

**THE PRICE IS RIGHT – LIVE! STAGE SHOW
CONTESTANT PRIZE AGREEMENT AND RELEASE**

SHOW	SHOW VENUE	SHOW DATE
The Price is Right – Live! Stage Show		

CONTESTANT INFORMATION	
(Last Name)	(First Name)
(Address)	
(City)	(State) (Postal Code)
(Phone #1)	(Phone #2)
(Email)	
IDENTIFICATION	
(Identification #)	(State)

PRIZE MONEY AND/OR NON-CASH PRIZES AWARDED						
DESCRIPTION	✓	PRIZE M.S.R.P.	✓	CASH	✓	FORFEIT
SUBTOTAL					Voucher #	
TOTAL						

TAXPAYER IDENTIFICATION AND CERTIFICATION		
Under penalties of perjury, I certify that:		
1. I am citizen of the United States, or otherwise naturalized as a resident.		
2. The taxpayer ID below is true and correct.		
Taxpayer ID #		Signature ▶
		Date ▶

1. I hereby acknowledge that I have won the prize money and/or non-cash prizes listed above as a participant on the above named live show.
2. It is my responsibility to report any prize money and/or non-cash prize winnings to the Internal Revenue Service on my tax return. I understand that I am solely responsible for taxes, if any, on prize winnings and further authorize the withholding of any taxes required by law. A Form 1099 will be issued for all prize money and/or non-cash prizes over \$600.00 including, but not limited to, all cash/non-cash prizes won in this show.
3. If I choose to claim a vehicle that was won as a result of my participation, I agree to pay all taxes and fees associated with that vehicle. I further understand that the associated taxes and fees will be due upon delivery/pickup of said vehicle.
4. Checks for prize money and/or non-cash prizes should be received within 120 days of the contestant’s appearance on the live show. Cash vouchers may be offered and cannot be replaced if lost or stolen. **I understand and acknowledge that the Producer shall have the right, at its sole discretion, in the event that any of the rules and regulations have not been complied with, to either award or not award any or all cash or non-cash prizes I won on the show.** I agree that I may be offered an option to accept a payment of cash in lieu of a non-cash prize. Whether a cash payment is offered, and the amount of such cash payment, will be determined at the discretion of Good Games Live, Inc. In the event that a non-cash prize won by me is unavailable from a Good Games Live-approved prize supplier or for any reason whatsoever, I agree that I will be awarded a like-valued prize or the cash option that was offered by Good Games Live, Inc. on the day of the show.
5. I understand that I may elect to forfeit any or all of my cash and/or non-cash prizes. I further understand that all decisions regarding forfeitures are final, and prizes I elect to keep may not be refunded or exchanged.
6. I understand that The Price Is Right Live pays for shipping of prizes within the United States, and within vendor limits. Payment for shipping outside of the United States is solely my responsibility. I also understand that upon receipt of a prize, I am responsible for all warranties, breakage, or other related issues. It will be my responsibility to file any claims with the manufacturer, supplier, and/or the delivery agent.
7. I am not an employee of Good Games Live, Inc.; Fremantle Media; The Price is Right Live; the venue where the Show took place, retailers, service providers or a family member living in the same household; or their promotional or advertising agency. Immediate family is defined as: mother, father, spouse, 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; nor have I been a contestant in the above named show within the past 60 days; nor am I prohibited from gaming at the venues. I fully understand that any misrepresentation of fact as to my eligibility, whether intentional or unintentional, will be sufficient cause to forfeit any prize award.
8. I agree to allow Good Games Live, Inc., FremantleMedia North America, Inc. and their authorized designees (including, without limitation, the venue where the Show took place) to use my name, voice, and likeness in still photographs, videotape and/or voice recordings, in any manner for the purpose of advertising, publicity or promotion, including but not limited to, print and broadcast media. I further agree that I will not seek, and am not entitled to, consideration or compensation from Good Games Live, Inc. and/or any other authorized party by reason of any such uses of my name, likeness, voice and/or personal information.
9. I agree that Good Games Live, Inc., FremantleMedia North America, Inc., the venue where the Show took place, their subsidiaries, affiliates, parent or otherwise related entities shall have no liability for the prizes given to me as a result of me being a contestant, including but not limited to the prize itself, any transportation involved in receiving the prize, travel related prizes, any attendance at an event offered as a prize or part of a prize. I accept all liabilities relating to the foregoing sentence, and hereby release Good Games Live, Inc., FremantleMedia North America, Inc., the venue where the Show took place, their parents, subsidiaries, affiliates, or otherwise related entities from any such liabilities.
10. I understand that all Producer decisions are final.
11. Under penalties of perjury, I certify that I am 19 years of age or older, that the information I provided above is true and correct, and that I have read and understand this agreement and agree to be bound by its terms and the terms and conditions of the official rules.

