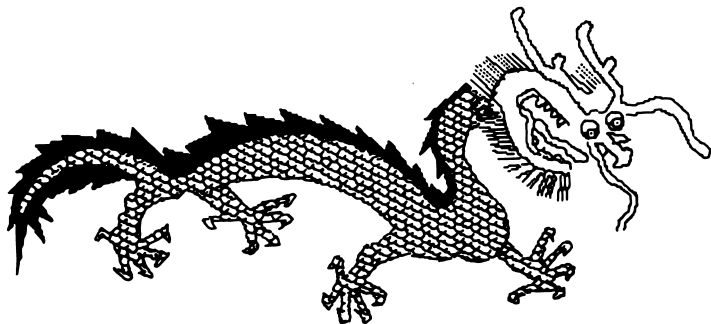


SHANGHAI™



Player's Guide

For Macintosh™ and Apple® IIGS Computers

ACTIVISION
ENTERTAINMENT SOFTWARE®

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The Game

You are about to enter the realm of *Shanghai* – one of the most absorbing computer experiences you'll ever encounter.

This *Player's Guide*, along with the on-screen information available in the game itself, will help get you started. Together, they outline the rules, describe game variations and strategy, even supply a bit of history.

But there's one thing that neither this guide nor the on-line instructions can help you with. And it's probably the most difficult part of the game...

Quitting.

The History

Shanghai is based on an ancient Chinese game called Mah-Jongg, the origins of which are as mysterious as the game itself. Some historians date it as far back as the time of Confucius, over 25 centuries ago.

It's believed that Mah-Jongg was first played by sailors and fishermen as a diversion from the monotony of long ocean voyages. Although it began as a card game, the cards eventually gave way to bone and bamboo tiles, which were less likely to fly off the decks.

In the 1920s, during Prohibition, Mah-Jongg took the United States by storm, turning many unsuspecting gamesters into ivory tile addicts.

Now Activision brings you an all-new version of this former obsession of sailors, scoundrels, flappers, and moonlighters. As *Shanghai*.

The Set-Up

Macintosh Computers

Turn on your Macintosh and insert your *Shanghai* disk, metal end first, in the disk drive. The *Shanghai* title screen will appear on the screen. Then the *Shanghai* tiles will appear in the Dragon formation.

Apple IIGS Computers

Insert the *Shanghai* disk in your disk drive and turn on your computer and monitor. After the game loads, the title screen will appear. Then the *Shanghai* tiles will appear in the Dragon formation.

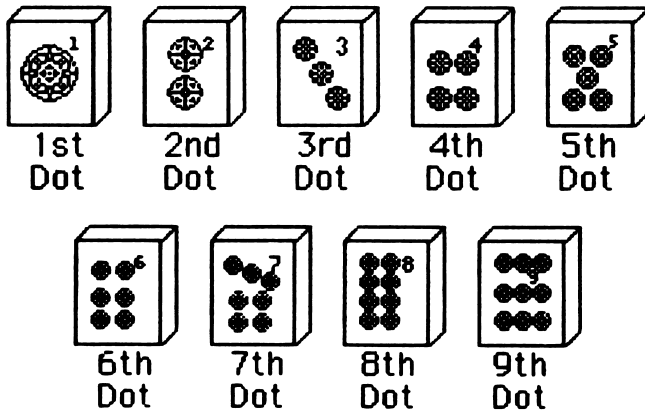
The Tiles

There are 144 *Shanghai* tiles in all: 108 suit tiles, 12 Dragon tiles, 16 Winds, 4 Seasons, and 4 Flowers.

(Depending on which computer system you have, some tiles may appear slightly different from the illustrations that follow.)

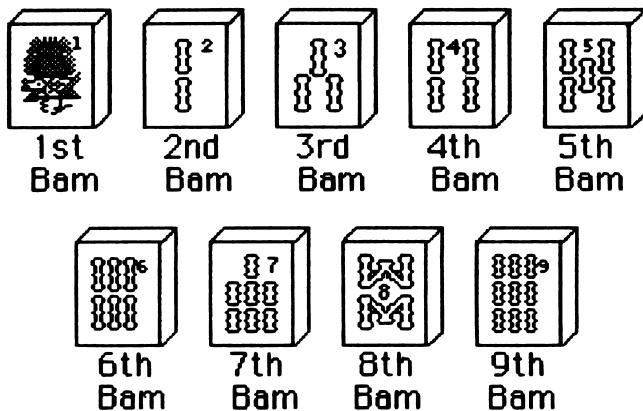
The Suit of Dots

This suit dates back to the original sailor's game. With its resemblance to coins in other ancient games, it probably represents that root of all evil, money.



