

Family Feud Live™: Celebrity Edition - Stage Show
OFFICIAL RULES
SPRING 2019

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

FAMILY FEUD LIVE™: CELEBRITY EDITION STAGE SHOW IS BASED ON, BUT IS NOT IN ALL RESPECTS THE SAME AS, FAMILY FEUD® TELEVISION PROGRAM. THESE OFFICIAL RULES ARE THE SOLE RULES THAT GOVERN FAMILY FEUD LIVE™ STAGE SHOW.

BY PARTICIPATING IN THIS PROMOTION (AS DEFINED BELOW), YOU HEREBY AGREE AND CONSENT TO THE FOLLOWING OFFICIAL RULES (“OFFICIAL RULES”), AND ACKNOWLEDGE THAT YOUR PARTICIPATION IN THIS PROMOTION SHALL BE GOVERNED BY THE FOLLOWING:

Sponsor: FAMILY FEUD LIVE™: CELEBRITY EDITION is produced by, and the Promotion is sponsored by GOOD GAMES LIVE, INC., 2900 W. Alameda Ave., Suite 800, Burbank, CA 91505.

Definitions, Overall Rules and Eligibility

1. Definitions:

- a. **“Venue”** shall mean the specific location where the individual attends the Show and/or registers for the Promotion. No Venue is a sponsor of the Promotion.
- b. **“Producer”** shall mean Good Games Live, Inc.
- c. **“Show”** shall mean FAMILY FEUD LIVE™: CELEBRITY EDITION stage show, based on the television program FAMILY FEUD®.
- d. **“Promotion(s)”** shall include all on stage game play associated with the Show, as well as any audience giveaways as may be provided by Sponsor in its sole discretion.
- e. **“Eligible Individual(s)”** shall mean individuals who meet all criteria as set out in Official Rule # 8 below.
- f. **“Contestant(s)”** shall mean Eligible Individuals selected to participate as a contestant in the following game play: Main Games, Play Along Games, Fast Money Games, and the Big Money Challenge.
- g. **“Random Selection Process”** shall mean the process of selecting Eligible Individuals as Contestants, as set out in Official Rules # 28 through # 32 below.
- h. **“Registration Form”** shall mean the registration form that each Eligible Individual who wishes to enter the Promotion must complete, which includes the Eligible Individual’s full name and date of birth.

2. The purpose of these Official Rules is to govern the Promotion associated with the Show through which Eligible Individuals can receive prizes through the game play described in Official Rules # 45 - 49 below. Although the Show is based on the FAMILY FEUD® television program, to the extent there are differences between the format of the television program and the Promotion, the Official Rules of the Promotion are as stated herein and govern the Show.
3. Each Show, including audience warm-up, will run approximately ninety (90) minutes.
4. All prize values in these Official Rules are listed in US dollars for Promotions taking place in the United States and all prize values are listed in Canadian dollars for Promotions taking place in Canada.
5. The Promotion is subject to applicable federal, state, and municipal rules and regulations and all aspects of the Promotion are subject to the approval of the appropriate regulatory authorities. Void where prohibited or restricted by law.
6. **There is no ticket purchase required to participate in the Promotion, and the purchase of a ticket will not be considered a factor in determining Show Contestants. Only those who possess a valid ticket will be allowed into the Venue to watch the Show. Eligible Individuals selected to compete as Contestants in the Show who do not otherwise possess a valid ticket will be provided with a complimentary ticket in order to enter the theatre space to compete as a Contestant.**
7. All Show times are approximate. Venue and Producer reserve the right to modify Show times when there are extenuating and/or unforeseen circumstances.

8. Eligibility Requirements

- a. An “**Eligible Individual**” shall be defined as an individual resident of Canada or the fifty (50) United States (including Washington D.C., but specifically excluding any territories or possessions and residents from provinces/states listed in Official Rule # 8.b.v below) who has registered with the Producer who:
 - i. is 18 or older, and the age of majority in the state where the Show is held;
 - ii. is not deemed ineligible under Official Rule # 8;
 - iii. has and presents on request a valid form of government issued photo ID, such as passport, driver’s license, or other identification;
 - iv. has not attended the Show at any venue more than four (4) times in the past calendar year AND has not participated as a Contestant in the Show at any Venue at any point during the past calendar year.
- b. **The following individuals are not eligible:**
 - i. A) Employees or former employees (within the past year), directors or officers of Good Games Live, Inc., FremantleMedia North America, Inc., FAMILY FEUD LIVE™: CELEBRITY EDITION, any Venues, and/or booking agent(s) for any Venues or any promotional agency, advertising agency or prize supplier involved with the Show or any of their respective parent companies, subsidiaries, or affiliates; B) Immediate Family Member(s) (as defined below) of these directors, officers, agents or employees; and C) individuals sharing the same residence with any director, officer, employee, or agent involved in coordinating/executing Promotions or tournaments. As used herein, “Immediate Family Member” is defined as mother, father, spouse, domestic partner, children, son-in-law, daughter-in-law, mother-in-law, father-in-law, step-parents, step-children, sister, brother, grandmother, grandfather, grandchildren, and any relative or other person residing in the employee’s place of residence. Vendors, partners or anyone having a business relationship with Producer, FremantleMedia North America, Inc. or anyone Producer, in its sole discretion, deems to have an unfair advantage in connection with participating in the Promotion are also ineligible to participate in the Promotion.
 - ii. Any members of the media associated with advance press and reviews to promote the Show.
 - iii. Any individuals who have received complimentary tickets in exchange for any good, service and/or pre-existing relationship, provided, however, any individual who may have won complimentary tickets in connection with sponsorships or promotions shall be eligible to participate provided he/she meets all other eligibility requirements.
 - iv. Those who have been prohibited from entering the Venue and/or any other properties owned or operated by the Venue.
 - v.

