TetraVex Help Index

The Index lists all TetraVex Help topics.

To learn how to use Help, choose Using Help from the Help menu, or press F1.

How to Play

[Overview](#)
[Playing the Game](#)
[Rules of the Game](#)
[Scoring](#)
[Strategy and Hints](#)

Commands

[Game Menu Commands](#)
[Options Menu Commands](#)

Overview

TetraVex is a challenging computer brain teaser.   The object of the game is to fill the grid with the tiles so that the patterns on the adjacent edges of each tile match, much like aligning domino tiles.

Related Topics

- ◆   <u>Playing the Game</u>
- ◆   <u>Rules of the Game</u>
- ◆   <u>Scoring</u>

Playing the Game

The object of TetraVex is to place all the tiles in the tray as quickly as possible.

To Start a New Game:

➡   From the Game menu, Choose New Game. Or Press F2.

To Move a Tile:

➡   Just drag the tile to its new location.   If the tile cannot be placed in the position you intended, it will not be left in that space.

To "Bolt Down" a Tile:

➡   If you are sure of the new tile position, double-click it.   A bolt will appear on the tile.   To unbolt   a tile, simply double-click again, and the bolt will disappear.

To Move a Group of Tiles in the Tray:

➡   Click and drag the group of attached tiles with the right mouse button.

To "Bolt Down" a Group of Tiles:

➡   Double-Click the group of attatched tiles with the right mouse button.

Related Topics

◆   <u>Rules of the Game</u>
◆   <u>Overview</u>

Rules of the Game

TetraVex Rules:

♦   The playing area of TetraVex consists of a tray and anywhere from 4 to 36 tiles.   The object of the game is to place all the tiles in the tray so that the characters on the adjacent edges of each tile match.   You can place any tile anywhere in the tray, but you cannot place a tile in the tray if its edges do not match all of its neighbors.

Related Topics

♦   <u>Playing the Game</u>
♦   <u>Strategy and Hints</u>

Scoring

➜   Your final score is a function of the amount of time it takes you to complete a given puzzle and the difficulty of the puzzle completed.   The larger the puzzle, the higher possible score you can attain.   Two puzzles of the same size can have difficulty levels, though, depending on the particular set of tiles for   each puzzle.

Strategy and Hints

This section contains helpful hints for playing TetraVex successfully.

•   Start with smaller puzzles to learn how TetraVex is played.

•   Find a digit that occurs only once on a given puzzle.   You know that this digit must lie along the outer edge of the tray, since there are no other tiles that can match it.

•   Maximize the TetraVex window and use the extra workspace to experiment.   When you are sure of a tile's position, place it on the tray and bolt it down as a visual cue.

Related Topics

♦   [Playing the Game](#)
♦   [Rules of the Game](#)

How to Play

This section contains information about how to play TetraVex.

[Overview](#)
[Playing the Game](#)
[Rules of the Game](#)
[Scoring](#)
[Strategy and Hints](#)

Commands

This section contains information about   commands in TetraVex.

Game Menu Commands
Options Menu Commands

Game Menu Commands

This section contains information about Game menu commands in TetraVex.

New Game

Starts a new game.

High Scores

Displays the High Scores table.

Pause

Stops the timer and pauses the game.   Covers the board with a screen so that you can't cheat while paused.

Hint

Places a tile in its proper space and bolts it down.   Remember, if you receive a hint you cannot be placed on the High Scores Table.

Solve

Puts all remaining blocks in their proper spaces.

Arrange

Organizes all the tiles in the workspace so they do not overlap.

Exit

Exits TetraVex.   You may exit at any time, even during the middle of a game.

Options Menu Commands

This section contains information about the Options menu commands in TetraVex.

Timer

Turns the timer on and off.   Remember, if you turn the timer off, you cannot be placed on the High Scores table.

Sizes

Allows you to select the size of the grid for the puzzle.

Digits

Allows you to select the number of digits to be used on the blocks.   For example if you select 6 digits, then only 0,1, 2, 3, 4, and 5 will appear on the blocks.

Numbers, Letters, Greek, Symbols

Lets you choose the character displayed on the tile.

Note: You choose from fonts that you have installed on your computer.