

Family Feud Live™: Celebrity Edition - Stage Show
OFFICIAL RULES
SPRING 2019

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.

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

BY PARTICIPATING IN THIS PROMOTION (AS DEFINED BELOW), 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:

Sponsor: FAMILY FEUD LIVE™ is produced by, and the Promotion is sponsored by GOOD GAMES LIVE, INC., 2900 W. Alameda Ave., Suite 800, Burbank, CA 91505.

Definitions, Overall Rules and Eligibility

1. Definitions:
 - a. **“Venue”** shall mean the specific location 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. **“Promotion(s)”** shall include all on stage game play associated with the Show, as well as any audience giveaways as may be provided by Sponsor in its sole discretion.
 - e. **“Eligible Individual”** shall mean individuals who meet all criteria as set out in Official Rule #8 below.
 - f. **“Contestant(s)”** shall mean Eligible Individuals selected to participate as a contestant in the following game play: Main Games, Audience Games, Fast Money Games, and the Family Feud Big Money Challenge.
 - g. **“Random Selection Process”** shall mean the process of selecting Eligible Individuals as Contestants, as set out in Official Rules #28 through #32 below.
 - h. **“Registration Form”** shall mean the registration form that each Eligible Individual who wishes to enter the Promotion must complete, which includes the Eligible Individual’s full name and date of birth.
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 in Official Rules # 45 – 49 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 Official Rules of the Promotion are as stated herein and govern the Show.
3. Each Show, including audience warm-up, will run approximately ninety (90) minutes.
4. All prize values in these Official Rules are listed in US dollars for Promotions taking place in the United States and all prize values are listed in Canadian dollars for Promotions taking place in Canada.
5. 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.
6. **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.**
7. All Show times are approximate. Venue and Producer reserve the right to modify Show times when there are extenuating and/or unforeseen circumstances.

8. Eligibility Requirements

- a. **"Eligible Individual"** shall be defined as an individual resident of Canada or the fifty (50) United States (including Washington D.C., but specifically excluding any territories or possessions and residents from provinces/states listed in Official Rule # 8.b.v below) who has registered with the Producer who:
 - i. is 18 or older, and 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. A) Employees or former employees (within the past year), directors or officers of Good Games Live, Inc., FremantleMedia North America, Inc., FAMILY FEUD LIVE, any Venues, and/or booking agent(s) for any Venues or any promotional agency, advertising agency or prize supplier involved with the Show or any of their respective parent companies, subsidiaries, or affiliates; B) Immediate Family Member(s) (as defined below) of these directors, officers, agents or employees; and C) individuals sharing the same residence with any director, officer, employee, or agent involved in coordinating/executing Promotions or tournaments. As used herein, "Immediate Family Member" 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 Producer, in its sole discretion, deems to have an unfair advantage in connection with participating in the Promotion 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. Any individuals who have received complimentary tickets in exchange for any good, service and/or pre-existing relationship, provided, however, any individual who may have won complimentary tickets in connection with sponsorships or promotions shall be eligible to participate provided he/she meets 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. **Individuals who are residents of Quebec and Puerto Rico, and other US territories, commonwealths and possessions. However, individuals residing in these provinces/territories may attend the Show as non-participating ticket holders.**
9. Any prize winners who are determined to not be Eligible Individuals by Producer must forfeit any prize(s) that he/she would otherwise have won while participating in the Promotion and such prize(s) will not be awarded. All decisions of Producer regarding the interpretation of Official Rules, eligibility, game play, the order in which Contestants compete, or any other aspect of the Show shall be made in Producer's sole discretion and will be final and binding on all Contestants without appeal. Prize(s) may only be awarded to Eligible Individuals.
 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 are the property of the Sponsor and will not be returned.

13. If for any reason the Promotion and/or Show 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 and/or Show may be in violation of criminal and/or 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/or Show, are not liable for events or errors by its respective employees or independent contractors for negligent conduct and are not liable for any equipment or software malfunction or the outcome of such 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, videos, or take any other form of recordings via any other audiovisual means while in the theatre space. Producer and Venue reserve the right, in their sole discretion, to eject individuals found violating this rule from the Venue.

Attending the Show

18. Each person who enters a Venue's 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 a 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. Only Eligible Individuals are allowed to register to enter the Promotion. Each Eligible Individual who wishes to enter the Promotion must attend in person and complete a Registration Form, which includes the Eligible Individual's full name and date of birth. Eligible Individuals may only register once for each Show.
23. The registration window will open three (3) hours before scheduled Show time and will close fifteen (15) minutes before scheduled Show time. The closing of the registration window can be extended at the discretion of Producer. No Eligible Individuals will be allowed to register after the registration window closes.
24. 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, except for registrations from Eligible Individuals who were in line prior to 7:45pm.
25. **PLEASE CHECK YOUR TICKET OR THE VENUE WEBSITE FOR THE SCHEDULED SHOW TIME AS IT MAY DIFFER FROM THE ILLUSTRATION ABOVE.**
26. Registration will be held at or near the Venue box office. Show times are subject to change. An Eligible Individual may only register once. An admission ticket is not required to register.