Individuals who are residents of Quebec and Puerto Rico, and other US territories, commonwealths and possessions. However, individuals residing in these provinces/territories may attend the Show as non-participating ticket holders.

9. Any prize winners who are determined to not be Eligible Individuals by Producer must forfeit any prize(s) that he/she would otherwise have won while participating in the Promotion and such prize(s) will not be awarded. All decisions of Producer regarding the interpretation of Official Rules, eligibility, game play, the order in which Contestants compete, or any other aspect of the Show shall be made in Producer’s sole discretion and will be final and binding on all Contestants without appeal. Prize(s) may only be awarded to Eligible Individuals.
10. Venue and Producer reserve the right to modify or cancel the Promotion at any time, for any reason, subject to any applicable regulatory approval, if required.
11. Eligible Individuals are responsible for any and all applicable taxes as may arise from participation in the Promotion and/or winning a prize.
12. Venue and Producer are not responsible for lost, stolen, late, mutilated, or illegible Registration Forms nor for electronic transmission errors or delays resulting in omission, interruption, deletion, defect, delay in operations or transmission, theft or destruction or unauthorized access to or alterations of entry materials, or for technical, hardware, software, or telephone failures of any kind, lost or unavailable connections, fraud, incomplete, garbled, or delayed computer transmissions, whether caused by Venue, Producer, users, or by any of the equipment or programming associated with or

utilized in the Promotion or by any technical or human error which may occur in the processing of submissions which may limit, restrict, or prevent an Eligible Individual's ability to participate in the Promotion. All Registration Forms are the property of the Sponsor and will not be returned.

13. If for any reason the Promotion and/or Show is not capable of running as planned, or an event beyond the control of Venue or Producer corrupts or affects the administration, security, fairness, integrity, or proper conduct of the Promotion, Venue and Producer reserve the right at their sole discretion to cancel, terminate, modify or suspend the Promotion.
14. Any attempt by any person to deliberately damage any program or to undermine the legitimate operation of the Promotion and/or Show may be in violation of criminal and/or civil laws and should such an attempt be made, Venue and Producer reserve the right to seek damages from any such person to the fullest extent of the law.
15. Venue and Producer are not liable for injuries or losses arising or resulting from participation in the Promotion and/or Show, are not liable for events or errors by its respective employees or independent contractors for negligent conduct and are not liable for any equipment or software malfunction or the outcome of such malfunction.
16. By participating in the Promotion, Eligible Individuals agree to these Official Rules. Venue or Producer may disqualify any person based on fraud, dishonesty, violation of Official Rules or other misconduct, whether or not directly related to the Promotion.
17. Without express authorization from Producer, attendees shall not be allowed to take pictures, videos, or take any other form of recordings via any other audiovisual means while in the theatre space. Producer and Venue reserve the right, in their sole discretion, to eject individuals found violating this rule from the Venue.

Attending the Show

18. Each person who enters a Venue's theatre space to watch the Show must have a valid ticket. Eligible Individuals selected to compete as Contestants in the Show who do not otherwise possess a ticket shall be provided with a complimentary ticket in order to enter the theatre space.
19. Ticket holders must register separately and in person to be possibly selected as a Contestant in the Show. The purchase of a ticket does not constitute registration into the Contestant pool, nor does it guarantee that a ticket holder will be selected to play as a Contestant.
20. Tickets are non-transferable and non-replaceable. Venue and Producer are not responsible for lost, forgotten or stolen tickets. Tickets are subject to review and verification.
21. Venue and Producer reserve the right to distribute additional tickets via advertising, direct mail or other promotional means.

Registration

22. Only Eligible Individuals are allowed to register to enter the Promotion. Each Eligible Individual who wishes to enter the Promotion must attend in person and complete a Registration Form, which includes the Eligible Individual's full name and date of birth. Eligible Individuals may only register once for each Show.
23. The registration window will open three (3) hours before scheduled Show time and will close fifteen (15) minutes before scheduled Show time. The closing of the registration window can be extended at the discretion of Producer. No Eligible Individuals will be allowed to register after the registration window closes.
24. For illustration purposes only, if the scheduled Show time is at 8:00pm, the registration window will open at 5:00pm and close at 7:45pm and no registrations will be accepted after 7:45pm, except for registrations from Eligible Individuals who were in line prior to 7:45pm.
25. **PLEASE CHECK YOUR TICKET OR THE VENUE WEBSITE FOR THE SCHEDULED SHOW TIME AS IT MAY DIFFER FROM THE ILLUSTRATION ABOVE.**
26. Registration will be held at or near the Venue box office. Show times are subject to change. An Eligible Individual may only register once. An admission ticket is not required to register.

