

MONOPOLY MILLIONAIRES' CLUB
GET OUT OF JAIL - RULES – v2 (as of 04-10-14)

GAME TITLE: Get Out of Jail

GAME SUMMARY: The Contestant must help “Jailbird Jake” escape from the Monopoly Jail. He or she does this by selecting from twelve (12) “keys.” Each key operates one of six (6) “locks” or “jail cell bars.” There are two keys assigned to each of the six (6) locks. Once a key is chosen, it “opens” or “unlocks” its designated lock. However, if the second key is chosen the lock “closes” or “locks” the lock and it cannot be opened for the rest of the Game. If the Contestant can unlock three (3) adjacent locks (Locks 1-2-3, 2-3-4, 3-4-5, 4-5-6), “Jailbird Jake” escapes jail and the Contestant wins \$100,000.

SCORING MECHANISM: A Contestant is shown a “jail cell” with six (6) vertically locked jail cell bars. Jailbird Jake is in the jail cell. The Contestant is also shown twelve (12) keys. Each key is assigned to one of the locks, with each lock having two (2) keys assigned to it. The Contestant chooses a key and its assigned lock is revealed, “opening” its associate bar. If the second key is later chosen, the lock will reactivate, “closing” the bar permanently for the remainder of the Game. If the Contestant can successfully open three (3) adjacent bars at the same time, “Jailbird Jake” will “escape” jail and the Contestant wins \$100,000.

RULES:

- A. The Contestant is shown a jail cell with six vertically locked jail cell bars. He or she is also shown twelve (12) keys. The cell and keys may be actual physical representations, graphic representations, “virtual” video items, models, or any other representation determined by Producer in its sole discretion. Keys may be designated by color, number, letter, or some other identifying mark, but those will have no connection to the lock to which the key is assigned.
- B. Each of the twelve (12) keys is assigned to a different lock, and two keys are assigned to the same lock. So there are two keys assigned to Lock 1, two to Lock 2 and so on.
- C. Each lock has a value attached to it. Locks 1 and 6 are each worth \$5,000. Locks 2 and 5 are each worth \$10,000. Locks 3 and 4 are each worth \$20,000.
- D. The Contestant selects a key by verbally declaring which one they would like to select or physically selecting the key from among the others.
- E. The lock that key the Contestant selected is assigned to is revealed. This may be done by inserting the key into each lock until it opens, “swiping” the key into a master lock, or in some other manner determined by Producer in its sole discretion.
- F. The jail cell bar associated with that lock is “released” and the dollar value associated with it is placed in the Contestant’s bank.
- G. The Contestant now selects another key and its associated lock is revealed.
- H. If the key activates a lock that has not yet been activated, it will release that jail cell bar and add money to the Contestant’s bank. If it activates a lock that had previously been opened, it will be “relocked” and the jail cell bar that was released will re-engage and close. The Contestant will lose the money that was banked for that lock. Since there are only two keys for each lock, that bar will remain locked for the duration of the Game.
- I. If the Contestant can successfully unlock three (3) consecutive locks (i.e., 1-2-3, 2-3-4,

3-4-5, 4-5-6), he or she wins the Game and \$100,000. This is the total amount a Contestant can win in the Game and NOT in addition to the Contestant's banked amount.

- J. If, at any time, the next key selection could end in a result where the Contestant could not possibly win the Game because it would not be possible to get three (3) consecutive jail cell bars, the Host will offer the Contestant the opportunity to stop the Game and win whatever amount is currently in the bank.
- K. If the Contestant keeps his or her money, the Game is over, and the Contestant wins that amount. 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, at any time, it becomes impossible for three (3) consecutive locks to be unlocked, the Game is over and the Contestant forfeits all the money in his or bank.

WINNER: If the Contestant can successfully open three (3) consecutive locks, 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., keys, locks, bars) 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.