether the correct price for the item is higher or lower than the price displayed. If the Contestant is correct, s/he earns one punch at the board and makes the punch wherever s/he chooses. The card inside the punched hole remains inside the hole and is not revealed. If the Contestant is incorrect, no hole is punched. The announcer then describes the second item and the Contestant states whether the correct price for the item is higher or lower than the price displayed. If the Contestant is correct, s/he earns one punch at the board, as described above. This continues one item at a time, until the prices of all four items have been revealed and punches have been made for each correct answer.
- The card in the first hole punched is removed and shown to the Contestant. The Contestant then decides whether to keep the cash amount shown on the card and end the game or to give back the card and continue. If the Contestant elects to keep the amount shown on the card, the game is over. If the

Contestant chooses to continue, s/he returns the card to the host. The amount on that card is thereby forfeited. Then the card in the second hole punched is revealed and the Contestant again chooses whether to quit and keep the amount on the card that has just been revealed, or to return the card and continue playing. This continues until the Contestant either accepts the cash amount shown on a card or has no more holes to look in. If there are no remaining punched holes, the Contestant wins the amount of money shown on the card found in the final hole.

- If one of the holes punched does not contain a card, the game is stopped and the cards are reshuffled and reset. The game then continues as described above.

46. Any Number Game Process:

- The game board contains ten (10) spaces representing four (4) digits for Prize #1, three (3) digits for Prize #2, and three (3) digits for the Piggy Bank. Only the Piggy Bank amount has a decimal point.
- The Contestant chooses a digit 0 through 9. Each digit appears on the board only once. The digit the Contestant has chosen is then lighted up, revealing its location on the game board. The Contestant then chooses another digit and its location on the game board is revealed. The Contestant continues calling out digits, one at a time. If all of the digits in the Piggy Bank are filled in, the game is over and the Contestant wins the amount in the Piggy Bank. If all of the digits in Prize #1 (the 4-digit prize) are filled in, the game is over, and the Contestant wins Prize #1. If all the digits in Prize #2 (the 3-digit prize) are filled in, the Contestant wins that prize and the game is over.
- If a total equipment failure occurs which prevents the Contestant from being able to play or to complete playing the game, the Contestant is awarded Prize #1 and Prize #2.

47. Cliff Hangers Game Process:

- The Contestant comes on stage to play Cliff Hangers for a prize package.
- The game is played on a graphic representation of a mountain which ascends to an abrupt cliff. At the base of the mountain stands a mountain climber whose pickaxe marks his position on the mountain. The mountain is divided into twenty-five (25) steps from the base to the edge of the cliff. The Contestant wins the prize package if the mountain climber does not move more than twenty-five (25) steps, and remains on the mountain.
- Three (3) small items are displayed onstage and described by the announcer.
- The Contestant bids on the price of the first item presented. If the Contestant correctly bids the price, the mountain climber does not move. If the Contestant does not bid the exact price of the item the mountain climber must ascend the mountain. The mountain climber ascends one (1) step along the mountain for every dollar the Contestant's bid differs from the price of the item. If the mountain climber falls off the mountain, the game is over and the Contestant does not win the prize package.
- The Contestant bids on the price of the second item presented. If the Contestant correctly bids the price, the mountain climber does not move from its current position. If the Contestant does not bid the exact price of the item the mountain climber must ascend the mountain. The mountain climber ascends one (1) step along the mountain from its current position for every dollar the Contestant's bid differs from the price of the item. If the mountain climber falls off the mountain, the game is over and the Contestant does not win the prize package.
- The Contestant bids on the price of the third item presented. If the Contestant correctly bids the price, the mountain climber does not move from its current position. If the Contestant does not bid the exact price of the item the mountain climber must ascend the mountain. The mountain climber ascends one

(1) step along the mountain from its current position for every dollar the Contestant's bid differs from the price of the item. If the mountain climber falls off the mountain, the game is over and the Contestant does not win the prize package. If the mountain climber does not fall off the mountain, the Contestant wins the prize package.

- If an error that would have changed the final outcome of the game is discovered following the conclusion of the game, the Contestant is awarded the prize package.

