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Minimum System Requirements for Windows 95®

- Operating System: Microsoft Windows 95, English language version.

- Processor: Pentium® Processor - 90 Mhz, 100% IBM PC®-compatible

- RAM: 16 MB

- CD-ROM Drive: 2x (double-speed - 300K/second sustained transfer rate). 2X CD-ROM users should use the standard or full installations to avoid any potential inferior game performance which may result from animations playing from the CD-ROM.

- Hard Disk Space: 40 MB, uncompressed

- Video/Display: 256-color SVGA (640x480), PCI or VLB video card with 1MB RAM

- Sound: 100% Windows 95-compatible sound card and drivers

- Mouse: 100% Windows 95-compatible mouse and driver

- Windows 95 Drivers: 32-bit Windows 95-compatible drivers for CD-ROM, Video Card, Sound Card, Modem and input devices.

Minimum System Requirements for Macintosh®

- Operating System: MacOS version 7.0 or higher, English language version, including SoundManager® 3.1 and QuickTime®.

- Processor: PowerPC® (any Power Macintosh or compatible machine)

- RAM: 16 MB

- CD-ROM Drive: 2x (double-speed - 300K/second sustained transfer rate). 2X CD-ROM users should use the standard or full installations to avoid any potential inferior game performance which may result from animations playing from the CD-ROM.

- Hard disk space: 25 MB uncompressed

- Graphics: 640 x 480 x 8 bits (256 colors)

Note: Multiplayer play via the Internet, network, or modem is not supported for Power Macintosh.

Please visit www.activision.com for more information.

Additional Minimum System Requirements for Multiplayer Play (Windows 95 only)

- Internet: 100% Windows 95 compatible modem, 28.8 Kbps or faster or TCP/IP network

- Local Area Network (LAN): 100% Windows 95 compatible network or IPX (LAN) network

- Modem: 100% Windows 95 compatible modem, 28,000 bps or faster

Note: In order to play Shanghai: Dynasty, the CD must be in your CD-ROM drive at all times.

As with all new and evolving technology, Activision is committed to providing upgrades that improve quality and performance. See the Customer Support area of the Activision Web site for further upgrades at www.activision.com. Also, see the Help file on the CD for information that became available after going to print with this manual.

Setup and Installation

Check the Readme file on the CD for the latest improvements to the game and the latest troubleshooting information.

Before installing the game, check the minimum system requirements and the information below for additional important requirements and considerations.

Shanghai: Dynasty requires that the game CD be in the CD-ROM drive whenever you are playing the game, so the program can access the music and other information stored on the CD. In order to allow you more flexibility in your space requirements, *Shanghai: Dynasty* offers you the possibility of choosing different install sizes, according to the space available on your hard drive:

- Standard Install: This option requires that you have at least 160 MB available on your hard drive. If you choose this option, all the files (with the exception of the background tunes) will be loaded to the hard drive during the install process instead of being loaded only when they are used in the game. This option will load all the tile sets, tile animations, and reward animations to your hard drive.

- Minimum Install: This option requires only 40 MB of space on your hard drive. If you choose this option, only the Mah-Jongg tile set and respective reward animations will be installed along with the files needed to play

Shanghai: Dynasty and Mah-Jongg. The other tile sets, and respective animations that will be played throughout the game will be kept on the CD and will be loaded to your hard drive only when used in the game.

• Custom Install: This option allows you to choose the number of tile sets and reward animations you wish to have installed on your hard drive, depending on the space you have available. To select the tile sets you wish to have loaded to your hard drive, click in the appropriate boxes.

Windows 95 Version

Please make sure your computer system is 100% Windows 95-compatible.

How to install (with AutoPlay):

1. Before installing, close all applications.

2. Insert the Shanghai: Dynasty CD into your CD-ROM drive and wait a few moments until the Shanghai: Dynasty splash screen appears. (If the splash screen does not appear, please refer to AutoPlay in the *Troubleshooting* section on the following page.)

