

1 vs 100 OFFICIAL RULES

GAME OVERVIEW

1 VS 100 is an exciting hour-long quiz show that pits one contestant ("The Player") against 100 strangers, who are also contestants ("The Mob") in a classic match-up in the vein of "David and Goliath" for a potential grand prize of one million dollars (The Grand Prize). The Player and The Mob are sometimes collectively referred to herein as Contestants. The value of any game will be at Producer's sole discretion.

The game is played by one Player against 100 "Mob" contestants at a time, with the possibility, and likelihood, that each episode may contain more than one game. (Due to time constraints, if the show ends before a game is over, that game will be completed on another episode, as determined by Producer at its sole discretion.)

At the beginning of each game the Host will introduce the Mob contestants and the contestant Player and briefly interview him/her and then explain the basic rules of the game.

During a game, multiple choice trivia questions are asked of the Player and the Mob. If any Mob member or the Player answers incorrectly, they're immediately eliminated from the game. The object of the game is for "The Player" to try and eliminate every member of the mob and be the last person standing at the end of the game. The Player's goal is to eliminate as many Mob members as possible because the more they knock out, the more money they could possibly win.

Each question is worth an escalating amount of money based on the chart below. Each Mob member who answers a question incorrectly is worth the corresponding amount of money:

Question 1	\$1,000
Question 2	\$1,000
Question 3	\$1,000
Question 4	\$2,000
Question 5	\$2,000
Question 6	\$3,000
Question 7	\$4,000
Question 8	\$5,000
Question 9	\$6,000
Question 10	\$7,000
Question 11	\$8,000
Question 12	\$9,000 (all further questions are worth 10K)
Question 13 & beyond	\$10,000

If the Player successfully eliminates all 100 members of the Mob, the Player wins a \$1 million dollar total top prize. \$1 million dollars is the maximum any Player may win in a game. As long as the Player answers questions correctly, they stay in the game. After correctly answering the first three questions, The Player will have the opportunity to either stop the game and leave with their winnings up to that point, or risk all of their winnings and play on for a chance at more money. After answering the next two questions correctly, The Player will have another opportunity to either stop the game and leave with their winnings up to that point, or risk all of their winnings and play on for a chance at more money. After each subsequent question, The Player will have the opportunity to either stop the game and leave with their winnings up to that point, or risk all of their winnings and play on for a chance at more money. However, if the Player answers a question incorrectly, the game is over and all eligible Mob members still remaining in the game, who answered that question correctly, split the current money amount in The Player's bankroll up to that point.

The value of each question is determined at the sole discretion of the Producers who reserve the right to adjust these amounts for different show or game tapings at their sole discretion, however, the money amounts at each level will always be set in advance of the start of each game.

An onstage scoreboard may display the current money in the Player's bankroll and the amount of money earned after each question has been successfully answered.

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ELIMINATING THE MOB

The way The Player eliminates Mob members is as follows: a multiple-choice question is shown to The Mob and The Player simultaneously. Each question has only three possible answers, A, B or C. If The Player answers the question correctly, he/she stays in the game. If any members of The Mob answer correctly, they also stay in the game. Any Mob member that answers the question wrong is eliminated from that game. Producers in their sole discretion may invite eliminated Mob members back to play in a future game.

The questions will be displayed on monitors throughout the studio. After the Host has read the question, the Mob members answer first and they have approximately: 15 seconds within which they must choose an answer and press their keypad indicating their choice, the length of time to answer may be increased or decreased at the sole discretion of the Producer. Prior to the start of any game, each Contestant will have a keypad in front of them with the choices "A" "B" or "C" printed clearly. Mob members must answer within the prescribed time. If they fail to do so, their keypad is disabled, their answer is voided and counted as wrong. In addition, they are eliminated from the competition. Mob members will have only one chance to answer each question. Mob members may not revise or alter their answer, once they have selected an answer.. Any button pressed prior to the expiration of the :15 seconds is deemed to be the answer that is registered. Should a discrepancy arise over a Mob member's answer choice, all decisions regarding what constitutes a valid or invalid response and/or a correct or incorrect answer are determined by the Producer at its sole discretion.

PLAYER ANSWERS

After all eligible Mob contestants have locked in their answers, the Host will discuss the question with The Player and they will be afforded an opportunity to answer. If the player does not give an answer within approximately ten (10) minutes from when the question was initially asked to the Player for his or her answer, Producer will prompt the Player that an answer is needed. If the Player then fails to answer any question after an additional one (1) minute (approximately), the answer is deemed to be incorrect, the Player is eliminated from the competition and the remaining Mob members who answered the question correctly will split the current money amount in The Player's bankroll up to that point in the game, determined at the Producer's sole discretion. If the player uses a help or helps, time is suspended until the help is completed.