The Suit of Bam

Bam stands for bamboo. Because bamboo was often used in the ancient Orient to make deadly spears, it is thought that this suit represents victory or power.



The Suit of Crak

Also called *characters* or *actors*, Craks may represent actual people or simply the characters that make up the Chinese alphabet.



The Dragons

In ancient Mah-Jongg, each of the three suits was associated with a Dragon.

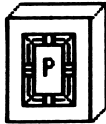
White Dragons – associated with Dots.

Red Dragons – associated with Bams.

Green Dragons – associated with Craks.



Red
Dragon



White
Dragon



Green
Dragon

The Winds

There's nothing hidden in the symbolism of these four tiles. They represent just what you'd think: the Four Winds of the World.



East
Wind



West
Wind



North
Wind



South
Wind

The Seasons

Another straightforward representation, added to the game by river gamblers: the Four Seasons of the Year.



Spring



Summer



Autumn



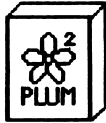
Winter

The Flowers

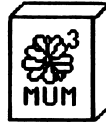
The four flowers – Orchid, Plum, Mum, and Bamboo – were introduced by a medieval princess to add an element of beauty and romance to the game.



Orchid



Plum



Mum



Bamboo

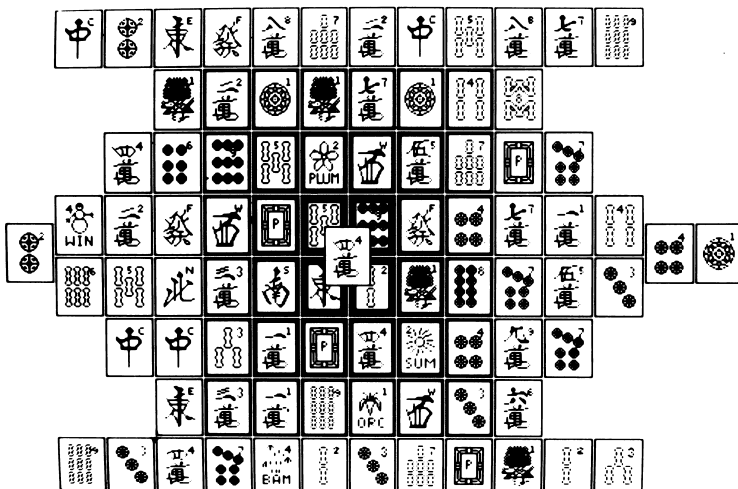
The Dragon

The 144 tiles are laid out in the Dragon formation. The position of every tile is always random, making each Dragon unique. You'll soon find that some are more formidable than others. But they're all equally engrossing.

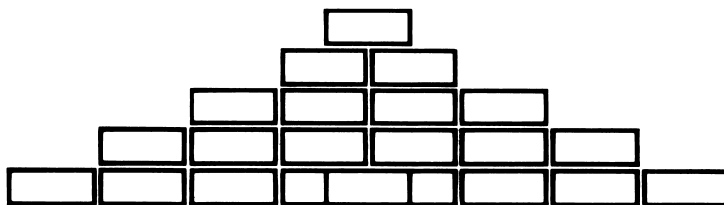
The Dragon is built by mixing the tiles and placing them in stacks from one to five tiles high. The stacks get taller toward the center of the Dragon.

On the screen your view of the Dragon is from directly above it. You can see only the top tile on each stack. On Macintosh computers you can tell how high a stack is by looking at its border. The thicker the border, the taller the stack. On Apple IIGS computers the perspective is three-dimensional.

From the top, the Dragon looks like this:



From the left and right, the Dragon looks like this:



The Object

The object of the game is to remove as many tiles as possible from the screen by matching pairs.

The Rules

The rules are simple. You can remove only “free” tiles, two tiles at a time.