3. Click the **Install** button to begin the install process and then follow the on-screen instructions.

4. Now you can run *Shanghai: Dynasty for Windows 95* by choosing **Programs/Activision/Shanghai: Dynasty** from the Start menu or by clicking **Play** on the Shanghai: Dynasty splash screen.

How to install (no AutoPlay):

1. Before installing, close all applications. Also make sure Virtual Memory (located in your System Control Panel under Performance) is NOT disabled.

2. Insert the Shanghai: Dynasty CD in your CD-ROM drive, double-click on the **My Computer** icon on your desktop or right-click on it and choose the **Open** option.

3. Select the **Refresh** option located in the View pull-down menu.

4. Double-click on the **Shanghai: Dynasty** CD icon in the window or right-click on it and choose the **AutoPlay** option.

5. After the Shanghai: Dynasty splash screen appears, click on the **Play/Install** button and follow the instructions on the screen.

6. Now you can run *Shanghai: Dynasty for Windows 95* by choosing **Programs/Activision/Shanghai: Dynasty** from the Start menu or by clicking **Play** on the Shanghai: Dynasty splash screen.

Macintosh Version

1. Before installing, close all applications.

2. Insert the Shanghai: Dynasty CD into your CD-ROM drive and wait a few moments for the Dynasty icon to appear on your desktop.

3. Double-click on the **Dynasty** icon.

4. Double-click on the **Shanghai Dynasty Installer** icon in the Shanghai Dynasty window.

5. Follow the onscreen instructions.

Troubleshooting (Windows 95)

AutoPlay

If the AutoPlay feature does not function, please check the following:

1. Make sure the CD is clean and properly placed in the CD-ROM drive.

2. Verify that your CD-ROM driver is optimized for use with Windows 95. To do this:

   a. Open the Windows 95 **Control Panel** folder and double-click on the **System** icon.

   b. Click on the **Performance** tab. If any of your hardware drivers are not fully optimized for use with Windows 95, they will be listed here with an explanation of the exact problem and suggestions on how to fix it.

2. Verify that the Auto-Insert Notification for your CD-ROM is enabled. To do this:

   a. Open the Windows 95 **Control Panel** folder and double-click on the **System** icon.

   b. Click on the **Device Manager** tab. Your system's devices will be listed here. Click on the + symbol that appears next to the CD-ROM listing. Double-click on the CD-ROM make and model that is on your system.

   c. Click on the **Settings** tab. Under Options there will be a check-box labeled Auto insert notification. Make sure this box is checked. Click **OK**.

3. Double-click on **splash.exe** located on the CD to start the Shanghai: Dynasty Splash Screen and installer.

Common Problems and Solutions

I am trying to install the game and can't find the Help option.

From the Splash Screen, select **More**, then **Technical Help** to get technical help.

Program won't install.

One of the reasons for this may be that you have insufficient hard disk space for the program to copy the files it needs from the CD to your hard drive. You need to free up more hard disk space by deleting more files.

Game doesn't start.

This problem may be caused by lost clusters on the hard drive.

1. Run SCANDISK to determine if this is the problem. See your Windows 95 manual for more details on SCANDISK.

2. Also make sure you have at least 10 MB of free hard disk space before starting *Shanghai: Dynasty*.

Game Freezes.

1. Make sure your computer has at least 16 MB of RAM.

2. Make sure you are using Windows 95 with the latest 32-bit drivers for all your peripheral devices.

No sound, partial sound, or no voices or sound effects.

1. Make sure you have a 100% Windows 95 compatible sound card in your computer.

2. Make sure your speakers are plugged in correctly and turned on, and make sure the volume is turned up to an audible level.

3. Make sure your audio card is properly installed and that you have the correct audio drivers installed. Check your audio card's installation and its setup parameters within Windows 95 to be sure all is correct.

4. Select your audio control panel (either by double-clicking on the speaker icon on your screen or by going to the Start Menu and selecting **Settings**, **Control Panels**, **Multimedia Properties**, **Audio**) and adjust the volume. Consult your card's manual and your Windows 95 manual for details.

