

# TriPeaks

1 players

52 cards

Difficulty: Easy

Duration: Short

Clear all three peaks by removing cards one rank higher or lower than the waste pile card.

## SETUP

- Deal 18 cards in three overlapping 4-row pyramids.
- Bottom 10 cards face-up, upper 8 face-down.
- Remaining cards form the stock.

## SCORING

- Win by clearing all three peaks.
- Longer unbroken chains score more points.
- Win rate is about 90% with optimal play.

*Tip: Plan which peak to attack first based on accessible sequences; save stock draws for when truly stuck.*

## ON YOUR TURN

- Remove any exposed card that is one rank higher or lower than the waste pile top.
- Kings and Aces wrap around (King to Ace or Ace to King).
- Chain multiple plays in sequence for bonus points.
- Draw from the stock when no plays are available.

*TriPeaks is an addictive solitaire game where three overlapping pyramids must be cleared by playing cards one rank higher or lower than the current top card. Its streak-based scoring and fast gameplay make it ideal for quick sessions.*

## Objective

Clear all three peaks by removing cards that are one rank higher or lower than the current waste pile card.

## Setup

1. **Players:** 1 player.
2. **Deck:** Standard 52-card deck.
3. **Peaks:** Deal 18 cards in three 4-row pyramids, overlapping at the base. Bottom 10 cards face-up, upper 8 face-down.
4. **Tableau:** 10 face-up cards in the bottom row across all three peaks.
5. **Stock:** Remaining 24 cards plus 10 base cards.

## Gameplay

1. **Playing Cards:** Remove any exposed card that is exactly one rank higher or lower than the top of the waste pile. Suit does not matter.
2. **Wrapping:** Kings and Aces connect (King → Ace or Ace → King).
3. **Chains:** Keep playing as long as you can chain cards in sequence.
4. **Drawing:** When stuck, draw from the stock to the waste pile and try again.
5. **Exposing Cards:** When lower cards are removed, face-down cards above them become exposed and flipped face-up.

## Tips and Strategies

- Build long chains for maximum points — momentum is key.
- Plan which peak to attack first based on which has the most accessible sequences.
- Save stock cards for when you truly cannot continue from the peaks.

## Tips & Strategy

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Long unbroken chains are the key to high scores. Sometimes it is better to break a chain to reposition for an even longer one.

Sometimes deliberately ending a short chain to set up a much longer one from a different peak is the optimal play.