Example 1: A Knock-In Event has occurred.

Underlying	Final Level
SPX	110% of Initial Level
RTY	50% of Initial Level
NDX	90% of Initial Level

Because the Final Level of an Underlying is less than its Knock-In Level, a **Knock-In Event has occurred**. RTY is the Lowest Performing Underlying.

Therefore, the Redemption Amount is determined as follows:

Underlying Return of the Lowest Performing Underlying	= the lesser of (i) zero and (ii) (Final Level - Initial Level) / Initial Level = the lesser of (i) zero and (ii) -50% = -50%
Redemption Amount	= \$1,000 × (1 + Underlying Return of the Lowest Performing Underlying) = \$1,000 × 0.50 = \$500

Even though the Final Level of an Underlying is greater than its Initial Level, you will not participate in such appreciation of such Underlying and you will be exposed to the depreciation in the Lowest Performing Underlying.

Example 2: A Knock-In Event has not occurred.

Underlying	Final Level
SPX	110% of Initial Level
RTY	105% of Initial Level
NDX	110% of Initial Level

Because the Final Level of each Underlying is equal to or greater than its Knock-In Level, a Knock-In Event has not occurred.

Even though the Final Level of each Underlying is greater than its Initial Level, you will not participate in the appreciation of any Underlying.

Therefore, the Redemption Amount equals **\$1,000**.

Example 3: A Knock-In Event has not occurred.

Underlying	Final Level
SPX	95% of Initial Level
RTY	80% of Initial Level
NDX	90% of Initial Level

Even though the Final Level of each Underlying is less than its Initial Level, because the Final Level of each Underlying is equal to or greater than its Knock-In Level, a Knock-In Event has not occurred.

Therefore, the Redemption Amount equals **\$1,000**.