When answering a question, The Player must indicate their final decision by pressing firmly on only one button placed in front of them on the podium on stage. There are 3 buttons, one labeled "A", one labeled "B", and one labeled "C". Once the Player has made their final decision, they will indicate so by pressing only one of the buttons of their choice. Once a button is pressed, that is deemed to be The Player's final answer. The Player may not retract or change their decision after this point. Should a discrepancy arise over a Player's answer choice, or lack thereof, all decisions regarding what constitutes a valid or invalid response and/or a correct or incorrect answer are determined by the Producer at its sole discretion.

During the game, the Player may hear advice from others, including but not limited to, the Host, The Mob and the STUDIO AUDIENCE, on question information or the decision to move further into the game. The Host is not provided the answers beforehand to any questions utilized on the show. Whether to act on any advice from the Host, The Mob or the studio audience is purely the prerogative of the Player. The ultimate choice on what answer to choose to a particular question, or whether to end the game or risk their winnings and go on, belongs solely to the Player.

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THE HELPS:

At any time during the game, after the eligible Mob members have locked in their answers, if The Player is unsure about an answer they have three (3) "helps" available to them—"Poll the Mob" and "Ask The Mob" and "Trust The Mob." The Player will indicate their intention to use a HELP by clearly verbalizing to the Host their desire to use this HELP. The Player has only these three HELPS available to them and each can be used only once during the game. They can use each help at any time, in any order and may use multiple HELPS on one question. HELPS are solely, and exclusively available only to The Player. At no time during the show do Mob members have the ability to use the HELPS, or any other help device or any other device or excuse to change their answer.

POLL THE MOB

"Poll the Mob" works as follows: If the Player is unsure about an answer, The Player chooses only one of the three possible answers and asks the Host for more information on only that specific choice. The Host will then inform The Player exactly how many of the eligible Mob members chose that answer, and that answer only. Then The Player must make their final decision which can be any one of the three available choices.

ASK THE MOB

"Ask the Mob" works as follows: If the Player is unsure about an answer, two different Mob members will be randomly selected from the remaining eligible Mob members who have already locked in their answers. The manner in which this is accomplished will be at the Producer's sole discretion. The Host will inform The Player that one of the randomly selected Mob member's answers is correct and the other randomly selected Mob member's answer is incorrect. The Player will then have an opportunity to hear from each Mob member, one at a time about why they answered the way they did. The Mob members must be truthful as to which answer they selected. After this interaction, The Player makes a final decision and the game continues. In practice, using this help eliminates one wrong answer for The Player, leaving only two potential choices.

If The Player decides to use "Ask the Mob" and all eligible Mob members chose the same answer, The Player will only hear from the first eligible Mob member. The Host will inform The Player that the remaining eligible Mob members chose the same answer and describe four possibilities:

- 1) If The Player chooses the same answer and it is right, the game moves on.
- 2) If The Player chooses the same answer and it is wrong, the game is over for the Player and all Mob members—no prize money will be awarded for that game.
- 3) If The Player chooses a different answer and it is correct, The Player will win the one million dollar prize.
- 4) If The Player chooses a different answer and it is wrong, the remaining eligible Mob members will split current money amount in The Player's bankroll to that point in the game. .

If The Player decides to use "Ask the Mob" and all the eligible Mob members chose only the wrong answer(s), The Player will only hear from the first eligible Mob member. After they have heard from the first Mob member, the Host will inform The Player that the answer they just heard is wrong, and the remaining eligible Mob members all answered the question incorrectly. The Host will describe the options available to The Player and The Player will make their final decision.

TRUST THE MOB

"Trust The Mob" works as follows: if the Player is unsure about an answer, they can "Trust The Mob" and agree to choose only the answer chosen by the most remaining eligible Mob Members. If there are two or more answers that were chosen equally by the eligible Mob members, the Player will be given that information from the Host and, in that case, may choose only from among those choices.

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DECISION POINTS

At each decision point in the game, the Player will be asked if they want “The Money” or “The Mob.” If The Player wants to continue on in the game, they must clearly and verbally answer “I want the Mob, or words to that effect. If The Player declines to continue on in the game, they must clearly and verbally answer “I Want the Money” or “I’m quitting here” or words to that effect. Once this decision has been made and clearly communicated to the Host, The Player cannot retract his/her decision. The decision on whether The Player has indicated they want to continue the game or leave the game is final and at the sole discretion of the Producers.

