

COME ON DOWN! CHALLENGE**OFFICIAL DETAILS****DESCRIPTION**

COME ON DOWN Challenge promotion (the "**Challenge**") is an event experience produced by Scientific Games, LLC. ("**SG**" or "**Producer**") in connection with participating state lotteries ("**Lotteries**" or "**Lottery**"). The Challenge will take place in Las Vegas, Nevada, in or about Fall of 2023. The specific date and location of the Challenge are subject to change at the sole discretion of SG and should the date and location change, SG shall make every effort to post the update to the Lottery's website no later than ninety (90) days prior to the Challenge.

Lottery trip prize winners (the "**Contestants**") are randomly selected by participating Lotteries per individual state Lottery rules. The total number of Challenge Contestants depends upon Lottery participation levels. Each Contestant will receive a Lottery-sponsored trip to Las Vegas, NV to participate in a non-broadcast, lottery-winners-only **COME ON DOWN Challenge** for the chance to win prizes ranging from a minimum of one thousand dollars (\$1,000) up to a grand Prize opportunity for one (1) Contestant to win up to fifty million dollars (\$50,000,000) (each a "**Prize(s)**").

By participating in the Challenge, each Contestant agrees that all decisions regarding the Challenge, including but not limited to the random selection of all Contestants, proxies, judging, game guidelines, program production, game play, penalties and disqualification determinations, technical difficulties, mechanical failures, or human errors; including but not limited to the premature reveal of any Challenge material or elements, the malfunction of any piece of stage equipment or electronics, the failure of any audio equipment, and the awarding of Prizes, are at the sole and exclusive discretion of SG and are final and binding on all Contestants and not subject to appeal.

Prize awards are not considered won by a Contestant, and are not payable unless and until the following conditions are met:

- the third-party underwriter of such Prize award certifies that the Challenge has been conducted appropriately and in accordance with these COME ON DOWN! Challenge Official Details (the "Official Challenge Details);***
- that a Contestant has validly won the Prize award pursuant to these Official Challenge Details and is entitled to receive the Prize award;***
- that the third-party underwriter has accepted the obligation to pay the Prize award to the winning Contestant; and***
- that the Contestant meets all participating Lottery selection and Prize validation requirements.***

FAILURE TO COMPLY WITH ANY OF THESE OFFICIAL CHALLENGE DETAILS, INDIVIDUAL GAME GUIDELINES, ANY OTHER GUIDELINES, OR CODES OF CONDUCT SET FORTH BY SG, MAY RESULT IN A CONTESTANT'S

DISQUALIFICATION AT SG'S SOLE AND ABSOLUTE DISCRETION AND/OR THE REVOCATION OF ANY PRIZE WON.

CONTESTANT ELIGIBILITY

Each Contestant or his or her Proxy must be at least twenty-one (21) years of age or older and meet all eligibility requirements as determined by individual Lottery regulations in order to be eligible to participate in the Challenge. If a Contestant is not twenty-one (21) years of age, the Contestant shall assign a Proxy to play on his or her behalf. If the Contestant does not timely assign an eligible Proxy to play on his or her behalf, SG shall assign an eligible Proxy. SG may also appoint a Proxy should the Contestant arrive at the Challenge and in SG's judgement is intoxicated or otherwise is incapable of participating in the Challenge.

Proxy - A Proxy will be a non-Contestant who could be designated by a Contestant or assigned by SG to participate in the activities described herein. Proxies are not entitled to keep any winning(s) won on behalf of a Contestant. Notwithstanding any portion of these Official Challenge Details to the contrary, a Proxy **assigned by SG** to participate in the Challenge on behalf of a Contestant shall not be vested with the power, authority or discretion to (i) make any decision pertaining to these Official Challenge Details for or on behalf of the Contestant represented by such assigned Proxy; or (ii) risk or forfeit, during the conduct of the Challenge, any winnings of ten thousand dollars (\$10,000) or greater won by the assigned Proxy on behalf of the Contestant represented by such assigned Proxy. Conversely, however, a Proxy **designated by a Contestant to participate in the Challenge** on behalf of such Contestant shall be vested with the power, authority and discretion to (i) make decisions pertaining to these Official Challenge Details for or on behalf of the Contestant represented by such designated Proxy; and (ii) risk or forfeit, during the conduct of the Challenge, any winnings won by the designated Proxy on behalf of the Contestant represented by such designated Proxy. **Further, no Proxy shall be assigned or designated to participate in the Challenge on behalf of any Contestant who is ineligible to participate in the Challenge.**

SG reserves the right to verify eligibility of each Contestant to participate in the Challenge and, by signing these Official Challenge Details below, the Contestant consents to a background check for purposes of verifying eligibility.

