

## **Triplets Help Index**

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## How to play

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**To start a new game:** From the Game menu, choose New.

**To restart the current game:** From the Game menu, choose Restart.

**To save a game:** From the Game menu, choose Save, then enter the file name and click the OK button to save the current game to the file.

**To recall a game:** From the Game menu, choose Load, then enter the file name and click the OK button to recall a saved game.

**To reverse (undo) a move:** From the Game menu, choose Undo. Undo can be performed repeatedly.

**To reverse the last Undo:** From the Game menu, choose reDo.

**To remove a sequence of cards:** Move the mouse cursor to the first card, click the left mouse button to select it. The card gets selected should appear in its reverse image. Do the same thing to the second and the third card. When you click on the third card, all three cards will be removed. If you click again on a selected card (in its reverse image), the card will be deselected.

**To end the game:** From the Game menu, choose Exit.

## Rules and Scoring

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**The Object of the Game:** To eliminate all cards (except an odd one) from the tableau.

**The Opening Deal:** Shuffle one pack of cards. Place all fifty-two cards on the tableau into eighteen "fans" by dealing sixteen groups of three and two groups of two, all faced up and cards overlapped within each group.

**The Play:** Discard three top cards from any three groups that form a sequence, and count the sequence as a loop (i.e., both Q, K, A and K, A, 2 are valid sequences) regardless of suit. You win by getting all eliminated, apart from the odd one left over.

**Score:** You gain one point for each triplet eliminated. Scoring will be discontinued once you choose to undo, restart, or load from a saved game, until the beginning of a new game.

An arrangement of cards in the layout.