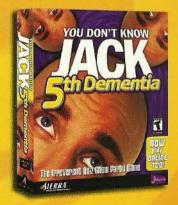
Experience the 5th Demential

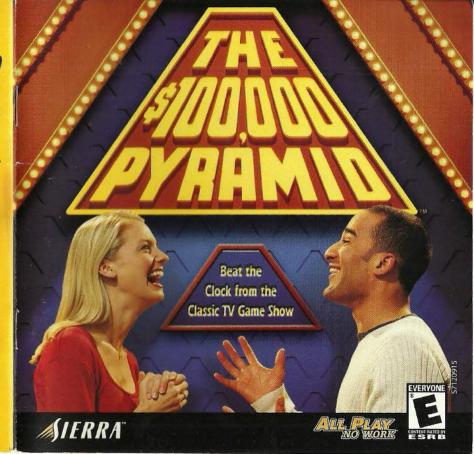
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Introduction

"Keep your eye on this spot. You are about to see one celebrity and one contestant step into this circle, with a chance to win \$100,000 in less than a minute. Ladies and gentlemen, this is The \$100,000 Pyramid"?"

Try to get all the way to \$100,000 in this challenging version of the long-running popular game show, **The \$100,000 Pyramid**[™].

You can play this game by yourself or with friends and family in front of your computer.

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Minimum system requirements

You should have a system meeting or exceeding these requirements to play The \$100,000 PyramidTM.

- ▲ Pentium II/233
- ▲ 4x CD-ROM drive
- ▲ 32MB RAM
- ▲ Windows 95, Windows 98, or Windows ME
- ▲ DirectX-compatible video card
- ▲ DirectX-compatible sound card
- ▲ Windows-compatible mouse

Installing The \$100,000 Pyramid

- 1. Insert The \$100,000 Pyramid™ CD into your CD-ROM drive.
- The AutoRun screen should appear; click Install to start the installation.
- Follow the onscreen prompts to install the program.
 If the AutoRun screen does not appear, click Run on the Windows Start menu. In the Run dialog box, type D:SETUP, where D is the letter of your CD-ROM drive, then click OK.

Starting The \$100,000 Pyramid

To start the game:

- 1. Insert the CD. The CD-ROM is required to play the game.
- 2. Click the Windows Start menu, point to Programs, and point to \$100,000 Pyramid.
- Click \$100,000 Pyramid to start the game.
 An opening sequence plays. To skip this sequence and any other sequences in the game, press the Spacebar.
- From the main menu, click New Game to start a new game, click Continue Game to continue a saved game, or click Game Options to set game options.

You can press Esc to bring up a game menu to change the game options or save and exit the game at any time during the game except when a game clock is running.

Setting game options

You can select Game Options from the game menu to change several options in the game, such as whether to show text clues, the game volume to use, and more.

When you're done changing game options, select Return to Game.

Starting a new game

To start a new game, select New Game from the main menu. There are three types of games you can play; to select a game, click the game name with your mouse.

Single Player Select this game if you will be playing by yourself. You'll play this game with a celebrity partner.

Two Player Select this game if you will play with another person. In this game, you and the other person will each play with a celebrity partner.

Party Play

Select this game if you will be playing with three other people. In this game, you form two teams of two, and compete just like in the TV game show. For details on Party Play, see page 16.

Signing in

When you start a new game, you'll need to sign in, choosing your name and picture. If there are several people playing on your computer, each player will need to sign in.

To sign in:

- Type your name, and press Enter.
 If there are several people playing, each player will need to type his or her name, and press Enter.
 In Party Play, one person on each team signs themselves in, and then signs in for their partner.
- Click on the picture you want to use to represent yourself.
 Again, each player playing the game must pick a picture for themselves. You can only pick a picture no one else has picked.
- 3. If you're playing the Two Player game, each player selects a celebrity partner.

When everyone has signed in, you can see a description of the rules, also described below.

Rules of the game

There are two different segments of the game: the Basic Game, and the Winner's Circle. In each segment, one player gives clues, and the other player tries to guess the answers.

In the Basic Game, you pick a category to play; there are six categories to choose from. There are seven words in each category that all relate to the category. Your partner will give you clues to try to get you to guess each word in the category.

For example, in the category "Floating Away," your partner might give you the clues "Huck Finn floated on this" or "Flat wooden thing that floats." If you guess RAFT, you get to go on to the next word (if you can't guess the word, you can press the Tab key to pass and get a new word). Other words in this category might be BUOY, PERSON, CORK, CAN, WOOD, and CANOE.