Contestant and Contestant's travel companion are responsible for ensuring their respective compliance with the REAL ID Act, to the extent such Act is applicable to the Contestant's or the Contestant's travel companion's air travel. The REAL ID Act modifies U.S. federal law pertaining to security, authentication, and issuance procedures standards for state driver licenses and identity documents, as well as various immigration issues pertaining to terrorism.

In addition, the following individuals shall not be eligible to participate:

- (a) an employee, officer or director of any participating state lottery or SG or its affiliates, or any contractor or consultant under agreement with any participating state lottery or SG;
- (b) a contractor or consultant under agreement with the any participating state lottery or SG or its affiliates to review or audit the Challenge, the Challenge Details and the Challenge and

Security Procedures;

- (c) an employee of an independent accounting firm under contract with any participating state lottery or SG or its affiliates to observe drawings or site operations and actually assigned to a participating state lottery or SG or its affiliates account and all partners, shareholders, or owners in the local office of the firm;
- (d) an immediate family member (parent, stepparent, child, stepchild, spouse, or sibling) of an individual described in subsections (a), (b), and (c) and residing in the same household; or
- (e) those persons designated by any applicable law, rule or regulation in the jurisdiction of a participating state lottery as ineligible to play its games.

SG reserves the right in its sole and absolute discretion to disqualify any Contestant that it suspects or finds does not meet Eligibility requirements, fails to comply with these Official Challenge Details, has provided inaccurate information on any documents submitted in connection with the Challenge, is acting in a disruptive manner or with the intent to annoy, abuse, threaten or harass any other person, or displays behavior that has the potential to damage the reputation of the Producer, the Challenge, or any other person or entity associated with the Challenge. In the event of disqualification, any and all privileges as a Contestant will be immediately terminated, including the right to receive any Prizes that may already have been won.

To participate in the Challenge, eligible Lottery ticket holders must:

- (a) Be randomly selected by the participating Lottery in one (1) or more promotional, second-chance drawings from among all eligible entries received during the official entry periods;
- (b) Meet all participating Lottery selection and Prize validation requirements; and
- (c) Upon validation, enter the Challenge through the participating Lottery's promotional, second-chance website/app following all entry rules established by the participating Lottery. *

**(See participating Lottery website for official entry and drawing rules.)*

CHALLENGE OVERVIEW

The Challenge will consist of three (3) rounds. ROUND #1 PUNCH A BUNCH™ will reduce the field to ten (10) “**BIG WHEEL SPIN Finalists**”. ROUND #2 BIG WHEEL SPIN will reduce the field of ten (10) BIG WHEEL SPIN Finalists down to one (1) “**Grand Prize Finalist**” who will move on to ROUND #3 PLINKO®. Each ROUND will take place as follows:

ROUND #1 PUNCH A BUNCH™:

At the start of ROUND #1 PUNCH A BUNCH™, each Contestant will be called onstage to select one of the numbered PUNCH A BUNCH game board slots (the “**PUNCH BOARD SLOT(S)**”) to punch out. The number of PUNCH BOARD SLOTS will correspond to the number of Contestants and each will contain a randomly sealed envelope of identical outward appearance and weight (the “**Envelope**”). Contestants will be randomly assigned a unique selection order number corresponding to the number of participating Contestants and this will be the order in which each

Contestant is called upon. At time of selection, the Contestant will be asked by the Challenge Host to select the numbered PUNCH BOARD SLOT, announce his or her numbered PUNCH BOARD SLOT selection before retrieving their Envelope. In the event a Contestant should punch out the wrong numbered PUNCH BOARD SLOT, the Contestant will be required to take that Envelope regardless of what he or she announced prior to selection. **If a Contestant is NOT in his or her seat or does NOT respond to the Challenge Host when that Contestant's selection order number is called, a numbered PUNCH BOARD SLOT will be selected for that Contestant by a Proxy assigned by SG and that will be that Contestant's Envelope for ROUND #1 PUNCH A BUNCH.** Once all Contestants have made their selection, they will be instructed to simultaneously open their Envelopes at the same time to reveal a message inside.

