Pyramid Help Index

Menu Commands
File menu
Options menu
Window menu
Register
Help menu

How to Play
Rules

File menu commands

The File menu offers the following commands:

New Game	Deals a new game.
Undo	Reverse previous game step.
Save Game	Saves the current game.
Open Game	Opens a previously saved game.
Restart Game	Restarts the current game from the original deal.
Exit	Exits Pyramid.

Options menu commands

The Options menu offers the following commands:

Sound Effects	Toggles Sound Effects on or off.
Large Pips	Places larger card markings in the upper left corner for better visibility.
MIDI Options	Allows user to set preferences for MIDI music playback.
CD Options	Allows user to control their CD drive's audio playback features.
Choose Card	Allows user to choose a built-in card deck or load one from disk or CD. (NOTE: You may also use external decks downloaded from www.wyvern.com.)

Window menu commands

The Window menu offers the following commands:

Minimize   Allows you to minimize the window.

Shortcuts
Keys: CTRL+M

Register

This menu option will bring up a window that gives instructions on how to register your copy of Wyvern Pyramid, and show your UserID and Registration ID if you have already registered it.

Help menu commands

The Help menu offers the following commands, which provide you assistance with this application:

Help Topics	Offers you an index to topics on which you can get help.
About	Displays the version number and credits for Pyramid.
License Agreement	Displays the License Agreement for Pyramid.
Catalog	Displays a list of some of Wyvern Studios' other products.

New Game command (File menu)

Use this command to deal a new game.

You can open a previously saved game with the <u>Open Game command</u>.

Shortcuts
  Keys: CTRL+N
                    F2

Open Game command (File menu)

Use this command to open a previously saved game

You can deal a new game with the <u>New   Game command</u>.

Shortcuts
    Keys: CTRL+O

Restart Game command (File menu)

Use this command to play the current game from the beginning again. We suggest that you save your current game before you restart it because restarting will erase what you have done.

Shortcuts
    Keys: CTRL+R

Save Game command (File menu)

Use this command to save the current game.   When you save a game, Pyramid allows you to designate a file to save it to.   Saved files are required to have a .wyp extension on the filename.

Shortcuts
   Keys: CTRL+S

Undo command (File menu)

Use this command to reverse the last game step.   There are a limited number of moves that can be undone.

Shortcuts
    Keys: CTRL+Z
                    Backspace

Exit command (File menu)

Use this command to end your Pyramid session.   You can also use the Close command on the application Control menu.   You must manually save your game before quitting, if desired.

Shortcuts
    Mouse: Double-click the application's Control menu button.

  Keys: ALT+F4

MIDI options command (Options menu)

Use this dialog box to set your preferences for MIDI music playback.

Current MIDI Selection	Shows the current song selection. Use the drop down list to select a new song. The current selection will loop through the play list one by one as each song finishes.
Default Play List	Selecting this option will use the built-in play list included with the game.
User Play List	Selecting this option will use the user-defined play list created with the play list buttons.
New Play List	Discards the current user-defined play list and opens a browse dialog to allow a new list to be defined. Use CTRL and/or SHIFT with the mouse to select multiple song choices at once.
Add to Play List	Appends new selections to the user-defined play list. This feature is useful for selecting songs from different directories.
Play MIDI Music	Starts playback of MIDI music.
Stop MIDI Music	Stops playback of MIDI music.
Ok	Exits the MIDI Options dialog.

CD Options command (Options menu)

You may use this dialog box to control your CD drive's audio playback functions.

Total Time	Shows the total length of the current CD.
Current Track	Shows the current track number that the CD is queued to play or is playing.
Current Time	Shows the time index of the track that is queued to play or is playing.
Stop	Stops the CD playback and resets to the start of the first track.
Play	Starts the CD playback from the currently queued position.
Pause	Stops the CD playback without changing the playback position.
Resume	Resumes playback from the last queued position.
Previous	Advances to the next track on the CD.
Next	Returns to the previous track on the CD.
Ok	Exits the CD Options dialog.

Help Topics command (Help menu)

Use this command to display the opening screen of Help.   From the opening screen, you can jump to step-by-step instructions for using Pyramid and various types of reference information.

Once you open Help, you can click the Contents button whenever you want to return to the opening screen.

About command (Help menu)

Use this command to display the copyright notice and version number of your copy of Pyramid.

License Agreement command (Help menu)

Use this command to display the License Agreement for your copy of Pyramid.

Catalog command (Help menu)

Use this command to display a list of some of Wyvern Studios' other products.

The Game Area

A game consists of three areas of cards:

- STOCK / DISCARD: Located at the bottom of the window.   Only the top card of the DISCARD is available, and there are three redeals. When the STOCK is empty and no further plays may be made, and the STOCK has been redealt the three times the game is over.

- TABLEAU: 28 cards dealt into a triangle with 7 rows.   A tableau card is available if it is not covered by another.   In the beginning, only the 7 cards on the lowest row are available.   Cards are removed from the TABLEAU by "matching" available cards.   A pair of cards are "matched" if their sum is 13, counting Ace as 1, Jack as 11, Queen as 12, King as 13, and the remaining cards as their rank.   For example, if there is a 10 available, and a 3 available, both may be removed.   Kings may be removed at any time, and do not require another card to be paired with them.

Object

Remove all cards from the TABLEAU, by pairing them with cards from the DISCARD or with other available cards on the TABLEAU.