

**OFFICIAL RULES FAMILY FEUD LIVE™ STAGE SHOW PROMOTION
SPRING 2014 TOUR**

NO PURCHASE NECESSARY TO PARTICIPATE IN THIS PROMOTION. PURCHASE OF A TICKET WILL NOT IMPROVE YOUR ODDS OF (i) BEING SELECTED AS A CONTESTANT OR (ii) WINNING A PRIZE. FOR FREE METHOD OF ENTRY, PLEASE SEE REGISTRATION SECTION BELOW.

THE FAMILY FEUD LIVE™ STAGE SHOW IS BASED ON, BUT IS NOT IN ALL RESPECTS THE SAME AS, THE FAMILY FEUD® TELEVISION PROGRAM. THESE OFFICIAL RULES ARE THE SOLE RULES THAT GOVERN THE FAMILY FEUD LIVE™ STAGE SHOW.

BY PARTICIPATING IN THIS PROMOTION, YOU HEREBY AGREE AND CONSENT TO THE FOLLOWING OFFICIAL RULES (“**OFFICIAL RULES**”), AND ACKNOWLEDGE THAT YOUR PARTICIPATION IN THIS PROMOTION SHALL BE GOVERNED BY THE FOLLOWING:

THESE OFFICIAL RULES SHALL GOVERN THE FOLLOWING SHOW DATES:

April 12: Prior Lake, MN -- Mystic Lake Casino
April 13: Prior Lake, MN -- Mystic Lake Casino
May 22: Lincoln, RI -- Twin River Casino
May 23: Lincoln, RI -- Twin River Casino
May 24: Lincoln, RI -- Twin River Casino

Sponsor: FAMILY FEUD LIVE™ is produced by, and the Promotion is sponsored by GOOD GAMES LIVE, INC. 2900 W. Alameda, Burbank, CA 91505.

General:

1. Definitions:
 - a. **“Venue”** shall mean the specific venue where the individual attends the Show and/or registers for the Promotion. No Venue is a sponsor of the Promotion.
 - b. **“Producer”** shall mean Good Games Live, Inc.
 - c. **“Show”** shall mean FAMILY FEUD LIVE™ stage show, based on the television program FAMILY FEUD®.
 - d. **“Eligible Individual”** shall mean individuals who meet all criteria as set out in Official Rule # 9 below.
 - e. **“Contestant”** shall include contestants in the following game play: Main Games, Matching Funds Games, Fast Money Games, and the Family Feud Big Money Challenge.
 - f. **“Promotion”** shall include: (i) Play Along Cards and (ii) onstage games (Main Games, Matching Funds Games, Fast Money Games, and the Family Feud Big Money Challenge) that are part of the FAMILY FEUD LIVE™ stage show.
2. The purpose of these Official Rules is to govern the Promotion associated with the Show through which Eligible Individuals can receive prizes through the game play described below. Although the Show is based on the Family Feud® television program, to the extent there are differences between the format of the television program and the Promotion, the rules of the Promotion are as stated herein and govern the Show.
3. Show schedule is attached to these Official Rules as Exhibit A. These Official Rules apply to dates and Venues listed on this exhibit.
4. Each Show, including audience warm-up, will run approximately ninety (90) minutes.
5. All prize values in these Official Rules are in US dollars.
6. The Promotion is subject to applicable federal, state, and municipal rules and regulations and all aspects of the Promotion are subject to the approval of the appropriate regulatory authorities. Void where prohibited or restricted by law.
7. **There is no ticket purchase required to participate in the Promotion, and the purchase of a ticket will not be considered a factor in determining Show Contestants. Only those who possess a valid ticket will be allowed into the Venue to watch the Show. Eligible Individuals selected to compete as Contestants in the Show who do not otherwise possess a valid ticket will be provided with a complimentary ticket in order to enter the theatre space to compete as a Contestant.**
8. All Show times are approximate. Venue and Producer reserve the right to modify Show times when there are extenuating and/or unforeseen circumstances.
9. Eligibility:

- a. **“Eligible Individual”** shall be defined as an individual resident of Canada or the 50 United States (including Washington D.C., but specifically excluding any US territories or possessions and residents from provinces/states listed in Official Rule 9.b.v below) who has registered with the Producer who:
- i. is of the age of majority in the state where the Show is held;
 - ii. is not deemed ineligible under Official Rule 9.b;
 - iii. has and presents on request a valid form of government issued photo ID, such as passport, driver’s license, or other identification;
 - iv. has not attended the Show at any venue more than four (4) times in the past calendar year AND has not participated as a Contestant in the Show at any venue at any point during the past calendar year.