28. An Eligible Individual who does not have a ticket and who has registered must be present in the designated registration area when his/her name is called in order to be confirmed as a Contestant in the Show. In the event a non-ticket holder is randomly selected as a Contestant and makes it known that he/she are present within the time period specified below and confirms he/she wishes to participate as a Contestant, Producer will provide him/her with a complimentary ticket to enter the Venue's theatre space.

Contestant Selection

29. The Contestant selection process shall be random ("Random Selection Process"), and Producer reserves the right to modify the Random Selection Process at its discretion. When registration is completed, all completed registrations (regardless of ticket purchase) will be eligible for selection. In the event electronic registration is used, names shall be randomly selected from the database; in the event registration cards are used, all cards shall be pooled together and individual cards shall be selected.
30. Regardless of the method of registration used, Producer or Producer's designee will then draw thirty (30) names at random. Not all thirty (30) selected names may be called to play. All registered Eligible Individuals are eligible to be selected for the Big Money Challenge round. Eligible Individuals who are selected to participate in the Big Money Challenge round are not eligible to be selected as Main Game or Fast Money Contestants. Eligible Individuals who are selected as Fast Money Contestants will be ineligible to play subsequent Main Game or Fast Money rounds, if any. This rule does not apply to a Proxy Player, as defined below.
31. When the name on a card is announced, the Eligible Individual named must immediately make it known that he/she are present. If, after thirty (30) seconds, the Producer is unable to readily identify the person whose name was called as being present in the auditorium, the Eligible Individual will be deemed absent and another card will be drawn and a new Eligible Individual will be selected as the Contestant. If the new Eligible Individual is absent, the process described above will be repeated until an Eligible Individual who is present is selected as the Contestant.
32. In the event that an Eligible Individual is chosen by having his/her name randomly drawn, and does not wish to play the game, he/she may forfeit his/her participation in the Show, and Producer shall randomly select another Eligible Individual.
33. In the event that an Eligible Individual is unable to play due to physical injury, illness, infirmity or incapacity, said Eligible Individual may designate a proxy player to play on his/her behalf, provided such designated proxy player also meets the eligibility criteria set forth herein (the "Proxy Player"). All prizes won by the designee are the property of the original person whose name was selected.

Conditions for the Awarding of and Winning of Prize(s):

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

AWARDING OF PRIZES FOR SHOWS IN THE UNITED STATES

35. In order to be confirmed as the winner of any prize, Eligible Individuals must also complete and sign a standard release form, including a publicity release (where permitted by law), confirming compliance with these Official Rules, accepting the prize as awarded and indemnifying and releasing FremantleMedia North America, Inc., Good Games Live, Inc., Venue, Venue booking agent(s) and any other parties and their respective parent companies, affiliates, subsidiaries, agencies, agents, respective directors, officers, employees, representatives, sponsors, successors and assigns (Released Parties") from any liability for any loss, harm, damages, claims, costs, causes of action or injury whatsoever including, but not limited to, personal injury, accident or death, property damage, disappointment or inconvenience arising from any act, omission or negligence whatsoever relating to this

promotion as a result of participation in the event and/or the receipt, ownership, possession, use or misuse of any prize.

AWARDING OF PRIZES FOR SHOWS IN CANADA (OFFICIAL RULES # 35 AND # 36 APPLY TO CANADA ONLY)

36. In order to be confirmed as the winner of any prize, the Eligible Individual must first correctly answer unaided and without the benefit of any calculating devices, a time limited mathematical skill-testing question. Failure to correctly answer the question will result in forfeiture of the prize. All answers to skill testing questions are final. Potential winners must comply with the Official Rules before being declared a winner. Should a potential winner incorrectly answer the skill testing question, or otherwise fail to comply with all the promotion rules, the potential winner will be disqualified, will not receive any prize, the prize will be forfeited and will not be played for again (i.e., no Eligible Individual will be able to receive such prize). **FOR THE AVOIDANCE OF DOUBT, ALL POTENTIAL WINNERS, INCLUDING ELIGIBLE INDIVIDUALS WHO MAY HAVE QUALIFIED FOR A CONSOLATION PRIZE OR A RANDOM GIVEAWAY PRIZE MUST ANSWER THE TIMED SKILL BASED QUESTION. THERE ARE NO EXCEPTIONS.**
37. In order to be confirmed as the winner of any prize, Eligible Individuals who have correctly answered the skill based question must also complete and sign a standard release form, including a publicity release (where permitted by law), confirming compliance with these Official Rules, accepting the prize as awarded and indemnifying and releasing the 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