27. An Eligible Individual who does not have a ticket and who has registered must be present in the designated registration area when his/her 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 he/she are present within the time period specified below and confirms he/she wishes to participate as a Contestant, Producer will provide him/her with a complimentary ticket to enter the Venue's theatre space.

Contestant Selection

28. The Contestant selection process shall be random ("Random Selection Process"), and Producer reserves the right to modify the Random Selection Process at its discretion. When registration is completed, all completed registrations (regardless of ticket purchase) will be eligible for selection. In the event electronic registration is used, names shall be randomly selected from the database; in the event registration cards are used, all cards shall be pooled together and individual cards shall be selected.
29. Regardless of the method of registration used, Producer or Producer's designee will then draw thirty (30) names at random. Not all thirty (30) selected names may be called to play. All registered Eligible Individuals are eligible to be selected for the Big Money Challenge round. Eligible Individuals who are selected to participate in the Big Money Challenge round are not eligible to be selected as Main Game or Fast Money Contestants. Eligible Individuals who are selected as Fast Money Contestants will be ineligible to play subsequent Main Game or Fast Money rounds, if any. This rule does not apply to a Proxy Player, as defined below.
30. When the name on a card is announced, the Eligible Individual named must immediately make it known that he/she are present. If, after thirty (30) seconds, the Producer is unable to readily identify the person whose name was called as being present in the auditorium, the Eligible Individual will be deemed absent and another card will be drawn and a new Eligible Individual will be selected as the Contestant. If the new Eligible Individual is absent, the process described above will be repeated until an Eligible Individual who is present is selected as the Contestant.
31. In the event that an Eligible Individual is chosen by having his/her name randomly drawn, and does not wish to play the game, he/she may forfeit his/her participation in the Show, and Producer shall randomly select another Eligible Individual.
32. In the event that an Eligible Individual is unable to play due to physical injury, illness, infirmity or incapacity, said Eligible Individual may designate a proxy player to play on his/her behalf, provided such designated proxy player also meets the eligibility criteria set forth herein (the "Proxy Player"). All prizes won by the designee are the property of the original person whose name was selected.

Conditions for the Awarding of and Winning of Prize(s):

33. Awarding of prizing is contingent on verification that Contestant was an Eligible Individual by verifying age, residency, and that the Eligible Individual was not deemed "ineligible" by virtue of past participation in the Promotion or Show or under any terms as set out in Official Rule # 8 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 played for again.

AWARDING OF PRIZES FOR SHOWS IN THE UNITED STATES

34. 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, accepting the prize as awarded and indemnifying and releasing FremantleMedia North America, Inc., Good Games Live, Inc., Venue 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 this promotion as a result of participation in the event and/or the receipt, ownership, possession, use or misuse of any prize.

AWARDING OF PRIZES FOR SHOWS IN CANADA (OFFICIAL RULES #33 AND 34 APPLY TO CANADA ONLY)

35. In order to be confirmed as the winner of any prize, the Eligible Individual must first correctly answer unaided and without the benefit of any calculating devices, a time limited mathematical skill-testing question. Failure to correctly answer the question will result in forfeiture of the prize. All answers to skill testing questions are final. Potential winners must comply with the Official Rules before being declared a winner. Should a potential winner incorrectly answer the skill testing question, or otherwise fail to comply with all the promotion rules, the potential winner will be disqualified, will not receive any prize, the prize will be forfeited and will not be played for again (i.e., no Eligible Individual will be able to receive such prize). **FOR THE AVOIDANCE OF DOUBT, ALL POTENTIAL WINNERS, INCLUDING ELIGIBLE INDIVIDUALS WHO MAY HAVE QUALIFIED FOR A CONSOLATION PRIZE OR A RANDOM GIVEAWAY PRIZE MUST ANSWER THE TIMED SKILL BASED QUESTION. THERE ARE NO EXCEPTIONS.**

36. In order to be confirmed as the winner of any prize, Eligible Individuals who have correctly answered the skill based question must also complete and sign a standard release form, including a publicity release (where permitted by law), confirming compliance with these Official Rules, accepting 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 this promotion as a result of participation in the event and/or the receipt, ownership, possession, use or misuse of any prize.

Show Details

37. Each Show will run approximately ninety (90) minutes.
38. During each Show, a selected Contestant will have a chance to win cash and prizes through the game play described below.
39. Cash prizes will be paid either in the form of checks issued by the Producer and sent by mail to address provided by a winning Contestant or as cash or as vouchers/winners tickets redeemable through the Venue.
40. All winning Contestants will complete a prize redemption form following the Show.
41. Each Show will follow the same format, in this order:
 - Main Game #1
 - In-Audience Game (throughout Main Game #1)
 - Fast Money #1
 - Main Game #2
 - In-Audience Game (throughout Main Game #2)
 - Fast Money #2
 - Big Money Challenge

There are four (4) types of Contestants selected for the Show: (i) Main Game contestants, (ii) In-Audience contestants, (iii) Fast Money contestants, and (iv) the Big Money Challenge contestant.