Players who win the Basic Game advance to the Winner's Circle. In the Winner's Circle, your partner gives you clues and you have to identify the category that describes them. For example, your partner might give you the clues TAPE, SCISSORS, FOLDER, and NOTEBOOK. For this example, the category you're trying to guess would be THINGS ON A DESK. Or your partner might give you the clues IRON, HANGER, PLASTIC WRAP, and STEAM for the category THINGS YOU FIND AT THE DRY CLEANER.

Specifying answers

It is not always necessary to specify exact answers; **The \$100,000 Pyramid**TM will usually accept partial answers of one or more words. For example, if the answer is THINGS RELATED TO FISH, the answer FISH is sufficient. If the answer is THINGS YOU FIND IN A GARAGE, the answer GARAGE is sufficient.

Playing The \$100,000 Pyramid

In **The \$100,000 Pyramid**TM, you play a Single Player, Two Player, or Party Play game.

In the Single Player game, you and a celebrity partner play the Basic Game to try to advance to the Winner's Circle. If you get enough points in the Basic Game, you advance to the Winner's Circle, where you can try to win lots of money. (If you don't get enough points, the game ends.) After the Winner's Circle round ends, you play the Basic Game again, trying to advance to the Winner's Circle again to win more money.

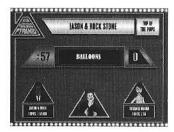
In the Two Player game, each player teams with a celebrity partner to play the Basic Game. The team that gets the most points in the Basic Game is the winner of the game and advances to the Winner's Circle.

Party Play is played the same way as the Two Player game, except that the clues are given by the players instead of the computer, and the other team serves as judges. For instructions on how Party Play works, see page 16.

For more information on the Winner's Circle, see page 12.

The Basic Game

In the Basic Game, you pick categories from a pyramid. Each category contains seven words; your partner tries to get you to guess as many words as you can before the time runs out.



In a Single Player game, you always get to select the category. In the Two Player or Party Play game, teams alternate choosing categories.

▲ To pick a category, click on the pyramid square for that category. One of the squares on the pyramid contains a bonus category. If you pick the bonus category, you get a chance to play for bonus money or prizes.

The bonus categories are described below.

7-11 bonus category

If you guess all seven words in the category, you get a bonus of \$1,100.

Mystery 7 bonus category

In this category, the seven words you get are related to an unknown mystery category. If you guess all seven words, you'll win a Fantasy Prize, such as a whitewater rafting trip.

Gamble for Ten Grand bonus category

In this category, you get less time on the clock. If you guess all seven words, you'll get an extra \$10,000!

To play a category:

- Your partner gives you clues for the first word in the category.
 To make a guess, type your answer and press Enter.
 - ▲ If your answer is correct, you get one point, and your partner will start giving you clues for the next word.
 - ▲ If your answer is wrong, you'll stay on the same clue. You

- can make another guess, or press the TAB key to pass to the next word.
- 2. Continue to guess until your time runs out or you get all seven words right.

You then pick another category (or the other team does, if you're playing the Two Player or Party Play game). In the Single Player game, one category is removed to represent the category another team would have picked, so you only play three categories.

You continue playing until all the categories are completed.

In the Single Player game, if you got enough points, you advance to the Winner's Circle. If you did not get enough points to advance, the game ends.

In the Two Player or Party Play game, only the team with the most points advances to the Winner's Circle. See the next page for rules on breaking a tie. If two teams are tied for the most points, a random new category is displayed, and the first team has a time limit to get as many correct answers as possible. The second team also gets a new category to try to answer, but if the first team got all seven answers correct, the time it took the first team to get all the answers is used as the starting clock for the second team.

The team to get the most answers right (or, if both teams got the same number of answers right, the team answering in the least amount of time) advances to the Winner's Circle.

The Winner's Circle

In a Single Player game, you advance to the Winner's Circle if you qualified by getting enough points in the Basic Game. In a Two Player or Party Play game, only the team that wins the Basic Game advances to the Winner's Circle.

The first time you enter the Winner's Circle, you play the \$5,000 pyramid. There are five pyramids in the game: \$5,000, \$10,000, \$25,000, \$50,000 and \$100,000. See "Advancing to a higher pyramid" on page 14 for details on advancing through the pyramids.

