

MONOPOLY MILLIONAIRES' CLUB
MONOPOLY GO! - RULES – v3 (as of 04-14-14)

GAME TITLE: Monopoly GO!

GAME SUMMARY: The Contestant advances around the Monopoly board in attempt to get to the GO! space in five (5) “rolls” of the dice or less. If the Contestant can pass GO! in five (5) rolls or less, he or she wins \$100,000—but if he or she lands exactly on the GO! space, he or she wins \$1,000,000. The other lottery winners in his or her section will share a cash award equal to the Contestant’s CASH winnings from this Game except for the \$1,000,000 by a method and manner determined by Producer in its sole discretion.

SCORING MECHANISM: The Contestant rolls two (2) six sided dice and advances the number rolled on the Monopoly board. Every space landed on results in cash or prizes added to the Contestant’s bank—or it could send the Contestant to “jail,” ending the Game and forfeiting all of the Contestant’s winnings. If the Contestant can pass GO! in five (5) rolls or less, he or she adds \$100,000 to his or her winnings. If he or she lands exactly on the GO! space, the Contestant wins \$1,000,000. The other lottery winners in his or her section will share a cash award equal to the Contestant’s winnings for this Game except for the \$1,000,000 by a method and manner determined by Producer in its sole discretion.

RULES:

- A. The Contestant stands on the Go! space of a traditional Monopoly board. This may be an actual board, graphic representation, “virtual” board, model, or any other representation as determined by Producer in its sole discretion.
- B. For the Game, the Contestant has five (5) rolls. They are taken one roll at a time, with the Contestant moving from space to space after each roll.
- C. The Contestant rolls a pair of six-sided dice. These may be actual, physical dice, graphic representations, “virtual” dice, or any other representation as determined by Producer in its sole discretion.
- D. Based on the roll, the Contestant moves the designated number of spaces to that spot on the board.
- E. When a Contestant lands on a space, one of three things can happen
 1. The Contestant earns a the cash amount or prize for that space which is put in his or her bank; or
 2. The Contestant chooses from up to four “cards” or “items” and wins a cash amount, prize, “benefit” (e.g., “Get out of Jail Free” card), or “penalty” (egg, “Lose Half Your Money” card); or
 3. The Contestant “Goes to Jail,” ending the Game and forfeiting his or her entire bank for this Game.
- F. The following are the assignments for each space on the board:
 1. **MEDITERRANEAN AVENUE** Blank (It is impossible to land here)
 2. **COMMUNITY CHEST** Choose from 4 cards:
 - a. \$2,000
 - b. \$3,000
 - c. \$5,000
 - d. Get Out of Jail Free
 3. **BALTIC AVENUE** \$1,000

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| 4. INCOME TAX | "Tax Refund" (i.e., one free roll) |
| 5. READING RAILROAD | Trip to Mexico |
| 6. ORIENTAL AVENUE | \$2,500 |
| 7. CHANCE | Choose from 4 cards: |
| | a. \$2,000 |
| | b. \$3,000 |
| | c. \$5,000 |
| | d. Get Out of Jail Free |
| 8. VERMONT AVENUE | \$3,000 |
| 9. CONNECTICUT AVENUE | \$5,000 |
| 10. JAIL | "Just Visiting" (e.g., No action on this space) |
| 11. ST. CHARLES PLACE | \$6,000 |
| 12. ELECTRIC COMPANY | Pay Your Electric Bill for One Year! (tbd) |
| 13. STATES AVENUE | \$7,000 |
| 14. VIRGINIA AVENUE | \$7,500 |
| 15. PENNSYLVANIA RAILROAD | Trip To New York |
| 16. ST. JAMES PLACE | \$8,000 |
| 17. COMMUNITY CHEST | Choose from 4 cards: |
| | a. \$2,000 |
| | b. \$3,000 |
| | c. \$5,000 |
| | d. \$10,000 |
| 18. TENNESSEE AVENUE | \$8,500 |
| 19. NEW YORK AVENUE | \$9,000 |
| 20. FREE PARKING | Choose from 4 "Parking Meters" |
| | a. A new Ford |
| | b. A new Mercedes |
| | c. Gas For A Year (value tbd) |
| | d. "Expired" (no action) |
| 21. KENTUCKY | \$9,500 |
| 22. CHANCE | Choose from 4 cards: |
| | a. \$5,000 |
| | b. \$5,000 |
| | c. \$7,500 |
| | d. \$7,500 |
| 23. INDIANA | \$10,000 |
| 24. ILLINIOS | \$12,000 |
| 25. B&O | Trip to Paris |
| 26. ATLANTIC AVENUE | \$12,500 |
| 27. VENTNOR AVENUE | \$15,000 |
| 28. WATER WORKS | Choose from 4 "Faucets" |
| | a. Trip to Hawaii |
| | b. Sailboat |
| | c. Caribbean Cruise |
| | d. Hot Tub |
| 29. MARVIN GARDENS | \$16,000 |
| 30. GO TO JAIL | Ends Game |
| 31. PACIFIC AVENUE | \$18,000 |
| 32. NORTH CAROLINA AVENUE | \$20,000 |
| 33. COMMUNITY CHEST | Choose from 4 cards: |
| | a. \$10,000 |
| | b. \$15,000 |
| | c. Advance to Go! (win \$1,000,000) |
| | d. Go to Jail (Ends Game) |
| 34. PENNSYLVANIA AVE | \$25,000 |
| 35. SHORT LINE RAILROAD | Trip Around the World |

