

Tut's Tomb Help Index

The Index lists all Tut's Tomb Help topics.

To learn how to use Help, choose Using Help from the Help menu, or press F1.

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Overview

Tut's Tomb is a single-player card game based on the ancient rules of Pyramid Solitaire. The object is to score points by pairing cards that add up to 13.

Related Topics

- ◆ [Playing the Game](#)
- ◆ [Rules of the Game](#)
- ◆ [Scoring](#)

Playing the Game

The object of Tut's Tomb is to remove all the cards in the pyramid by pairing cards whose ranks add up to 13. Kings may be removed individually.

To Start a New Session:

- From the Game menu, choose New Session.

To Deal a New Hand:

- From the Game menu, choose Deal. Or press F2.

To Match 2 Cards:

- Move the cursor over the cards. When it is over a free card, it will look like a hand. Otherwise, it will look like an arrow. Click the desired card, and it will be highlighted. Then click on a second free card. If the two cards equal 13, they will move to the top right corner and you will score. Otherwise, the highlighted card will be restored and you must choose a new pair of cards.

To Turn Over Cards in the Deck:

- Click the down-turned deck. A card or cards will be turned face-up. You can match these cards just like cards in the pyramid.

Note: One or three cards will be turned face up depending of what options are selected.

To Turn Over the Deck:

- After all the cards have been turned face-up, they can be flipped over and re-used. Click the green circle to turn over the deck.

Note: You can turn over the deck only if you are drawing from the deck three cards at a time.

Related Topics

- ◆ [Rules of the Game](#)
- ◆ [Overview](#)

Rules of the Game

Tut's Tomb Rules:

- Tut's Tomb begins with a shuffled deck and 28 cards dealt in a pyramid shape on the screen. The rest of the cards are placed face-down in the top left corner.
- You may play any free card, or any card that will be made free by removing the card you have just selected.
- Cards are removed by matching two cards whose ranks add up to 13. Kings are removed individually.
- Cards from the remaining deck may be used to make a match of 13. Only the card on top of the turned-over stack may be played.
- You win when all the cards in the pyramid have been removed.

Related Topics

- ◆ [Playing the Game](#)
- ◆ [Strategy and Hints](#)
- ◆ [Scoring](#)

Scoring

There are 3 scoring options in Tut's Tomb: Standard, Casino, and None. Choose the scoring method you prefer by choosing Options from the Game menu.

Standard Scoring:

Standard scoring is determined by a point system. The points do not carry over to the next game. You score:

- 13** points for each match made
- 28** points to deal a new game
- 1** point to flip a deck card
- 5** points to flip over deck for reuse

Casino Scoring:

Casino scoring is based on a dollar amount which is carried over from one game to the next. You are charged:

- 13** dollars for each match made
- 28** dollars to deal a new game
- 5** dollars for each card left on the table when you re-deal
- 1** dollar to flip over a deck card
- 1** dollar for every 10 seconds you play
- 5** dollars to flip over deck for reuse

Strategy and Hints

This section contains helpful hints for playing Tut's Tomb successfully.

- If more than one match option is available for a card, consider your choices carefully. If you can remove a card that will free up another much needed card, this is probably your best move.
- Match the cards in the pyramid before resorting to the deck cards. You may need those cards later when matching from the pyramid is more difficult.

Related Topics

- ◆ [Playing the Game](#)
- ◆ [Rules of the Game](#)

How to Play

This section contains information about how to play Tut's Tomb.

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Commands

This section contains information about commands in Tut's Tomb.

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Game Menu Commands

This section contains information about commands in Tut's Tomb.

Deal

Deals a new round of Tut's Tomb. You can deal a new round at any time, even in the middle of a game.

Pause

Pauses the timer in Tut's Tomb.

New Session

Starts a new session of Tut's Tomb. Will clear your score and deal another round of Tut's Tomb.

Deck

Lets you choose the card back style of your deck.

Options

Lets you choose scoring method and draw number.

High Scores

Displays the High Scores Table.

Exit

Exits Tut's Tomb. You may exit at any time, even in the middle of a game.

The **Rank** of a card is its numerical value. An Ace has a rank of 1, a 2 card has a rank of 2. Jacks have a rank of 11, Queens of 12, and Kings of 13.

A **Free Card** is one which has no other cards lying on top of it.