48. The Big Wheel :

- From among the pool of Eligible Individuals who were not selected to participate in the One Bid Process (and therefore did not have the opportunity to play a pricing game), Producer will select three (3) Contestants to spin the Big Wheel. If any of the three (3) Eligible Individuals selected is not present in the showroom when her/his name is called or is in the showroom but doesn't make her/his presence known when her/his name is called, s/he forfeits the opportunity to play the Big Wheel and another Eligible Individual will be called.
- The Big Wheel is a wheel with twenty (20) numbered spaces. The numbering system begins at 5 cents ($.05) and increases by 5-cent increments through one dollar ($1.00).
- The Contestant who gets closest to one dollar ($1.00) without exceeding one dollar ($1.00), using one (1) spin or a combination of two (2) spins, wins a prize.
- The Contestants spin the wheel in the order in which they were selected.
- Each Contestant must spin the wheel one (1) full revolution. If a Contestant does not spin the wheel one (1) full revolution, that spin is invalid and the Contestant must spin again. If the Contestant still cannot spin the wheel one (1) full revolution, the host may assist the Contestant with his/her spin.
- Before the first Contestant spins the Big Wheel, the wheel is set to the one dollar ($1.00) space.
- Each Contestant spins the wheel. The amount that the wheel lands on is the Contestant's score for the first spin. Once the wheel has stopped for three (3) seconds, the spin is considered final, even if the wheel should subsequently move to an adjacent space. After his/her first spin, the Contestant must decide if s/he would like to spin the wheel one (1) more spin. If the Contestant decides not to spin the wheel again, his/her final score is the score from his/her first spin. If the Contestant decides to spin the wheel again, s/he spins the wheel and the amount that the wheel lands on is the Contestant's score for the second spin. The scores from the first spin and second spin are added together to be the Eligible Individual's final score. *Eligible Individual needs assistance with his/her second spin, host may assist the Contestant OR if Big Wheel does not make a full revolution during the second spin, Contestant must spin again.).
- The Contestant whose final score is closest to one dollar ($1.00) without exceeding one dollar ($1.00) is the winner of the Big Wheel game and wins the two hundred and fifty dollar ($250.00) cash prize. If the Contestant's final score is over one dollar ($1.00) the Contestant no longer participates in the Big Wheel game.
- If any Contestant spins exactly one dollar ($1.00) in one (1) or a combination of two (2) spins, s/he wins one hundred dollars ($100.00) and gets a bonus spin. For the bonus spin, the wheel is reset to the 5-cent ($.05) space. The Contestant spins the wheel one **(1)** time. If the Contestant does not spin the wheel one (1) full revolution the spin is invalid and the Contestant does not receive an additional bonus spin. If the wheel lands on the 5-cent or 15-cent ($.05 or $.15) sections, the Contestant wins an additional five hundred dollars ($500.00). If the wheel lands on the one dollar ($1.00) space, the Contestant wins an additional one thousand dollars ($1,000.00).

- In the event that one or more Contestants have the same final score, a spin-off is held. Each of the Contestants with the highest final scores is allowed one **(1)** additional spin of the wheel. Spinning order remains the same between the two Contestants. Whoever achieves the highest score on the spin-off spin is the winner of the Big Wheel game. If a Contestant participating in the spin-off lands on the one dollar ($1.00) spot during the spin-off, s/he will win one hundred dollars ($100.00) and will earn a bonus spin. For the spin-off bonus spin, the wheel is reset to the 5-cent ($.05) space. The Contestant spins the wheel one (1) time. If the Contestant does not spin the wheel one (1) full revolution the spin is invalid and the Contestant does not receive an additional bonus spin. if the wheel lands on either the 5-cent or 15-cent ($.05 or $.15) sections, the Contestant wins an additional five hundred ($500.00). If the wheel lands on the one dollar ($1.00) space, the Contestant wins an additional one thousand dollars ($1,000.00).
- In the event that one or more Contestants have the same final score and that final score is one dollar ($1.00), a bonus spin-off occurs. For the bonus spin-off, each of the participating Contestants is allowed one (1) additional spin of the wheel. Spinning order remains the same between the two Contestants. Prior to each bonus spin-off spin, the wheel is reset to the five-cent ($.05) space. If an Contestant spins and the wheel lands on the five-cent ($.05) or fifteen-cent ($.15) space, the Contestant wins an additional five hundred dollars ($500.00). If an Contestant spins and the wheel lands on the one dollar ($1.00) space, the Contestant wins an additional one thousand dollars ($1000.00). If an Contestant does not spin the wheel one (1) full revolution for the bonus spin-off, s/he must spin again. However, that spin is no longer considered a bonus spin, and the Contestant would not be eligible for the cash bonuses described above. The winning Contestant in the spin-off wins the $250 prize.
- In the case of the Wheel malfunctioning in a way in which the Producers determine that equitable play is unable to continue, players who are still competing will each receive $250. In case a malfunction of this nature should occur during a bonus spin, the Contestant(s) will receive the top prize of $1,000.
- Any cash paid immediately on stage to the Contestant is for display purposes only, to be replaced by a cash voucher after the Show. Non-winners will receive a Consolation Prize.

