

# TRITRYST

INSTRUCTION MANUAL



PC CD-ROM

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## SYSTEM REQUIREMENTS

### **PC 3.5"**

486/33 DX, 8Mb of RAM, 1Mb Video Card, Sound Blaster and 100% compatible sound card.

### **PC CD-ROM**

486/33 DX, 8Mb of RAM, 1Mb Video Card, Sound Blaster and 100% compatible sound card, Double Speed CD-ROM drive.

# INSTALLATION

## INSTALLING FROM WINDOWS

Insert TRITRYST CD into your CD-ROM drive. If the drive is Autoplay enabled, then the Setup program will run automatically. If the drive is not Autoplay enabled, you must run the Setup program. To do so, choose Run from the Start menu, and then type D:\SETUP (assuming your CD-ROM drive is D:).

The Setup program gives you four choices:

1. Play TRITRYST from the CD. If you choose this option, you will not be able to play a multiplayer game unless the multiplayer support files have already been installed on your machine.
2. Complete Installation. This installs TRITRYST on your computer. It requires approximately 24 megabytes of hard disk space. It's possible (likely) that you'll have to reboot your computer after installation is complete for the multiplayer support to take effect.
3. Install without Multiplayer Support. This option requires approximately 23.5 megabytes of disk space.
4. Install Multiplayer Support. This option is used to add multiplayer games while running from CD, or if you want to add multiplayer support after previously using option #3 to install the game. It's possible (likely) that you'll have to reboot your computer after installation is complete for the multiplayer support to take effect.

## TRITRYST DISKETTE INSTALLATION INSTRUCTIONS

Place the TRITRYST Disk #1 in the drive, Select Run from the Start menu, and type A:\SETUP. The Setup program gives you 2 options:

1. Complete Installation. This requires approximately 24 megabytes, and will require that you reboot your computer for the multiplayer support to take effect.
2. Install Without Multiplayer Support. This requires approximately 23.5 megabytes.

## GAME CONTROLS

Playing TRITRYST consists of three basic actions: Grabbing, Spinning and Placing.

### USING YOUR MOUSE

**GRABBING.** With the left mouse button, click on the top game piece in Normal (Strategy) play. In Advanced (Arcade) play, click on any of the falling game pieces or the piece at the top of the stack. After Grabbing a piece, you can move it around the board to decide where you want to Place it.

**SPINNING.** Sometimes you will want to rotate a game piece to make it fit. Click the right mouse button to rotate the game piece 90 degrees clockwise. This can be done before or after the game piece has been Grabbed, but not after it has been Placed.

**PLACING.** Place a game piece by releasing the left mouse button. It will stay on the board in that position until its tiles are removed individually.

Note: You can Grab a piece without touching it. Just click the left mouse button, and you will Grab a game piece and move it instantly to wherever the mouse is pointing. To Grab one of the falling pieces in Advanced (Arcade) play, you must Grab it first, however.

### USING YOUR KEYBOARD

You can also use your keyboard to Grab, Spin and Place each game piece. In Normal (Strategy) play, the game piece is automatically Grabbed. Move your game piece around the screen using the arrow keys. Spin it using the <Space> bar. Place it with the <Return> or <Enter> key. To Grab a different game piece in Advanced (Arcade) play, hit the <Tab> key. If you want to use different keys, go to Options and then Keyboard to reassign the Grab, Spin, Place and movement commands.

## HOW TO PLAY

The goal of TRITRYST is to remove tiles from the game board in sets of three or more of the same color. You can only place pieces on squares unoccupied by previously placed tiles. Points are awarded based on the total number of tiles removed in a single play.

### GAME PIECES

Each game piece consists of up to three tiles, either in a straight line or L-shaped. There can be up to eight unique tiles in a game. There are three special tiles:

#### WILDCARDS

This tile will match any other color. In fact, it can count as more than one color for purposes of removing multiple rows and columns, of three or more tiles, in a single play.

#### BLOCKERS

These tiles do not match any other tile color; however, if they are touching any removed tile, they also will be removed.

#### BONUS

These tiles add extra points if removed within two moves of their placement on the board.

## LEVELS OF DIFFICULTY

There are two levels of play in TRITRYST, Normal (Strategy) and Advanced (Arcade).

### NORMAL

Under Normal (Strategy) play, there is no time limit. You are presented with three game pieces at once, but only the top one may be Grabbed. The game ends when no more game pieces can be placed.

### ADVANCED

Under Advanced (Arcade) play, game pieces descend slowly from the top of the screen and stack until they reach the top of the gameboard. The top game piece on the stack may be selected, or any of the falling pieces. The game ends when no more game pieces can be placed, or when the stack of unused game pieces reaches the top of the screen.