b. The following individuals are not eligible:

- i. Employees or former employees (within the past year), directors or officers of Good Games Live, Inc., FremantleMedia North America, Inc., Family Feud Live, Venues, and/or booking agent(s) for Venues or any promotional agency, advertising agency or prize supplier involved with the Show or any of their respective parent companies, subsidiaries, or affiliates, and Immediate Family members of these employees or sharing the same residence with any employee involved in coordinating/executing promotions or tournaments. As used herein, “Immediate Family” is defined as: mother, father, spouse, domestic partner, children, son-in-law, daughter-in-law, mother-in-law, father-in-law, step-parents, step-children, sister, brother, grandmother, grandfather, grandchildren, and any relative or other person residing in the employee’s place of residence. Vendors, partners or anyone having a business relationship with Producer, FremantleMedia North America, Inc. or anyone the Producer deems to have an unfair advantage in playing the game are also ineligible to participate in the Promotion.
- ii. Any members of the media associated with advance press and reviews to promote the Show.
- iii. Individuals who have received complimentary tickets in exchange for any good, service and/or pre-existing relationship, provided, however, individuals who may have won complimentary tickets in connection with sponsorships or promotions shall be eligible to participate provided they meet all other eligibility requirements.
- iv. Those who have been prohibited from entering the Venue and/or any other properties owned or operated by the Venue.
- v. **FOR SHOWS OUTSIDE OF RHODE ISLAND: Individuals who are residents of Quebec, Florida, New York, or Rhode Island. However, individuals residing in these provinces/states may attend the Show as non-participating ticket holders.**
 1. **Rhode Island residents will be eligible to register for game play in connection with the following shows ONLY:**
 - May 22: Lincoln, RI -- Twin River Casino
 - May 23: Lincoln, RI -- Twin River Casino
 - May 24: Lincoln, RI -- Twin River Casino

9. Any prize winners who fail to meet the eligibility requirements must forfeit any prizes that they would otherwise have won while participating in the Promotion and the prize will not awarded. All decisions of the Producer regarding the interpretation of Official Rules, eligibility, game play, the order in which contestants compete, or any other aspect of the Show will be final and binding on all participants without appeal.
10. Venue and Producer reserve the right to modify or cancel the Promotion at any time, for any reason, subject to any applicable regulatory approval, if required.
11. Eligible Individuals are responsible for any and all applicable taxes as may arise from participation in the Promotion and/or winning a prize.
12. Venue and Producer are not responsible for lost, stolen, late, mutilated, or illegible Registration Forms nor for electronic transmission errors or delays resulting in omission, interruption, deletion, defect, delay in operations or transmission, theft or destruction or unauthorized access to or alterations of entry materials, or for technical, hardware, software, or telephone failures of any kind, lost or unavailable connections, fraud, incomplete, garbled, or delayed computer transmissions, whether caused by Venue, Producer, users, or by any of the equipment or programming associated with or utilized in the Promotion or by any technical or human error which may occur in the processing of submissions which may limit, restrict, or prevent an Eligible

Individual's ability to participate in the Promotion. All Registration Forms become the property of the Sponsor and will not be returned.

13. If for any reason the Promotion is not capable of running as planned, or an event beyond the control of Venue or Producer corrupts or affects the administration, security, fairness, integrity, or proper conduct of the Promotion, Venue and Producer reserve the right at their sole discretion to cancel, terminate, modify or suspend the Promotion.
14. Any attempt by any person to deliberately damage any program or to undermine the legitimate operation of the Promotion may be a violation of criminal and civil laws and should such an attempt be made, Venue and Producer reserve the right to seek damages from any such person to the fullest extent of the law.
15. Venue and Producer are not liable for injuries or losses arising or resulting from participation in the Promotion and are not liable for events or errors by employees for negligent conduct and are not liable in the event of any equipment or software malfunction.
16. By participating in the Promotion, Eligible Individuals agree to these Official Rules. Venue or Producer may disqualify any person based on fraud, dishonesty, violation of Official Rules or other misconduct, whether or not directly related to the Promotion.
17. Without express authorization from Producer, attendees shall not be allowed to take pictures or videos while in the theatre space. Producer and Venue reserve the right to eject individuals found violating this rule from the Venue.