At the beginning of the game, The Player must first answer three (3) questions correctly before having the chance to voluntarily end the game and leave with the money earned up to that point. After that, they must then answer two (2) questions correctly before having a chance to voluntarily ending the game and leave with the money earned up to that point. After question #5 and each subsequent question, when the Player answers each question correctly, he/she will have the opportunity to voluntarily end the game and leave with the money earned up to that point.

SNEAK PEEK

We consider this a bonus to a Player who has eliminated at least 90 Mob Members. Whenever the Player has eliminated 90 members or more, of the Mob, they receive a bonus "Sneak Peek." When utilized, the Player will earn the right to see the next question only (not the 3 choices) before making a decision to continue with the game or leave with money earned. The Player may utilize the Sneak Peek option on each question after the Player has eliminated at least 90 Mob Members.

THE MOB

The Mob consists of people from all walks of life. An appearance by any individual or group on the Program is at the sole discretion of Producer.

Specific groups or individuals may be prominently featured on the Program to provide a unique or difficult challenge to the Player—including, but not limited to “celebrities,” rocket scientists and college professors to body builders and surfers; from Mensa members and PhD’s to show girls and cheerleaders...eligibility for any contestant is at the sole and exclusive discretion of Producer.

Mob members understand that it is necessary to be able to stand during the production of this television show and that they must be able to stand for at least up to three (3) hours to be a participant. In addition, at any time during the Program, Producer may, in its sole discretion, have various Mob members change positions within the Mob. The Producer will make reasonable accommodations for people with disabilities.

Except as authorized by the Producer and the Program rules, Mob members are not allowed to discuss questions or answers with each other during game play and those who do may be subject to disqualification at Producer’s sole discretion.

REPLACING AND REPLENISHING THE MOB

After a game is completed, remaining eligible Mob members may be invited to remain as part of the next Mob and face another (or many other) Players. All decisions regarding eligibility, the replacing and/or replenishing of the Mob are at the sole discretion of Producer. If any Mob contestants are unable to continue to participate in a game or during a game, for any reason, they will forfeit their right to continue in the game. That person may be replaced by an audience member, seat filler or other Mob member as determined by the Producer at its sole discretion. If the replacement occurs during a game, that replacement person is merely a “stand in” with no participation in any prizes awarded during or after that game. Since the original Mob member is unable to answer the next question, they are considered a wrong answer thus giving the Player the Mob member’s value for that next question only.

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QUESTIONS

All questions utilized on the show are determined at the sole discretion of the Producers. All questions will have only three choices as answers. The Mob and the Player must choose the most correct answer from among ONLY THOSE 3 CHOICES presented.

If a question is asked about a motion picture, the information is related only to the initial theatrical release of a film unless otherwise stated in the body of the question.

MISCELLANEOUS

If at any time the Host mishears or misspeaks or mispronounces a question or any of the three potential answers, or the incorrect amount is displayed in the monitors, the game may be stopped, corrections will be made and the game will restart. If The Player had already answered the question based on the incorrect information or amount displayed in the monitors onstage, the Producers at their sole discretion will determine if the question shall be played or discarded for a new question, and a disclaimer will be added to the end credits of that program.

TECHNICAL OR PRODUCTION PROBLEMS

At any time during the taping of a show, a technical, human, or production problem could occur which may affect the outcome of the game. This might include, but is not limited to:

1. The premature reveal of question or answer
2. The malfunction of any piece of stage equipment or electronics; including but not limited to answer keypads
3. The failure of audio equipment
4. An answer being shouted from the audience

In such an event, the remedy is at the sole discretion of the PRODUCERS in consultation with NBC S&C.

If it is deemed necessary by PRODUCERS and NBC S&C, the game may be “backed up” and restarted either from the “top of the game” or from the point in play at which a correction was made. In such cases, scores or positions may be adjusted to reflect the change, and an appropriate disclosure would be made in the end credits. As previously stated, the PRODUCERS, in consultation with the S&C REPRESENTATIVES, will resolve any disputes or misunderstandings, at their sole and final discretion.

CONTESTED DECISIONS

In the event that a CONTESTANT, immediately following or during his/her appearance at the taping of a show, contests a decision made by the PRODUCERS; or any other aspect of play that may have affected the outcome of the competition, the PRODUCERS and S&C REPRESENTATIVE will immediately be summoned to review and resolve the matter at the PRODUCERS' sole discretion in consultation with NBC S&C.

