

**MONOPOLY MILLIONAIRES' CLUB
HOT PROPERTIES - RULES – v3 (as of 04-14-14)**

GAME TITLE: Hot Properties

GAME SUMMARY: The Contestant must choose from eight (8) “property group cards” to try and piece together two (2) cards that complete dollar values. Each card is either a property group worth half of hidden dollar value or a “strike.” The four (4) dollar values are \$20,000, \$15,000, \$10,000 and \$5,000. If a Contestant selects both properties that complete the dollar value, he or she wins that amount of money. After the Contestant chooses a property group card, that card is replaced in the deck with a “strike.” If he or she selects a “strike” three (3) times, the Game is over and the Contestant forfeits all winnings from the Game. If the Contestant can successfully put all of the hidden properties together before hitting three (3) strikes, he or she wins the Game and \$100,000.

SCORING MECHANISM: A Contestant is shown a board with property groups representing dollar values. Each dollar value has two “halves” in that it takes two property groups to complete and win that dollar value. Contestants choose from eight (8) cards. Once a property group card is chosen, it is no longer available and is replaced with a “strike” card. A Contestant wins the Game by finding all eight (8) property groups before finding three (3) strikes.

RULES:

- A. The Contestant is shown of eight (8) cards. These may be actual cards, automobiles, graphic representations, “virtual” video cards, models, or any other representation as determined by Producer in its sole discretion. Each card has a different, hidden property group on it, representing a different value. The “dark blue” and “green” property groups each represent \$20,000. The “green” property group represents the second half of \$20,000. The “brown” and “red” property groups each represent \$15,000. The “utilities” and “yellow” property groups each represent \$10,000. The four railroads are divided into two groups of two—“Reading” and “Pennsylvania” in one group and “B&O” and “Short Line” in the other. Each of the railroad groups represents \$5,000. It takes both property groups to win the designated value.
- B. A video Game board displays each of the available property groups and their values.
- C. Cards are “shuffled” and displayed face down.
- D. The Contestant selects a card by verbally declaring which one they would like to select.
- E. Numbers or other identifiers may be superimposed over the cards after shuffling in order to help Contestants more easily identify which one they'd like to select. These identifying marks are not permanent parts of the cards and are only added after the shuffle.
- F. The property group card selected by the Contestant is displayed on the Game board, indicating which value the Contestant has completed half of.
- G. The property group card is replaced in the deck with a strike card. Once a property group card is chosen it is no longer in the deck. The deck is now comprised of seven property group cards and one strike card.
- H. The deck is shuffled again and displayed, face down.
- I. The numbers or other identifiers are superimposed over the cards. They are identical in position to where they were before (i.e., if there were two rows of four cards with the top

row being numbered 1 to 4 and the bottom 5 to 8, those same numbers would be displayed based upon the position of the cards, NOT the value or information represented on the other side).

- J. The Contestant declares which card he or she would like to choose.
- K. If the card is revealed to be a property group card, it is added to the Game board. If both property groups that equate to the same value have been chosen, the Contestant wins that amount of money (e.g., if the Contestant has chosen the “dark blue” property group and later the “green” property group, the Contestant wins \$20,000). The card is replaced in the deck with a second strike card, leaving six property group cards.
- L. If the card is revealed to be a strike, that is displayed on the Game board. The card is replaced in the deck with another strike card. In this case, the deck would still have seven property group cards and one strike card.
- M. Play continues with the Contestant selecting cards. Each time a property group card is chosen, it is added to the board and one more strike card is added to the deck.
- N. If and when a Contestant has chosen two strike cards, the Host will offer the Contestant the opportunity to stop the Game and win whatever amount he or she has accumulated thus far. That amount is the total value of all completed dollar amounts (i.e., both property group cards must be selected to earn the designated dollar amount).
- O. If the Contestant chooses a third strike card, the Game is over and the Contestant forfeits all winnings earned in the Game to that point.
- P. If a Contestant successfully chooses all property group cards, he or she wins \$100,000. That is the total amount won and NOT in addition to the designated values of the property group card pairs.

WINNER: If the Contestant can successfully choose all property group cards before selecting three strike cards, 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., the cards or Game board) 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.