Attending the Show:

18. Each person who enters the theatre space to watch the Show must have a valid ticket. Eligible Individuals selected to compete as Contestants in the Show who do not otherwise possess a ticket shall be provided with a complimentary ticket in order to enter the theatre space.
19. Ticket holders must register separately and in person to be possibly selected as a Contestant in the Show. The purchase of a ticket does not constitute registration into the contestant pool, nor does it guarantee that ticket holder will be selected to play as a Contestant.
20. Tickets are non-transferable and non-replaceable. Venue and Producer are not responsible for lost, forgotten or stolen tickets. Tickets are subject to review and verification.
21. Venue and Producer reserve the right to distribute additional tickets via advertising, direct mail or other promotional means.

Registration:

22. Each Eligible Individual who wishes to enter the Promotion must attend in person and complete a registration form ("**Registration Form**"), which includes the individual's full name, date of birth and address.
23. The registration window will open three (3) hours before scheduled Show time and will close fifteen (15) minutes before scheduled Show time. No individuals will be allowed to register after the registration window closes. For illustration purposes only, if the scheduled Show time is at 8:00pm, the registration window will open at 5:00pm and close at 7:45pm and no registrations will be accepted after 7:45pm.
PLEASE CHECK YOUR TICKET OR THE VENUE WEBSITE FOR THE SCHEDULED SHOW TIME AS IT MAY DIFFER FROM THE ILLUSTRATION ABOVE.
24. Registration will be held at or near the Venue box office. Show times are subject to change. An individual may only register once. An admission ticket is not required to register.
25. Once registered, all Eligible Individuals (regardless of ticket purchase) will receive one (1) Play Along Card. Receipt of a Play Along Card does not guarantee prizing.
26. Non-ticket holders who have registered must be present in the designated registration area when their name is called in order to be confirmed as a Contestant in the Show. In the event a non-ticket holder is randomly selected as a Contestant and makes it known that they are present within the time period specified below and confirms they wish to participate as a Contestant, Producer will provide them with a complimentary ticket to enter the theatre space.
27. In the event a non-ticket holder receives a winning Play Along Card, Producer will award the individual a prize, and winner may leave the Venue.

Play Along Cards:

28. Producer will provide play along game cards ("**Play Along Cards**") in a quantity that equals the estimated Venue house count thirty (30) minutes prior to scheduled Registration time for each Show. This quantity shall include one hundred and seventy-five (175) winning Play Along Cards, which will be randomly distributed along with all Play Along Cards to the Eligible Individuals. For the avoidance of doubt, selection of Play Along Cards is random and Producer makes no guarantee that all winning Play Along Cards will be selected by eligible contestants.

29. Each Play Along Card will be marked with a unique identifier/serial number.
30. The total number of Play Along Cards may vary from show to show depending on the house ticket count thirty (30) minutes prior to registration opening.
31. Play Along Cards will be randomly distributed to Eligible Individuals after they complete the registration process. Producer will record the name of the Eligible Individual and the unique identifier/serial number of the Play Along Card that the Eligible Individual received.
32. The Producer and its agents are not responsible for printing, distribution or production errors and may terminate or withdraw the Promotion and/or any Play Along Cards found to contain such errors without liability and at their sole discretion. Liability for any misprinted Promotion piece will be limited to replacement thereof.
33. If due to a printing or production error, more winning Play Along Cards are distributed, or more prizes for winning Play Along Cards are claimed than are intended to be awarded according to these Official Rules, only the number and type of prizes for Play Along Cards as contemplated by these Official Rules will be awarded. Upon discovery of such error all prize fulfillment will cease and a random drawing from among all verified prize claims for Play Along Cards received one (1) hour after the end of the Show will take place at the Venue to select potential winners to receive the remainder of the prizes.
34. All Play Along Cards are subject to verification and will be void if not obtained through legitimate channels or if not original, or if illegible, altered, forged, defaced, mutilated or tampered with in any way or not obtained in accordance with these Official Rules.

