SHANGHAI™

Player's Guide

For Commodore 64™ and 128™ and
APPLE® II+, IIe, and IIc 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* will help get you started. It will outline the rules, describe game variations and strategy, even supply a bit of history.

But there's one thing that this guide cannot 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

For Commodore 64

1. Turn on your computer and disk drive.
2. Insert the diskete into your disk drive, label side up.
3. Plug a joystick into port 1.
4. Type **LOAD "*",8,1** and press **RETURN**. After a short wait the *Shanghai* tiles will appear in the Dragon formation.

For Commodore 128

1. Insert the diskette into your disk drive, label side up.
2. Plug a joystick into port 1.
3. Turn on your disk drive.
4. Hold down the **C=** key and turn on your computer.
5. Type **LOAD "*",8,1** and press **RETURN**. After a short wait the *Shanghai* tiles will appear in the Dragon formation.

# For the Apple II+, IIe, and IIc

1. Insert the diskette into your disk drive, label side up.
2. Turn on your computer. After a short wait the *Shanghai* title screen will appear.
3. Follow the **Press SPACEBAR to continue** command and the *Shanghai* tiles will appear in the Dragon formation.

Apple owners have the option of playing with either a joystick or the keyboard.

For joystick control, plug in a joystick. Joystick button 0 will be used for all game play.

For keyboard control, once the loading is complete, hold down the **CONTROL** key and press **P** to put the game in keyboard mode.

To move up, down, right or left, use the cursor keys. Or, use the **I**, **J**, **K**, and **M** keys as shown below.
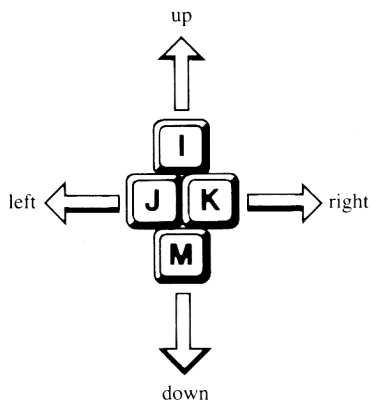
When instructed to use the joystick button, press the **SPACEBAR** instead.

**To return to joystick control**, hold down the **CONTROL** key and press **P** again.

To eliminate game sounds (beeps in timed variations of the game), hold down the **CONTROL** key and press **S**.

The Tiles

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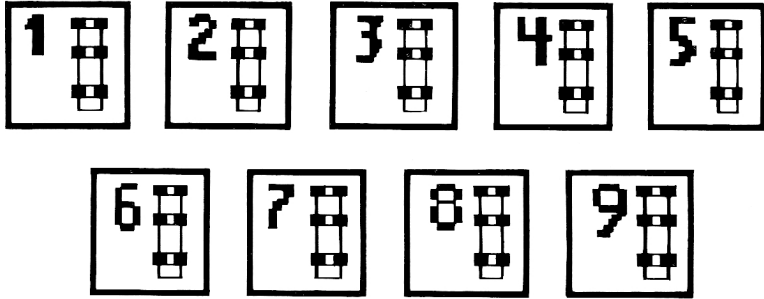
The Suit of Dots

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.
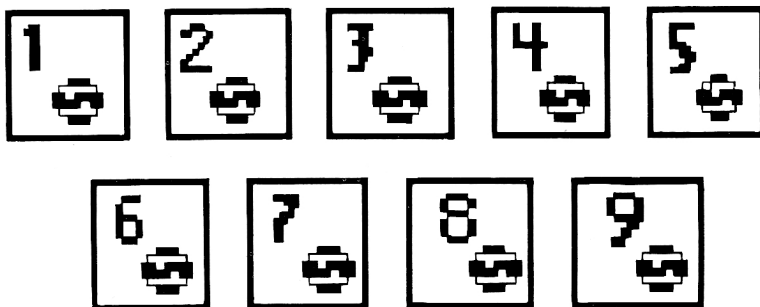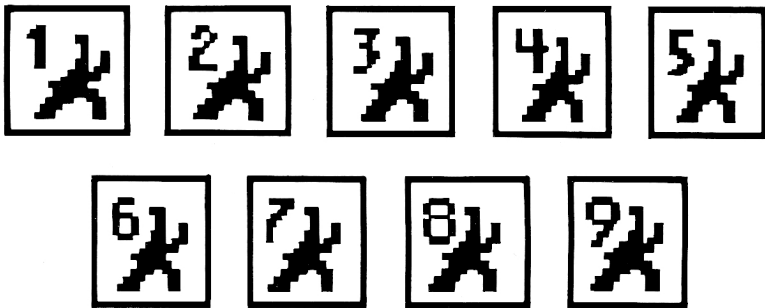
The Suit of Bam

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.

The Winds

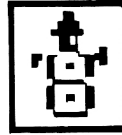There's nothing hidden in the symbolism of these four tiles. They represent just what you'd think: the Four Winds of the World.
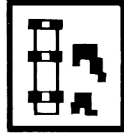
The Seasons

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

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.

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, but you can tell how high a stack is counting the number of lines below the tile. The more lines, the taller the stack.