38. Each Show will run approximately ninety (90) minutes.
39. During each Show, a selected Contestant will have a chance to win cash and prizes through the game play described below.
40. Cash prizes will be paid either in the form of cash, checks issued by the Producer and sent by mail to address provided by a winning Contestant or as cash vouchers/winners tickets redeemable through the Venue.
41. All winning Contestants will complete a prize redemption form following the Show.
42. Each Show will follow the same format, in this order:
- Main Game # 1
 - Play Along Game # 1 (played throughout Main Game # 1)
 - Fast Money # 1
 - Main Game # 2
 - Play Along Game # 2 (played throughout Main Game # 2)
 - Fast Money # 2
 - Big Money Challenge
- Producer reserves the right to alter the order in which games are played during the Show. There are four (4) types of Contestants selected for the Show: (i) Main Game Contestants, (ii) Play Along Contestants, (iii) Fast Money Contestants, and (iv) the Big Money Challenge Contestant.
43. Contestants who participate in any of the Game Processes (as defined below), Main Games, Play Along Games, Fast Money or Big Money Challenge Games and who do not win a prize, shall receive a consolation prize, with a minimum retail value of ten US dollars (\$10.00 USD) if the Promotion is held in the United States or ten Canadian dollars (\$10.00 CAD) if the Promotion is held in Canada (the "Consolation Prize(s)"). The total number of Consolation Prizes awarded in any given Show shall vary depending on the number of non-winning Contestants per Show, with each Show having a maximum of twenty five (25) available Consolation Prizes.

Pricing + Prizes

44. For Shows performed in the United States, all prices and cash prizes shall be in US dollars (USD). For Shows performed in Canada, all prices, prize values and cash prizes shall be in Canadian dollars (CAD). Approximate total retail value of potential prizes to be won per Show is six thousand six hundred dollars (\$6,600.00). Producer reserves the right, in its sole discretion, to increase or decrease the total value of prizes, as well as the total number of prizes to be awarded in any given Show.
45. During each Show, Contestants shall participate for a chance to win prizes in only one of the following: one of the Main Games; one of the Fast Money Games; and the Big Money Challenge. Contestants selected for a Play Along Games participate for the chance to win prizes in one Play Along Game only. Contestants selected for Main Games, Fast Money Games and the Big Money Challenge cannot be selected for Play Along Games. Contestants selected for a Play Along Game cannot be selected for Main Games, Fast Money Games or the Big Money Challenge. All winners must report to the Producer's table after the Show in order to be awarded any prize(s) as set out in Rule # 34 or Rules # 35 and # 36 (as applicable).

Game Processes

46. The game processes ("Game Processes") for Main Game, Fast Money Game, Big Money Challenge, and Play Along Game are described below.
47. *Game Process for Main Game*
 - There are two (2) Main Games (individually, a "Main Game" and collectively the "Main Games") in each Show.
 - Main Game Contestant Selection
 - A total of sixteen (16) Contestants are selected for Main Games, as set forth in Rule # 28.
 - Each selected Contestant will play in one (1) of the two (2) Main Games.
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 - Contestants for Main Games are sent to a backstage holding area during or prior to the start of the Show. Contestants will be placed into groups of four (4) individuals (each referred to as a "Team") by a staff member backstage. Each Team shall be referred to by a fictional family name or by the family name of their celebrity captain (a "Celebrity Captain") (as determined in Producer's sole discretion). Team placement of Contestants and Contestant order for each Team shall be determined by Producer in its sole discretion. Each Main Game involves a competition between two (2) Teams. Each Main Game is played until one Team either reaches a minimum of two hundred (200) points in their bank or a total of three (3) Survey Questions (as defined below) have been asked and played, whichever comes first. The Team that reaches two hundred (200) or more points in their bank first is declared the winner. If at least two hundred (200) points have not been reached by either Team after three (3) Survey Questions have been asked and played, then a fourth and final Survey Question (as defined below) will be asked and played. However, only the top answer to the Survey Question will be displayed. The Team who chooses the top answer (i.e., the correct answer) to the Survey Question shall be declared the winner.
 - In order to win points for his/her respective Team, a Contestant must guess a select number of the most popular answers to Survey Questions on the display board where the answers to the Survey Questions (as defined below) are shown (the "Board") or must steal points from the competing Team as set forth below.
 - Survey Questions
 - Prior to the Show, Producer shall conduct a survey of different questions (each a "Survey Question" and collectively, "Survey Questions"). Answers to Survey Questions used are derived from a survey of one hundred (100) random individuals who are not Show Contestants. The answers to such Survey Questions shall be kept in the strictest

confidence and in accordance with Producer's confidentiality processes for gameshows prior to the Show. For each Survey Question, Producer chooses the most popular answers to such Survey Question to place on the Board, the answers of such shall be concealed. As an answer is guessed by a Contestant, such answer (if guessed correctly) shall be revealed on the Board. Survey Questions used in the Show are from the following sources: FAMILY FEUD® television show, the Endless Games Family Feud 5th Edition FAMILY FEUD® board game and/or a survey conducted by Producer specifically for the Show.

