# Pyramid Game Instructions Step-by-Step

Top Level Bullets are hits of the right arrow on the keyboard

* Intro video with music
	+ A click will pause video and music, another click restarts it
* Game board appears
* Categories and scores appear
	+ Once a team selects a category, click it to show it’s used
		- If they click on the 7-11, they receive an immediate prize if they get all 7 of the answers correct
	+ To start timer, click it
		- Click it again to pause the timer
		- Once the timer has run down to 0, click it to start timer over
	+ Click the team’s score to increase it by one point when they get one right during the round, this will make a sound which will indicate the giver can move on to the next word.
		- NOTE: There is no way to undo giving a team point, so if you make a mistake, you’ll just have to wait until they get another one right and not give them the point at that time.
	+ If the giver makes a mistake (i.e. says part of the word), hit the Error button to indicate the mistake and encourage them to move on to the next word.
* Winner’s Circle game board appears
* 60 second clock is added
	+ Click the clock to start the timer
	+ Click the squares starting lower left, movie right, then middle left, moving right, then top
	+ Click the category if they get it right
	+ Leave it and click the next one if they skip

# How to Play Pyramid

Each team in turn chooses a category, and then a subject under that category is given. Each subject has seven words/phrases/names. The team has 30 seconds to guess the seven answers that fit into the category. One player describes each item while the other player tries to guess what the words are. Each correct word is worth one point. When a word is passed, it can be returned to. If at any time the clue giver gives away any part of the answer or conveys the essence of the answer, a cuckoo noise sounds and the word is thrown out.

Each team has three turns with player 1 giving first in round one, player 2 giving in round two, and in round three they decide among themselves on who's giving and who's receiving.

The team with the highest score after the three rounds wins the game. If there is a tie, you play one last tie-breaker round. Whoever gets to 7 correct answers the quickest, gets to move on.

The winners go to the Winner’s Circle round. They choose who will give and who will receive.

The giver will see a category on the screen. They may only give clues by listing things in that category. The guesser will try to decide what the category is. The players will have 60 seconds to get all six categories.

A category can be passed and come back to if there is time.