5. Make sure the Sounds option in the Preferences menu in *Shanghai: Dynasty* is checked.

Game too slow.

1. If your computer has a turbo button, make sure it is ON and set to the highest MHz possible.

2. Make sure you are running **Shanghai: Dynasty** on a Pentium 90 MHz or faster system.

Troubleshooting (Macintosh)

Program won't install.

1. You may have insufficient hard disk space for the program to copy the files it needs from the CD to your hard drive. Free up more hard disk space.

2. You may not have enough free RAM to run the installer. Make sure you aren't running any other applications before installing.

3. Check that you are running System 7.5.1 or later. **Shanghai: Dynasty** may have problems on older systems.

Game freezes.

1. Make sure your computer has at least 16 MB of RAM.

2. Make sure RAM Doubler is disabled.

No sound, partial sound, or no voices or sound effects.

1. If you have speakers, make they are plugged in correctly, turned on, and the volume is turned up to an audible level.

2. During the game, select the Sound control panel and adjust volume.

Game too slow.

Make sure you are running **Shanghai: Dynasty** on a 66 MHz 6100 or faster Power Macintosh system.

Customer Support

Before contacting Customer Support, please consult the technical help file. It contains the answers to some of our most frequently asked questions and may quickly and easily provide a solution to your difficulty. If after reviewing the technical help file you are still experiencing problems, please feel free to contact us through any of the services listed.

So that we can better help you, please be at your computer and have the following information ready:

1. Complete product title

2. Exact error message reported (if any) and a brief description of the problem

3. Your computer's processor type and speed (e.g. Pentium 90)

4. Video and sound card make and model (e.g., Diamond Stealth 64 video, Sound Blaster 16 sound)

Online Services with Activision Forums, E-Mail, and File Library Support

- Internet: support@activision.com or www.activision.com
- America Online: Use keyword "Activision" to locate the Activision forum.
- CompuServe: 76004,2122 or [GO ACTIVISION]
- Activision BBS: (310) 255-2146; Up to 33,600 Baud; Settings: 8 Bits, No Parity, 1 Stop Bit (8, N, 1)

Please note that Technical Support for the multiplayer component is available via our online services only.

In the U.S.

Fax   (310) 255-2151, 24 hours a day

FaxBack (310) 255-2153, 24 hours a day

Mail   Activision, Customer Support, P.O. Box 67713,
         Los Angeles, CA 90067

Phone   Call our 24-hour voice-mail system for answers to our most frequently
         asked questions at (310) 255-2050. Or contact a customer service
         representative at the same number between the hours of 9:00 a.m. and
         5:00 p.m. (Pacific Time) Monday through Friday, except holidays.

In Australia & the U.K.

For Technical Support:

In Australia, please call **1902 962 000**.

In the U.K., please call **0990 143 525**.

If you have any comments, questions, or suggestions about this game, or any
other Activision product, you can contact us in the U.K. at **0181 742 9400**
between the hours of 1:00 p.m. and 5:00 p.m. (U.K. time) Monday through
Friday, with the exception of holidays.

**For Technical Support and Customer Service in areas not listed, please
contact your local distributor or Activision via online. (Please note that
online support is available in English only.)**

What is Shanghai

The game Shanghai, and its sequels, use Mah-Jongg tiles in an easy-to-learn yet difficult-to-master solitaire play pattern. Shanghai has become an addiction for many thousands of players all over the world. While it's possible to play Shanghai with actual Mah-Jongg tiles, the mighty memory and computing power of personal computers provide numerous features that add enormously to the fun and the ease of playing. Shanghai was originally created in 1986 for Activision by Brodie Lockard.

上海 These Chinese characters spell out the name of the city of Shanghai – the name means "upper sea." This city has long evoked an aura of mystery, danger, and high adventure; that's why its name was chosen for the game.

The game of Shanghai is a game of strategy, memory, and luck. There are 144 tiles, arranged in one of several layouts. There are four of each tile, which can be removed as two matching pairs.

