

7. In the Winner's Circle, categories in the bottom three positions of the pyramid that are correctly guessed will earn \$500 for each category. Categories in the two positions in the middle pyramid will earn the player \$1000 each. The top category will earn the player \$5000 if guessed correctly.

If the team can make it through all six categories in 60 seconds the team will win \$25,000. Play then returns to a regular round (Part 1).

If the same team returns to the Winner's Circle after winning \$25,000, it will play for \$75,000 for a potential total winning of \$100,000 for the game.

All players who have won \$100,000 on the Winner's Circle may compete in a round of play where the Winner's Circle is worth \$1,000,000 !

EXAMPLE OF WINNER'S CIRCLE

The player who sees the categories may give a list of things in the category.

1. "Kinds of spices"
Clues: Oregano, black pepper, thyme, rosemary...
2. "Things in an airport"
Clues: A runway, luggage, planes, pilots...
3. "Things on a Christmas tree"
Clues: Ornaments, garland, a star, candy canes...

TO PLAY WITH THREE PLAYERS

When playing with three players, one person is the designated "giver" and the two other players compete as "receivers" alternating turns. When one person is the "receiver", the other player handles the sand timer, and the scoring.



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INSTRUCTIONS

OVERVIEW:

Using a "giver" and a "receiver", teams of 2 players compete to guess words in a specific category. The "giver" gives word clues, while the "receiver" tries to identify the word. Each correct response scores a point. After 6 categories are played, the team with the highest score goes to the "Winner's Circle". In the Winner's Circle, the giver then has to describe 6 categories for the receiver to identify.

CONTENTS:

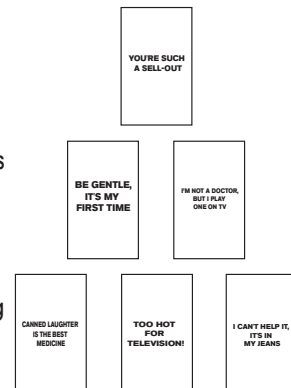
24 Card sheets with 12 perforated cards per sheet
Each sheet makes up 1 full Round of the \$1,000,000 Pyramid
** 6 PYRAMID Round cards, and 6 WINNER'S CIRCLE cards **
Red Reveal Window
30-Second Timer
Instruction Booklet

SET-UP:

1. Separate playing cards so that you have 6 part 1 cards and 6 part 2 cards for the same round.

2. Assemble the part 1 cards into a pyramid shape as shown.

Note: Make sure *categories* are facing up and visible to all players.



PLAY:

PART 1:

1. To start, each team selects the player who will "describe" the clue words (called the "Clue Giver") and the player who will "answer" with the clue words (called the "Receiver"). The winner of a coin toss is the team to go first. This team will play the part 1 cards first.
2. The "receiver" chooses one of the categories. The giver picks up that card and reads aloud the actual description of the category under the hidden answer words (ie: Describe for your partner these things you would find at a salad bar)
3. The "giver" then takes the red reveal window to reveal the answer words for that card. When all players are ready, one opponent will say "begin", and turn over the 30 second sand timer. (When the timer has run out, this person will say "Stop").
4. At the "begin" command, the "giver" describes each of the six word clues. The "receiver" responds as quickly as possible until he/she guesses the correct word. Play continues down the list until all 6 words are correctly guessed, or until time has elapsed.

NOTE: The "giver" may communicate the word in anyway he/she chooses. For example, should the word be "sleeve", the giver may say "The part of a shirt where your arms go...", or he/she may simply point to his/her sleeve and say "what this is?"

5. The "giver" must observe the following rules when giving clues:
 - A. You may not use part of the word in the clue. (ie: If the word is "Driver", you may not say "drives", etc.)
 - B. You may not say "Rhymes With..." (ie: If the word-clue is "funny," you may not say "sounds like money".)

NOTE: As the Pyramid is a verbal game, words that sound alike are equal to the correct answer.

Example: If the clue-word is "waste", the giver might say "This is the part of your body above your hips."

Receiver - "Waist" is a correct answer.

EXAMPLE OF PLAY:

Category - "I'm Strapped"

(Describe these things associated with a belt)

Word Clue - Karate

Giver - "Not Judo but..." or "I'm a black belt in..."

Receiver - Karate

Word Clue - Leather

Giver - "This is what it's made of...cowhide..."

Receiver - Leather

If either player feels that they are using too much time in an effort to get an answer, they can give up on it and say "pass" which prompts the giver to go on to the next word. If a team passes on a word, they can go back and try it later (time permitting).

6. After the first team completes its 30 seconds, place the played card back on the pyramid word side up. Record the number of words correctly guessed (score) on a sheet of paper. The second team now selects a category from the five remaining cards, and play continues.
7. The teams alternate "giver" and "receiver" roles until four categories have been played. At this point the team that is behind in the score gets first choice in the final 2 categories and their opponents play the last category on the board.
8. After six categories, the team with the higher totalled score wins a chance to play PART 2 of the game. If the score is a tie score, another round is played using a different set of cards.

PART 2 "THE WINNER'S CIRCLE"

1. The winning team decides which partner will give the clues.
2. The six part 2 cards for that round are placed on the table between the two players in a Pyramid shape with dollar values facing up.
3. On "Go", using 60 seconds as the time limit (turn timer over 2 times), the clue-giver begins on the bottom left row of the Pyramid, (E.g. THINGS THAT ARE GREEN - The giver will list things that are green. "Grass, shamrocks, leprechauns, leaves, emeralds" in attempt to get the receiver to guess the category).
4. Play continues across the bottom row (value \$500 each), and up to the left box of the second row (value \$1000 each), on up to the \$5000 category at the top of the Pyramid.
5. The receiver turns each corresponding card category side up each time the answer is correct. However, if there is trouble with a specific answer, he/she may ask the Clue giver to "pass" and skip to the next category. (Do not turn the card over for a "passed" category, and if time permits, come back to it.)
6. The value for each correct answer is totalled and that becomes the Money Score for that round.