

THE \$10,000 PYRAMID GAME

(For 4 Players as 2 Teams)

Two partners as a team attempt to guess words in categories from clues while competing against opponent partners. Correct guesses score points and after six categories the high scoring pair gets a chance to try the "winner's circle." Success here wins money — up to \$10,000.

Object of the Game: Give clues and guess answer words to win the most money.

To Set Up the Game:

1. Remove the gameboard from the box and carefully punch out from both sides the die-cut marked slots with a pencil as shown in Diagram #1.
2. Fold the cardboard stands to serve as a base to hold the game board in a vertical position as in Diagram #2.
3. Carefully tear apart and fold the stands as shown in Diagram #3.
4. Attach the stands to the game board to hold it in vertical position for playing as shown in Diagram #4.

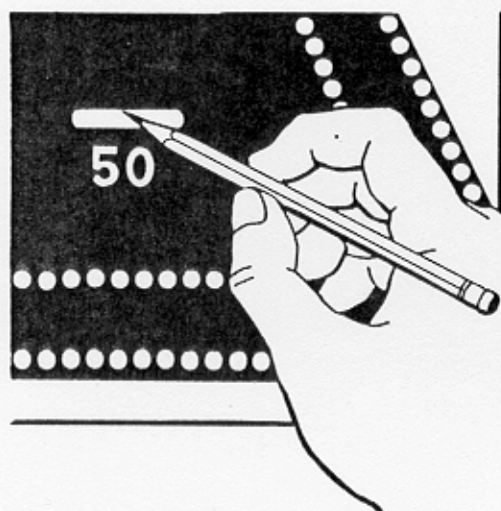


DIAGRAM #1

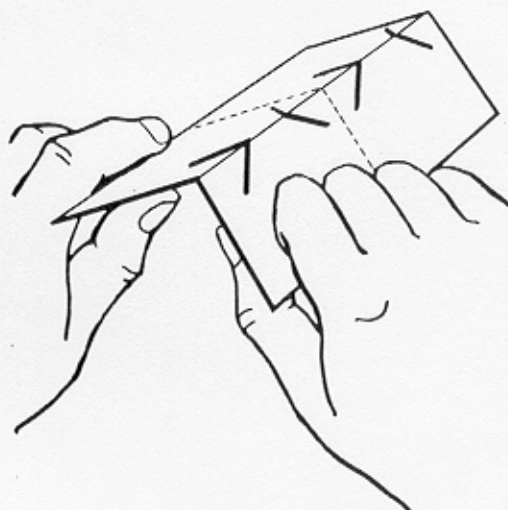


DIAGRAM #2

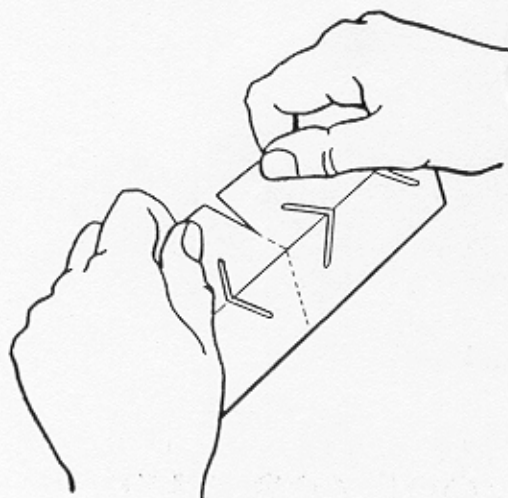


DIAGRAM #3

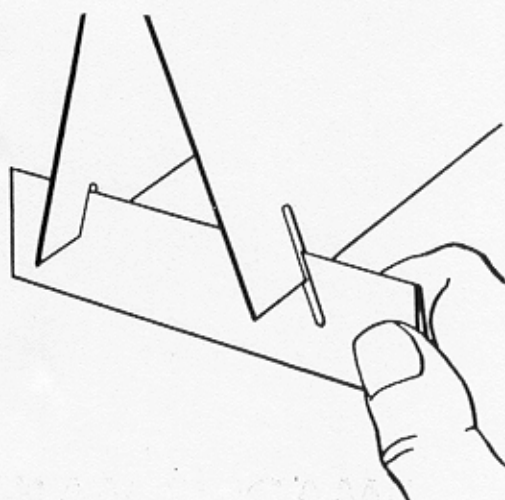


DIAGRAM #4

5. The playing cards should remain together, being separated from the large sheet six at a time for play of each game. It does not matter which game numbered playing cards are separated for each game as long as the **six** cards used in **each** game have the **same number**. Carefully tear out 6 cards for the first game.

Note: The magic red window reveals the answer words so never hold the magic red window near any of the playing cards until necessary in playing a game. Seeing the answer words before playing, spoils the fun.

6. Place the items for use in the game such as the timer, magic red window and money on the table near the game board.
7. For the first part of the game, place the side of the game board with the name and scoring dials facing all the players.
8. Place the six playing cards for a game, one into each of the six slots, bending the top of the card **slightly** on the crease line so only the top category part of the card will be showing as in Diagram #5.