To remove pairs of tiles:

- Point to and click on each tile—they’ll change colors—then click on **Remove**.

OR

- Point to and click on the first tile, then double-click on the second tile. This method is especially convenient in timed versions of the game, when every second counts.

To undo a tile selection:

- Click on the selected tile, and the tile will turn white again.

“Free” Tiles. Any tile is considered “free” if there’s nothing on top of it and if it can slide out to the left or right. If the tiles on both sides of it are stacked to the same height, that tile is not free.

A free tile will change colors when you click on it. If a tile is not free, it will change colors only for a moment, then return to white.

Matching Pairs. You can remove a pair of tiles only if they’re identical.

That is, an East Wind can only be paired with another East Wind, a Three of Dots can only be paired with another Three of Dots, and so on.

If the tiles are not identical, your computer will not allow you to choose them and will tell you that they don’t match.

But there *are* exceptions . . .

The Exceptions. There are two sets of four tiles that need not match. These are the Seasons and the Flowers.

Any two Seasons may be removed as a pair, and any two Flowers may be removed as a pair. For example, Winter matches Autumn, and Orchid matches Plum. Seasons and Flowers do not match. You can identify the Seasons and Flowers easily by the three or four letters on them (for example, **ORC** for Orchid).

Strategy

- Concentrate on the four tiles that are blocking the most moves: the two at far right center and the one at far left center, and the one on the very top of the Dragon (in the center of the screen). Try to remove these tiles first.
- Always check for triples. If you've found a pair to remove, look for a third (and fourth) free tile that also matches. If you take two out of three matching tiles, make sure the one you leave is blocking the fewest important tiles. If you're not sure what to do with a triple, leave it and make another move instead.
- If you do see all four tiles of one kind free at once, remove them so they're out of your way.
- Look ahead for as many moves as you can.

The Four Ways to Play

Shanghai gives you four ways to play: Solitaire, Team Effort, Tournament, and Challenge.

For detailed instructions on each of the four versions of *Shanghai*, see "New Game Menu" in this guide or select the **Rules** menu item on the screen.

Solitaire

This game is for one player only – with no time limitations. Solitaire games may be saved so that you can resume or replay them at a later time.

Team Effort

Any number of players can take turns removing pairs of tiles from the same Dragon. Team Effort games can also be saved mid-game.

Tournament Play

Any number can participate in Tournament play. The top five (Macintosh) or ten (Apple IIGS) scores are automatically recorded on the *Shanghai* disk. In a Tournament each player plays by himself or herself, but each player removes tiles from an identical Dragon formation. The player who removes the most tiles is the winner.

Tournaments can be timed or untimed.

Challenge Games

As in Team Effort games, two players take turns removing tiles from the same Dragon formation. But there's a time limit on finding a move.

A player's turn is over when:

- He or she removes two tiles.

or

- Time runs out.

Whoever has removed the most tiles at the end of the game wins.

The Menu Bar

The menu bar at the top of the screen allows you to access various game options. To access a menu, point to it and hold the mouse button down. Without releasing the button, drag the mouse toward you to select a menu item. When the item you want is highlighted, release the mouse button.

The following sections give an overview of every option and item available through the menu bar.

File Menu

Use the File menu to save games, to open saved games, or to quit.

To open a game file, click on the **File** menu and choose the **Open** menu item. Then click on the name of the game that you want and click again on **Open**.

The *Shanghai* disk contains a number of pre-saved Solitaire games, chosen because it's known that they can be played to the very end— that is, until all the tiles have been removed. However, they're certainly not the *only* games that can be played to zero.

To save a game, you can use the *Shanghai* disk or your own formatted disk.

First, click on the **File** Menu and choose the **Save** menu item. With the Macintosh click on **Eject** if you want to switch disks. With the Apple IIGS click on **Disk** after switching disks. Finally, type in the name you want to give your game and click on **Save**.

To give a previously saved game a new name, choose the **Save As** menu item, then follow the steps described above.

New Game Menu

Use this menu to start a new game or to select the type of game you wish to play (see “The Four Ways to Play”).