Contestant Selection:

35. RANDOM DRAWING

There will be two (2) random drawings conducted:

(1) One random drawing from among all Registration Forms to determine the individual who will be the contestant for the Family Feud Big Money Challenge. TOTAL NUMBER SELECTED: 1 (One)

If the individual who is randomly selected declines to participate as the Family Feud Big Money Challenge contestant, Producer will select an alternate from the remaining Registration Forms. The Registration Form of the Eligible Individual who declines to participate will not be placed back into the contestant pool. If the individual who declines to participate is a non-ticket holder, he/she will not be provided with a complimentary ticket to enter the theatre.

(2) After conducting random drawing (1) above, Producer will use the unique identifier/serial number to segregate Registration Forms associated with Eligible Individuals that received pre-selected winning Play Along Cards from those associated with Eligible Individuals that received non-winning Play Along Cards. Registration Forms associated with non-winning Play Along Cards will be pooled for a random drawing to identify the Main Game contestants, Matching Funds contestants and Fast Money contestants. TOTAL NUMBER SELECTED: 30 (Thirty)

If an individual who is randomly selected declines to participate as a Main Game contestant, Matching Funds contestant, or Fast Money contestant, Producer will select an alternate from the remaining non-winning Play Along Card pool. The Registration Form of an Eligible Individual who declines to participate will not be placed back into the pool. If the individual who declines to participate is a non-ticket holder, he/she will not be provided with a complimentary ticket to enter the theatre.

Any Eligible Individual selected as a Main Game contestant will be required to forfeit their Play Along Card.

Producer reserves the right to modify the random selection process at its sole discretion.

36. Producer will call out the names of Eligible Individuals selected as a result of the random drawing described in Rule #35 above. Main Game contestants will be called first, then Matching Funds contestants, and Fast Money contestants last. When the name or number on the form is announced, the person named must immediately make it known that he or she is present. If, after thirty (30) seconds, the Producer is unable to readily identify that the person whose name was called is present in the theatre or in the designated registration area, the Eligible Individual will be deemed absent, will not be allowed to participate as a Contestant or win a prize, and another Eligible Individual will be selected.

37. In the event that an Eligible Individual is unable to play due to disability, injury or incapacity, or should a chosen Eligible Individual request, the chosen Eligible Individual may designate a proxy contestant to play on his/her behalf, provided that the designated proxy contestant meets the eligibility criteria set forth herein. All prizes won by the designee are the property of the original person whose name was selected. If the proxy contestant is a non-ticket holder, a complimentary ticket will be provided.

Game Play Details:

38. During each Show, Eligible Individuals selected as Contestants will participate for a chance to win prizes in one of the following: Main Games, Matching Funds Games, Fast Money Games and the Family Feud Big Money Challenge. Prizes associated with Play Along Games will be distributed throughout the Show. Non-ticket holders who hold a winning Play Along Game Card will get their prizes in the lobby before the show. Ticket-holders who win Play Along Game Card prizes will come after the show to the Producer's table to redeem their prizes. Matching Funds winners and Fast Money participants who do not reach 200 points will receive their prizes in cash or other monetary instrument. The remaining prizes will be awarded in the form of cash or other monetary instrument.
39. Each Show will follow the same format, in this order:
- Main Game #1
 - MATCHING FUNDS WINNERS IDENTIFIED (throughout Main Game #1)
 - Fast Money #1
 - Main Game #2
 - MATCHING FUNDS WINNERS IDENTIFIED (throughout Main Game #2)
 - Fast Money #2
 - Family Feud Big Money Challenge
40. The four (4) types of Contestants selected for the Show are: (i) Main Game contestants, (ii) Matching Funds contestants, (iii) Fast Money contestants, and (iv) the Family Feud Big Money Challenge contestant.

Main Game Contestants

- There will be twenty (20) Main Game contestants selected in the random drawing in Rule #35(2).
- Each Main Game contestant will play in one (1) of the two (2) Main Games.
- Individuals selected as Main Game contestants will be sent to a backstage holding area prior to the start of the Show. They will be placed into four (4) groups of five (5) individuals (each referred to as a family) by a staff member backstage. Each group will be referred to by a fictional family name. Placement of Main Game contestants will be based on subjective determination of what configuration will contribute to the entertainment value of the show.
- Main Game contestants are eligible to receive the prizes set forth in Rule #46.d.

