



Note! In the interest of product improvement, specifications and design are subject to change without prior notice. PYRAMID © 1990 American Video Entertainment, Inc. Game program and graphics are property of American Video Entertainment, Inc. and may not be copied or duplicated in any way for any purpose. Video stores that rent game cartridges have permission to freely copy this instruction manual. Nintendo & Nintendo Entertainment System are trademarks of Nintendo of America Inc.

Address all correspondence to: American Video Entertainment, Inc., 1348 Ridder Park Drive, San Jose, CA 95131

# PYRAMID™



INSTRUCTION MANUAL

**Thank you** for purchasing PYRAMID, another exciting video game from American Video Entertainment, Inc. Our seal of quality guarantees challenging, affordably priced software for play on the Nintendo Entertainment System\*.



## TABLE OF CONTENTS

Introduction	1
Playing Pyramid	2
Game Control	3
The Game	4
Tons of Fun	5
Hints	6
Precautions	7
Warranty	8

\*Nintendo and Nintendo Entertainment System are Trademarks of Nintendo of America, Inc.

## CHALLENGE THE EGYPTIAN QUEEN OF FUN!

**My name is Dr. Otto Spetalbonky, on this day August 19, 1992, we have made what may be the most profound archeological discovery of the 20th century! Near the Nile River in the Valley of Shadow we have uncovered the tomb of Queen Lera-Di'-ty, the mysterious Queen of fun.**



**For years I have searched in vain for proof that King Tut was the first to develop music similar to todays Rock & Roll. My quest has instead lead to unequivocal proof that ancient Egyptians were the first to play games.**

# PLAYING PYRAMID IS EASY

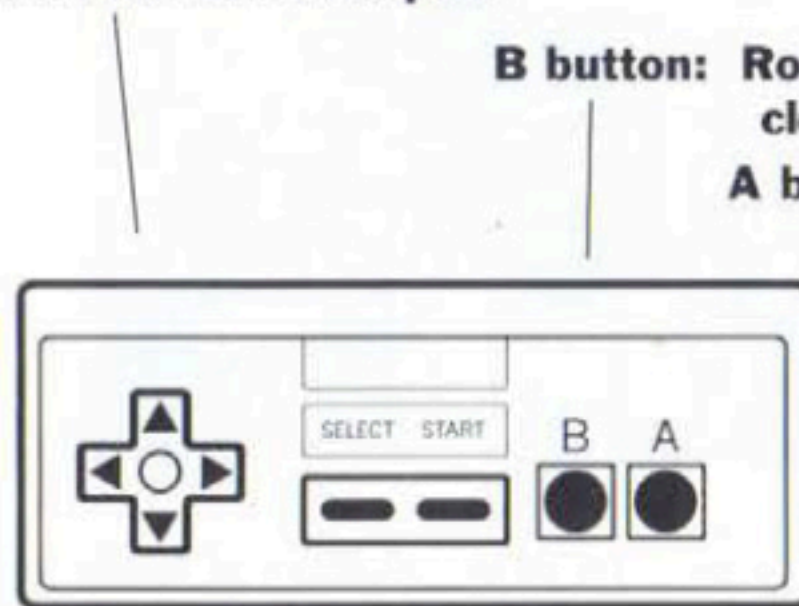
There is just one rule; don't let the pit fill up with stones.

**As each stone falls it must be turned, twisted, and carefully fit together. As the great pyramids the stones must fit together so precisely that not even a feather could fit between the cracks. Every time a line is completed it will vanish into the dry desert air**

**Queen Lera-Di'-ty's game craftsmen were extraordinarily skilled and provided the player with bombs that can be used to blow-up stones that don't fit exactly.**

# GAME CONTROL

The direction pad is used to move your stones left and right. By pressing down you can increase the speed that the stone falls. Pressing up and the B button at the sametime will launch a bomb that can be directed with the direction pad.