(Contestant Signature)	(Date)
(Producer Approval)	(Date)

Your Contact Is:
818-748-1127

The Price Is Right Live™ Stage Show
KING CENTER FOR THE PERFORMING ARTS
January 29th at 7:30pm

NO PURCHASE NECESSARY TO PARTICIPATE AS A CONTESTANT. 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 CONTESTANT SELECTION PROCESS BELOW.

BY PARTICIPATING IN THIS STAGE SHOW, YOU HEREBY AGREE AND CONSENT TO THE FOLLOWING RULES, AND ACKNOWLEDGE THAT YOUR PARTICIPATION IN THE STAGE SHOW SHALL BE GOVERNED BY THE FOLLOWING:

General:

1. Definitions:
 - a. **“Venue”** shall mean the King Center for the Performing Arts of Brevard Community College. The Venue is not a sponsor of this event.
 - 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 Contestant”** shall mean individuals who meet all criteria as may be set out in Clause 6 below.
2. The purpose of the rules is to govern an event wherein tickets will be sold to the general public for the Show, where Eligible Contestants in the audience will compete for cash and prizes. While the Show is based on the television program, to the extent there are differences between the format of the television program and the Show, the rules of the Show are as stated herein.
3. The Show is subject to applicable federal, state and provincial 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.
4. **There is no ticket purchase required to be a Show contestant, and will not be considered a factor in determining Eligible Contestants. Without limiting the foregoing, only those who have purchased a valid ticket will be allowed into the Venue to watch the Show.**
5. All Show times are approximate. Venue and Producer reserve the right to modify Show times when there are extenuating and/or unforeseen circumstances.
6. **“Eligible Contestant”** shall be defined as an individual resident of the United States who has registered with Producer for the chance to be a contestant on the Show who:
 - a. is age 18 or older;
 - b. has and presents on request a valid form of photo ID, and any and all necessary tax or identification numbers as Venue or Producer may require. Participants may be asked to show valid picture identification (driver’s license, state identification card or military identification card) in order to attend the Show. If Eligible Contestant is not an US citizen, a current passport, consular identification or alien registration card may be required;
 - c. in order to be awarded cash or prizes, must not have attended the Show at Venue more than four (4) times in the past calendar year.

The following individuals are **not** eligible:

- a. Employees or former employees (within the past year), directors or officers of Good Games Live, Inc., FremantleMedia North America, Inc., the King Center for the Performing Arts of Brevard Community College or any promotional agency, advertising agency or prize supplier involved with the Show or 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. Immediate family is defined as: mother, father, spouse, 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, or anyone the Producers deem to have an unfair advantage in playing the game are also ineligible to be a contestant.

- b. Individuals who are excluded from the Venue facilities either through a government program, by Venue policies or by their own request are not eligible to be a contestant or attend the Show.
- c. Those who have been prohibited from entering and the Venue and/or any other properties associated with the Venue are not eligible to participate in this event. In the event that an ineligible person participates in the promotion and wins a prize, this person will be disqualified from winning the prize and the prize will be forfeited and not played for again.

Any contestants who fail to meet the eligibility requirements must forfeit any prizes that they have won while playing the Show. All decisions of the Producer including regarding the interpretation of rules, eligibility, prizes, game play, order contestants participate etc. will be final and binding on all participants without appeal.