Matching Funds Contestants

- There will be six (6) Matching Funds contestants selected in the random drawing in Rule #35(2).
- One (1) Matching Funds contestant will be selected at random from among all potential Matching Fund contestants for each of the first three (3) questions played during each Main Game.
- Individuals selected as Matching Funds contestants will remain in their seats during the Show and wait for their name to be announced as the Matching Funds winner for a particular question.
- Matching Funds contestants are eligible to receive the prizes set forth in Rule #46.d.

Fast Money Contestants

- There will be four (4) Fast Money contestants selected in the random drawing in Rule #35(2).
- Each Fast Money contestant will play in one (1) of the two (2) Fast Money Games.
- Individuals selected as Fast Money contestants will be sent to a backstage holding area prior to the start of the Show. They will be placed into two (2) teams of two (2) individuals by a staff member backstage. Placement of Fast Money contestants will be based on subjective determination of what configuration will contribute to the entertainment value of the show. Fast Money contestants will remain in their seats during Main Game.
- Fast Money contestants are eligible to receive the prizes set forth in Rule #46.d.

Family Feud Big Money Challenge Contestant

- One (1) individual will be selected as part of the random drawing set forth in Rule #35(1) above and will play in the Family Feud Big Money Challenge.

41. Main Game Process

- There are two (2) main games (the “**Main Games**”) in each Show.
- Each Main Game involves a competition between two (2) “families.” Each Main Game is played until one family either reaches 300 or more points in their “bank” or a total of four (4) survey questions have been played, whichever comes first. The family that reaches 300 or more points in their bank first will be declared the winner. If 300 points have not been reached after four (4) questions, the family with the higher number of points in their bank will be declared the winner.
- In order to win points, contestants must guess a select number of the most popular answers to survey questions on the “board” or must steal points from the competing family as set out below.
- Questions used are from a survey of one hundred (100) people. For each question, Producer will choose a certain number of the most popular answers to the survey question to place on the board. As the most popular answers are guessed by contestants, they will be revealed on the board. Survey questions used in the Show are from the following sources: FAMILY FEUD® television show, the Endless Games Family Feud 5th Edition FAMILY FEUD® board game and/or a survey conducted by Producer specifically for the Show.
- The “face off”
 - To start each Main Game, the two (2) contestants in the first position (“captains”) play a face off at the face off podium to determine which family will gain control of that particular question. Captains will be selected by the Producer based on a subjective determination of what configuration will contribute to the entertainment value of the Show. The question is asked and the contestants compete to be first to press the button on the lock-out device. The contestant who presses the lock-out device first must give an answer to the question. There are four (4) possible outcomes when this occurs:
 - (i) If the answer given is the number one answer in the survey that contestant wins the face off round and can elect whether they want to continue to play the question or pass it to the other family.
 - (ii) If the answer is not the number one answer but appears on the board, the other contestant has one (1) chance to give an answer. If that answer is ranked higher than the answer given by the first contestant the contestant who gave the second answer wins the face off round and can elect whether they want to continue to play the question or pass it to the other family.
 - (iii) If the contestant is unable to provide an answer within the allotted time (as described below) or if the answer does not appear on the board then the other contestant has one (1) chance to give an answer. If that answer appears anywhere on the board that contestant wins the face off round and can elect whether they want to continue to play the question or pass it to the other family.
 - (iv) If neither contestant is able to provide an answer within the allotted time or give an answer appearing on the board, the same rules apply to the contestants in the second position in the “families”, with the family of the person that pressed the lock- out button the fastest going first. If neither contestant in the second position gives an answer that appears on the board the Producer has the **option** to throw out the question and begin the face off again with a new replacement question. In such a case, the answers to the thrown out question would be revealed. Answers revealed during the Main Game have no bearing on the Play Along Card.
 - During the face off, immediately after a contestant presses the button, the host will stop reading the question and the contestant must give an answer. If the answer is the number one answer, the game continues as indicated. If it is not the number one answer, the host will finish reading the question before the other contestant gives his/her answer. A contestant must give an answer within three (3) seconds (as determined by the Producer) upon pressing the lock out button or they will forfeit their turn (indicated by a “buzzing” sound) and the opposing contestant will receive an opportunity to answer the question.
- The family that continues to play the question attempts to give all the popular answers to the survey question, starting with the next family member in line and continuing in order down the line. Contestants may not switch places with any other contestants. When it is their turn, each contestant has a chance to give one (1) answer.
- Contestants may not confer or say an answer aloud when it is not the contestant’s turn to respond. If, in the opinion of the Producer, this has taken place, the family will receive an additional “strike” and no one is allowed to use the answer that was said aloud. If, in the opinion of the Producer, an answer was said aloud by an audience member and was overheard by the family or contestant playing, the Producer has the option to throw out the question and substitute a new question. In such a case, the answers to the thrown out question would be revealed. If a contestant gives two (2) answers (e.g., “Red I mean Blue”), the first answer is taken and no one on their family may use the second answer. The other family may use the second answer given if desired.
- For the first and second question the point value for each answer given will be equal to the number corresponding to the number of people (out of 100) who gave that particular answer to the survey question. For the third

