

**MONOPOLY MILLIONAIRES' CLUB
ADVANCE TO BOARDWALK - RULES – v4 (as of 04-14-14)**

GAME TITLE: Advance to Boardwalk

GAME SUMMARY: The Contestant must roll a standard six (6) sided die in order to advance along a “street” designated by Producer in attempt to accumulate money and/or land on “Boardwalk”. There are eighteen (18) “sections” to the street. Each section of the street is worth varying dollar amounts and one section is designated as Boardwalk (See Table Below.) With each turn taken by the Contestant, the highest available dollar amount is “removed” from a section. If a Contestant lands on any removed section where the dollar amount has been removed, he or she loses all of the money they’ve accumulated and the Game is over. If the Contestant lands exactly on Boardwalk, he or she wins the Game and \$100,000.

SCORING MECHANISM: For each turn, a Contestant must roll a standard six (6) sided die. Each roll of the die advances the Contestant along the street headed toward Boardwalk. Each section of the street is worth a dollar amount that is added to the Contestant’s bank; however, with each roll of the die one section of the street and its corresponding dollar amount are removed. Once a section/dollar amount is removed, it remains that way for the duration of the Game—and cannot be brought back into play. If a Contestant lands on a removed section/dollar amount, he or she loses all of the money they’ve accumulated and the Game is over. If the Contestant lands exactly on Boardwalk, he or she wins the Game and \$100,000.

RULES:

- A. The Contestant is shown the street with eighteen (18) sections. The street may be actual physical representations, graphic representations, “virtual” video items, models, or any other representation as determined by Producer in its sole discretion.
- B. At the start of the Game, the sections of the street are designated with the following values:
 1. \$1,000
 2. \$2,000
 3. \$3,000
 4. \$4000
 5. \$5,000
 6. \$6,000
 7. \$7,000
 8. \$8,000
 9. \$9,000
 10. \$10,000
 11. \$11,000
 12. \$12,000
 13. BOARDWALK
 14. \$12,500
 15. \$11,500
 16. \$10,500
 17. \$9,500
 18. \$8,500
- C. The Contestant rolls a standard six (6) sided die and moves the number of sections indicated above.
- D. The money amount for the first section landed on or OCCUPIED is added to the Contestant’s bank.

- E. Before the next roll of the die, section #14 (\$12,500, the highest dollar amount available) is removed from the street and out of play. If the Contestant lands on this section at any point during the Game, the Game is over and the Contestant forfeits all of the money in his or her bank.
- F. The Contestant rolls the die again and moves the number of sections dictated by the roll.
- G. The next money amount for the section landed on is added to the Contestant's bank. This amount is added and is in addition to the previous amount.
- H. Before the Contestant's next roll, section #12 (\$12,000, the next highest dollar amount available) is removed" from the street and out of play. If the Contestant lands on this section at any point during the Game, the Game is over and the Contestant forfeits all of the money in his or her bank.
- I. Although the highest dollar amounts assigned to the sections are removed, the sections are still counted as the Contestant moves toward Boardwalk by rolling the die.
- J. Play continues in this manner. Before each roll of the die, the remaining highest valued UNOCCUPIED (herein meaning not currently occupied) section of the street is removed (i.e., if the Contestant lands on the highest valued section, the second highest valued remaining will be removed).
- K. When a situation arises where a Contestant could land on a removed section on his or her next roll (i.e., there is at least one removed section within six (6) sections of the Contestant's current position), the Host will offer the Contestant an opportunity to stop the Game and leave with whatever money he or she has accumulated in their bank at that point.
- L. If the Contestant takes the deal, the Host may continue to play the Game to see what would have happened had the Contestant chosen to play, but once the Contestant chooses to stop the Game, any future Game play is for demonstration and does not impact the Contestant's winnings.
- M. For clarity, after each roll of the die the Contestant shall move in the direction of Boardwalk (section #13). However, in the event a die roll results in the Contestant landing on an "in play" section that is after Boardwalk (sections #14-18), he or she will reverse and move back in the direction of Boardwalk on his or her next roll. This process of always moving in the direction of Boardwalk will repeat itself until the Contestant loses the Game, wins the Game by landing on Boardwalk or taking the deal as described above.
- N. If the Contestant lands exactly on Boardwalk, he or she wins the Game and \$100,000. This is the total amount that can be won for the Game and is NOT in addition to the amount accumulated into the Contestant's bank.

WINNER: If the Contestant can successfully land exactly on Boardwalk, he or she wins the Game and \$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., Dice, Street) 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.