## VARIETIES OF GAME

In the Classic Game, you may select from among the 10 gameboards provided or any custom board you have designed. The game ends when no more game pieces can be placed or, in *Advanced (Arcade)* play, if the stack reaches the top of the screen.

In the Progressive Game, each board must be completed to progress to the next. Boards can be completed more quickly by removing more tiles at a time. A bar at the bottom of the screen displays how much each placement advances you toward completion. Your score grows with each completed board.

In both types of game, each new board may have different rules, including the frequency with which certain game pieces and tiles appear.

Both Classic and Progressive games can be played at either the Normal (Strategy) or *Advanced (Arcade)* difficulty level. Multiplayer games are always played at the *Advanced (Arcade)* level of difficulty.

## THE MULTIPLAYER GAME

Up to four opponents can play against each other. One player acts as the server and chooses the board to play on. All boards appear on the screen, but each player can only place game pieces on their own board. All boards are adjacent, sharing an edge. Tiles on the edges of your neighbors' boards count for purposes of removing three or more adjacent tiles of the same type.

When you remove tiles, blockers are placed on your opponents' boards in a position mirroring the location of the cleared tiles. Blockers are removed whenever you remove an adjacent tile.

Multiplayer games are always played at the *Advanced (Arcade)* level of difficulty. All players receive the same game pieces, in order. Play continues until only one player remains, but the winner is determined by the player with the highest score. The last player with a playable board receives a 500 point bonus. The winner chooses the next board.

The multiplayer game is available via network, serial port or modem. Only a network game supports more than two players. Players may not join a game already in progress.

## S C O R I N G

Points are won by removing tiles, the more of the same tiles per row or column at a time, the more points:

3 tiles = 100 points

4 tiles = 250 points

5 tiles = 500 points

6 tiles = 1,000 points

7 tiles = 2,000 points

The tile-point-total also is multiplied by the number of rows/columns, if more than one is removed at a time.

For example, 1 row of 3 tiles and 3 columns of 4 tiles, 5 tiles and 6 tiles would earn  $[ ( 100 + 250 + 500 + 1,000 ) * 4 ] = 7,400$  points.

Bonus tiles accrue extra points depending on how quickly they are removed. If matched and removed immediately, each bonus tile is worth 500 points. Bonus tiles removed with the first game piece placement after they are played earn 250 points and on the second placement, 125. Bonus tiles raise your score in Progressive games, but do not count toward completing each board any quicker.

In multiplayer games, the last player left with a playable board receives a 500 point bonus.

A "Best Score To Date" is shown at the beginning of every level. "High Scores" under "Options" lists the five highest scores for Progressive games.

## O P T I O N S

An "Undo" command is available under "Options" and may be used to negate the last move made. There is no penalty for using Undo in Normal (Strategy) games. Undo is unavailable in Advanced (Arcade) style games, where a game piece may be rejected by attempting to place it off the board. The rejected game piece will then appear next, but with a Blocker replacing one of its non-Blocker tiles.

Five different tilesets are available: gems, pebbles, candies, leaves and butterflies. The tileset can be changed with "Select Tileset" under "Options."

The "Escape" key acts as a "boss key" and minimizes the window.

When you begin a Progressive game you can start on any previously played gameboard (press the "Select Start Level" button). A fixed number of points is awarded for each gameboard you skip, but this amount is usually less than what you would earn by playing each gameboard.

You can also turn off the music and/or sound effects.

## CUSTOMIZING THE GAME

You can create your own single-player board layouts using the "Customize Game" feature under "Options." Besides board layout, the following options can be configured for each board:

- Board name.
- Tile removal: either three in a row or any three touching.
- Difficulty level: Normal (Strategy) or Advanced (Arcade).
- Number of unique tiles that can appear.
- Wildcard frequency.
- Blocker frequency.
- Bonus tile frequency.
- L-shaped game piece frequency.
- Double tile game piece frequency.
- Single tile game piece frequency.

You can save your own board designs for later play. These files also can be given friends to play with their copy of TRITRYST, using the "Export" and "Import" commands.

## SAVING AND LOADING GAMES

TRITRYST automatically remembers the last board you played in both Progressive and Classic games, and will return you to it the next time you play.

Multiple Progressive games can also be saved using "Save Progressive Game" under "Game". Return to a saved game using "Load Progressive Game" under "Game". When you load a saved game, you are returned to the beginning of the board you were playing when the game was saved.

# C R E D I T S

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For information on this product's rating, please call 1-800-771-3772

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