

## **TriPack Help Index**

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## **How To Play**

The following topics explain how to play TriPack:

[Playing the Game](#)  
[Strategy and Hints](#)

## Commands

The following topics describe the commands on each of the menus:

[Game Menu Commands](#)

[Options Menu Commands](#)

## Playing the Game

When you run the TriPack program, choose the New Game command from the Game menu to start a game. As soon as you choose this command, a block of triangles will appear at the top of the playing area and begin falling, slowly but inexorably, toward the bottom.

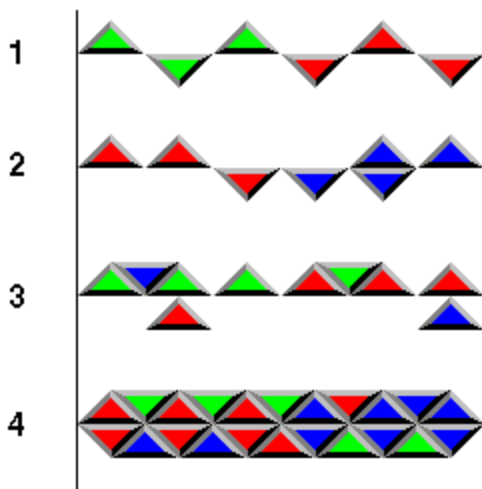
As soon as the first block of triangles hits bottom, another block appears at the top of the playing area and begins its descent toward the bottom. This process is repeated until the triangles are stacked to the top of the window.

The arrangement of triangles in a given block is random. A block, however, is always 1 through 3 triangles wide and 1 or 2 triangles high.

You can use the following keys on the numeric keypad to manipulate a falling block of triangles before it reaches the bottom of the window or lands on top of another block:

- o Left arrow (4): Moves the block to the left.
- o Right arrow (6): Moves the block to the right.
- o Up arrow (8): Flips the block in the vertical direction. (That is, it converts the block to its mirror image along the horizontal axis.)
- o Center key (5): Flips the block in the horizontal direction.
- o Down arrow (2): Causes the block to fall more rapidly straight down. (Note: After you press this key, you can no longer use any of the keys to manipulate the falling block.)

Whenever a block of triangles forms a continuous horizontal connection -- that is, when the "baselines" of the triangles form a horizontal line -- between the two sides of the playing area, both rows of triangles (above and below the horizontal line) adjoining the connection are removed. Triangles can be arranged in many ways to form a connection. The following are four possible arrangements:



All the triangles in the rows adjoining the connection are always removed, even if one of the rows does not contribute to the connection, as seen in the third arrangement above.

**Note:** A connection that lies at the very bottom of the playing area does not cause the row of triangles

adjoining the connection to be removed.

Each time you form a connection, you are awarded points as follows: If six triangles are removed, you are given 6 points for each triangle; if seven triangles are removed, you are given 7 points for each triangle; and so on. In other words, the total number of points awarded equals the *square* of the number of triangles removed. This method for assigning points strongly rewards well-packed rows of triangles.

Notice that the first arrangement shown above contains six triangles, which is the minimum number of triangles needed to form a connection (for which 36 points would be awarded). The fourth arrangement shown in this figure contains 22 triangles, which is the maximum number of triangles that can adjoin a connection (for which 484 points would be awarded).

The game ends when the next generated block of triangles will not fit at the top of the playing area. The program then displays your current score as well as your highest previous score (if any).

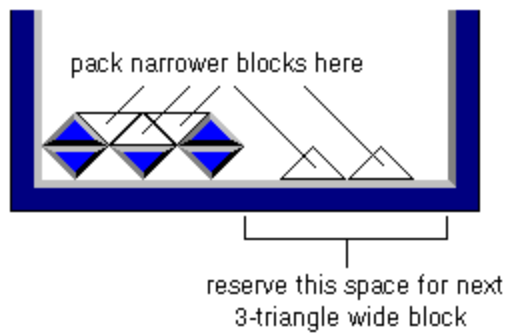
TriPack saves your highest score to date in the Windows initialization file (WIN.INI) and displays it each time you complete a game. To erase this score, choose the Reset Hi Score command from the Options menu; the program will then begin saving the highest score attained *after* resetting.

To start a new game, choose the New Game command from the Game menu. If you choose this command while a game is already in progress, the current game will be terminated and a new one will be started.

## Strategy and Hints

As you play TriPack, you should try to form as many connections as possible to keep the game going. You should also try to pack as many triangles as possible into each connection to maximize your score.

Keep in mind that the playing area is 6 triangles wide and that many of the blocks are 3 triangles wide. The easiest way to form a connection is to place two such blocks side by side. Accordingly, when you get one of these blocks, place it against one side of the playing area; with any luck, you will soon get a second block that is also 3 triangles wide to place next to the first block. While waiting for the second block, try to reserve space for it; you might be able to pack smaller blocks around the space occupied by the two 3-triangle-wide blocks. The following figure shows an example of this general strategy:



## **Game Menu Commands**

### **[New Game](#)**

Choose this command to begin a new game. If a game is currently in progress, it will be terminated and a new one will be started.

### **[Exit](#)**

Terminates the TriPack program.

## Options Menu Commands

### [Reset Hi Score](#)

Choosing this command erases the highest score to date that is saved in the WIN.INI file. The score for the next game you play will be stored in its place. The program will warn you before deleting the previous score.