Each Envelope will contain one (1) of the following messages:

- Ten (10) of the Envelopes will contain a numbered “**GOLDEN PRICE TAG**” message. Each of the ten (10) Contestants revealing this message moves on to ROUND #2 BIG WHEEL SPIN of the Challenge (the “**BIG WHEEL SPIN Finalist(s)**”);
- Four (4) of the Envelopes will contain a “\$5,000” message. Each of the four (4) Contestants revealing this message wins a five thousand dollars (\$5,000) Prize and the Contestants’ game play activity of the Challenge ends;
- Four (4) of the Envelopes will contain a “\$2,500” message. Each of the four (4) Contestants revealing this message wins a two thousand five hundred dollars (\$2,500) Prize and the Contestants’ game play activity of the Challenge ends;
- The remaining Contestants’ Envelopes will each contain a “\$1,000” message. Each of the remaining Contestants revealing this message wins a one thousand dollars (\$1,000) Prize and the Contestants’ game play activity of the Challenge ends.

***The odds of a Contestant successfully moving to ROUND #2 BIG WHEEL SPIN are dependent upon state Lottery participation levels.*

ROUND #2 BIG WHEEL SPIN:

The ten (10) Contestants who randomly selected an envelope containing a numbered “GOLDEN PRICE TAG” message in ROUND #1 PUNCH A BUNCH™ are the BIG WHEEL SPIN Finalists. Each of the “GOLDEN PRICE TAG” messages are individually numbered as follows:

GOLDEN PRICE TAG #01	GOLDEN PRICE TAG #06
GOLDEN PRICE TAG #02	GOLDEN PRICE TAG #07
GOLDEN PRICE TAG #03	GOLDEN PRICE TAG #08
GOLDEN PRICE TAG #04	GOLDEN PRICE TAG #09
GOLDEN PRICE TAG #05	GOLDEN PRICE TAG #10

The order in which each BIG WHEEL SPIN Finalist will participate, corresponds to their numbered “GOLDEN PRICE TAG” message. Each of the BIG WHEEL SPIN Finalists will be given up to two (2) separate wheel (the “**Big Wheel**”) spins (the “**Wheel Spin(s)**”).

Each of the BIG WHEEL SPIN Finalists must determine whether he/she is physically able to spin the Big Wheel prior to participating. If the Contestant determines he/she is not able to spin the Big

Wheel, the BIG WHEEL SPIN Finalist may appoint his/her travel companion as his/her Proxy or an SG Proxy can be assigned.

Each of the spaces on the Big Wheel will be labeled with non-repeating values, in five cents (\$0.05) increments, ranging from five cents (\$0.05) up to one dollar (\$1.00) with corresponding monetary values as follows:

\$0.05	\$500.00	\$0.55	\$5,500.00
\$0.10	\$1,000.00	\$0.60	\$6,000.00
\$0.15	\$1,500.00	\$0.65	\$6,500.00
\$0.20	\$2,000.00	\$0.70	\$7,000.00
\$0.25	\$2,500.00	\$0.75	\$7,500.00
\$0.30	\$3,000.00	\$0.80	\$8,000.00
\$0.35	\$3,500.00	\$0.85	\$8,500.00
\$0.40	\$4,000.00	\$0.90	\$9,000.00
\$0.45	\$4,500.00	\$0.95	\$9,500.00
\$0.50	\$5,000.00	\$1.00	\$50,000.00

- The denominations are distributed non-sequentially around the perimeter of the Big Wheel.
- For purposes of the Wheel Spin, all values of the Big Wheel are considered decimal values of \$1.00 or less, i.e. the “5” space is considered five cents (\$0.05), the “10” space is considered ten cents (\$0.10), etc.
- At the start of each Wheel Spin, the “5” space must be located so the click tab is resting within that space.
- For a Wheel Spin to be considered an “**Eligible Spin**” the following conditions must be met:
 - o The Big Wheel must start at the “5” space; and
 - o The Big Wheel must be spun in a downward direction; and
 - o The Big Wheel must make at least one (1) complete revolution before coming to rest; and
 - o Once the Big Wheel is released by the BIG WHEEL SPIN Finalist, the Big Wheel must come to rest without interference from any person or object (other than interference from the components of the Big Wheel itself).
 - o Should a Wheel Spin not meet the Eligible Spin criteria outlined above, the Wheel Spin will be deemed to be an “**Ineligible Spin**” and the BIG WHEEL SPIN Finalist may spin the Big Wheel one (1) more time. If on the second attempt, the Wheel Spin is deemed an Ineligible Spin, the BIG WHEEL SPIN Finalist will receive the minimum Prize of five hundred dollars (\$500.00) for that Wheel Spin.
 - o Should a Wheel Spin be touched or interfered with by anything or anyone other than the BIG WHEEL SPIN Finalist, the Wheel Spin will be deemed an Ineligible Spin, and the BIG WHEEL SPIN Finalist will receive another Wheel Spin.

