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Triazzle Help

Triazzle is based on the popular puzzle by Dan Gilbert. It looks deceptively simple but there's only one solution out of millions of possibilities. Good luck!

How To Play

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How To Play

To start the game, click anywhere on the screen or select Begin Game from the File menu. You can also create a custom board or play a predefined one from the Board menu.

Selecting Pieces

You can select any piece by clicking on it and holding the left mouse button down (letting go of the mouse button de-selects the piece). In a pile of pieces, clicking on any piece will bring it to the top of the pile.

Moving Pieces

You can move a piece by clicking it and moving the mouse with the button held down. When the piece is dragged over an open space of the puzzle, that space becomes highlighted. When a space is highlighted, the piece will snap into place if you release the mouse button.

Rotating Pieces

You can rotate a piece by clicking on a piece. You can rotate a piece counter-clockwise by clicking the right mouse button.

You can also rotate a piece when you're dragging it by tapping the Spacebar.

Solving the Puzzle

When you solve a puzzle correctly, all the creatures in the puzzle will come to life. If your completion time was exceptional, you can enter your name in the High Scores list.

Game Commands

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File Menu

New Game
Starts a new game with the current settings.

Open
Opens a saved game.

Save
Saves the current game.

Begin Game
Spins the puzzle pieces out of the board and starts the Timer.

Pause Game
This pauses the current game.

Replay Game
Starts the current game over. This is handy if you discover a mistake late in the game and want to start over from the beginning.

Quit
Quits Triazzle.

Board Menu

Triazzle Jr. (Beginner)
Star Triazzle (Intermediate)
Triazzle (Advanced)
You can select a puzzle shape and level of difficulty from these menu selections. There are five levels of difficulty for each puzzle shape.

Custom Board...
Allows you to create a custom board with the shape, background, and characters that you desire. You can also choose the number of hints available and how many edge pieces are shown.

High Scores...
Displays the high scores for all levels.

Options Menu

Game Sounds
Game Sounds are played when you click, rotate, or drop a piece. They are on by default.

Rain Forest Sounds
Rain Forest sounds are the ambient jungle noises and music that are heard periodically. They are on by default.

Timer
Turns the Timer on or off. Games played with the Timer off will not have scores kept for them.

Help Menu

Hint...
This gives you a hint which you can use in two ways:

1   You can click a puzzle piece and the space where it belongs will flash;

2   Or you can click on a part of the board and the piece that belongs there will flash.

Note: this does not necessarily show the correct orientation, just where the piece belongs.

How To Play...
Displays a quick reference screen.

Triazzle Help...
Brings up this online help.

About the Rain Forest...
Provides information about the rain forest environment and the creatures in this game. Click a button for information about that particular subject.