

TriTryst Help

Objective

The goal of TriTryst is to remove tiles from the gameboard in sets of three or more. Tiles are removed when three or more tiles of the same color are vertically or horizontally adjacent to each other. Points are awarded based on the total number of tiles removed in a single play.

White tiles are wildcards and match anything. Solid (sometimes black) tiles are blockers and match nothing.

Gamepieces

Each gamepiece consists of three tiles (although under special conditions a gamepiece can have one or two tiles.) Gamepieces can be straight or L-shaped.

Use the left mouse button to grab a gamepiece. Use the right mouse button to rotate it. Keyboard arrows can also be used to manipulate gamepieces (Enter places the piece and Space rotates it).

Modes of Play

There are three modes of play: Strategy, Arcade, and Timed. Under Strategy Play, there is no time limit. You are presented with three gamepieces at once, but only the top one may be selected. The game ends when no more gamepieces can be placed.

Under Arcade Play, gamepieces descend slowly from the top of the screen and stack up until they reach the top of the gameboard, at which point the game is over. The top gamepiece on the stack may be selected, or any of the falling pieces.

Timed Play is identical to Strategy Play, except there is a time limit to each game (shown by a timebar at the bottom of the gameboard). If the timebar reaches zero, the game is over. Time can be added to the timebar by removing tiles from the gameboard.

The Classic and Progressive Game

In the Classic Game, you may select any gameboard for play. Whether Strategy, Arcade, or Timed Play, the game ends when no more gamepieces can be placed or time has expired.

In the Progressive Game, a limited number of tiles must be placed to complete each level and progress to the next one. Each new level presents a new gameboard and changes the configuration of the board. Your score grows with each completed level.