After Wheel Spin #1, the BIG WHEEL SPIN Finalist can choose to either ‘STAY’ with the value of the space the Big Wheel landed on or choose to spin again.

- If the BIG WHEEL SPIN Finalist lands on the \$1.00 space in Wheel Spin #1, the BIG WHEEL SPIN Finalist will win fifty thousand dollars (\$50,000.00). If no other BIG WHEEL SPIN Finalist has the same value, he or she will automatically advance to ROUND #3 PLINKO®.
- If the BIG WHEEL SPIN Finalist decides to take Wheel Spin #2, the value of the space the Big Wheel lands on will be added to the value from Wheel Spin #1. For example:
 - o If the BIG WHEEL SPIN Finalist's Wheel Spin landed on the "\$0.05" space in Wheel Spin #1 and the "\$0.65" space in Wheel Spin #2, the combined value equals seventy cents (\$0.70); or
 - o If the combined value from the BIG WHEEL SPIN Finalist's Wheel Spin #1 and Wheel Spin #2 is over one dollar (\$1.00), the BIG WHEEL SPIN Finalist will be awarded five thousand dollars (\$5,000.00) and their game play activity for the Challenge ends; or
 - o If the combined value from the BIG WHEEL SPIN Finalist's Wheel Spin #1 and Wheel Spin #2 equals one dollar (\$1.00), the BIG WHEEL SPIN Finalist will win fifty thousand dollars (\$50,000.00). If no other BIG WHEEL SPIN Finalist has the same value, the BIG WHEEL SPIN Finalist will automatically advance to ROUND #3 PLINKO®.
- At the conclusion of ROUND #2 BIG WHEEL SPIN, if none of the BIG WHEEL SPIN Finalists' Wheel Spin(s) landed on or have a combined value of one dollar (\$1.00), then the one (1) BIG WHEEL SPIN Finalist closest to one dollar (\$1.00) will automatically advance to ROUND #3 PLINKO® with a carry-over amount of fifty thousand dollars (\$50,000.00) and will become the Grand Prize Finalist. In this scenario:
 - o The Grand Prize Finalist forfeits the combined monetary value from Wheel Spin #1 and Wheel Spin #2 and advances to ROUND #3 PLINKO®; and
 - o The nine (9) remaining BIG WHEEL SPIN Finalists will be awarded their cumulative Prize total from Wheel Spin #1 and Wheel Spin #2 and their game play activity for the Challenge ends.
- At the conclusion of ROUND #2 BIG WHEEL SPIN, in the event there is a tie, where two (2) or more BIG WHEEL SPIN Finalists have the same combined value, including one dollar (\$1.00), there will be a *Spin Off*. In this scenario:
 - o Each BIG WHEEL SPIN Finalist will be given one (1) spin of the Big Wheel; and
 - o The BIG WHEEL SPIN Finalist who lands on the highest value, closest to one dollar (\$1.00) in their one (1) Wheel Spin will automatically advance to ROUND #3 PLINKO® with a carry-over amount of fifty thousand dollars (\$50,000.00) will become the Grand Prize Finalist. All other BIG WHEEL SPIN Finalists will be awarded their cumulative Prize total from Wheel Spin #1 and Wheel Spin #2 and their game play activity for the Challenge ends; and
 - o The value landed on in the *Spin Off* will not be added to the BIG WHEEL SPIN Finalist's current winnings.

ROUND #3 PLINKO® GRAND PRIZE FINALE:

The one (1) Grand Prize Finalist will have the chance to participate in up to three (3) chip drops

(the “**Chip Drop(s)**”) on the PLINKO® Board for a chance to win a Prize of up to fifty million dollars (\$50,000,000).

ROUND #3 - CHIP DROP #1:

For Chip Drop #1, the PLINKO® Board will consist of nine (9) equally sized slots that run along the bottom and will display the following multiplier messages:

- Four (4) of the slots will display a one-times (1X) multiplier message of 1X;
- Two (2) of the slots will display a two-times (2X) multiplier message of 2X;
- Two (2) of the slots will display a five-times (5X) multiplier message of 5X; and
- One (1) of the slots will display a ten-times (10X) multiplier message of 10X.