49. Hole-In-One

- The Contestant comes on stage to play Hole-In-One for a prize package. If the Contestant putts a golf ball into the designated hole, s/he wins the prize package.
- A grass-like mat is set up on the floor like a putting green with a hole at one end. The mat is marked with lines at various intervals.
- Six (6) grocery items are shown on stage and described by the announcer.
- The Contestant must place the six (6) items in ascending order according to price. The Contestant chooses what s/he believes to be the lowest-priced item for the first line, farthest away from the hole on the putting green. The Contestant chooses what s/he believes to be the second-lowest priced item for the second line, and so on, until all six (6) items have been placed along the lines of the putting green.
- After each of the items has been placed, the host reveals the price of the first item, on the first line, and then he reveals the price of the item placed on the second line.
- If the price of the item on the second line is lower than the price of the item on the first line, the Contestant will attempt to putt a golf ball into the hole on the putting green from the first line.
- If the price of the item on the second line is higher than the price of the item on the first line, the host then reveals the price of the item on the third line.

- If the price of the item on the third line is lower than the price of the item on the second line, the Contestant will attempt to putt a golf ball into the hole on the putting green from the second line.
- If the price of the item on the third line is higher than the price of the item on the second line, the host then reveals the price of the item on the fourth line.
- If the price of the item on the fourth line is lower than the price of the item on the third line, the Contestant will attempt to putt a golf ball into the hole on the putting green from the third line.
- If the price of the item on the fourth line is higher than the price of the item on the third line, the host then reveals the price of the item on the fifth line
- If the price of the item on the fifth line is lower than the price of the item on the fourth line, the Contestant will attempt to putt a golf ball into the hole on the putting green from the fourth line.
- If the price of the item on the fifth line is higher than the price of the item on the fourth line, the host then reveals the price of the item on the sixth line.
- If the price of the item on the sixth line is lower than the price of the item on the fifth line, the Contestant will attempt to putt a golf ball into the hole on the putting green from the fifth line.
- If the price of the item on the sixth line is higher than the price of the item on the fifth line, the host moves a golf ball up to the sixth line. The Contestant will attempt to putt a golf ball into the hole on the putting green from the sixth line.
- The Producers reserve the right to give the Contestant an additional attempt to putt the golf ball into the hole. The second-chance putt will take place from whichever line the Contestant putted from on his/her first putt.
- If any errors that would change the outcome of the game are made by the Producers or Show staff, the Contestant is awarded the prize package.
- If an Contestant is infirm or disabled, the Producer has the right to change the line being putted from to a tine closer to the hole. If an infirm or disabled Contestant is unable to putt or would prefer not to putt for her/himself, s/he may elect to have a friend or family member from the audience putt from the line earned during the pricing portion of the game. If the Contestant doesn't know anyone in the audience, s/he may choose a volunteer from the audience to putt from the line earned during the pricing portion of the game. All prizes won are awarded to the original Contestant regardless of who putts.

50. The Plinko® Game Process:

- The Plinko® game is played on a tall rod-studded surface that is almost upright and it is played with discs that are dropped one at a time from a position above the multi-rodded surface. Each disc falls, by gravity, and bounces off the rods in its path until it reaches the bottom and drops into one of the nine receptacles. The nine receptacles are worth dollar values ranging from $0 up to $500, i.e. $50, $100, $250, $0, $500, $0, $250, $100, $50. The producers reserve the right to alter the dollar values on the receptacles.
- The Contestant is awarded one(1) disc upon starting the game, and then can win up to four (4) more in a pricing game as follows:
- There are four (4) small items with their prices in two (2) digits apiece. One (1) of the two (2) digits is the actual true number, the other digit is a false number. The Contestant must select the true digit. If s/he is
- right, a disc is won. If s/he is wrong, then the true digit is revealed and that opportunity is lost. (e.g., A rice cooker valued at $50 is shown with these two digits: 8 0. The second digit is the correct digit and

selecting the zero (0) wins the player another disc. The first digit is false and selecting the eight (8) loses that opportunity to get that disc.)

- Contestants do NOT win any of the items that they price in this game.
- In the event of graphics being incorrectly loaded in the game, if it would change the outcome of game, the Contestant is awarded the disc they would have won for that prize.
- If a chip gets stuck on the peg, the host may use a The Plinko® game stick to free the chip. However, this nullifies the outcome of that chip. That chip that got stuck is returned to the Contestant to be dropped again.