- The "FACE-OFF"

- To start each Main Game, the two (2) contestants in the first position (each a "Captain" and collectively "Captains") of each Team engage in a face-off at the face-off podium to determine which Team will gain control of the first question. Captains will be selected by Producer in its sole discretion. The face-off question is a Survey Question and after it is asked, the Captains will compete to be the first person to press the button on a lock-out device. Each Captain will have his/her own lock-out device. The Captain who presses the lock-out device first must give one (1) answer the face-off Survey Question. There are four (4) possible outcomes when this occurs:
 - If the answer given is the top answer for the Survey Question, that Captain wins the face-off round and can elect whether he/she wants to continue to play that Survey Question or pass it to the other Team;
 - If the answer given is not the top answer but appears on the Board, the other Captain has one (1) chance to answer the face-off Survey Question. If that answer is ranked higher than the answer given by the first Captain, the Captain who answers second will win the face-off round and can elect whether he/she wants to continue to play that Survey Question or pass it to the other Team;
 - If the Captain who presses the lock-out device first is unable to provide an answer within the Allotted Time (as defined below) for the face-off Survey Question or if the answer does not appear on the Board, then the other Captain has one (1) chance to answer the face-off Survey Question. If that answer appears anywhere on the Board, the second Captain shall win the face-off round and can elect whether he/she wants to continue to play that Survey Question or pass it to the other Team; or
 - If neither Captain is able to provide an answer within the Allotted Time (as defined below) or respond with an answer on the Board, the process for answering the face-off Survey Question described above will be repeated with the Contestants in the second position of their respective Teams. The Contestant in second position of the Team belonging to the Captain who pressed the lock-out button first shall answer the face-off Survey Question first. If neither Contestant in the second position of his/her respective Team gives an answer that appears on the Board, Producer has the option to throw out the face-off Survey Question and begin the face-off process again with a new replacement Survey Question. In such a case, the answers to the discarded Survey Question would be revealed. If Producer decides not to throw out the face-off Survey Question, then the process described above will repeat itself with the Team's third Contestant and the fourth Contestant, if applicable.
- During the face-off, and immediately after one Captain presses the lock-out button, the host ("Host") will stop reading the Survey Question and the Captain must answer the face-off Survey Question. If the Captain's answer is the top answer on the Board, the game continues as indicated. If the Captain's answer is not the top answer, the Host will finish reading the face-off Survey Question before the other Captain gives his/her answer (if the other Captain gives his/her answer prior to the Host reading the full face-off Survey Question, the Host will stop reading the face-off Survey Question). The Captain must give an answer within three (3) seconds (as solely determined by the Producer) (the "Allotted Time") upon pressing the lock-out button

- or the Captain will forfeit his/her turn (if the Captain runs out of time, this will be indicated by a “buzzing” sound), and the opposing Captain will receive an opportunity to answer the face-off Survey Question.
- The Team that continues on to play the face-off Survey Question will attempt to give answers which correspond with the popular answers to the face-off Survey Question, starting with the next Team member in line and continuing in numerical order down the line. Contestants may not switch places in line with any other Contestants. Each Contestant has a chance to give one (1) answer per his/her turn.

- Contestants may not confer with other Contestants on his/her Team or the opposing Team or say an answer aloud to the Survey Question when it is not that Contestant's turn to respond. If, in the sole opinion of Producer, this has taken place, that Contestant's Team will receive an additional Strike (as defined below) and no one (including any other Contestant and/or Team) will be allowed to use the answer that was said aloud. If, in the sole opinion of Producer, an answer was said aloud by an audience member and was overheard by the Team and/or Contestant playing, Producer has the option to throw out the Survey Question and substitute it with a new Survey Question. In such a case, the answers to the thrown out Survey Question would be revealed. If a Contestant gives two (2) answers to a Survey Question (e.g., "Red I mean Blue"), the first answer is the answer that will be accepted and no one on that Contestant's Team may use the second answer. The other Team may use the second answer given if desired.
- For the first and second Survey Question given, the point value for each answer will be equal to the number of people (out of one hundred (100)) who gave that particular answer to the Survey Question (e.g., if ten (10) people answered "Apple" for the first or second Survey Question, a Contestant answering "Apple" will receive ten (10) points for his/her Team). For the third Survey Question, the point value for each answer given will be double the number of people (out of one hundred (100)) who gave that particular answer to the Survey Question (e.g., if ten (10) people answered "Apple" for the third Survey Question, a Contestant answering "Apple" will receive twenty (20) points for his/her team). For the fourth Survey Question (if needed) the point value for each answer given will be triple the number of people (out of one hundred (100)) who gave that particular answer to the Survey Question (e.g., if ten (10) people answered "Apple" for the third Survey Question, a Contestant answering "Apple" will receive thirty (30) points for his/her team). Point values for correct answers accumulate during the play of each Survey Question and will be deposited in the winning Team's bank when the play for the Survey Question is finished (i.e. all answers on the Board are revealed or the steal option (as defined below) has been played).
- A Team will get a "Strike" (as defined below) if a Team fails to give an answer on the Board or fails to respond to a Survey Question within three (3) seconds of the host giving a verbal "three seconds" warning. A strike (individually, a "Strike" and collectively, "Strikes") means that the Contestant/Team has lost one chance at answering the Survey Question. A Team can have up to three (3) Strikes before that Team's turn ends.
- STEAL OPTION: If one Team accumulates three (3) Strikes (i.e., the Team has incorrectly guessed three answers to a Survey Question or didn't respond in time) before all of the answers on the Board are revealed, that Team must relinquish control of the Board to the other Team; the other Team will then have one (1) chance to correctly respond with one (1) of the remaining answers on the Board. If the other Team correctly guesses one (1) of the remaining answers on the Board, then that Team will receive the points accumulated for that particular Survey Question. Prior to attempting to steal, the entire Team may confer with one another before an answer is given. If the answer given appears anywhere on the Board, the Team that has stolen the Survey Question is awarded the points accumulated by the Team that originally had control of the Survey Question. If the answer given does not appear on the Board, the points will not be stolen and instead shall go to the Team that originally had control of the Survey Question.
- The Contestant in the second position on each Team will participate at the face-off podium for the second Survey Question, and the process described for the Contestant in the first position on each Team will be repeated for the Contestants in the second position on each Team. The Contestant in the third position on each family will participate at the face-off podium for the third Survey Question, and the process described for the Contestant in first position on each Team will be repeated for the Contestants in the third position on each Team. If needed, the Contestant in the fourth position on each Team will participate at the face-off podium for the fourth Survey Question, and the process described for the Contestant in first position on each Team will be repeated for the Contestants in the fourth position on each Team.