question the point value for each answer given will be double the number of people (out of 100) who gave that particular answer to the survey question. For the fourth question (if needed) the point value for each answer given will be triple the number of people (out of 100) who gave that particular answer to the survey question. Point values for correct answers accumulate during the play of each question and will be deposited in the winning family's "bank" when the play for the question is finished (i.e. all answers on the board are revealed or the steal option has been played).

- The family gets a "strike" if they give an answer that is not on the board or fail to respond within three (3) seconds after a three (3) second warning is given by the host or Producer. If three (3) strikes are accumulated before all the answers on the board are revealed, the family must relinquish control of the board to the other family which then gets the chance to steal the points accumulated for that particular question if, with one (1) guess, they correctly give one of the remaining answers on the board. When attempting to steal, the entire family may confer before the answer is given. If the answer given appears anywhere on the board, the second family that has stolen the question is awarded the points accumulated by the family that had control of the question, in addition to the points for their correct answer. If the answer given does not appear on the board, the points are not stolen and are awarded to the family that originally had control of the question.
- The contestant in the second position on each family will participate at the face off podium for the second question. The contestant in the third position on each family will participate at the face off podium for the third question. If needed, the contestant in the fourth position on each family will participate at the face off podium for the fourth question.

42. **Matching Funds Game Process**

- There will be six (6) individuals that participate in the matching funds game (the "**Matching Funds Game**").
- During each Main Game, for each of the first three (3) questions played (i.e., all answers on the board are revealed or the steal option has been played), Producer will identify one (1) randomly selected Play Along Card serial number (such card will have been selected in the random drawing described in Rule #35(2)) as the Matching Funds winner for that particular question.
- The individual holding such card will receive a dollar-per-point matching money prize (the "**Matching Funds**") equivalent to the actual number of points earned/accumulated during a particular question. For example, if the question looks for the most popular eight (8) answers, and points associated with the most popular eight (8) answers equals 72, the Eligible Individual holding the Play Along Card with the selected number will receive \$72.00.
- In the event a fourth question is played for either Main Game, there will be no contestant selected as the Matching Funds winner for the fourth question.

43. **Fast Money Game Process**

- There are two (2) fast money games (the "**Fast Money Games**") in each Show, one after each Main Game is played. Two (2) contestants will play together as a team in each Fast Money Game. The objective of the Fast Money Game is to score points by giving the most popular answers to a series of survey questions. Each contestant will have one (1) turn to answer the series of questions.
- For each Fast Money Game, the contestant who goes second goes offstage and is fitted with headphones playing music at a volume so as to prevent them from hearing what is going on onstage.
- The remaining contestant is asked five (5) survey questions. The contestant has twenty (20) seconds to answer those questions. After twenty (20) seconds has expired or the contestant has answered all five (5) questions—whichever occurs first, the number of people giving each answer to the survey question is revealed. The contestant earns one (1) point for each person that the "survey says" gave that answer. At least two (2) people must have given that answer to be valid.
- Contestants in Fast Money Game may pass on a question. If there is time remaining the host will go back and re-read the question(s) which the contestant may answer if time remains.
- If the Producer thinks that the second contestant has in any way seen or heard the first contestant's answers because of an intentional act on the part of the second contestant, the Producer will penalize the second contestant by removing five (5) seconds from the allocated time.
- Once all the points for the first contestant are tallied, the answers are hidden and the second contestant comes back onstage. The second contestant is given twenty-five (25) seconds to answer the same five (5) questions. Duplicate answers are not allowed and will be identified by a "buzzing" sound which indicates that the contestant should provide another answer to the question or pass on the question. After twenty-five (25) seconds has

expired or the contestant has answered all five (5) questions—whichever occurs first, the number of people giving each answer is revealed.

