

THE \$100,000 PYRAMID™

BASED ON THE CLASSIC GAME SHOW!



331599

Ages 10+

INTRODUCTION

Based on one of the most popular game shows of all time, **The \$100,000 Pyramid™ DVD Game** is packed with brilliant audio, stunning visuals, and real-time scoring. Playing this fast-paced, interactive DVD game is like being an actual contestant on the TV show – right in your own living room! Just put it in your DVD player and see if you can top the Pyramid!

CONTENTS

• 1 Pyramid DVD • 1 Timer

QUICK START

To start Pyramid, insert the disc into your DVD player and press PLAY. The narrator will prompt you as the game progresses. Here is an overview of how to play the game:

1. Decide if you wish to play with one team or two teams. NOTE: You'll need at least 2 players per team, but there are no limits to the size of a team.

2. When the narrator prompts you, use the UP and DOWN ARROWS on your remote control to select the single team or team VS team option, then PRESS ENTER.
 3. Seat one team member facing away from the TV ("the guesser"), and at least one team member facing toward the TV (the "clue giver").
 4. SIX CATEGORIES will appear on the screen. Use the left and right remote arrows to choose a category then, when you're ready to play, start the timer, press ENTER and play will begin.
 5. A word or phrase then appears on the TV screen that is related to that category. For example, if the category is "Things You Kick", a phrase that might appear is: SOCCER BALL.
 6. The player(s) facing the TV gives clues to the player facing away from the TV in order to help him or her guess the word or phrase on the screen. (For example, for SOCCER BALL, if you're the player giving clues, you might say... Round Leather, Object... Used in a Sport... Goalie... World Cup.)
 7. As the "guesser" tries to guess the words in each category, his or her score is entered using the remote control in the following manner:
 - a. Press the UP arrow for each correct answer.
 - b. Press the DOWN arrow for each pass.
 - c. Press the RIGHT arrow if a player is disqualified.
 - d. Press the LEFT arrow when time is up.
- NOTE: If you choose to pass on a word in the Regular Round, you cannot go back to it. The DVD will keep track of both teams' total scores.
8. A team will have 60 seconds (one turn of the hourglass timer) to guess seven words or phrases within a category. After each category the announcer will reveal the current total scores.
9. For single-team play, one team will play all six categories. For two-team play, teams will take turns playing all six categories.
10. When all 6 categories have been played, both teams move to the Winner's Circle portion of the game.
11. The Winner's Circle is similar to the Regular Rounds with the following exceptions:
 - a. The category, not the word, is to be identified.
 - b. You can return to a category that you pass.
 - c. Each team gets 120 seconds (two turns of the hourglass) to play the Winner's Circle.
12. At the end of the game, the narrator will announce the final winner.

QUICK START (CONT.)

THE RULES

TROUBLESHOOTING

Our DVD games are compatible with most DVD players. Occasionally, due to variations in DVD player standards, they may not work with certain DVD players. If this is the case, try another DVD player or a DVD-capable computer or game system.

Still experiencing technical difficulties? Clean the DVD disc with a soft, non-abrasive cloth. Wipe in straight lines from the center of the disc outward to the edge. If the problem persists, call or write to the address at the bottom of this manual.

1. **Why won't my DVD game start from the beginning when I insert the disc into my DVD player?** - This may be the result of a memory function in some DVD players. To clear the memory, press STOP twice, EJECT the disc, and turn the player OFF before playing the disc again. Please refer to your DVD player manual for more information.
2. **Why did my DVD game lose my score?** - Pressing stop, ejecting a disc or turning the DVD player off will erase the saved status or current score of the game. Press stop or eject ONLY when you are finished playing with the DVD game.
3. **Which buttons on the remote control should I use for playing a DVD game?** - Use only the buttons designated for gameplay. Repeated or overly-rapid use of any button, may result in skipping tracks or erratic performance.
4. **Can I use the PAUSE button on the DVD remote?** - Yes, however it may not always work during certain parts of a game. The button may have been disabled in order to program certain game functions into a DVD. Using the pause button will NOT disrupt the game. Restart the disc by pressing PLAY.

Please keep this manual as it contains important information.



TM & © MGA Entertainment, Inc.
16300 Roscoe Blvd.
Van Nuys, CA 91406 USA
(800) 222-4685
Printed in China.

TM & © 2006 CPT Holdings, Inc.
All Rights Reserved

0306-0

The preferred method of contact for Customer Service is through our e-mail contact form at www.mgae.com.

ADULT NOTE: THIS DVD IS NOT A TOY.
Notice: DVD should be handled by Adults.



- CLUES**
- Regular Round - The object of each Regular Round is to guess all seven words or phrases within a category.
- Synonyms, complete sentences and hand gestures are all permitted.
 - "Rhymes with" or "sounds like" clues are not permitted.
 - You will be disqualified if you mention any part of the word or phrase.
- Winner's Circle - The object of the Winner's Circle round is to guess all six categories.
- For example, if your teammate gives you the clues, "Persian... Siamese... Tabby..."; the category would be "Types of Cats". If your teammate gives you the clues "Lemon Juice... Vinegar... Pucker", the category would be "Sour Things".
- Complete sentences and hand gestures are not permitted in the Winner's Circle round.
 - "Rhymes with" or "sounds like" clues are not permitted.
 - You will be disqualified if you mention any part of the word or phrase.
- NOTE: Most of the category titles in the Winner's Circle begin with words like "Things That Are...", "Types of...", "People Who...", "to help group the category. It is up to the players to determine how strictly they want to judge a category. For example, if the category title is "Italian Food" and a player says "Italian Cuisine," that player has obviously guessed the subject matter of the category and should be awarded a correct score.
- PASSING**
- Regular Round - If you pass, you may not go back to guess the word.
- Winner's Circle - If you pass, you may go back to guess the category.
- SCORING**
- Regular Round - In single-team play, 1,000 dollars are awarded for each correct word or phrase. In two-team play, 2,000 dollars are awarded for each correct word or phrase.
- Winner's Circle - Dollar values increase for this round. They are:
- Bottom Three Categories = 6,000 dollars each
 - Middle Two Categories = 10,000 dollars each
 - Top Category = 20,000 dollars each
- SCOREKEEPING**
- Either the person facing the screen or an opposing player may keep score.
- ON-SCREEN SCORE ANNOUNCEMENTS**
- A message will appear at end of each category showing the total running scores. A message will appear at the end of the game to declare the winner.