When playing a pyramid, you start at the bottom of the pyramid

and work your way up, from left to right and from bottom to top. Each square in the pyramid is worth progressively more (\$50, \$100, \$150, and so on), and the puzzles are increasingly difficult to guess.



To play in the Winner's Circle:

- Your partner gives you clues to help you guess the first category. (See "Rules of the game" on page 6.)
- To make a guess, type your answer, and press Enter. See "Specifying answers" on page 7 for more information.
 - If your answer is correct, you'll move to the next square in the pyramid.
 - ▲ If your answer is wrong, you'll stay on the same square. You can make another guess, or press the TAB key to pass to the next square in the pyramid.

Try to guess as many categories as possible before time runs out. You get money for each pyramid square you complete. If you complete the entire pyramid, you'll also get money for the pyramid value, and a chance to advance to a higher pyramid.

In the Single Player game, you again compete in the Basic Game, trying to get enough points to enter the Winner's Circle again.

In the Two Player or Party Play game, the game ends but the winner can continue to play; see "Ending the Game" on the next page.

Advancing to a higher pyramid

You must complete the five pyramids in the game in order: \$5,000, \$10,000, \$25,000, \$50,000 and \$100,000. To advance to the next pyramid, you must have completed the previous pyramid. If you did not complete a pyramid, you can only replay the previous pyramid the next time you enter the Winner's Circle.

In a Single Player game, in addition to completing the previous pyramid, you must also get enough points in the Basic Game to qualify to try the next level of pyramid. You cannot skip pyramids.

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In the Two Player or Party Play game, in addition to completing the previous pyramid, you must beat the other team in the Basic Game to advance to the Winner's Circle and play the next pyramid. If you do not beat the other team, you will have lost, and your winnings and pyramid progression are reset.

Ending the game

The game ends differently depending on whether you're playing by yourself or with two players.

Single Player

In the Single Player game, the game ends if you fail to get enough points to enter the Winner's Circle, or if you win the \$100,000 pyramid.

At the end of the game, you can start a new game or quit. If you start a new game, you begin at the \$5,000 pyramid once again.

Two Player and Party Play

In the Two Player and Party Play games, the game ends after you have played the Basic Game and the winner of the Basic Game has played the Winner's Circle.

If your team won the game, you have the option to continue playing (with the same opponents or new ones). When you continue playing, your pyramid progression (which pyramids you have completed) is retained, so you can try to advance to higher pyramids.

To continue your game later, select Save and Exit. You can continue the game the next time you play **The \$100,000 Pyramid™** by clicking Continue Game at the main menu you see when you start the game.

Playing a Party Play game

In a Party Play game, four people play on your computer as two teams of two.

The game is played identically to the regular game (see "Playing The \$100,000 Pyramid" on page 8), except that you and your partner provide the clues (instead of getting them from celebrity partners on the computer).

In Party Play, the answers appear on the screen, and one player on each team gives clues to his or her partner, while the other team acts as judges, as described below.

To play the Party Play game:

- 1. One player on a team (the clue-giver) looks at the screen, and his or her partner (the guesser) faces away from the screen.
- When an answer appears, the clue-giver gives clues to the guesser, and the guesser can make as many guesses as he or she likes.
- 3. The other team listens for the correct answer. Note that as in the regular game, any part of the correct answer is acceptable (see "Rules of the game" on page 6).
 - ▲ If the guesser guesses the answer, a judge from the other team presses the Spacebar, and the next answer appears.
 - ▲ If the clue-giver gives an inappropriate clue (a clue containing the answer itself or any part of the answer), the other team should pass to the next answer by pressing the Shift key. The team who's guessing gets no points for that answer and does not get a new answer to replace it.
- 4. If the guesser wants to pass to another puzzle, he or she can say "Pass"; the clue-giver then presses the Tab key to move to the next answer.

Rules for aiving clues in the Party Play game

- ▲ In the Basic Game, you can use gestures as well as giving clues. In the Winner's Circle, however, gestures are not allowed. (This is how the original game show is played; feel free to change this rule to allow or restrict gestures as you prefer to play.)
- ▲ It is illegal to say any part of the answer. For example, if the desired answer is NUT, the clue-giver could not say the word PEANUT, HAZELNUT, or NUTTY. Note that words with the same letters but a completely different meaning (like NUTRI-TIOUS) are acceptable. Another example: If the desired answer is THINGS YOU COOK, you couldn't say COOKING, but you could say COOKIES.
- ▲ The judges' decisions are final!

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