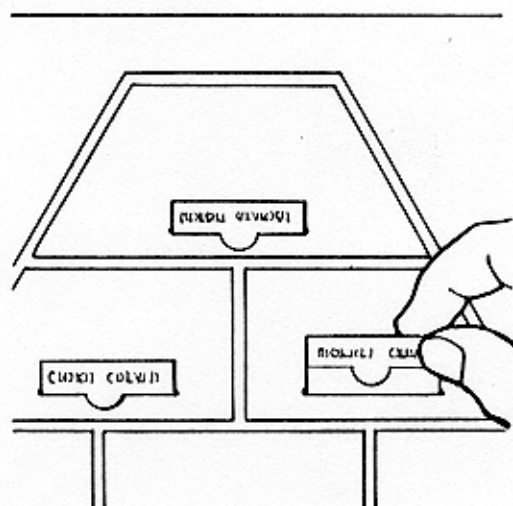


DIAGRAM #5

9. Set both scoring dials to zero. The dial at the left is for the team that goes first and the one at the right for the team that goes last.

To Play the Game:

The First Part:

1. One team goes first and players of that team choose which player will give the clues and which will try to guess the answer words. The player guessing the words moves to the other side of the board so he cannot see the game card answers.
2. One opponent becomes starter for the game and when playing team is ready says "Go", and inverts the timer. He also says "Stop", when the sand has completely run into the lower part of the timer. (Approx. 30 sec.)

3. The other opponent sits so he can read the clue words and keep track of correct answers. He moves the scoring dial one digit for each correct answer word guessed.
4. The player giving the clues chooses one of the categories he wishes to play and removes that card from the board.
5. At the word "Go", he quickly places the red magic window over the game card revealing the answer words.
6. As fast as possible he thinks and gives clues about the top word or phrases on the list. His partner says answers as fast as possible till he guesses correctly. As soon as a correct answer is heard, the clue giver says "right" and goes down the list to the next word, etc.

Clues given must **not** contain words or grammatical variations of the words in the answer words or phrases.

EXAMPLES of Partners both clue giving and answering:
Category: games played with a ball.

1st Word

Clue Giver: Horses — Mallets

Partner: Polo

Clue Giver: Right

2nd Word

Clue Giver: Game of Chance — It goes round and round.

Partner: Roulette

Clue Giver: Right

3rd Word

Clue Giver: Rackets — Net — White Lines

Partner: Badminton

Clue Giver: Wrong — Small — China — paddles

Partner: Table Tennis

Clue Giver: Right

4th Word

Clue Giver: You go swimming and you jump into a —

Partner: Pool

Clue Giver: Right

Etc.

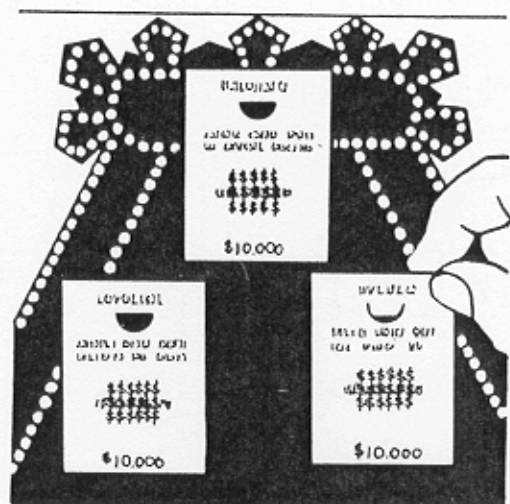
7. After the time has run out and the score recorded, the teams switch places. The playing team selects a category from the five remaining on the game board and play continues as before.
8. Teams alternate playing until the six categories have been played.
9. At the end of the six categories, the team with the higher accumulated score wins the chance to play the second part of the game. In case of a tie score, the round is played over using a different set of six cards.

To Play the Second Part of the Game:

The Winner's Circle

1. For this part of the game, the side with the numbers 50, 100, and 200 are used — these numbers represent dollars.
2. The reverse side (game numbers on top) of the same six playing cards played in the first part are used for the second part.
3. These six cards are hung on the board with only the small tab through the slot as shown in Diagram #6.

DIAGRAM #6



4. The playing partners decide which player is to give the clues and which is to move in back of the game board and do the guessing.
5. At the word "Go" using same time limit as before, the clue giver places the red magic window against the cards rather than remove them. The cards are removed only when correct answers are given.
6. Clues must be given for cards in order beginning from left to right on the bottom line, left, right on middle line and finally to the top card. However, if the answering player is having difficulty with a particular answer, he may ask his partner to skip to the next one and if time remains come back to it later.
7. As cards are removed for correct answers, the numbers on the game board reveal the value of the money won. These values are totaled and the equivalent amount of money is given to **each** player of the partnership.
8. If the board is cleared (all six cards) within the given time. The players win \$10,000 apiece.

Winning the Game:

1. The second game is played by changing partners and a third game is played with the third set of possible partners.
2. After three rounds have been played, the player with the most money is the **WINNER OF THE GAME**.