- 7. Venue and Producer reserve the right to modify or cancel this production at any time, for any reason, subject to any applicable regulatory approval, provided that such modification shall not, as of the date of such modification, materially alter or change any participant's prize already awarded.
- 8. Eligible Contestants are responsible for any and all applicable taxes, licenses, registrations, and other fees.
- 9. Venue and Producer are not responsible for lost, late, mutilated, or illegible tickets or tickets 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 Contestant's ability to participate in the promotion.
- 10. If for any reason the Show is not capable of running as planned, including infection by computer virus, bugs, tampering, unauthorized intervention, fraud, technical failures, or any other causes within or beyond the control of Venue or Producer which corrupt or affect the administration, security, fairness, integrity, or proper conduct of this promotion, Venue and Producer reserve the right at their sole discretion to cancel, terminate, modify or suspend the promotion.
- 11. Any attempt by any person to deliberately damage any program or to undermine the legitimate operation of this promotion 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.
- 12. Venue and Producer are not liable for injuries or losses arising or resulting from participation in this production and are not liable for events or errors by employees for negligent conduct of the production and are not liable in the event of any equipment or software malfunction.
- 13. Tickets are subject to review and verification. By participating in this Show, Eligible Contestants agree to the rules. Venue or Producer may disqualify any person based on fraud, dishonesty, violation of rules or other misconduct, whether or not directly related to the production.

14. Attendees shall not be allowed to take pictures and/or videos while in the theater space. Producer and Venue reserve the right to eject individuals found violating this policy from the theater.

Attending the Show:

15. Each person who enters theatre to attend Show must have a valid ticket. Individuals selected to compete as contestants in the Show who have not purchased a ticket shall be allowed to enter the theatre.
16. Ticket holders must register in person to be possibly selected as an Eligible Contestant. For the avoidance of doubt, purchase of a ticket does not constitute registration into the contestant pool.
17. Tickets are non-transferable and non-replaceable. Venue and Producer are not responsible for lost, forgotten or stolen tickets.
18. Venue and Producer reserve the right to distribute additional tickets via advertising, direct mail or other promotional means.

Contestant Selection:

19. Each Eligible Contestant must register in person with Producer for a chance to participate as a contestant. For all shows, individuals must visit the registration stations located at the Venue prior to entering the theatre space. Registration closes at 7:30 pm. Individuals may only register once for each Show.
20. An admission ticket is not required to register. During the open contestant registration window, each Eligible Contestant who would like the opportunity to be selected to play will provide their full name and month/date of birth to Producer. There are to be two (2) potential methods of registration:
 - Via Networked Tablets: Guests shall be invited to register on a networked tablet, which shall be connected to a server. Registrations shall be automatically uploaded into a database for the random selection process.
 - Via pen & paper: In the event of a technical issue that does not allow for use of the networked tablets, Producer shall provide registration cards and pencils. Guests shall drop the cards into designated bins, and Producer shall collect the cards to conduct one (1) random drawing.
21. 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 will be eligible for selection. In the event tablets are 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.
22. Regardless of method of registration, Producer or Producer's designee will then draw forty (40) cards from the container at random. Not all forty (40) selected names may be called to play. Producer will then randomly select which One Bid or game each selected name shall play. Players who are selected to participate in a One Bid will be ineligible to play subsequent One Bids. Players who spin the Big Wheel will be ineligible to play One Bids following the Big Wheel (i.e., One Bid #4 and One Bid #5), and may not be called down to contestants' row following the Big Wheel. They are, however, eligible to participate in the Showcase Round. This rule does not apply to designated players (i.e., individuals designated by a selected Eligible Contestant to play on their behalf due to illness, infirmity or other physical inability to play).
23. When the name is announced, the person named must immediately make it known that they are present. If, after five (5) seconds, the Producer(s) are unable to readily identify the person whose name was called as being present, either in the auditorium or in the waiting area, the Eligible Contestant will be deemed absent and another Eligible Contestant will be selected.
24. In the event that an Eligible Contestant 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 Contestant.

25. In the event that an Eligible Contestant is unable to play due to physical injury or incapacity, said Eligible Contestant may designate a proxy player to play on his/her behalf, provided such designated proxy player must also meet all 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

26. Awarding of prizing is contingent on the following:
 - a. Confirmation that contestant was an Eligible Contestant by verifying age, residency, and that the contestant was not deemed "ineligible" by virtue of past participation in the event or under any terms as set out in Clause 6 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.
 - b. In order to be confirmed as the winner of any prize, Eligible Contestants must also complete and sign a standard release form confirming compliance with these promotion rules, acceptance of the prize as awarded and indemnifying and releasing FremantleMedia North America, Inc., Good Games Live, Inc., The King Center for the Performing Arts of Brevard Community College, AEG Live SE, LLC 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 or use of any prize.