- If the two contestants together score a total of two hundred (200) or more points, the team will win the prize specified in Rule #46.d below. If the two contestants together score less than two hundred (200) points, the team will receive the consolation prize specified in Rule #46.d below.
- If the host stumbles while reading a question, Producer may at his/her discretion add time to clock or otherwise extend the period given to answer the questions.

44. **Family Feud Big Money Challenge Process**

- At the end of the Show, the individual randomly selected to be the Family Feud Big Money Challenge contestant as set forth in Rule #35(1) above shall be called onstage to play the Family Feud Big Money Challenge (“**The Family Feud Big Money Challenge**”). The Family Feud Big Money Challenge is a game that is completely unique to the Show and is not based on the Family Feud® television program.
- The host asks a survey question and shows the contestant twelve (12) potential answers to the question. Six (6) of the answers are the most popular six (6) responses to the survey question and the other six (6) answers were either not provided as an answer to the survey question or were not in the most popular six (6) answers.
- The contestant must identify the most popular six (6) answers to the survey question before getting three (3) “strikes”. A “strike” is given every time the contestant chooses an answer that was either not provided as an answer to the survey question or was not in the most popular six (6) answers.
- If the contestant names the most popular six (6) answers without receiving any strikes for an incorrect answer, the contestant receives the Grand Prize identified in Rule #46.d. If the contestant names the most popular six (6) answers but receives one (1) or two (2) strikes in the process for naming incorrect answers, the contestant will receive one of the lesser prizes identified in Rule #46.d. If the contestant receives three (3) strikes before naming the most popular six (6) answers, the contestant receives the consolation prize identified in Rule #46.d.

45. **Play Along Card Process**

- Each Play Along Card will have two (2) bonus game grids each containing ten (10) answers.
- At different moments in the Show, Producer will exhibit footage from the Family Feud® television program and signal to audience members that they should examine their Play Along Card. Correct answers revealed as part of the TV show footage will correspond to words printed on Play Along Cards. As the correct answers are revealed in the TV show footage, Eligible Individual audience members will use a pen/pencil to mark off the corresponding word if it appears on their Play Along Card. Answers revealed during Main Game play shall not count towards completion of a Play Along Card.
- Each Eligible Individual who matches three (3) words and/or phrases of the ten (10) answers on their Play Along Card will win a prize valued at Five Dollars (\$5.00).

46. **Prizes & Winners**

- a. The approximate total value of all prizes available to be won in any one (1) Show is \$15,000.00. PRIZES WHICH ARE NOT WON DURING THE SHOW WILL NOT BE AWARDED. Prizes are non-transferable and non-cash prizes have no cash value.
- b. All potential winning contestants must complete a waiver/release, prize redemption form and any other documentation as Producer may reasonably request following the Show in order to receive their prizes. All prizes, including prizes for winning Play Along Cards, must be claimed at the Venue the same day as the Show, within the timeframe set forth by the Producer.
- c. **Notwithstanding anything in these Official Rules to the contrary, before receiving a prize, it must be confirmed that each potential winner has complied in full with these Official Rules.**
- d. Prizing Details:

Main Game Prizes

For each Main Game, each member of the winning family receives \$100 in the form of cash or other monetary instrument and each member of the losing family receives a tee-shirt valued at \$5.00. .

Total Amount Distributed Through Main Games: \$1000

Matching Funds Games Prizes

Each Matching Funds contestant will receive the cash equivalent of the actual points scored for their respective question. This will vary depending on the question they have been selected the Matching Funds winner of and can range between \$1 and \$100 for Matching Funds winners of questions 1 and 2 of each Main Game, and between \$2 and \$200 for Matching Funds winners of question 3 of each Main Game. Matching Funds will be awarded in the form of cash or other monetary instrument.

Total Amount Distributed Through Matching Funds Games: Between \$8 and \$800.

Fast Money Games Prizes

For each Fast Money game, if the two-person team scores two hundred (200) or more points, each Fast Money contestant will receive \$250 in the form of cash or other monetary instrument. If they fail to score two hundred (200) points, each Fast Money contestant will receive fifty cents (\$0.50) (in the form of cash) for each point scored.

Total Amount Distributed Through Fast Money Games: Between \$0 and \$1000.