From the top, the Dragon looks like this:

REMOVE UNDO FIND MENU CANCEL

tiles Left : 144
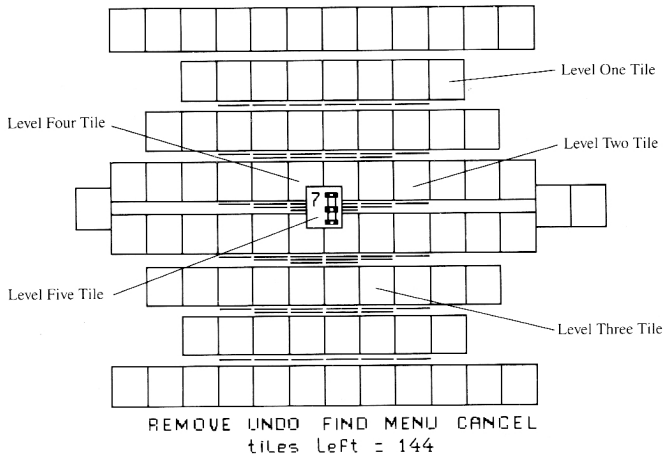
*Approximate screen representation. Lines underneath tiles indicate the depth of the stack.

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

8
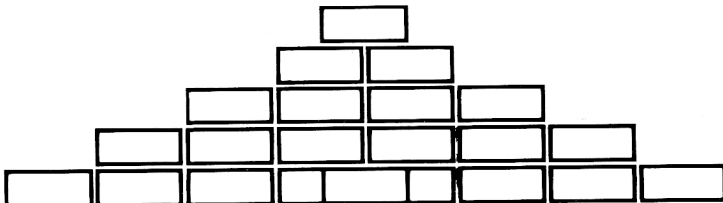
The Object

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 each tile and press the joystick button – the tiles will turn black. When both tiles in an available pair are highlighted, point to the word **REMOVE** in the lower left corner of the screen and press the joystick button.

OR

● Point to the first tile and press the joystick button, then point to the second tile and press the joystick button twice. This method is especially convenient in timed versions of the game, when every second counts.

To undo a tile selection:

● Point to the selected tile (which will be black) and press the joystick button. The tile will turn white again. (Before you can undo the selection of the second tile in a selected pair, you must first undo the selection of the first tile.)

"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 turn black when you point to it and press the joystick button. If a tile is not free, it will turn black only for a moment, then return to white, and the message **NOT FREE** will appear.

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 remove them and the message **NOT A MATCH** will appear.

But there *are* exceptions . . .

The Exceptions. There are two sets of four tiles that need not match exactly. 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 Spring, Summer, or Autumn, and Orchid matches Plum, Bamboo, or Mum. Seasons and Flowers do not match.

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 "The Options Bar" on page 12.

Solitaire

This game is for one player only – with no time limitations. A solitaire game may be saved so that you can resume or replay it 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 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 Options Bar

The OPTIONS BAR at the bottom of the screen allows you to access various game options. To access an option, point to it and press the joystick button. However, if an option is dimmed it is not available at that time.

The following sections give an overview of every option and item available through the OPTIONS BAR:

REMOVE. Removes a highlighted matching pair.

UNDO. 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.

FIND. 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.

CANCEL. This cancels the **FIND** option (above).

MENU. Use the **MENU** option to load and save a game, select types of games, and peek. To select a MENU item, point to the desired item and press the joystick button.

The following is a description of each MENU item:

Load a game. Loads the saved game.

Save a game. Saves the current game being played. This is especially convenient for finishing a game at a later time.

Load tiles. This item allows you to load any of the 10 pre-saved solitaire games. Each of these games was 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 are certainly not the *only* games that can be played to zero.

Restart. To play the same game over again, select this item.

Solitaire. Select this option to load a new Solitaire game.

Solitaire is the usual way to play *Shanghai*. It follows the rules described in **"The Rules"** section of this player's guide. To win a game fair and square, you should refrain from using **FIND** and **UNDO** – although these options exist if you get really stuck.

Team Effort. This loads a Team Effort game.

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 **FIND** from the **OPTIONS BAR**.

Tournament. Selects the Tournament game. 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 players' names and scores are recorded for the current tournament.

When you select a Tournament game, the top five scores will immediately be displayed. You can play in the current tournament or start a new tournament. Either way, you must type in your name where indicated and press **RETURN**.

If you choose to start a new tournament, you're given a choice of four time limits: 5 minutes, 10 minutes, 20 minutes, or no limit. Everyone who plays in a tournament plays with the same time limit.

While you're playing a tournament, a clock at the screen's bottom left will display the time you have left. A beep will sound every 10 seconds in the last minute to let you know your time's running out.

Challenge. This selects the Challenge game.

In the Challenge version, 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 points by making a move while it's his or her turn.

In Challenge mode, you may play any of the 10 pre-saved games – see "Load tiles," above. Once you select **Challenge**, the game will remain in the Challenge mode until you select **Solitaire**.

When you select **Challenge**, you're immediately given four choices of time limits: 10 seconds, 20 seconds, 30 seconds and 60 seconds. Select your limit to begin the game. Player 1's time and score will be displayed in the upper right corner of the screen. Player 2's time and score will be displayed in the lower right section of the screen.

To warn you when your turn is nearly up, three beeps will sound as your time runs out. As in Tournament play, many of the options do not function when you're challenging.

When both players agree that they're finished, choose **MENU** from the options at the bottom of the screen, then choose **Quit this game**. If both players miss two turns in a row, the game ends automatically.

When a Challenge match is over, you can choose **Peek** from the **MENU** if you want to peek under the remaining tiles. (See "**Peek**," below.)

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

When you select **Peek**, you're given the opportunity to change your mind and **Go back** to the game. If you're sure that you want to forfeit the game, select **Peek and lose**. When the tiles appear, move the cursor to the tile you want to peek under and press the joystick button. The tile will turn black, and these options will appear: **PEEK**, **MENU**, and **CANCEL**. Leave the cursor positioned on the tile, or position it over **PEEK**, and press the joystick button again to remove the tile and peek underneath it.

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