To remove a pair of tiles during the game, simply select the two tiles you want. To select a tile, click on it with the mouse. **If it's free to be removed**, it will become highlighted. Selecting a matching free tile removes the pair.

When you clear all the tiles from the screen, you have won – and a special reward sequence occurs. It's that simple. But wait – because there are four of each tile, you may well find yourself stuck, with unmatchable tiles blocking other key tiles so you can't clear the screen. As you play, you form winning strategies. And because of the magic of computers, you can undo previous matches and try to find any mistakes, shuffle the remaining tiles, put them all back to the way they were at the beginning so you can try again, and other abilities not available with real Mah-Jongg tiles.

The game of Mah-Jongg has very interesting roots, and many legends about the game abound. It is said that the game evolved from other games played in ancient China. These games were played with cards similar in appearance to the tiles used in Mah-Jongg today. Beginning in the 20th century, Mah-Jongg was introduced to the Western world through expatriates living in Shanghai. Joseph P. Babcock brought the game to the United States by writing a printed list of simplified rules and by adding Arabic numerals to the tiles, allowing them to be more easily read by those unfamiliar with Chinese characters.

Today, Mah-Jongg's popularity continues as strongly as ever.

What's New?

Shanghai: Dynasty introduces several new aspects to the game of Shanghai. There is a new game entitled Dynasty, that allows gamers to challenge each other over the Internet in a multiplayer version of the tile-matching game. Dynasty allows you to get an even greater challenge in the tile-matching game by pitting you against one to four opponents. Each player has an identical layout of 72 tiles to work with, and the player who is the first to clear the layout wins. You can choose a game against computer opponents, or you can go online and find real people to match your strategies with. There is also a new feature called Power Tiles in the Dynasty game. When two Power Tiles are matched, one of seven available Powers is unleashed on the game.

Pandamonium is also a new game in *Shanghai: Dynasty*. It allows up to four players to challenge each other on the same layout, to see which player can match the most pairs. When there are no more moves available, the layout is automatically shuffled. This game can also be played online over the Internet by up to five human players. The player who gets the largest number of tile matches wins.

There are several new Shanghai tile sets and layouts in *Shanghai: Dynasty* that are made especially for kids. The Kids' game in *Shanghai: Dynasty* provides an opportunity for fun and learning for the whole family. One of the tile sets made especially for kids helps children to perfect their arithmetic. Other sets require a logical matching of similar objects. The Kids' layouts are smaller, consisting of 72 or fewer tiles, which are easier for young children.

Activision is also now offering a version of the Ancient Chinese game of Mah-Jongg in *Shanghai: Dynasty*, which includes both the standard Western and Chinese versions of Mah-Jongg. Mah-Jongg is a game of four players, similar to Rummy. The first player to build a hand of three sets of three-in-a row or three-of-a-kind and a pair wins. It may seem like a very complicated game at first, but playing a few games of Mah-Jongg against computer opponents will get you hooked.

You can view the tiles from four different camera angles in *Shanghai: Dynasty*. Press the **arrow keys** on your keyboard to change the camera angle – now you look down into all of the nooks and crannies of the layout.

A new feature included in *Shanghai: Dynasty* is the Right-Click Help: you instantly get information on a tile when you right-click on it (you'll see the name of the tile and its status – what you can do with it). This feature will not only help you to learn the names of the dinosaurs in the Prehistoric tile set, for example, but it can also give you extra help by telling you if that tile is free or not.

We've added Internet play to Shanghai, not only for Dynasty, but also for Mah-Jongg. Gamers with a modem can connect with other folks around the world for challenging play (Windows 95 version only). And the Custom Tiles feature allows you import custom tile sets.

Classic Shanghai

Rules

Classic Shanghai is a game of strategy, memory, and luck. Each game begins with 144 tiles, arranged in one of forty different layouts. The object is to remove all the tiles from the layout, one pair at a time. To remove a pair, the tiles must both match and be "free" at the same time. A tile is considered free if no other tile is on top of it and if it can slide out to the left, to the right, or in both directions. If a tile can only slide toward the top or the bottom of the layout, it is not free to be removed.

