

**MONOPOLY MILLIONAIRES' CLUB
ELECTRIC COMPANY - RULES – v3 (as of 04-14-14)**

GAME TITLE: Electric Company

GAME SUMMARY: The Contestant must choose which of ten (10) light “switches” to throw in an effort to illuminate as many light bulbs as possible without overloading the “power grid” by illuminating one light bulb too many, causing a “blackout.” There are twenty-five (25) light bulbs in the power grid. Starting with the 15th light bulb, the Contestant earns money up to the 24th light bulb which is worth \$100,000. If the Contestant illuminates the 25th light bulb, the power grid is overloaded, causing a blackout and sending home the Contestant with nothing.

SCORING MECHANISM: A Contestant is shown a power grid of 25 light bulbs. Starting with the 15th light bulb, each light bulb is worth an increasing dollar value (See below). The Contestant is also shown ten (10) light switches. Each switch will illuminate a different number of bulbs from one to ten. The Contestant must choose which of the ten (10) switches to throw. The Contestant wins the \$100,000 by illuminating the 24th light bulb, and loses by illuminating the 25th.

RULES:

- A. The Contestant is shown a representation of a power grid of twenty-five (25) light bulbs stacked in five rows of five. These may be actual light bulbs, graphic representations, models, or any other representation as determined by Producer in its sole discretion.
- B. The first 14 light bulbs (from the bottom up and left to right) have no dollar value attached to them. Starting with the 15th and up to the 24th bulb, each light bulb has a dollar value attached to it as follows:
 - 1) – 14) No Value
 - 15) \$1,000
 - 16) \$5,000
 - 17) \$10,000
 - 18) \$15,000
 - 19) \$20,000
 - 20) \$25,000
 - 21) \$30,000
 - 22) \$40,000
 - 23) \$50,000
 - 24) \$100,000
 - 25) Blackout
- C. The 25th light bulb is the blackout light bulb. It has no value and causes the Contestant to forfeit all of their winnings and lose the Game.
- D. The Contestant is also shown 10 “switches.” These may be actual switches, graphic representations, models, or any other representation as determined by Producer in its sole discretion.
- E. Each switch causes a different number of light bulbs to illuminate, from 1 to 10. Each number 1 to 10 is assigned to an individual switch.
- F. The Contestant selects a switch. He or she may do this by moving it into the activated position or verbally declaring which switch he or she has chosen.
- G. The number of light bulbs assigned to that switch begins to illuminate sequentially,

starting with bulb one on the power grid.

- H. The Contestant then selects another switch, and, starting with the next unlit bulb, the number of assigned bulbs illuminate sequentially.
- I. Starting with the 15th bulb, the Contestant will earn the amount of money on the LAST illuminated bulb of the sequence (e.g., if light bulb # 17 is the final bulb illuminated, the Contestant earns \$10,000).
- J. When a situation arises where the next switch could cause light bulb # 25 to illuminate, the Host will offer the Contestant the opportunity to stop the Game and win the amount earned after the last play was complete.
- K. If the Contestant takes the money, the Host may continue to play the Game to see what would have happened had the Contestant chosen to play, but once the Contestant chooses to stop the Game, any future Game play is for demonstration and does not impact the Contestant's winnings.
- L. If the 25th light bulb illuminates, it causes a blackout and the Game ends with the Contestant winning nothing.

WINNER: If the Contestant can successfully illuminate the 24th light bulb (without illuminating the 25th), he or she wins the Game and \$100,000.

In the event the Producer needs to stop the Game for any reason (including but not limited to human, mechanical, equipment failure, rule violation, or safety issues), the Contestants and/or the Game pieces (i.e., light bulbs, switches) may be reset to a particular position, or the entire Game may be thrown out and restarted from the beginning, at Producer's sole and absolute discretion.

All decisions, including, without limitation, whether a Contestant has played the Game correctly and/or violated the rules in any other manner, will be made by the Producer in its sole discretion and are not subject to challenge or appeal.

The Producer reserves the right to modify these rules at any time, with or without notice, in its sole discretion.