

BRAIN ADE GAMES™

Nature
Your
Noodle™

For 1-4 players

AGES 10 and up

PYRAMID POWER™

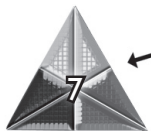
Have fun stretching your brain's ability to make connections and recognize "big scoring" opportunities in this BRAIN ADE game. Play against other players, or noodle away at the solitaire challenge.

OBJECT

To play all of your Pyramid tiles and score the most points.

EQUIPMENT

36 Pyramid tiles ("Pyramids"). Each Pyramid has three corners. Each corner is colored (red, blue, yellow, purple or green). In the center of each Pyramid tile is its scoring value (20 is highest, 5 is lowest, with "Wild" having no scoring value).



This Pyramid tile has a scoring value of seven points. Its three corners are colored yellow, blue and red.

SETUP

Appoint a player to be scorekeeper. He'll need a sheet of paper and a pencil. Turn all 36 Pyramids face down and shuffle. Each player takes, sight unseen, some of these according to how many are playing. 2 players: 7 each; 3 players: 6 each; 4 players: 5 each

While you must keep your Pyramids face up, you may stack them so your opponents' only see the top tile on your stack. You may always look at any Pyramids in your stack. By keeping them in a stack players can conceal most of their Pyramids from their opponents.

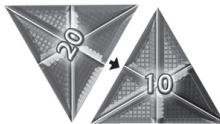
Keep the remaining Pyramids separate. They will gradually enter play. Turn one of these face up and place in the center of the table. It becomes the starting Pyramid.

PLAY

Flip a coin to decide who goes first. Play always passes to the left.

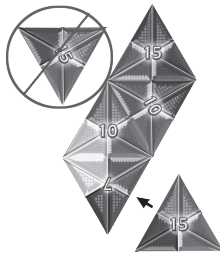
1. On your turn, you must try to play one of your Pyramid tiles adjacent to an existing Pyramid so that its two corner colors **match** the two corner colors on the adjoining tile. As seen in the next column, the "10" is the starting Pyramid and the

first player plays the "20" tile as shown, matching the two purple corners on the "10" Pyramid.



This Pyramid earns its player 20 points when played as shown.

You can't "straddle" two pyramids, as in this example:

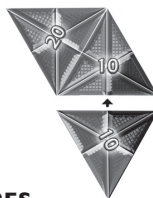


This same tile can, however, be correctly played next to this pyramid.

2. In the event NONE of your Pyramids can be played (none match the open sides of any existing Pyramid) you MUST draw one of the face down Pyramids. Turn it face up. Play it if you can; if not, leave it FACE UP near your "stack." Your opponents are entitled to see it throughout the game. If you cannot play it now, your turn ends. On future turns, you may play this pyramid instead of one in your stack. Your choice.

SCORING

You score the value of the Pyramid you played (the number printed in its center). The scorekeeper records each score as it is earned.



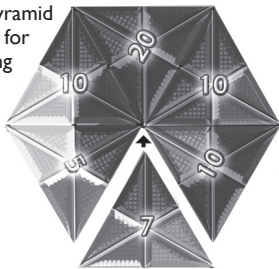
This pyramid earns 10 points for the player who played it.

BONUS SCORES

You can score a bonus if you can correctly play a Pyramid between two existing Pyramids. If so, it must color match the Pyramids on both sides. If you do so, you score not only the value of the Pyramid played, but also the value of both adjoining

Pyramids. In the (rare) event you played a Pyramid that correctly fits in the opening between three other Pyramids, your bonus is the value of all three. *The example below earns its player a score of 22 points.*

Playing this “7 point” pyramid earns a 15 point bonus for touching TWO adjoining pyramids.



The **WILD** Pyramid has no scoring value itself, but it can be played anywhere. So it is a good idea to play it in between two tiles to score a bonus. However, if on your turn you cannot play one of your other Pyramids, you **MUST** play your Wild Pyramid. Any Pyramid can be placed adjacent to the open side of a Wild (provided it matches the colors of any other Pyramid it happens to adjoin).

WINNING THE GAME

The game ends as soon as one player runs out of Pyramids. The player who “went out” scores the value of all Pyramids in the hands of his opponents.

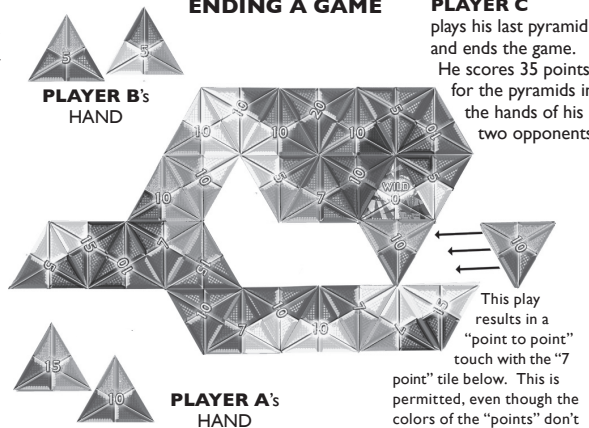
If no player goes out, because all Pyramids have been drawn and no player can make a play, the player with fewest remaining Pyramids scores a 25 pt. bonus, but does not score the value of his opponents’ hands. If there’s a tie, the player with the lowest total point value on his remaining Pyramids scores this bonus.

For more fun, play three games. The winner of each game gets to start the next game. After three games, the player with the highest total score (of all three games) wins!

ENDING A GAME

PLAYER C

plays his last pyramid and ends the game. He scores 35 points for the pyramids in the hands of his two opponents.



This play results in a “point to point” touch with the “7” pyramid tile below. This is permitted, even though the colors of the “points” don’t match. There is no added scoring for “point to point” touching.

SOLITAIRE CHALLENGE

Turn all Pyramids face down. Turn one over to be the Start Pyramid. Then, turn over and try to play each of the other 35 Pyramids. Keep score as you go. Try to play them all. When you cannot play any of the remaining Pyramids, **DEDUCT** the value of those remaining. Rate yourself according to this chart:

Final Score

271 or less	Try again
272-305	Pyramid Pro
306-339	Pyramid Expert
340-360	You’re the Pharaoh!

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