You can choose **Solitaire**, **Team Effort**, **Tournament**, or **Challenge**. Here's how you play each one:

Solitaire *Shanghai*

Solitaire is the single-player *Shanghai*. It follows the rules described in “The Rules” section of this guide and under **How to Play** in the **Help** menu. To win a game fair and square, you should refrain from using **Backup A Move**, **Start This Game Over**, or **Show All Moves** in the **Help** menu— although these options exist if you really get stuck.

Team Effort

This variation of the game is like Solitaire, except that any number of players cooperate to win the game. Play rotates from one player to another, with each player making one move at a time. Players should not point out moves to each other. The test of a good team is whether each player can see which moves are important and cooperate with the others to make those moves.

If you don't win the game, it's over when, on any player's turn, that player cannot see another move. You can verify that there really are no more moves by choosing **Show All Moves** from the **Help** menu.

Tournament *Shanghai*

In Tournament play a single game is set up, with an optional time limit of 5, 10, or 20 minutes. The player who starts a new tournament sets the time limit. Then any number of players can play the same game. The top five (Macintosh) or ten (Apple IIGS) players' names and scores are recorded for the current tournament.

To begin any tournament game, you must first choose **Tournament** from the **New Game** menu—you'll immediately see the top scores displayed. You can choose to enter your name and try the tournament yourself (by clicking on **Play**), or start a new tournament (by clicking on **New**).

If you choose **New**, you're given a choice of four time limits for the new tournament: no limit, 20 minutes, 10 minutes, and 5 minutes. Everyone who plays in a tournament plays with the same time limit. Clicking on **Setup** sets the time limit and starts the new tournament, erasing the old one. If you decide not to set up a new tournament, you can click on **Cancel** instead, and the current tournament will remain intact.

While you're playing a tournament, a clock at the bottom right of the screen displays the time you have left. A beep sounds once a minute to help you keep track of time.

If you don't want the beeps, choose **No Beeps** from the **Settings** menu. During Tournament play, the available help is limited – many of the menu items do not function.

When you've finished playing a tournament, choose **Quit Tournament** from the **File** menu.

Challenge *Shanghai*

In Challenge *Shanghai*, two players compete to see who can find the most moves in a game. Both players have a time limit within which to find a move. Each player earns one point by making a move while it's his or her turn.

When you choose **Challenge** from the **New Game** menu, you're given four choices of time limits: 60 seconds, 30 seconds, 20 seconds, and 10 seconds. Set the time limit you want and type in your name, along with your opponent's name. When you click on **Play**, the new game appears, along with both players' names and scores. When it's your turn, the clock runs under your name.

To warn you when your turn is nearly up, three beeps sound as your time runs out. If you don't want the beeps, choose **No Beeps** from the **Settings** menu. As in Tournament play, many of the menu items do not function during Challenge *Shanghai*.

When both players agree that they're finished, choose **Quit Challenge** from the **File** menu. If both players miss two turns in a row, the game ends automatically – you'll see a scoreboard with the winner's score.

When a Challenge match is over, you can choose **Peek** from the **Help** menu if you want to peek under the remaining tiles.

Help Menu

This menu gives you several options and a wealth of valuable information about the game of *Shanghai*.

Backup A Move. There may be times when you wish to undo your last move and make another. In fact, you can back up all the way to the beginning of a game by repeatedly selecting this item.

Start This Game Over. To play the same game over again, select this item.

Show All Moves. In Solitaire and Team Effort *Shanghai*, the game is over when a player can no longer find any moves. This item can be used to verify that all possible moves have indeed been made.

Peek. If you're so curious to find out what lies beneath a given tile that you're willing to forfeit the game, use **Peek**.

How To Play. This is an on-screen instruction guide. You can refer to it any time during a game. But if you use it during timed games, you'll lose precious seconds.

Strategy. Select this item to fine-tune your playing abilities.

Rules Menu

This menu gives you the rules for the four different game variations. (For more information on the four games, also see “**Four Ways to Play**,” page 9 or “**Start a New Game**,” page 11.)

Settings Menu

This menu lets you modify two elements of the game, **Messages** and **Beeps**.

Messages/No Messages. Message prompts will appear on the right side of the screen. If you wish to go it alone—without these helpful prompts—select **No Messages**.

Beeps/No Beeps. In timed games, you'll hear warning beeps. If you'd rather not hear the beeps, select **No Beeps**.

Notes

Notes

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