51. Showcase Process:
    - Producer will randomly select two (2) Contestants as set forth in Official Rules 26-30.
    - Two (2) Contestants, chosen as described above, play the Showcase, competing for a prize package. The Contestants are shown the Showcase prize package that is also described by the announcer. After the entire Showcase prize package has been revealed, each Contestant secretly writes down what s/he believes to be the price of the Showcase prize package. This is the Contestant's bid.
    - Contestants must not confer nor look at each other's bids; to do so will result in disqualification from the Showcase.
    - The host will ask each Contestant to speak the amount of his/her written bid. If the Contestant speaks a different bid than the written bid, only the written bid will be considered valid. If an Contestant has not written down a bid in the time allotted, s/he will be disqualified from the Showcase.
    - The host then announces which Contestant's bid is closest to the price of the Showcase prize package, without exceeding its price. That Contestant with the winning bid wins a prize, pre-selected by the producer, from the Showcase prize package.
    - If the winning Contestant's bid is under the actual price of the entire Showcase prize package, that winning Contestant shall win a prize, pre-selected by the producer, as described by Announcer in-Show. If the winning Contestant bid is under the actual value of the Showcase and within One thousand Dollars ($1000.00) of the price of the Showcase prize package, that winning Contestant will win an additional prize, pre-selected by the Producer. If the winning Contestant bid is under the actual value of the Showcase and within One Hundred Dollars ($100.00) of the price of the Showcase prize package, that winning Contestant will all items featured in the Showcase.
    - In the event that both Contestants' bids are greater than the price of the Showcase prize package, no prizes from the Showcase prize package are awarded to either Contestant.
    - In the event that both Contestants have the same written bid, and have not overbid, they both win one (the same) pre-selected prize from the Showcase prize package. If they both have the same written bid, without going over, and they are within One thousand Dollars ($1000.00) of the price of the Showcase package, they both win an additional prize from the showcase, pre-selected by the Producer. If they both have the same written bid, without going over, and they are within One hundred Dollars ($100.00) of the price of the Showcase package, they both win the entire Showcase prize package. If both bids are within One Hundred Dollars ($100.00) without going over, but different from each other, the player who is closer is the only winner, and wins the entire Showcase prize package.

52. **GENERAL CONDITIONS**

Privacy

By participating in the Promotion, the individual grants to the Producer the right to use his/her likeness and registration information, including first name, last name and province/state of residence ("Personal Information") without further permission or compensation for the purpose of administering the Promotion. The Producer will use Personal Information to conduct the random contestant selection drawing and to confirm each selected individual's eligibility, including by "scrubbing" his/her name against Producer's internal databases to ensure that he/she is eligible to play. After the drawing and eligibility verification, Producer shall promptly destroy all Registration Forms containing any Personal Information of registrants other than major prize winners whose Registration Forms will be destroyed once prize eligibility is confirmed.

By participating in the Promotion, individuals grant to Producer the right to use his/her Personal Information for the purposes set forth above and acknowledges that the Sponsor may disclose the Personal Information to third parties or service providers of the Sponsor in connection with the foregoing.

Unless prohibited by law, Producer may require an individual who has won a prize to complete and sign a publicity release granting Producer the right to use his/her personal information, including, without limitation, name, likeness, city/province, photographs or comments for publicity and promotional purposes relating to the Show without compensation or further permission. Said release may also give Producer the right to license or permit third parties to use the individual's personal information for matters relating to or associated with the Promotion or the Show.

Individuals may also opt-in to receive mailings or promotional materials from the Venue. Such uses of personal information will be governed by Venue's privacy policy, available for public review at the Venue website.

General Release

By participating in the Promotion, each individual releases and holds harmless the Released Parties from any and all liability for any loss, harm, damages, claims, costs, causes of action or injury whatsoever including, but not limited to, personal injury, accident or death, property damage, disappointment or inconvenience arising from any act, omission or negligence whatsoever relating to the Promotion or the receipt, ownership, possession, use or misuse of any prize.

Regulatory Oversight

This Promotion is subject to all applicable state and municipal laws where the Venue is located and federal laws of the United States.

In the event of any discrepancy or inconsistency between the terms and conditions of these Official Rules and any disclosures or other statements contained in any related materials including, but not limited to, any entry form or advertising collateral, the terms and provisions of these Official Rules shall prevail.