The multiplier messages will be electronically randomized before Chip Drop #1. The Grand Prize Finalist will then be prompted to drop one (1) Chip (the “**Chip**”) on the PLINKO® Board. After Chip #1 is dropped, the multiplier messages will stop randomizing and each multiplier message will be revealed in each of the nine (9) slots. After Chip #1 lands in one (1) of the nine (9) slots, the Grand Prize Finalist’s carry-over amount of fifty thousand dollars (\$50,000.00) from ROUND #2 BIG WHEEL SPIN will be multiplied by the multiplier slot in which his or her Chip #1 lands in.

For example, if the Grand Prize Finalist’s Chip #1 lands in the ten-times (10X) multiplier slot, the Grand Prize Finalist will win five hundred thousand dollars (\$500,000.00). Or if the Grand Prize Finalist lands in the one-times (1X) multiplier slot, the Grand Prize Finalist will win fifty thousand dollars (\$50,000.00). The Grand Prize Finalist will be presented with two (2) options:

- Do not proceed to Chip Drop #2, take the Prize amount awarded from Chip Drop #1 and the Grand Prize Finalist’s game play activity for the Challenge ends; or
- Proceed to Chip Drop #2 with a carry-over amount from Chip Drop #1.

After Chip #1 is released by the Grand Prize Finalist, Chip #1 must not be touched or interfered with by anyone or anything. If Chip #1 is touched or interfered with by the Grand Prize Finalist, Chip Drop #1 will be deemed ineligible, and the Grand Prize Finalist will not receive another Chip Drop #1 attempt and the minimum one-times (1X) multiplier message will apply for Chip Drop #1. If Chip #1 is touched or interfered with by anything or anyone other than the Grand Prize Finalist, Chip Drop #1 will be deemed ineligible, and the Grand Prize Finalist will receive another Chip Drop #1 attempt.

In the event the PLINKO® Board should experience a mechanical failure, malfunction, or other such occurrence during Chip Drop #1, Chip Drop #1 will be deemed ineligible, and every effort will be made to correct the malfunction. The PLINKO® Board must be tested, approved, and deemed operable by the Challenge officials before the Grand Prize Finalist can attempt Chip Drop #1 again. If the PLINKO® Board is deemed inoperable for any reason, the Challenge will switch to an alternative manual method form of play with the same multiplier messages listed above for Chip Drop #1.

ROUND #3 - CHIP DROP #2:

For Chip Drop #2, the PLINKO® Board will consist of nine (9) equally sized slots that run along the bottom and will display the following multiplier messages:

- Four (4) of the slots will display a half-time (0.5X) multiplier message of 0.5X;
- Two (2) of the slots will display a one-times (1X) time multiplier message of 1X;
- One (1) of the slots will display a two-times (2X) multiplier message of 2X;
- One (1) of the slots will display a five-times (5X) multiplier message of 5X; and
- One (1) of the slots will display a ten-times (10X) multiplier message of 10X.

The multiplier messages will again be electronically randomized before Chip Drop #2. The Grand Prize Finalist will then be prompted to drop one (1) Chip on the PLINKO® Board. After Chip #2 is dropped, the multiplier messages will stop randomizing and each multiplier message will be revealed in each of the nine (9) slots. After Chip #2 lands in one (1) of the nine (9) slots, the Grand Prize Finalist's carry-over amount from Chip Drop #1 will be multiplied by the multiplier slot revealed in which his or her Chip #2 lands in.

For example, if the Grand Prize Finalist has a carry-over amount from Chip Drop #1 of five hundred thousand dollars (\$500,000.00) and the Grand Prize Finalist's Chip #2 lands in the ten-times (10X) multiplier slot, the Grand Prize Finalist will win five million dollars (\$5,000,000.00). Or if the Grand Prize Finalist's Chip #2 lands in the half times (0.5X) multiplier slot, the Grand Prize Finalist will win two hundred fifty thousand dollars (\$250,000.00). The Grand Prize Finalist will be presented with two (2) options:

- Do not proceed to Chip Drop #3, take the Prize amount awarded from Chip Drop #2 and the Grand Prize Finalist's game play activity for the Challenge ends; or
- Proceed to Chip Drop #3 with a carry-over amount from Chip Drop #2.

After Chip #2 is released by the Grand Prize Finalist, Chip #2 must not be touched or interfered with by anyone or anything. If Chip #2 is touched or interfered with by the Grand Prize Finalist, Chip Drop #2 will be deemed ineligible, and the Grand Prize Finalist will not receive another Chip Drop #2 attempt and the minimum half-times (0.5X) multiplier message will apply for Chip Drop #2. If Chip #2 is touched or interfered with by anything or anyone other than the Grand Prize Finalist, Chip Drop #2 will be deemed ineligible, and the Grand Prize Finalist will receive another Chip Drop #2 attempt.

