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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!

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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.

## **Triazzele 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.