MISCELLANEOUS RULES

If a technical problem occurs during the game that affects one or more CONTESTANTS' ability to accurately read or access appropriate game information, CONTESTANTS can alert the Host of the malfunction, and the situation will be remedied in a manner deemed effective by the PRODUCERS, at their sole discretion in consultation with NBC S&C. CONTESTANTS who fail to notify the PRODUCTION PERSONNEL, PRODUCERS, and/or S&C REPRESENTATIVES, and continue game play do so at their own risk and are not entitled to any reparations for ways in which said impairments affect the outcome of the game.

Any communication with another CONTESTANT and/or Host and/or MODEL and/or show staff regarding conspiracy, or collusion is strictly prohibited. CONTESTANTS must notify PRODUCTION PERSONNEL, PRODUCERS, and/or S&C REPRESENTATIVES immediately if any CONTESTANT or SUPPORTER attempts to initiate any such communication with them immediately before, during, or after a taping.

CONTESTANTS may not share or make any agreement or promise to share any prize or any portion of any prize with any other CONTESTANT except as authorized by Producer and the Program rules.

CONTESTANTS are not permitted to mention or "plug," either verbally or visually, any commercial product or service on the program, and may not pay or accept any money or other valuable consideration (including a division of cash or prizes), with the exception of any cash or prizes legitimate and fairly earned during game play, in connection with his/her appearance on the program, or authorize anyone else to do so.

CONTESTANTS must immediately inform the PRODUCTION PERSONNEL, PRODUCERS, and/or S&C REPRESENTATIVES if any such person knows the Host, any MODEL, any PRODUCTION PERSONNEL or NBC employees, or anyone working on the show.

At various times throughout the show we may conduct polls of the studio audience to provide advice for the CONTESTANT.

ANY AUDIENCE POLLING CONDUCTED DURING THE SHOW WILL NOT REPRESENT A SCIENTIFIC, MATHEMATICAL OR ACCURATE REPRESENTATION OF THE AUDIENCE. THESE POLLS MAY BE TAKEN AT ANY TIME, BY ANY METHODS DEEMED APPROPRIATE BY THE PRODUCERS INCLUDING, BUT NOT LIMITED TO, VOICE VOTING, OR THRU THE USE OF ELECTRONIC POLLING DEVICES.

EACH CONTESTANT ACCEPTS AND AGREES TO BE BOUND BY THESE OFFICIAL RULES AND BY THE DECISIONS OF BRIGADIER PRODUCTIONS, AND THE NBC UNIVERSAL TELEVISION NETWORK'S PROGRAM STANDARDS AND COMPLIANCE DEPARTMENT, WHICH DECISIONS SHALL BE FINAL AND BINDING ON ALL MATTERS RELATING TO ALL ASPECTS OF THE GAME, INCLUDING BUT NOT LIMITED TO INTERPRETATION OF RULES, QUESTIONS AND ANSWERS, OR CONTESTANTS' ACCEPTING OR REJECTING ANY OFFER TO PLAY ON OR QUIT. RULES ARE SUBJECT TO CHANGE AT ANY TIME FOR ANY REASON WITHOUT PRIOR NOTICE TO THE CONTESTANTS.

ALL FEDERAL, STATE AND LOCAL LAWS AND REGULATIONS APPLY. EACH CONTESTANT CONSENTS TO THE USE OF HIS/HER NAME, CITY, PHOTOGRAPH, VOICE AND/OR LIKENESS BY BRIGADIER PRODUCTIONS, COCONUNU PRODUCTIONS, NBC UNIVERSAL, INC. AND THEIR RESPECTIVE PARENT, AFFILIATED AND SUBSIDIARY COMPANIES, LICENSEES AND AFFILIATES TO PROGRAMMING, ADVERTISING AND PROMOTIONAL PURPOSES, WITHOUT ADDITIONAL COMPENSATION, EXCEPT WHERE PROHIBITED BY LAW.