Show Details:

27. Each Show will run approximately seventy-five (75) minutes.
28. During each Show, selected Eligible Contestants will have a chance to win cash and prizes through the game play described below
29. All cash prizes will be paid in the form of cash vouchers/winners tickets redeemable through the Venue.
30. All winning contestants will complete a prize redemption form following the Show.
31. For the game process, there are seven (7) games available to be played. The games played during each Show will follow the following schedule:
 1. The winner of One Bid #1 will play Punch A Bunch
 2. The winner of One Bid #2 will play Any Number
 3. The winner of One Bid #3 will play Cliffhangers
 4. The Big Wheel. Individuals selected to spin the Big Wheel may not have participate in the One Bid Process and/or any pricing games.
 5. The winner of One Bid #4 will play Hole in One
 6. The winner of One Bid #5 will play Plinko
 7. The Showcase. All Eligible Contestants are eligible to participate in the Showcase, whether or not they have participated in the One Bid process, any pricing games and/or the Big Wheel.

Contestants who participate in any of the foregoing games and do not win will receive a consolation prize. Total number of consolation prizes awarded in any given Show varies by number of Eligible Contestants that do not win their game.

Pricing + Prizes

All prizes shall be in US dollars.

32. Prices used for game play throughout the Show are prices obtained from Amazon, Overstock, Best Buy, manufacturers, authorized dealers or suppliers, and will be based on US pricing for items. Prices for grocery items are obtained from the Producers of The Price Is Right television show, and are in US dollars. 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.
33. 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."
34. Prices from Overstock, often referred to as "compare at" prices, are defined by Overstock as follows: "The term 'Compare at' means the price at which, in the reasonable judgment of our experienced buyers, manufacturers or suppliers, the item may be sold on an everyday basis. Other vendors sometimes refer to this as the 'retail price' exclusive of special promotions or sale prices, at which the item might be offered at retail stores and at customary retail mark-up. In many instances, though not all, the 'Compare at' price reflects a price suggested by the manufacturer or supplier of these goods, without reference to actual retail sales and may amount to an estimation of a retail offer price in accordance with standard industry practices. It may also include a reasonable average estimated shipping cost, if ordinary shipping costs have been discounted or eliminated. We make no representation that the products have been sold or offered at the 'Compare at' price, and the price may or may not reflect the average or prevailing market price in any area on any particular day. For some items listed as a set, the 'Compare at' price may be an aggregate of the suggested or estimated prices for all items included in the set. Actual retail sales in your area may substantially differ from the 'Compare at' price. Moreover, the nature of internet sales on a national or international basis, and the fact that we deal in overstocks, closeouts, end-of-season, and unique items that may be sold only on Overstock.com, precludes our ability to know whether our products are sold at the 'Compare at' price at any particular location or time by other vendors. You may choose to use the 'Compare at' price as an approximate guide to what you would or could pay for these items in other locations, at other times, or under other conditions, including full retail price."
35. Prices for Best Buy items are prices published by Best Buy or obtained from Best Buy.
36. Prices for trips are updated weekly and are currently based on current market values for departure, to be determined, and are in US dollars.
37. Prices for automobiles and 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 car on stage are only included in the MSRP if the announcer reads those options during the Show.
38. All cash prizes will be paid in the form of cash vouchers redeemable through the Venue.
39. All non-cash prizes will be awarded with a prize redemption form, which will be completed following the performance.

One Bid Process:

40. The One Bid process is used to determine which one (1) of the four (4) contestants on contestants' row will participate in the steps of the One Bid Process and, if a winner of the One Bid, will have the chance to participate in the pricing games described below.

41. 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.
42. The contestant who bids closest to the retail price of the prize (without exceeding the price of the prize) will win that prize and will also come onstage to participate in the game process.
43. The three (3) remaining contestants return to their seats with a consolation prize.
44. 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 cash voucher after the Show.
45. 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 will win the item and play the pricing game on stage.
46. Prior to playing a pricing game, if the contestant 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 win the item and 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 win the item and play the pricing game on stage.
47. 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.

