

**MONOPOLY MILLIONAIRES' CLUB
PARK IT! - RULES – v3 (as of 04-14-14)**

GAME TITLE: Park It!

GAME SUMMARY: The Contestant must choose which of five (5) levels to “park” individual cars in a parking garage. The levels are displayed in rows. Each level from top to bottom must have a car with a greater value than the one to the below it. The Contestant picks cars one at a time. Each car is valued at a different dollar amount. After the value of the car has been revealed, the Contestant verbally declares the level on which he or she wants the car to be parked. If the Contestant can successfully park cars on all five (5) levels in a numerical order, he or she wins the Game and \$100,000.

SCORING MECHANISM: A Contestant is shown a parking garage with five (5) levels. Each level must have a car parked on it with a greater monetary value than the one below it. Contestants choose from ten (10) cars that are worth a designated but secret value that ranges from \$1,000 to \$10,000 (by 1000s) The Contestant must choose where to park each car on one of the five (5) levels. A Contestant wins by parking cars successfully on all five (5) levels.

RULES:

A. The Contestant is shown ten (10) cars. These may be actual automobiles, graphic representations, models, or any other representation as determined by Producer in its sole discretion. Each car has a different, hidden value attached to it, from \$1,000 to \$10,000 (by 1000s) The actual “car” itself has no bearing on its value. Values have been randomly assigned and are not based on the actual value of the “car.”

B. There are five (5) levels in the parking garage with “Level 1” at the bottom and “Level 5” at the top.

C. The Contestant selects a car by declaring its color or standing next to it.

D. At the Host’s cue, the value of the car is revealed.

E. The Host then asks the Contestant on which level he or she would like to park the car. Each car must be parked on a level where it is more valuable than the car parked on a level below it (i.e., the car on “Level 5” must be more valuable than the car on “Level 4.”) A car may NOT be parked on a level that violates this condition.

F. After a car’s value is revealed, the Host may mention the various options for the Contestant. If there is only one level on which the car be parked legally, the Host may mention that that’s the only level where the Contestant may park the car.

G. A placeholder will appear on the level of the parking garage corresponding to the value of the car parked there. Once a car has been parked on a level, it cannot be moved.

H. Once a car is selected, it is out of play. The same value of that car will NOT be the value of any of the remaining cars.

L. The Contestant continues selecting cars and parking cars one at a time.

N. If a Contestant indicates that he or she would like to park a car on a level that would violate Rule E, the Host will instruct the Contestant that they are not able to do so and must pick a different level.

M. If a Contestant decides that he or she would like to park a car on a level that defies logic or

creates a situation where they cannot possibly win the Game (e.g., placing the \$10,000 car on any level other than Level 5) the Host may confirm with the Contestant if he or she wants to move forward with that decision before proceeding with it.

O. If a Contestant selects a car that cannot be parked on an unoccupied level (i.e., there's no unoccupied level that meets the condition of a level with a parked car with a value greater than the one below it) the Game is over and the Contestant wins nothing.

P. If and when a condition arises where the next selection of a car could result in the Contestant's losing the Game (e.g., the \$9,000 car has been parked on Level 5, meaning if the \$10,000 car is selected it could not be parked and the Contestant would lose the Game), 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 successfully parked cars to that point.

Q. If a Contestant successfully parks cars on all five (5) levels as defined in Rule E above, he or she wins the Game and \$100,000. That is the total amount the Contestant can win and NOT in addition to the value of all successfully parked cars to that point.

WINNER: If the Contestant can successfully park cars on all five (5) levels in descending values from top to bottom, he or she wins the Game.

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 cars or garage) 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.