

The Price Is Right Live™ Stage Show
KING CENTER FOR PERFORMING ARTS
January 29, 2013

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 KING CENTER FOR PERFORMING ARTS. 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 at the Venue Box Office with Producer for the chance to be a contestant on the Show who:
 - a. is age 18 (or age of majority in given jurisdiction) 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 any venue more than four (4) times in the past calendar year AND must not have participated as a contestant in the Show at any venue at any point during 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 Price is Right, AEG Live

SE, LLC, King Center for the Performing Arts staff and board of directors, Brevard Community College trustees and Administration immediately and directly involved with administration and oversight of the King Center for the Performing Arts, 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 and/or stage shows. 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. For the avoidance of doubt, provided they meet all other eligibility requirements, faculty, administration, staff and/or students of Brevard Community College who have no direct or immediate involvement in the administration, oversight and/or day-to-day operations of the King Center for the Performing Arts are eligible to register for the chance to be a contestant in the Show.

- b. Any members of the media associated with advance press and reviews to promote the Show.
 - c. 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.
 - d. 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.
 - e. Those who have been prohibited from entering and the Venue and/or any other properties owned or operated by 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.
 - f. 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 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 separately and 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 and/or guarantee that ticket holder will be selected to play as a contestant.
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. The registration windows are as follows:

REGISTRATION WINDOWS

Registration Opens: 5:00pm EST

Registration Closes: 8:00pm EST

Drawing Occurs: 8:05pm EST

20. An admission ticket is not required to register. Individuals may only register once for each Show.
21. 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. Producer shall provide either registration cards and pencils or means of electronic registration via tablet computer. Guests shall either drop the cards into designated bins or have their information entered into the database, and Producer shall collect the registrations to conduct one (1) random drawing.
22. 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 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.

23. 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. 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. All players 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).
24. 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 Contestant will be deemed absent and another Eligible Contestant will be selected.
25. 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.
26. 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 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

27. 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, 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., AEG Live SE, LLC, King Center for the Performing Arts staff and board of directors, Brevard Community College 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:

1. The Show consists of one (1) show on January 29, 2013.
28. Each Show will run approximately seventy-five (75) minutes.
29. During each Show, selected Eligible Contestants will have a chance to win cash and prizes through the game play described below.
30. All cash prizes will be paid in the form of cash vouchers/winners tickets redeemable through the Venue.
31. All winning contestants will complete a prize redemption form following the Show.
2. Each Show will follow the same format, in this order:

One Bid #1
Game #1: Race Game

1. One Bid #2
Game #2: It's In the Bag
One Bid #3
2. Game #3: Cliffhangers
The Big Wheel
One Bid #4
3. Game #4: Hole in One
One Bid #5
4. Game #5: Plinko
Showcase Round

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 Eligible Contestants that do not win their game, but a total of nineteen (19) Consolation Prizes are potentially available to be won.

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 on the date of the Show 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 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 without exceeding the price of the 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.

Game Process:

3. For the game process, there are seven (7) games available to be played. The games played during each Show will follow the following schedule:
 - a. The winner of One Bid #1 will play Race Game
 - b. The winner of One Bid #2 will play It's In the Bag
 - c. The winner of One Bid #3 will play Cliffhangers
 - d. The Big Wheel. Individuals selected to spin the Big Wheel may not have participated in the One Bid Process and/or any pricing games.
 - e. The winner of One Bid #4 will play Hole in One
 - f. The winner of One Bid #5 will play Plinko

- g. 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 or the Big Wheel.

Race Game Process:

The contestant playing the Race Game may win up to four (4) prizes.

- The four (4) prizes are laid out in a line at center stage with a stand next to each prize.
- Each prize is described in detail by the announcer.
- The contestant is given four (4) price tags. Each price tag corresponds to one of the four (4) prizes.
- The contestant has forty-five (45) seconds to match the price tags to the appropriate prizes.
- At the host's cue, the clock starts and the contestant must attempt to place the appropriate price on the corresponding prize's stand. Once a contestant has placed tags on all four (4) stands, s/he must then pull a lever on a display next to the host to see how many items s/he has priced correctly. If the contestant has gotten all four (4) correct, the game ends and the contestant wins all four (4) prizes. If the contestant has less than four (4) correct and time is remaining on the clock, the contestant must make changes and come back and pull the lever in an attempt to get all four (4) correct.
- If time expires while the contestant is changing the price tags, the contestant must finish making whatever changes s/he was making when time expired and pull the lever one (1) final time. The contestant wins whatever prizes to which s/he attached the correct price.
- If a contestant pulls the lever and the wrong number of correct prices is lit up, the clock is stopped. The correct information is given and game is resumed.
- If an error is not caught until after the game, the contestant is awarded all four (4) prizes.