- For certain Main Games, Producer, in its sole discretion, shall determine prior to each Show whether the scores for such Main Game will be multiplied (i.e., Producer has the option to double or triple point scores) in order to potentially increase the prize amount for such Main Game.

48. *Play Along Game Process*

- Four (4) Contestants total are selected as part of the random drawing set forth in Rule # 28 above to play in one Audience Play Along each (i.e., two (2) Contestants per Play Along Game).
- Prior to each Main Game, the names of two (2) Contestants will be placed in separate envelopes (i.e., one name per envelope). Each envelope will be placed in front of each of the two Celebrity Captains of each Team. At the conclusion of each Main Game, the envelopes containing the Contestant names will be opened. The name of the Contestant in the envelope belonging to the winning Team shall be declared the winner. The winning Contestant shall be awarded the prize set forth in Rule # 51 below.

49. *Game Process for Fast Money Game*

- There are two (2) fast money games (individually, a “**Fast Money Game**” and collectively, “**Fast Money Games**”) in each Show, one after each Main Game is played.
- Two (2) Contestants total are selected as part of the random drawing set forth in Rule # 28 above to play the two (2) Fast Money Games (i.e., one (1) Contestant per Fast Money Game). One Contestant per Fast Money Game will be paired with one of the Celebrity Captains. The Contestant will choose which Celebrity Captain to be paired with. After the Contestant chooses a Celebrity Captain to be paired with, the Contestant will be given then option to either be the first or second player to answer the Survey Questions.
- The objective of the Fast Money Game is to score points by giving the most popular answers to a series of Survey Questions. Each Contestant will have one (1) turn to answer the series of Survey Questions.
- Both of the Contestants in a Duo participating in a Fast Money Game may pass on a Survey Question. If a portion of a Contestant’s time remains after the Contestant answers the Survey Questions he/she did not pass on, the Host will go back and re-read the unanswered Survey Question(s) which the Contestant may answer, time permitting.
- For each Fast Money Game, the Duo consisting of two (2) Contestants will determine between themselves in which order they will compete. The Contestant who goes second will go offstage and will be fitted with headphones playing music as to prevent him/her from hearing what is happening onstage.
- The Contestant going first will be asked five (5) Survey Questions. The Contestant has twenty (20) seconds to answer those five (5) Survey Questions. After twenty (20) seconds have gone by or the Contestant has answered all five (5) Survey Questions (whichever occurs first), the point value of each answer to the Survey Question will be revealed. The point value for each answer given will be equal to the number of people (out of one hundred (100)) who gave that particular answer to the Survey Question. At least two (2) people must give an answer to a Survey Question in order for the answer to be valid. The time to answer all five Survey Questions shall begin after the Host finishes reading the first Survey Question (i.e., twenty (20) seconds after the Host finishes reading the first Survey Question).
- If the Producer thinks that the second Contestant has in any way seen, heard, or somehow obtained the answers given by the first Contestant due to an intentional act on the part of the second Contestant, the Producer shall penalize the second Contestant by removing five (5) seconds per occurrence from the allocated time to answer the five (5) survey questions (i.e., the second Contestant would have fifteen (15) seconds to answer five (5) Survey Questions if the Contestant commits one (1) intentional act that results in him/her obtaining an answer given by the first Contestant).
- Once all the points for the first Contestant are tallied, the first Contestant’s answers will be hidden and the second Contestant comes onstage. The second Contestant is given

twenty five (25) seconds to answer the same five (5) Survey Questions. Duplicate answers are not allowed and will be identified by a “buzzing” sound which indicates that the second Contestant should provide another answer to the Survey Question or pass on the Survey Question. After twenty five (25) seconds have gone by or the Contestant has answered all five (5) Survey Questions (whichever occurs first), the point value of each answer to the Survey Question will be revealed. The point value for each answer given will be equal to the number corresponding to the number of people (out of one hundred (100)) who gave that particular answer to the Survey Question. At least two (2) people must give an answer to a Survey Question in order for the answer to be valid.