Classic Shanghai will challenge you for hours at a time. And you can make this even more challenging by turning on the timer option and playing against the clock, or by making your own tile set and layouts (see Customizing Layouts/Customizing Tile Sets For The Shanghai Game).

There are two boxes on the screen that contain useful information: one shows you the name of the current game mode and the number of tiles left in the lay-out, and the other gives you useful hints and prompts and information about playing the game. If the timer option is on, you will see the clock ticking in the prompts box (instead of hints and information). While no score is kept in one-player Classic Shanghai, the screen will show you how many tiles still remain in the layout as you remove tile pairs. So, if you see Tiles: 32 on the screen, you'll know that there are still 32 tiles (sixteen pairs) to be removed.

If you reach a point when there are no more moves available, you're stuck (which can happen to even the most skillful player). The computer will let you know when this occurs and automatically offer you four options:

• Shuffle the remaining tiles.

• Go Back One Move.

• Start Over from the beginning of the same game.

• Start a New Game with the tiles in a different arrangement.

Note: In some cases shuffling will not be available.

To start Classic Shanghai:

1. Click the **Shanghai** button on the Title screen.

2. To start from within another game, go to the Menu Bar, pull down the Games menu, and select **Classic Shanghai**.

3. To change layouts or tile sets, go to the Menu Bar, or use keyboard shortcuts.

4. To access another game, go to the Game menu and click on the game of your choice.

5. For more explanation of Menu options, see Using the Menus.

Definition of Shanghai terms:

- Tile: One playing piece, modeled after an actual Mah-Jongg tile.

- Tile set: A full set of Mah-Jongg tiles, as used in Shanghai, comprises 144 tiles (not all Mah-Jongg players use this exact number of tiles when playing Mah-Jongg).

- Suits: As in playing cards, Mah-Jongg tiles can be broken down into four suits: Craks (Chinese characters) – numbered from 1 to 9; Dots – numbered from 1 to 9; Bams (Bamboo) – numbered from 1 to 9; and Honors – this broad category includes the four Winds, the Dragons, the Seasons, and Flowers.

- Special group: The Seasons and Flowers tiles are not identical to one another. There are four Seasons tiles (for the four seasons) and they are all considered to match one another in Shanghai gameplay, although they do not look identical. Likewise there are four Flowers tiles which do not look identical, yet match one another in gameplay.

- Layout: A layout is the structure in which the tiles are laid out on screen. You can take actual Mah-Jongg tiles and lay them out on a table to build a layout.

- Arrangement: This term is used to describe the placement of the tiles within the layout.

- Camera Angle: There are four different points of view from which the layout can be viewed. Press the **arrow keys** on your keyboard to view the layout from four different vantage points.

Strategy and Hints

- Concentrate your efforts on long rows and tall stacks.

- Plan ahead as many moves as you can.

- If all four of a tile are available, remove them all to unclutter the field.

- Don't count on the computer to show you the best possible move; the computer only shows the first move it finds.

- Identify as many matching pairs as possible. Check for tiles that need to be unblocked.

- Beware of triples (three matching free tiles); choose carefully which pair you remove. Leave the one that's blocking the least important tiles.

- Concentrate on removing pairs that will unblock the most tiles.

Shanghai For Kids

In Kids' mode, layouts are always comprised of 72 or fewer tiles. In Kids' mode, you can hear a voice telling you how to play, and giving friendly encouragement. Additional voice instructions are given by clicking on the Prompts box. Three tile sets were created especially for kids: the Alphabet, Math, and Household Items sets. Kids will also enjoy the Prehistoric, Outer Space, and Fantasy tile sets. There are also two buttons on screen which let you change tile sets and layouts without having to navigate the menus.

LAYOUTS

TILE SETS

To Start Kids' Mode:

1. To start playing from the Title screen, click on the **Kids** button. This will take you to a layout with fewer than 72 tiles.

2. To start Kids' Mode from Classic Shanghai or another game, go to the Games menu in the Menu bar and click on **Kids' Mode.**

3. To change layouts in Kids' mode, click on the **Layouts** button on the screen, or use the Layouts menu. (If you want to play a custom layout, you'll need to use the Layouts menu.)

