

**MONOPOLY MILLIONAIRES' CLUB  
RIDE THE RAILS - RULES – v3 (as of 04-14-14)**

**GAME TITLE: RIDE THE RAILS**

**GAME SUMMARY:** The Contestant must choose from ten (10) different “trains” or “Railroad Lines”. Each train has a number of “money cars” trailing the engine, from 1 to 10 cars. Each car is worth \$1,000 but that money can only be earned if the Contestant “stops” the train before the caboose appears. If the Contestant can accumulate \$20,000 after selecting five (5) trains, he or she wins the Game and the \$100,000.

**SCORING MECHANISM:** A Contestant is shown a Game “board” with 10 different Railroad Lines. Each line consists of an engine, a certain number of money cars from 1 to 10 and a caboose. Each car is worth \$1,000. The Contestant can stop a train by pulling a “brake” at any time and “bank” the money from that train. If the Contestant fails to stop the train before the caboose appears, he or she loses all the money accumulated for that train. If the Contestant accumulates \$20,000 with five (5) trains, he wins the Game and his/her earnings jump to \$100,000.

**RULES:**

- A. The Contestant is shown a board with the names of ten (10) different railroad Lines.
- B. Each line consists of an engine, a certain number of money cars from 1 to 10 and a caboose. The trains may be actual physical representations, graphic representations, “virtual” video items, models, or any other representation as determined by Producer in its sole discretion.
- C. Each train has a different number of “money cars” from 1 to 10. Each money car is worth \$1,000.
- D. The Contestant chooses a Railroad Line from the Game board.
- E. The train assigned to that Railroad Line emerges from a “tunnel.” The next railroad car, if there is one, appears approximately every two (2) seconds.
- F. The Contestant stands next to a brake. At any time the Contestant chooses, he or she may engage the “brake” and stop the train.
- G. When the Contestant engages the brake he or she banks whatever amount she has earned from the money cars earned on that train.
- H. If, however, the caboose appears at the end of the train, that signals the end of that train, and the Contestant banks nothing from that train.
- I. If the Contestant stops the train before the Caboose appears, the remainder of the money cars for that train will be revealed.
- J. The Contestant then chooses another Railroad Line.
- K. Once money is banked for a particular Railroad Line, it is not at risk should the caboose appear prior to braking a subsequent train, except as described in section M below.
- L. Play continues with the Contestant selecting up to five (5) different Railroad Lines.
- M. If, on the fifth Railroad Line, the caboose appears, the Contestant loses all of the money

he or she has accumulated until that point. This includes all the money from previous Railroad Lines.

- N. If the Contestant can successfully accumulate \$20,000, he or she wins the Game and earns \$100,000. This is the total amount the Contestant can win and NOT in addition to the \$20,000 banked.
- O. If a situation arises where it is mathematically impossible for the Contestant to accumulate \$20,000, the Host will inform the Contestant of this. However, play will continue, allowing the Contestant to accumulate as much money as possible.
- P. The Host may remind the Contestant that each train car is worth at least \$1,000 and that no money is at risk until the first money car appears.

**WINNER:** If the Contestant can accumulate \$20,000, he or she wins the Game and earns \$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., trains and brakes) 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.