It's In The Bag Game Process:

- The contestant comes onstage to play the It's In The Bag game for cash prizes as described below.
- The object of the game is to match grocery items to a series of prices.
- The game board is a series of five (5) bags, each labeled with a unique price. Each of the bags contains a grocery item valued at the price shown on the outside of its bag. The contestant cannot see any of the items inside the bags.
- Next to the display of bags is a display cart holding six (6) grocery items, five (5) of which are identical to the five (5) items inside the bags described above.
- The contestant determines which of the items is inside each of the bags by evaluating the price on the outside of the bag and the grocery items on display. The contestant guesses the items contained inside each of the five (5) bags. Only one (1) of the six (6) items on display can match the price on each of the bags.
- The item inside the first bag is revealed. If the contestant has correctly determined which item is inside the first bag, s/he wins one hundred fifty dollars (\$150.00). The contestant has the option to take the winnings and quit the game, or s/he may risk that prize to see if the item s/he determined was in the second bag is in fact inside the second bag.
- If the contestant has incorrectly determined which item is inside the first bag, the game is concluded and the contestant does not win a prize.
- If the contestant chooses to reveal what is in the second bag, and s/he has correctly determined which item is inside the second bag, s/he wins three hundred dollars (\$300.00). The contestant then has the option to take the winnings and quit the game, or s/he may risk that prize to see if the item s/he determined was in the third bag is in fact inside the third bag.
- If the contestant chooses to reveal what is in the second bag and s/he has incorrectly determined which item is inside of the second bag, the game is concluded and the contestant does not win a prize.

- If the contestant chooses to reveal what is in the third bag, and s/he has correctly determined which item is inside the third bag, s/he wins six hundred dollars (\$600.00). The contestant then has the option to take the winnings and quit the game, or s/he may risk that prize to see if the item s/he determined was in the fourth bag is in fact inside the fourth bag.
- If the contestant chooses to reveal what is in the third bag and s/he has incorrectly determined which item is inside of the third bag, the game is concluded and the contestant does not win a prize.
- If the contestant chooses to reveal what is in the fourth bag, and s/he has correctly determined which item is inside the fourth bag, s/he wins one thousand two hundred dollars (\$1,200.00). The contestant then has the option to take the winnings and quit the game, or s/he may risk that prize to see if the item s/he determined was in the fifth and final bag is in fact inside the fifth bag.
- If the contestant chooses to reveal what is in the fourth bag and s/he has incorrectly determined which item is inside of the fourth bag, the game is concluded and the contestant does not win a prize
- If the contestant chooses to reveal what is in the fifth bag, and s/he has correctly determined which item is inside the fifth bag, s/he wins two thousand four hundred dollars (\$2,400.00) and the game is concluded.
- If the contestant chooses to reveal what is in the fifth bag and s/he has incorrectly determined which item is inside of the fifth bag, the game is concluded and the contestant does not win a prize.
- The Producers reserve the right to alter the dollar values for the cash awards described in this section of Rules.
- In the event of an error that would change the outcome of the game, the contestant is awarded the cash prize available at the point which the error occurred, and the contestant is given the option of continuing the game as described above.

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.

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. If a contestant needs assistance with his/her 2nd spin, host may assist the contestant OR if Big Wheel does not make a full revolution during the 2nd 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 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 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 putt 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-rod 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 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, an Eligible Contestant grants 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 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 immediately destroy all cards containing any contestant Personal Information.

By participating in the Show, each Eligible Contestant grants 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 Eligible Contestant that has won a prize and who meets all eligibility requirements) 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 Eligible Contestant's personal information for matters relating to or associated with 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 Venue box office website.

General Release

By participating, each 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, use or misuse of any prize.

Regulatory Oversight

This promotion is subject to all applicable federal, state and local laws of the United States and the State of Florida.

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.

(As of: January 7, 2013)