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EACH CONTESTANT AGREES TO RELEASE, HOLD HARMLESS AND INDEMNIFY, COCONUNU PRODUCTIONS, NBC UNIVERSAL, INC., BRIGADIER PRODUCTIONS, ENDEMOL USA INC., SKYCASTLE ENTERTAINMENT/SULLIVAN COMPLIANCE COMPANY, "1 VS 100 " PRODUCTION PERSONNEL, PARTICIPATING TELEVISION STATIONS, AND EACH OF THEIR RESPECTIVE PARENTS, AFFILIATED AND SUBSIDIARY COMPANIES, AFFILIATES, ADVERTISERS, AND THEIR RESPECTIVE PAST AND PRESENT OFFICERS, DIRECTORS, EMPLOYEES, AGENTS AND REPRESENTATIVES (COLLECTIVELY, THE "RELEASED PARTIES") FROM AND AGAINST ANY AND ALL LIABILITIES, CLAIMS, ACTIONS, DAMAGES, EXPENSES AND LOSSES OF ANY KIND ARISING FROM OR RELATING TO ANY STATEMENT OR ACTION OR OMISSION IN CONNECTION WITH THEIR PARTICIPATION IN THE CONTESTANT SELECTION PROCESS, THE JUDGING OF THE GAME, THE PROGRAM AND/OR THE MAKING, TAPING, USE, EXPLOITATION, EDITING, DISTRIBUTION, EXHIBITION, LICENSING, PROMOTING, BROADCAST AND/OR WEBCAST OF THE PROGRAM, INCLUDING, WITHOUT LIMITATION, ANY LIABILITIES, CLAIMS, ACTIONS, LAWSUITS, DAMAGES OR EXPENSES FOR NEGLIGENCE AND/OR OTHER FAULT, EITHER ACTIVE OR PASSIVE, PERSONAL INJURY, DEFAMATION, FALSE LIGHT, RIGHT OF PUBLICITY, INVASION OF PRIVACY, EMBARRASSING PRIVATE FACTS, FRAUD, BREACH OF CONTRACT AND NEGLIGENT OR INTENTIONAL INFLECTION OF EMOTIONAL DISTRESS.

THE PRODUCERS RESERVE THE RIGHT TO DISQUALIFY ANY CONTESTANT AT ANY TIME IF IN THEIR SOLE DISCRETION THE CONTESTANT HAS VIOLATED THE OFFICIAL RULES, MISREPRESENTED HIMSELF OR HERSELF IN ANY WAY BY, WHETHER BY INCOMPLETELY, INACCURATELY OR MISLEADINGLY REPLYING OR FAILING TO REPLY TO ANY QUESTION RELATING THERETO, OR OTHERWISE, AND SUCH DISQUALIFIED CONTESTANT WILL FORFEIT ANY PRIZES WON.

THE RELEASED PARTIES SHALL NOT BE RESPONSIBLE FOR ANY TECHNICAL, MECHANICAL, OR ELECTRONIC MALFUNCTIONS, ANY WAR, TERRORIST ACT, RIOT OR ANY ACTS OF GOD (E.G., INCLEMENT WEATHER, EARTHQUAKE, ETC.) WHICH AFFECT THE CONTESTANT SELECTION PROCESS, PROGRAM PRODUCTION, GAME PLAY OR PROGRAM BROADCASTS.

CONTESTANT COLLUSION IS PROHIBITED AND ILLEGAL. EXCEPT AS AUTHORIZED BY PRODUCER AND THE PROGRAM RULES, CONTESTANTS ARE NOT PERMITTED TO SHARE ANY PRIZE MONEY WITH EACH OTHER. THEY MAY NOT MAKE PLANS OR AGREEMENTS, WHETHER IN WRITING OR ORALLY, TO DO SO. CONTESTANTS WILL BE MONITORED THROUGHOUT THE PRODUCTION. ANY CONTESTANTS FOUND CONSPIRING OR COLLUDING WITH ANOTHER CONTESTANT WILL BE DISQUALIFIED FROM THE PROGRAM AND MAY BE LEGALLY PROSECUTED.

THE PRODUCERS RESERVE THE RIGHT TO EDIT THE PROGRAM IN ANY WAY THEY MAY DETERMINE IN THEIR SOLE DISCRETION, INCLUDING WITHOUT LIMITATION, THE RIGHT TO JUXTAPOSE CONTESTANT IMAGES WITH OTHER IMAGES THAT MAY NOT BE CONTIGUOUS IN ACTUAL TIME, AND MAY OTHERWISE ALTER CONTESTANTS' APPEARANCES IN THE PROGRAM.

CONTESTANTS MUST MEET ALL ELIGIBILITY REQUIREMENTS.

ALL DECISIONS REGARDING THE PROGRAM, INCLUDING BUT NOT LIMITED TO THE RULES, ELIGIBILITY, CONTESTANT SELECTION, PROGRAM PRODUCTION, GAME PLAY, AND DISQUALIFICATION DETERMINATIONS AND THE AWARDING OF PRIZES, ARE AT THE SOLE AND EXCLUSIVE DISCRETION OF THE PRODUCERS, AND ARE FINAL AND ARE NOT SUBJECT TO CHALLENGE OR APPEAL.