36. CHANCE

Choose from 4 cards

- a. \$15,000
- b. \$20,000
- c. Advance to Go! (win \$1,000,000)
- d. Go to Jail (Ends Game)

37. PARK PLACE

\$35,000

38. LUXURY TAX

Choose from 2 cards:

- a. Lose Half Your Money (Contestant loses half of cash in the bank; merchandise prizes are still retained)
- b. Go to Jail (Ends Game)

39. BOARDWALK

\$50,000

40. GO!

\$1,000,000

- G. For those spaces where the Contestant chooses a card or other item (spaces 2, 7, 17, 20, 22, 28, 33, 36 and 38), placement of the various options will be random.
- H. If the Contestant rolls “doubles” (matching numbers on each die), he or she earns a “free roll” (i.e., the double roll does not count as one of the five (5) rolls for the Game, but the Contestant moves to the appropriate space).
- I. If the Contestant lands on the Go to Jail space (30), draws a Go To Jail card, or rolls “doubles” on three (3) consecutive rolls, the Contestant “Goes to Jail,” ending the Game immediately. The Contestant loses all of the money and prizes he or she has accumulated during this Game, unless he or she has drawn a “Get Out of Jail Free” card as explained in section J below. The Contestant does NOT move any additional spaces before “Going to Jail.”
- J. If the Contestant chooses a “Get out of Jail Free” card, he or she can continue the Game in the event he or she lands on the “Go to Jail” space (30), draws a “Get Out of Jail” card, or rolls three (3) consecutive doubles, as described in rule above. The Contestant continues to play from the space he or she currently occupies and the Game proceeds as usual. The Contestant does not forfeit any winnings in this situation.
- K. If the Contestant draws the “Lose Half Your Money” card on the Luxury Tax space (38), he or she will forfeit half of the cash he or she has accumulated until that point in the Game. However, the Contestant will retain all of his or her non-cash prizes (e.g., trips).
- L. If the Contestant rolls two consecutive “doubles,” before his or her next roll, the Host will give the Contestant the option to stop the Game and leave with whatever winnings he or she has up to that point in the Game.
- M. Once the Contestant has reached Tennessee Avenue (space 18) or passed it, the Host will also give the Contestant the option to stop the Game and leave with whatever winnings he or she has up to that point in the Game. The option to stop will be offered before each subsequent roll.
- N. If the Contestant takes the offer, 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.
- O. If the Contestant “Passes GO!” within five (5) rolls, he or she wins \$100,000. This amount is in addition to the previous winnings in the Game. The Contestant does NOT receive anything additional from the space he or she landed on in passing GO!.

- P. If the Contestant rolls “doubles” on the roll for which he or she passes GO!, the Contestant does NOT earn an additional roll. However, if that roll is the third consecutive “doubles” roll, the Contestant “Goes to Jail” as described in section I above.
- Q. If the Contestant lands exactly on the GO! Space (40), he or she wins \$1,000,000. That is the total amount the Contestant wins. The Contestant does NOT win anything for previous spaces landed upon.
- R. Should the Contestant land on or pass the GO! Space in fewer than five (5) rolls, the Game ends without the additional rolls being taken.
- S. Should the Contestant fail to land on or pass GO! after five (5) rolls, the Contestant keeps whatever cash and/or prizes he or she has accumulated until that point.

WINNER: If the Contestant can successfully land exactly on GO!, he or she wins the Game and \$1,000,000.

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., Dice, Board, Cards) 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.