

# SUPERVISION<sup>TM</sup>

## PYRAMID

### ENGLISH

#### I. GAME DESCRIPTION

Player should arrange the orientation of the falling blocks so as to form a horizontal regular block. The line forming the rectangular block which must extend from the leftmost column to the rightmost column will disappear automatically and the blocks above will fall by the number of unit corresponding to the number of lines disappeared. Otherwise, the blocks will accumulate and increase in height and the game will be over when it reaches the top height limit.

#### II. GETTING STARTED

When the power is turned on, the logo and the title screen will be shown automatically. Then, pressing the START key to reveal the OPTION selection screen. Otherwise, a demonstration will be shown. In the OPTION selection screen, you can select the desired difficulty level, the game level, the initial height of accumulated blocks and the background music in this screen. You can make the actual selection by highlighting the corresponding item first by pressing the UP and DOWN keys and then select the desired option by pressing the A and B keys. After the selection, start the actual game by highlighting the word "PLAY" and press the START consecutively.

#### III. HOW TO PLAY

There is altogether ten levels in this game. As the level increases, the falling speed of the blocks will increase. When the blocks accumulate up to the height limit, the game will be over. However, blocks will disappear automatically when it forms a line of horizontal rectangular blocks. Thus, in order to win in a game, arrange the orientation of the blocks so as to fill one or more horizontal lines. During the game, you can control the placement of the block by pressing the DIRECTION keys. Press the LEFT/RIGHT keys to control the horizontal movement of the falling blocks. Press the A and B keys to rotate the falling blocks in the clockwise and in the anti-clockwise direction respectively.

As a special feature in the game, bombs are available for activation in the game. The number of bombs available for activation is shown on the screen. You can increase that number by arranging two horizontal blocks at the same time. These bombs will destroy blocks and leave a blank T at its landing place. However, blocks above this T will not fall. In addition, as long as a bomb is falling, the falling blocks will remain static. Pressing the UP key and the B key concurrently to drop a bomb and control the movement of the bombs by pressing the DIRECTION keys.

#### IV. SCORING

1. Scores 80 points for removing a line of horizontal block from the rightmost column to the leftmost column
2. Scores 320 points for removing 2 lines of two horizontal blocks from the rightmost column to the leftmost column at the same time
3. Scores 2 points for every occupied block unit when the game is over

#### V. KEY ASSIGNMENT

In the option selection screen

UP	Move the highlighted bar to the previous item
DOWN	Move the highlighted bar to the next item
A	Increase the option by one
B	Increase the option by two
START	Start the actual game

In the game playing screen

DOWN	Accelerate the falling speed of the blocks
LEFT	Move the block to the left
RIGHT	Move the block to the right
A	Rotate the block in the clockwise direction
B	Rotate the block in the anti-clockwise direction
START	Start / pause the game
UP+B	Drop bombs