In the event the PLINKO® Board should experience a mechanical failure, malfunction, or other such occurrence during Chip Drop #2, Chip Drop #2 will be deemed ineligible, and every effort will be made to correct the malfunction. The PLINKO® Board must be tested, approved, and deemed operable by the Challenge officials before the Grand Prize Finalist can attempt Chip Drop #2 again. If the PLINKO® Board is deemed inoperable for any reason, the Challenge will switch to a alternative manual method form of play with the same multiplier messages listed above for Chip Drop #2.

ROUND #3 - CHIP DROP #3:

For Chip Drop #3, the PLINKO® Board will consist of nine (9) equally sized slots that run along the bottom and will display the following multiplier messages:

- Six (6) of the slots will display a half-time (0.5X) multiplier message of 0.5X;
- One (1) of the slots will display a two-times (2X) multiplier message of 2X;
- One (1) of the slots will display a five-times (5X) multiplier message of 5X; and
- One (1) of the slots, will display a ten-times (10X) multiplier message of 10X.

The multiplier messages will again be electronically randomized before Chip Drop #3. The Grand Prize Finalist will then be prompted to drop one (1) Chip on the PLINKO® Board. After Chip #3 is dropped, the multiplier messages will stop randomizing and each multiplier message will be revealed in each of the nine (9) slots. After Chip #3 lands in one (1) Of the nine (9) slots, the Grand Prize Finalist's carry-over amount from Chip Drop #2 will be multiplied by the multiplier slot revealed in which his or her Chip #3 lands in and the game play activity of the Challenge ends.

For example, if the Grand Prize Finalist has a carry-over amount from Chip Drop #2 of five million dollars (\$5,000,000.00) and the Grand Prize Finalist's Chip #3 lands in the ten times (10X) multiplier slot, the Grand Prize Finalist will win fifty million dollars (\$50,000,000.00). Or if the Grand Prize Finalist's Chip #3 lands in the half times (0.5X) multiplier slot, the Grand Prize Finalist will win two million five hundred thousand dollars (\$2,500,000.00).

After Chip #3 is released by the Grand Prize Finalist, Chip #3 must not be touched or interfered with by anyone or anything. If Chip #3 is touched or interfered with by the Grand Prize Finalist, Chip Drop #3 will be deemed ineligible, and the Grand Prize Finalist will not receive another Chip Drop #3 attempt and the minimum half-times (0.5X) multiplier message will apply for Chip Drop #3. If Chip #3 is touched or interfered with by anything or anyone other than the Grand Prize Finalist, Chip Drop #3 will be deemed ineligible, and the Grand Prize Finalist will receive another Chip Drop #3 attempt.

In the event the PLINKO® Board should experience a mechanical failure, malfunction, or other such occurrence during Chip Drop #3, Chip Drop #3 will be deemed ineligible, and every effort will be made to correct the malfunction. The PLINKO® Board must be tested, approved, and deemed operable by the Challenge officials before the Grand Prize Finalist can attempt Chip Drop #3 again. If the PLINKO® Board is deemed inoperable for any reason, the Challenge will switch to an alternative manual method form of play with the same multiplier messages listed above for Chip Drop #3.

*****All Prizes of one million dollars (\$1,000,000.00) and above will be paid as thirty (30) year annuities. Upon LOTTERY approval, lump-sum payments may be awarded. The Grand Prize Finalist may elect to receive a lump-sum, one-time payment of thirty-six million dollars (\$36,000,000.00) in lieu of the fifty million dollars (\$50,000,000.00) annuity stream. In the case of the Grand Prize Finalist's death, any remaining annuitized payments will continue to be made to the estate of the deceased.***

The minimum Prize amount to be won is twelve thousand five hundred dollars (\$12,500.00) if the Grand Prize Finalist elects to play through all three (3) Chip Drops and lands on a half-time (0.5X) multiplier slot in Chip Drop #2 and in Chip Drop #3. For example:

- *With a carry-over amount of fifty thousand dollars (\$50,000.00), if after Chip Drop #1,*

the Grand Prize Finalist's Chip #1 lands on a one-times (1X) multiplier slot, the Grand Prize Finalist will have fifty thousand dollars (\$50,000.00);