- Main Game Contestants
 - Sixteen (16) Main Game contestants are 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 are sent to a backstage holding area during or prior to the start of the Show. They are placed into groups of four (4) individuals (each referred to as a family or team) by a staff member backstage. Each group is referred to by a fictional family name or Celebrity Captain family name. Placement of Main Game contestants is based on subjective determination of what configuration contributes best to the entertainment value of the show.
 - Main Game contestants are eligible to receive the prizes set forth in the Conditions for the Awarding of and Winning of Prize section of the rules.
 - In-Audience Contestants
 - During the course of both Main Game #1 and #2, audience members are called upon to participate in assorted games that play in conjunction with on-stage game play.
 - Fast Money Contestants
 - Four (4) individuals are selected as part of the random drawing set forth in Rule #29 above and will play Fast Money. There are two Fast Money games, each with two players.
 - Family Feud Live Big Money Challenge Contestant
 - One (1) individual is selected as part of the random drawing set forth in Rule #29 above and will play the Big Money Challenge.
42. Contestants who participate in any of the Main Games, Audience Games, Fast Money or Big Money Challenge Games and who do not win a prize, shall receive a consolation prize, with a minimum value of ten US dollars (\$10.00 USD) if the Promotion is held in the United States or ten Canadian dollars (\$10.00 CAD) if the Promotion is held in Canada (the "Consolation Prize(s)"). The total number of Consolation Prizes awarded in any given Show shall vary depending on the number of non-winning Contestants per Show, with each Show having a maximum of twenty five (25) available Consolation Prizes.

Pricing + Prizes

43. For Shows performed in the United States, all prices and cash prizes shall be in US dollars (USD). For Shows performed in Canada, all prices, prize values and cash prizes shall be in Canadian dollars (CAD). Approximate total retail value of potential prizes to be won per Show is two thousand five hundred US dollars (\$2,600.00 USD). Producer reserves the right, in its sole discretion, to increase or decrease the total value of prizes, as well as the total number of prizes to be awarded in any given Show.
44. During each Show, Eligible Individuals selected as On-Stage Contestants participate for a chance to win prizes in one of the following: Main Games, Fast Money Games and the Big Money Challenge. Eligible individuals selected as In-Audience contestants participate for the chance to win prizes in the In-Audience games. All winners report after the show to the Producer's table to be awarded prizes as set out in Item #34.

Game Processes

45. 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/teams." 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 is 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 chooses 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:
 - 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.
 - 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.
 - 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.
 - 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.
- 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.

46. *In-Audience Game Process*

- During the course of both Main Game #1 and #2, audience members are called upon to participate in guessing answers in conjunction with on-stage game play.
- In-Audience Games are: 'Audience Ask' and 'Clear The Board'.
- Audience Ask – Once per main game, if the celebrity's team has two strikes, the celebrity captain can choose the Audience Ask option. A randomly-selected eligible individual's name is called. If they can successfully name an answer that's on the board they win a prize.
- Clear The Board – Once a Main Game question has concluded, audience members are selected to guess remaining answers on the board. There is no prize for a correct answer. Play is for entertainment purposes only. Audience members who participate in Clear The Board receive a souvenir valued at less than ten (10) USD.

47. *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 wins the prize specified in Rule #49 below. If the two contestants together score less than two hundred (200) points, the team receives the consolation prize specified in Rule #49 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.

48. Big Money Challenge Process

- At the end of the Show, the individual randomly selected to be the Big Money Challenge contestant as set forth in Rule #29 above shall be called onstage to play the Big Money Challenge (“**The Big Money Challenge**”). The 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 #49. 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 #49. If the contestant receives three (3) strikes before naming the most popular six (6) answers, the contestant receives the consolation prize identified in Rule #49.

49. Prizes & Winners

- a. The approximate total value of all prizes available to be won in any one (1) Show is \$12,900.00. 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 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.*
 - Prizing Details:
 - Main Game Prize
 - For each main game, the winning four-player team receives Five Hundred (500) dollars
 - The prize for winning the Main Game is split between the four winning Main Game players..
 - Fast Money Prize
 - For each Fast Money game, if the two-player team scores Two Hundred (200) or more points, the team wins Two Hundred Fifty (250) dollars to be split evenly by the 2 Fast Money contestants.
 - If the two-player team fails to score two hundred (200) points, each point scored will convert to One (1) dollar per point and be split evenly between the two Fast Money contestants.
 - In-Audience Games Prizes
 - Each In-Audience contestant who correctly guesses an answer receives Fifty (50) dollars.
 - Big Money Challenge Prize
 - Depending on the outcome of the Family Feud Live 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 \$5,000 (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).

- d. Awarding of prizes 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 #8 above. In the event that an ineligible person participates in the event and is potentially eligible for prizes, this person will be disqualified from winning the prize and the prize will be forfeited and will not be awarded.
- **GENERAL CONDITIONS**
 - **Privacy**
 - 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 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 additional personal information, including, without limitation, name, likeness, city/province, photographs or comments (collectively, “Additional Personal Information”) 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 or Additional 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 use of information will be governed by Venue’s privacy policy, available for public review at the Venue’s 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.