Individual Game Rules

Punch a Bunch Game Process:

The contestant playing Punch A Bunch may win up to \$2,500.

- 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: \$50, \$100, \$200, \$300, \$500, \$750, \$1,000, \$1,500, or \$2,500. 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.

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 can stop. Or, the contestant can choose to continue playing, in hopes of completing the price of the Prize #1 before the Piggy Bank. If the contestant chooses to continue playing, s/he must continue calling out digits until either all the digits of the Prize #1 or all the digits of the Piggy Bank are filled in. If all the digits in Prize #1 are filled in before all the digits in the Piggy Bank, the contestant wins both Prize #1 and Prize #2. If all the digits in the Piggy Bank are filled in first, the contestant wins only the amount in the Piggy Bank. If a wrong digit is accidentally revealed, Prize #1 will be awarded to the contestant.
- 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.

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 (in one-dollar increments) 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.

The Big Wheel Game Process:

- From among the pool of Eligible Contestants 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) Eligible Contestants to spin the Big Wheel. If any of the three (3) contestants 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 contestant 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 contestant's final score. The terms of Clause 5 of this section apply to the first and second spin (i.e., if contestant needs assistance in 2nd spin, host may assist the contestant OR if Big Wheel does not make a full revolution during the 2nd spin, contestant may 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 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 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 a 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 a contestant spins and the wheel lands on the one dollar (\$1.00) space, the contestant wins an additional one thousand dollars (\$1000.00). If a 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 tee-shirt consolation prize.

Hole-In-One Game Process:

- The contestant comes on stage to play Hole-In-One for a prize package. If the contestant puts 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 a contestant is infirm or disabled, the Producer has the right to change the line being putted from to a line 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.

Plinko Game Process:

- Plinko 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-rodged 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 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 Plinko 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.

Showcase Game Process:

- Producer shall draw the names of two (2) Eligible Contestants, regardless of whether such individuals have participated in the One Bid or Big Wheel process, to 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 a 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 within one hundred dollars (\$100.00) of the price of the Showcase prize package without exceeding its price, that contestant wins all of the items in the Showcase prize package. Producers reserve the right to change the range that players must be within to win all of the items in the Showcase prize package.

- 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. Both contestants will win a tee-shirt as a consolation prize.
- 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 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.

Privacy and general

Privacy

By participating in this promotion, entrants grant to the Producer the right to use his/her likeness and name registration information ("Personal Information") without further permission or compensation for the purpose of administering the promotion. Producer shall collect First Name, Last Name, and birthday for each potential contestant. Producer shall use such information to conduct the random contestant selection drawing, and shall then "scrub" such names to ensure that the individual selected is eligible to play. After the drawing and eligibility verification, Producer shall immediately destroy all cards containing any contestant personal information.

By participating in the Show, Eligible Contestant(s) 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 that an Eligible Contestant that has won a prize to complete and sign a waiver allowing Producer the right to use personal information, including, without limitation, name, likeness, city/province, photographs or comments ("Personal Information") for publicity and promotional purposes relating to the Show without compensation or further permission. Said waiver may also give Producer the right to license or permit third parties to use the Personal Information for matters relating to or associated with the Show.

Individuals may also opt-in to Venue mailings or promotional material. Uses of such information will be governed by Venue's privacy policy.

General Release

By participating, a contestant 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 or use of any prize.

Controlling Terms

In the event of any discrepancy or inconsistency between the terms and conditions of these promotion 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 promotion rules shall prevail.

PRICE IS RIGHT LIVE - FAQ

How will the registration process work?

Registration takes place day of show, prior to each performance. Beginning 3 hours before showtime, each eligible person who would like the opportunity to be selected to play will

provide their first and last name and day of birth (0-31) to producers via registration cards which are given

to eligible patrons by Venue staff. There is no ticket purchase required to register to be a contestant, and will not be considered a factor in

determining eligible contestants or in the contestant selection process.

Registration closes precisely at the scheduled showtime.