- *If the Grand Prize Finalist decides to move onto Chip Drop #2 with a carry-over amount of fifty thousand dollars (\$50,000.00) and the Grand Prize Finalist's Chip #2 lands on a half-time (0.5X) multiplier slot, the Grand Prize Finalist will have twenty-five thousand dollars (\$25,000.00); and*
- *If the Grand Prize Finalist decides to move onto Chip Drop #3 with a carry-over amount of twenty-five thousand dollars (\$25,000.00) and the Grand Prize Finalist's Chip #3 lands again on a half-time (0.5X) multiplier slot, the Grand Prize Finalist will be awarded twelve thousand five hundred dollars (\$12,500.00) and their game play activity for the Challenge ends.*

PRIZE ALLOCATION

Prize allocation for each Contestant or Finalist will be awarded as detailed above.

All Prizes awarded during the live Challenge are the sole responsibility of SG and are underwritten by a third party. Prizes are not considered won by a Contestant or Finalist, and are not payable unless and until the third-party underwriter of such Prizes, SG's Drawing Manager and the independent Game auditor certify that the Game has been conducted appropriately and in accordance, in all material respects with the Challenge and Security Procedures, that a Contestant or Finalist has validly won the Prize pursuant to the Challenge and Security Procedures and is entitled to receive the Prize, and the third-party underwriter of such Prize has accepted the obligation to pay the Prize to the winning Contestant or Finalist. Participating Lotteries shall have no liability for any Prizes awarded in the during the live Challenge. Prior to dismissal, winning Contestant or Finalists are reminded that their Prize winnings will be sent to them as per the terms and conditions of the Challenge, subject to the condition that the Contestant or Finalist meets all eligibility requirements and remains in compliance with these Official Challenge Details which each Contestant or Finalist is required to duly execute in order to participate in the Challenge.

Prizes are not for resale and are not transferable.

All taxes on any Prizes are the responsibility of the Contestant or Finalist. The total amount of the Prizes awarded at the live Challenge by the Contestants or Finalists will be provided to each Contestant or Finalist as outlined in these Official Challenge Details. SG or its designated agent shall withhold from all Prizes the minimum required Federal and State withholding taxes and shall deposit said withholdings on behalf of the Contestants or Finalists to the appropriate agencies. Each Contestant or Finalist must supply a complete and valid IRS Form W-9 to SG prior to and as a condition of receiving a Prize. The Contestants or Finalists shall receive an IRS Form W2G from SG and a copy shall be provided to the Lottery, upon request.

Contestants or Finalists release Producer and its parents, subsidiaries, affiliates or divisions, and all persons and entities connected with the Challenge, of any and all liability in connection with any such taxes.

PUBLICITY

Except where prohibited, participation in the Challenge constitutes each Contestant's or Finalist's consent to Producer's and its agents' use of Contestant's or Finalist's name, likeness, photograph, voice, opinions and/or hometown and state for promotional purposes in any media, worldwide, without further payment, consideration or notification.

REPRESENTATIONS, WARRANTIES AND INDEMNITY

Each Contestant or Finalist represents and warrants that he or she has read, understands, and will follow the Official Challenge Details. Contestant or Finalist agrees (as permitted by applicable law) to indemnify and hold the Producer, from and against any and all claims, liabilities, costs and expenses, (including reasonable attorney's fees) arising from a breach by the Contestant or Finalist of any representation, warranty or covenant made by such Contestant or Finalist in connection with his or her acceptance of these Official Challenge Details.

WAIVER OF LIABILITY AND RELEASE

By participating in the Challenge, Contestant or Finalist discharges and fully releases and agrees to hold harmless, Producer and any other entities associated with the Challenge, and all of their respective officers, directors, employees, agents and representatives, (the "Released Parties") from any and all liability, injury, damage or loss that may occur, directly or indirectly, in whole or in part, from or in connection with the Contestant or Finalist's participation in the Challenge or from the receipt or use of any Prize or from any activity related to the receipt or use of any Prize. By receipt of a Prize, each Contestant or Finalist agrees to release and hold harmless the Released Parties from and against any claim or cause of action, including, but not limited to, personal injury, death, or damage to or loss of property, arising out of participation in the Challenge or receipt or use or misuse of any Prize.