Family Feud Big Money Challenge Prize

Depending on the outcome of the Family Feud Big Money Challenge, the individual will win one (1) of the following prizes:

- Receives zero (0) STRIKES before naming the most popular six (6) answers: Grand Prize of \$10,000 (in the form of a check sent within one hundred twenty (120) days from Show date)
- Receives one (1) STRIKE before naming the most popular six (6) answers: \$1,000 (in the form of a check sent within one hundred twenty (120) days from Show date)
- Receives two (2) STRIKES before naming the most popular six (6) answers: \$500 (in the form of a check sent within one hundred twenty (120) days from Show date)
- Receives three (3) STRIKES before being able to name the most popular six (6) answers: \$100 (in the form of a cash or other monetary instrument)

Play Along Card Prizes

Each Eligible Individual who matches three (3) or more of the ten (10) answers on his/her Play Along Card will win a prize valued at \$5.00. There will be one hundred and seventy-five (175) pre-selected winning Play Along Cards distributed at each Show. The chance of winning will depend on the Venue capacity and the number of non-ticket holders who register for the Promotion.

Total Amount Distributed Through Play Along Cards: \$875

e. Awarding of prizing is contingent on the following:

- In order to be confirmed as the winner of any prize, Eligible Individuals must also complete and sign a standard release form, including a publicity release (where permitted by law), confirming compliance with these Official Rules, acceptance of the prize as awarded and indemnifying and releasing FremantleMedia North America, Inc., Good Games Live, Inc., Venue, Venue booking agent(s) and any other parties and their respective parent companies, affiliates, subsidiaries, agencies, agents, respective directors, officers, employees, representatives, sponsors, successors and assigns ("Released Parties") from any liability for any loss, harm, damages, claims, costs, causes of action or injury whatsoever including, but not limited to, personal injury, accident or death, property damage, disappointment or inconvenience arising from any act, omission or negligence whatsoever relating to the Promotion as a result of participation in the event and/or the receipt, ownership, possession, use or misuse of any prize.
- Producer will confirm that the individual was an Eligible Individual by verifying age, residency, and that the individual was not deemed "ineligible" by virtue of past participation in the event or under any terms as set out in Rule #9 above. In the event that an ineligible person participates in the event and is potentially eligible for prizing, this person will be disqualified from winning the prize and the prize will be forfeited and will not be awarded.

47. GENERAL CONDITIONS

By participating in the Promotion, the individual grants to the Producer the right to use his/her likeness and registration information, including first name, last name and province/state of residence ("Personal Information") without further permission or compensation for the purpose of administering the Promotion. The Producer will use Personal Information to conduct the random contestant selection drawing and to confirm each selected individual's eligibility, including by "scrubbing" his/her name against Producer's internal databases to ensure that he/she is eligible to play. After the drawing and eligibility verification, Producer shall promptly destroy all Registration Forms containing any Personal Information of registrants other than major prize winners whose Registration Forms will be destroyed once prize eligibility is confirmed.

By participating in the Promotion, individuals grant to Producer the right to use his/her Personal Information for the purposes set forth above and acknowledges that the Sponsor may disclose the Personal Information to third parties or service providers of the Sponsor in connection with the foregoing.

Unless prohibited by law, Producer may require an individual who has won a prize to complete and sign a publicity release granting Producer the right to use his/her personal information, including, without limitation, name, likeness, city/province, photographs or comments for publicity and promotional purposes relating to the Show without compensation or further permission. Said release may also give Producer the right to license or permit third parties to use the individual's personal information for matters relating to or associated with the Promotion or the Show.

Individuals may also opt-in to receive mailings or promotional materials from the Venue. Such uses of personal information will be governed by Venue's privacy policy, available for public review at the Venue website.

General Release

By participating in the Promotion, each individual releases and holds harmless the Released Parties from any and all liability for any loss, harm, damages, claims, costs, causes of action or injury whatsoever including, but not limited to, personal injury, accident or death, property damage, disappointment or inconvenience arising from any act, omission or negligence whatsoever relating to the Promotion or the receipt, ownership, possession, use or misuse of any prize.

Regulatory Oversight

This Promotion is subject to all applicable state and municipal laws where the Venue is located and federal laws of the United States.

In the event of any discrepancy or inconsistency between the terms and conditions of these Official Rules and any disclosures or other statements contained in any related materials including, but not limited to, any entry form or advertising collateral, the terms and provisions of these Official Rules shall prevail.