- If the two (2) Contestants together score a total of two hundred (200) or more points, the team wins the prize specified in Rule # 51 below. If the two (2) Contestants together score less than two hundred (200) points, the team receives the consolation prize specified in Rule # 51 below.
- If the Host stumbles while reading a Survey Question, Producer may at his/her discretion give extra time to a Contestant or otherwise extend the period of time a Contestant has to answer the Survey Question(s).

50. *Game Process for Big Money Challenge*

- At the end of the Show, one (1) individual will be randomly selected (pursuant to Rule # 28) and shall be called onstage as a Contestant for the Big Money Challenge (“**The Big Money Challenge**”). The Big Money Challenge is a game that is completely unique to the Show and is not based on the Family Feud® television program and is divided into two (2) parts.

• *Part 1*

- The Host will ask the Contestant one (1) Survey Question and will show the Contestant ten (10) potential answers to the Survey Question. Five (5) of the answers are the most popular five (5) responses to the Survey Question and the other five (5) answers were either not provided as an answer to the Survey Question or were not one of the most popular five (5) answers.
- At the top of the Board, a certain money amount will be displayed.
- The Contestant must identify the most popular five (5) answers to the Survey Question. The Contestant must give one (1) answer to the Survey Question at a time.
- If a Contestant chooses a correct answer, the answer will be moved to a “correct” answer list, and the Contestant may select another answer to choose from the remaining pool of responses.
- If the Contestant chooses an incorrect answer, the Contestant will receive a “Strike”. The Strike may be accompanied by a buzzing noise and a visual red “X”. The Contestant shall only have three (3) Strikes. A Strike here is given every time the Contestant chooses an answer that was either not provided as an answer to the Survey Question or was not one of the most popular five (5) answers. Incorrect answers will be removed from the Board.
- If the Contestant names the most popular five (5) answers without receiving any Strikes for an incorrect answer, the Contestant receives the amount of money listed on the Board.
- If the Contestant names the most popular five (5) answers but receives Strike(s) in the process for naming incorrect answers, the amount of money listed on the Board will be reduced per each Strike and the remaining amount is the amount of money the Contestant will be eligible to receive.
- If a Contestant gets three (3) Strikes, then the first part of the Big Money Challenge is over and the Contestant will receive the reduced amount of money displayed on the Board. If a Contestant gets three (3) Strikes, then the correct answers to the Survey Question will be revealed on the Board.
- The first part of the Big Money Challenge ends when a Contestant either selects all of the correct answers or receives three Strikes, whichever comes first.

• *Part 2*

- The five (5) correct answers to the Survey Question will appear on the Board, in no particular order.
- The Contestant must rearrange the answers to the Survey Question in the order of most popular to least popular.
- Once a Contestant selects the answer order, Producer will reveal the correct answer order.
- If the Contestant successfully rearranges the answers in the correct order, then the Contestant will win a multiplier of any money the Contestant won in part 1 of the Big Money Challenge (i.e., two (2) or three (3) times the amount of the money listed on the Board in part 1). Producer, in its sole discretion, shall select the multiplier amount prior to the commencement of the Show.
- If the Contestant is not able to rearrange the answers in the correct order, the Contestant will not win any additional money and will only receive the money won during part 1 of the Big Money Challenge.

51. Audience Gameplay

- At Producer's sole discretion, throughout a Show, the Host may randomly select audience members to answer one (1) Survey Question or to answer up to five (5) of the most popular answers to a Survey Question within a pre-designated amount of time. Participating audience members may receive a small prize valued at a maximum of ten dollars (\$10.00).

52. Prizes & Winners

- a. The approximate total value of all prizes available to be won in any one (1) Show is six thousand six hundred dollars (\$6,600.00). PRIZES WHICH ARE NOT WON DURING THE SHOW WILL NOT BE AWARDED. Prizes are non-transferable and non-cash prizes have no cash value.
- b. All potential Contestants must complete a waiver/release, prize redemption form and any other documentation as Producer may reasonably request following the Show in order to receive his/her prize(s). All prizes must be claimed at the Venue the same day as the Show, within the timeframe set forth by the Producer.
- c. *Notwithstanding the foregoing or anything to the contrary in these Official Rules, before receiving a prize, it must be confirmed that each potential winner has complied in full with these Official Rules.*
 - Prizing Details:
 - Main Game Prize
 - For each Main Game, the winning Team receives five hundred dollars (\$500.00).
 - The prize for winning the Main Game is split equally between the four Team members of the winning Team (i.e., one hundred twenty five dollars (\$125.00 each).
 - Fast Money Prize
 - For each Fast Money game, if the Duo scores two hundred (200) or more points, that Contestant wins two hundred fifty dollars (\$250.00).
 - If the Duo fails to score two hundred (200) points, the Contestant will win one hundred dollars (\$100.00).
 - Play Along Games Prizes
 - Each winning Contestant shall receive a gift card valued at fifty dollars (\$50.00).
 - Big Money Challenge Prize
 - Depending on the outcome of the Big Money Challenge, the Contestant will win one (1) of the following prizes:
 - If the Contestant receives zero (0) Strikes before naming the most popular five (5) answers, the Contestant shall receive five hundred dollars (\$500.00). If the Contestant is able to correctly list the order of the answers to the Survey Question from most