Registration process for venue:

Card Distribution: Producer will provide venue with blank registration cards. One card only is to be given to each eligible person by venue staff. Registration is to begin 3 hours prior to showtime. For ticket holders, registration cards are given out as they present their ticket upon entering venue. Each

ticket is good for only one card, in the same manner that it is only good for one admission. For non-ticket holders who make it known that they wish to register (No Purchase Necessary), cards and

pencils are made available and collected at the Venue box office, one per person. A hand stamp (provided by Producers) is used to indicate that person has received registration card. A waiting area (to be determined per venue) is be provided for patrons who wish to register but do not have admission tickets . This area will only be needed until after names are randomly selected and cross referenced with individuals waiting. Anyone selected from these individuals will be invited into an open seat. Everyone else in the waiting area can be sent home.

Tables/Staff: Producers will setup 6' tables inside Venue lobby to distribute pencils and collect Registration Cards. One 8'x8' area is to be provided for each 500 expected patrons to the Venue. Venue is to provide one person to staff each table and assist guests.

Card Collection: Guests drop their cards into designated bins, and Producer collects the cards to conduct random drawing. If needed, additional collection bins may be placed strategically inside venue.

Random Drawing Selection: All contestants names are randomly drawn prior to start of show. If person selected as contestant is non-ticket holder, they will be brought inside the venue by producers to

await their turn as contestant. Non-ticket holders not selected as contestants may then leave once the show has begun.

Will people be able to register before the night of the show? Unfortunately not. All registration will open 3 hours prior to each show. People are encouraged to get there early to avoid lineups. Registration will remain open until the posted show time.

Will people be able to register more than one person at a time? All contestants must register themselves. People will not be permitted to register additional people.

What is the procedure for someone who shows up to register but does not have a ticket? By law, everyone who shows up and wants to register must be allowed to do so and have equal opportunity to be called down to be a contestant. If an individual registers and DOES NOT have a ticket to watch the show, they will be directed to a pre-determined location. All of the contestants for the show are chosen at random as soon as registration closes. The names of all eligible registrants will be weighted equally, that is, no advantage shall be given to individuals who purchased a ticket over individuals that did not. If an individual who did not purchase a ticket is selected as a contestant, that person will be escorted to an open seat in the venue. Individuals who did not purchase a ticket and were not selected may leave the theater after the random drawing.

Do people need to be there 3 hours before the show in order to register? It is ideal to arrive early, up to 3 hours, to avoid lineups, but registration will stay open until the posted show time. People may leave the theater after they have registered, but they must be present at the time of the drawing in order to be eligible.

When does the drawing take place? The random drawing to determine show contestants will take place backstage during a 20 minute time period beginning at the posted show time. During that time the audience will be hearing the introduction to the show. All eligible contestants must be present at the time their name is called or they will be disqualified and another randomly selected name will be called. Eligible contestants who registered, but did not purchase a ticket will be informed in the waiting area in the first 20 minutes after the posted show time if they have been selected.

How do people collect their prizes if they win? After someone wins a prize a producer will ask them to return to the front of the stage after the show where all the necessary paperwork will be done for the prizing. This takes place immediately following the show. The amount of time it takes depends entirely on the number of winners in a show. Usually not longer than 30 minutes to get through this process for the winners.

How are contestants selected for each show? All contestants are selected entirely at random from the pool of registered contestants.

How old do you have to be to register? You must be 18 years of age or older to be eligible to register to become a contestant.

Can you still go to the show if you are under age? Absolutely. Anyone can buy tickets and watch the show. It's often a family affair, however only those 18 years of age or older can be eligible to be a contestant.

Who will be the host? Todd Newton is scheduled to be the host. He recently won the Emmy for Best Game Show Host.

Is there a prize list available? Prizes vary from show to show so no prize list is available, however the types of prizes are very similar to what you see on television. For example you may see a stainless steel fridge, pool table, cash prizes, and of course a car, etc.

How do Venues go about ordering t-shirts/name tags/etc? What all is

available? What kind of cost? Often as a promotional tool and to get their staff involved, venues will have their staff wearing Price is Right name tags and Price is Right T-shirts. Typically we would just provide you with the necessary logos to print your own T-shirts locally as we don't usually keep a large inventory and we can mail you name tags in advance if necessary. Otherwise the name tags can be given out the night of the show to staff. This really is a nice added touch that creates the right atmosphere and FOH staff typically loved to be part of it in this way.