**B button: Rotates stones counter clockwise.**

**A button: Rotates stones Clockwise.**

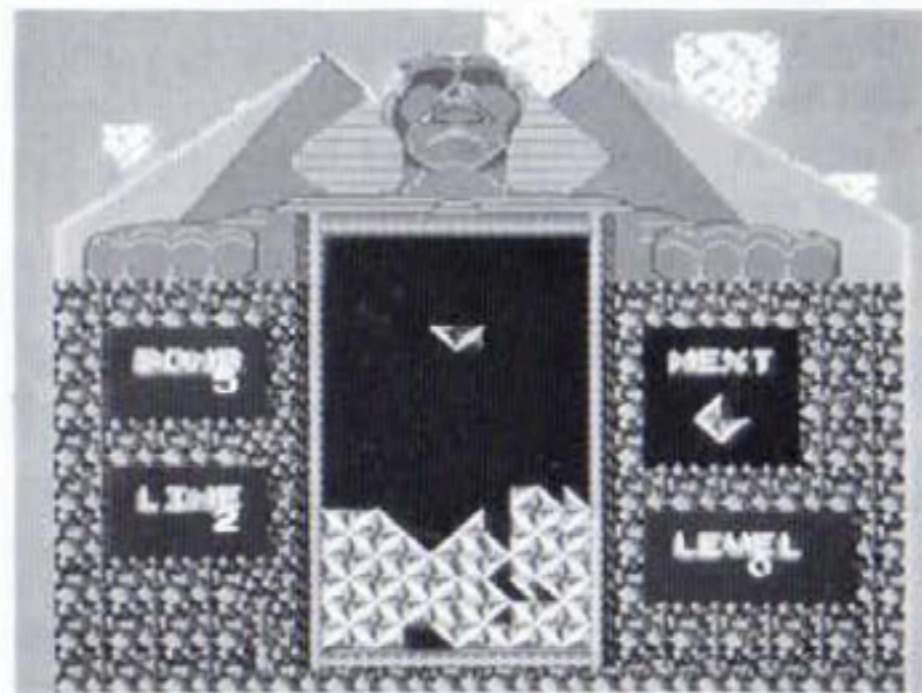
**Select: Music On/Off**

**Start: Begins new game/Pause game.**

# THE GAME

**BOMBS:** Displays the number of bombs you have available.

**NEXT:** Shows the shape of the next stone to fall.

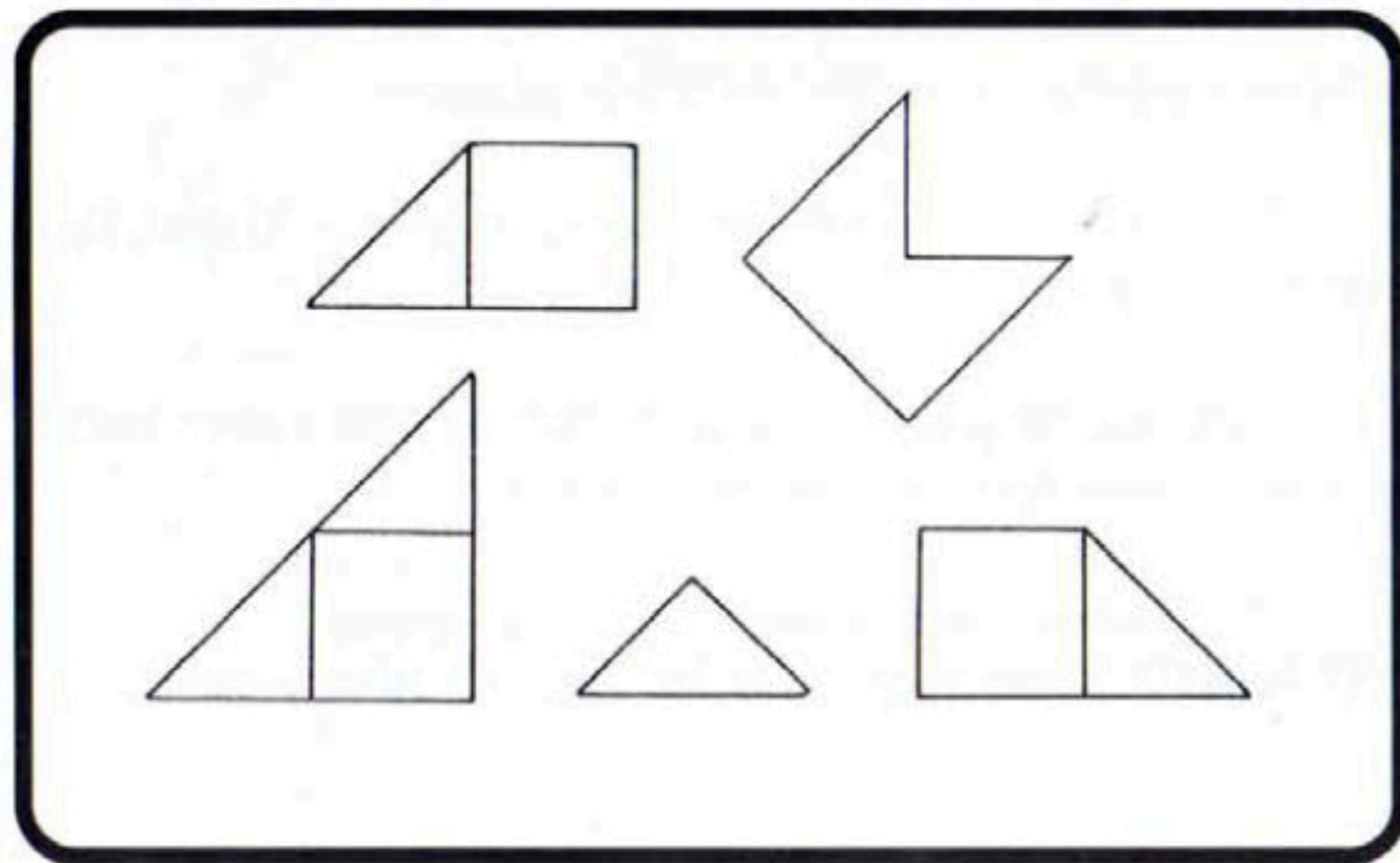


**LINE:** Counts the number of lines you have completed.

**LEVEL:** Number of levels completed. Each Level is made up of 20 lines.

# TONS OF FUN

These are the 5 different shaped stones in PYRAMID.



# HINTS

- \* Some stones fit together easily and can be used almost anywhere. Others are much harder to place. You can use smaller stones to prepare places for the difficult stones.
- \* For every 20 lines completed you will get five more bombs.
- \* Getting two lines completed at the same time will give you one additional bomb.
- \* There are other secrets to playing **PYRAMID**, but they are for you to discover.

# PRECAUTIONS

Games have been around for thousands of years. Ancient legends speak of a few simple precautions that if followed could preserve your game cartridges forever.



1. Do not expose cartridge to extreme heat or cold.

2. Never hit or drop game cartridge.



3. Do not touch or allow connector terminal to get wet.



This cartridge contains no user serviceable parts. Never disassemble as this voids all warranties.

