

Pyramid Help Index

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How to play

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.

For different variations: From the Game menu, choose Variations, then select the desired variation.

To eliminate a card from the tableau: Move the mouse cursor to the card and click the left button.

To eliminate a pair of cards from the tableau: Move the mouse cursor to the first card and click the left mouse button, this should highlight the first card in its reverse image. Move the cursor to the second card and click the left button again to eliminate both cards from the tableau, or to click on the first card again to deselect the first card.

To deal cards from the stockpile: Move the mouse to the stockpile and click the left mouse button.

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

Rules and Scoring

The Object of the Game: To eliminate all the cards in the tableau.

The Opening Deal: Shuffle one pack and deal twenty-eight cards faced up to form the tableau. Place one card in the first row, two in the second, three in the third, and so on to the seventh row, with each card overlapped by two cards in the row below. The remaining twenty-four cards are hold faced down as the stockpile.

The Play: Discard any pair of uncovered cards that add up to 13, with Aces count one, Jacks count 11, and Queens count 12. Kings count 13 and are removed singly. Cards from the stockpile can be turned out one by one to a wastepile, and the top of the wastepile can also be played. There is no redeal from the wastepile. You win by removing all the cards which form the triangle.

Variations: The stockpile cards can be drawn one by one or in a sweep of three. With triplets, you can redeal from the wastepile as many times as you want, but only the top card of the three is available for playing.

Scoring: You gain one point for each card from the triangle removed, and get twenty bonus points if you win. You are charged five points for each redealing from the wastepile (for *Draw 3* game variation). Scoring will be discontinued once you choose to undo, restart, or load from a saved game, until the beginning of the next new game.

A pile of cards left in hand after the opening layout has been dealt.

An arrangement of cards in the layout.