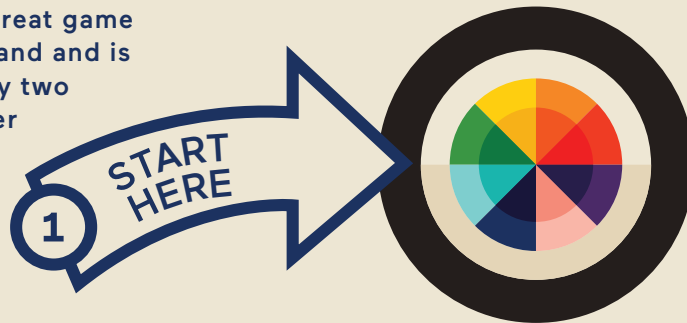


— HOW TO DEMO — PYRAMID ARCADE

WITH 22 GAMES IN ONE BOX, WHERE DO YOU EVEN BEGIN?

We have found that Color Wheel is a great game to start with. It can be set up beforehand and is beautiful and eye-catching. It has only two rules and can be played by any number of people of any age. It introduces the pyramids in a very organic way – customers walk by and want to know what this is!



COLOR WHEEL

Switch same size or same color.
GOAL: Lump all like colors together.

From there, we recommend going one of three ways, depending on the demo situation. Choose one of these...



Each of these games is quick and easy to teach and can be played in about 15 minutes on a small demo table or counter.



GIVE OR TAKE

Give or Take works for large groups of people and also for younger children.

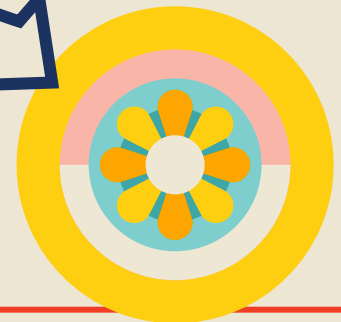
Give, take, or swap the size rolled.
GOAL: Exactly 3 same-sized pieces.



PHARAOH

Pharaoh can be played by 2, 3, or 4 people and is on the lighter end of the scale.

Roll 2, use higher, reroll doubles.
Movement = pips
GOAL: 2 line, 3 cross, 4 add diagonals, in the center.



PETAL BATTLE

Petal Battle shows off the mini boards while offering a more strategy-dense, two-player option.

Spawn, grow, bump, slide/flip, or squish.
Strategic sequencing.
GOAL: Your bugs control half the flower.



The cards form a playable table of contents!



After demoing the second game (chosen from the above three), use the Pyramid Arcade cards to bring home the point that they have just learned two games, but there are still 20 more to learn – a total of 22 games for all ages and skill levels! If they still want to see more, suggest that they choose a game to learn from the rule book.