LIMITATIONS OF LIABILITY

The Producer is not responsible for computer hardware or software malfunctions, failures or difficulties, or other errors or problems of any kind whether human, mechanical, electronic, network, computer, typographical, printing or otherwise relating to or in connection with the Challenge, including, without limitation, errors or difficulties which may occur in connection with the administration of the Challenge, the announcement of Prizes, functionality of the application or in any Challenge related materials. The Producer is also not responsible for any incorrect or inaccurate information, whether caused by a Contestant or Finalist, tampering, hacking, or by any applications, equipment or programming associated with or utilized in the Challenge. The Producer is not responsible for any injury or damage to persons or property, which may be caused, directly or indirectly, in whole or in part, from Contestant or Finalist's participation in the Challenge or receipt or use or misuse of any Prize.

Neither the Lottery, SG, nor other companies, including, but not limited to FremantleMedia North America, Inc. and/or FremantleMedia Netherlands B.V. directly associated with the Challenge shall be responsible to Challenge entrants or to any other person for data entry errors resulting from or caused by the entering, keying or mis-keying of the required ticket information by

Challenge entrants.

ANY ATTEMPT BY A CONTESTANT OR FINALIST TO DELIBERATELY DAMAGE OR UNDERMINE THE CHALLENGE OR LEGITIMATE OPERATION OF THE CHALLENGE IS A VIOLATION OF CRIMINAL AND CIVIL LAWS AND SHOULD SUCH AN ATTEMPT BE MADE; PRODUCER WILL DISQUALIFY ANY SUCH CONTESTANT OR FINALIST AND RESERVE THE RIGHT TO SEEK DAMAGES (INCLUDING ATTORNEYS' FEES) AND OTHER REMEDIES FROM ANY SUCH CONTESTANT OR FINALIST TO THE FULLEST EXTENT PERMITTED BY LAW.

ADDITIONAL RULES AND PROCEDURES

In the event the Producer needs to stop the Challenge for any reason (including but not limited to human, mechanical, equipment failure, rule violation, or safety issues), the Contestants or Finalists and/or the Challenge pieces (i.e., *PUNCH A BUNCH™ Board, Envelopes, BIG WHEEL, and PLINKO® Board*) may be reset to a particular position, or the entire Challenge may be thrown out and restarted from the beginning, at Producer's sole and absolute discretion. Producer reserves the right to modify these guidelines at any time, with or without notice, in its sole discretion. All Challenge rounds will be audited by an independent auditor(s).

ADDITIONAL ADDENDA AND/OR GUIDELINES

Any additional addenda and/or guidelines required by Producer for the Challenge will be provided to and/or briefed to the Contestants or Finalists prior to the Challenge and such guidelines and/or addenda, whether delivered in writing, or verbally during the Challenge, will be deemed added to this document and fully incorporated herein.

SOCIAL MEDIA USAGE

At no time during the Challenge shall the Contestants or Finalists or their Guest be allowed to take photographs or videos. All game play is proprietary and not for public viewing. No photos or video of the Challenge Prize play are permitted to be posted to any Social Media outlet. Use of cell phones, cameras or video cameras is strictly prohibited.

MISCELLANEOUS GUIDELINES

Any and all advice that may be given by the Challenge Host, who will be selected by Producer in its sole discretion, the audience, other Contestants or Finalists, Producers and/or other production personnel will be taken at the Contestant's or Finalist's sole risk. Contestant or Finalists solely are responsible for any decisions they make or actions they take within the confines of the Challenge.

Contestants or Finalists must make themselves available for the entire Challenge (and any additional time reasonably requested by Producer) for the purpose of conducting the Challenge.

At no time may a Contestant or Finalist attempt to impede, hinder or interfere with a fellow Contestant or Finalist at any time during the Challenge. Doing so may result in disqualification by the Producer, in its sole and absolute discretion.

No Contestant or Finalist may collude with any other Contestant or Finalist, Host, audience member, production personnel or otherwise try to “fix” (i.e., predetermine) the result of any portion of the Challenge.

Unless approved in writing by Producer, Contestants or Finalists are not permitted to share any Prizes with any other Contestants or Finalists. Contestants or Finalists will be monitored throughout the production.

If applicable, Contestants or Finalists and guests shall follow all health and safety protocols, including always wearing a facemask and following social distancing guidelines, as instructed by the event’s staff and volunteers and all federal, state, and local guidelines relating to COVID-19.

SG reserves the right to change, add to, delete from, modify or amend these Challenge Details at any time at its sole discretion.

Employees of the Lottery, SG, FremantleMedia North America, Inc., FremantleMedia Netherlands B.V. or other companies associated with the Challenge, as well as their immediate families (spouses, parents, siblings and children) and household members of each such employee, are not eligible to participate in the Challenge.

SG reserves the right to change, add to, delete from, modify, or amend these Challenge Details at any time at its sole discretion.