popular to least popular (as set forth in Rule # 49, the Contestant shall receive the grand prize of five thousand dollars (\$5,000.00). The prize shall be in the form of a check sent to the Contestant at the address listed by the Contestant within one hundred twenty (120) days from Show date.

- If the Contestant receives one (1) Strike before naming the most popular five (5) answers, the Contestant shall receive two hundred fifty dollars (\$250.00). If the Contestant is able to correctly list the order of the answers to the Survey Question from most popular to least popular (as set forth in Rule # 49, the Contestant shall receive a prize of two thousand five hundred dollars (\$2,500.00). This prize shall be in the form of a check sent to the Contestant at the address listed by the Contestant within one hundred twenty (120) days from Show date.
- If the Contestant receives two (2) Strikes before naming the most popular five (5) answers, the Contestant shall receive one hundred dollars (\$100.00). If the Contestant is able to correctly list the order of the answers to the Survey Question from most popular to least popular (as set forth in Rule # 49, the Contestant shall receive a prize of one thousand dollars (\$1,000.00). This prize shall be in the form of a check sent to the Contestant at the address listed by the Contestant within one hundred twenty (120) days from Show date.
- If the Contestant receives three (3) Strikes before being able to name the most popular five (5) answers, the Contestant shall receive fifty dollars (\$50.00). If the Contestant is able to correctly list the order of the answers to the Survey Question from most popular to least popular (as set forth in Rule # 49, the Contestant shall receive a prize of five hundred dollars (\$500.00) This prize shall be in the form of cash or other monetary instrument in Producer's sole discretion.

- d. Awarding of prizes is contingent on the following:
- In order to be confirmed as the winner of any prize, Eligible Individuals must also complete and sign a standard release form, including a publicity release (where permitted by law), confirm compliance with these Official Rules, accept the prize(s) as awarded and indemnify and release the 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 the Promotion as a result of participation in the event and/or the receipt, ownership, possession, use or misuse of any prize.
 - Producer will confirm that the individual was an Eligible Individual by verifying age, residency, and that the individual was not deemed “ineligible” by virtue of past participation in the event or under any terms as set out in Rule # 8 above. In the event that an ineligible person participates in the event and is potentially eligible for prizes, this person will be disqualified from winning the prize and the prize will be forfeited and will not be awarded.
- **GENERAL CONDITIONS**
- **Privacy**
 - By participating in the Promotion, the individual grants to the Producer the right to use his/her likeness and registration information, including first name, last name and province/state of residence (“Personal Information”) without further permission or compensation for the purpose of administering the Promotion. The Producer will use Personal Information to conduct the random Contestant selection drawing and to confirm each selected individual’s eligibility, including by “scrubbing” his/her name against Producer’s internal databases to ensure that he/she is eligible to play. After the drawing and eligibility verification, Producer shall promptly destroy all Registration Forms containing any Personal Information of registrants other than major prize winners whose Registration Forms will be destroyed once eligibility is confirmed.
 - By participating in the Promotion, individuals grant to Producer the right to use his/her Personal Information for the purposes set forth above and acknowledges that the Sponsor may disclose the Personal Information to third parties or service providers of the Sponsor in connection with the foregoing.
 - Unless prohibited by law, Producer may require an individual who has won a prize to complete and sign a publicity release granting Producer the right to use additional personal information, including, without limitation, name, likeness, city/province, photographs or comments (collectively, “Additional Personal Information”) for publicity and promotional purposes relating to the Show without compensation or further permission. Said release may also give Producer the right to license or permit third parties to use the individual’s Personal Information or Additional Personal Information for matters relating to or associated with the Promotion or the Show.
 - Individuals may also opt-in to receive mailings or promotional materials from the Venue. Such use of information will be governed by Venue’s privacy policy, available for public review at the Venue’s website.

- **General Release**
 - By participating in the Promotion, each individual releases and holds harmless the Released Parties from any and all liability for any loss, harm, damages, claims, costs, causes of action or injury whatsoever including, but not limited to, personal injury, accident or death, property damage, disappointment or inconvenience arising from any act, omission or negligence whatsoever relating to the Promotion or the receipt, ownership, possession, use or misuse of any prize.
- **Regulatory Oversight**
 - This Promotion is subject to all applicable state and municipal laws where the Venue is located and federal laws of the United States.
 - In the event of any discrepancy or inconsistency between the terms and conditions of these Official Rules and any disclosures or other statements contained in any related materials including, but not limited to, any entry form or advertising collateral, the terms and provisions of these Official Rules shall prevail.