4. To change tile sets in Kids' mode, click on the **Tiles** button on the screen, or use the Tiles menu. For custom tile sets, use the Tiles menu.

5. Listen to the audio cues for hints when playing the game. If you need additional help, click on the Prompts box.

6. To look down into all the nooks and crannies of the layout, press the **arrow keys** to change camera angles.

7. For more explanation of menu options, see Using the Menus.

Strategy and Hints:

- Start with as small a layout as possible (with the smallest number of tiles), and build your way up.

- Listen to the audio cues.

- Concentrate first on long rows and tall stacks and remove pairs that will unblock as many tiles as possible so you can see what's under them.

- Plan ahead as many moves as you can.

- If you no longer need the voice prompts, you can play Classic Shanghai using Kids' layouts (be aware that you won't have the Tile Sets and Layouts buttons onscreen). Or you can remain in Kids' mode and turn off all sounds in the Preferences menu.

Shanghai Tournament

The Tournament game consists of a series of 40 games, which challenge the player with different layouts of increasing difficulty level. In Tournament mode, each round of the Tournament is timed.

Upon completing all 40 games, the final reward sequence will play and your name will be entered into the Wall of Fame. The total time for all 40 rounds is added up. The shortest time is the best.

In a Tournament, you will not be allowed to use any of the Help menu "cheats" normally available during other games. You may not shuffle or undo any moves, "x-ray" the tiles, nor ask the computer to show you matches. You may, however, select a new tile set at any time during a game without altering your current arrangement of tiles.

If you get stuck, the computer automatically shuffles the remaining tiles and the timer continues to run.

To Start Tournament Mode:

1. From the Title Screen, click on **Shanghai**.

2. When the Shanghai layout appears on the screen, go to the Games menu in the Menu bar, and select **Tournament**.

3. Play fast – the clock is ticking! You may want to turn off tile animations. To do this, click on **Tile Animation** in the Preferences menu.

4. To pause the game, press **Ctrl-P** or select **Pause** from the File menu.

5. To see the Wall of Fame and check out previous scores, go to the File menu in the Menu bar and click on **Wall of Fame**.

Two-Player Shanghai

Two-player Shanghai allows two people to play against each other on the same computer, taking turns using the same mouse. Each player's cursor is a different color. A computer voice announces the beginning of each player's turn and a buzzer signals the end of the player's turn.

There are two ways to play a two-player game of Classic Shanghai:

1) Most Tiles (Count Down Timer)

2) Best Time (Count Up Timer)

In the Most Tiles (Count Down Timer) game, the object is to have the highest score (tile count) at the end of the game. A turn ends when the player's timer (counting the seconds down from the 30-second default setting) runs out, or the player makes a match, whichever occurs first. Then the second player takes his/her turn and tries to match a pair within the set time limit, and so on. The player gets two points for finding a match within the time limit, and 0 points if s/he's unsuccessful.

In the Best Time (Count Up Timer) game, the object is to have the lowest total time at the end of the game. An endless timer runs (counting seconds upwards) during each player's turn. The first player's turn ends only when the player has matched one pair of tiles. Then the second player takes his/her turn at finding a match within the shortest possible amount of time. To Pause the game, you can select **Pause** from the File menu, or press **Ctrl-P**.

To Start Two-Player Shanghai:

1. From the Title screen click on **Shanghai**, and when the layout appears on the screen, go to the Games menu in the Menu bar and select **2-Player**.

2. To start a two-player game from within another game, go to the Games menu in the Menu bar and select **2-Player**.

3. When the Two-Player setup screen appears, select your options, then click **OK** to begin playing.

4. To change layouts, go to the Layout menu in the Menu bar and click on the layout of your choice.

5. To change tile sets, go to the Tiles menu in the Menu bar and click on the tile set of your choice.

6. To change two-player games, go to the Games menu and select **2-Player**. Make your selection on the dialog box.

7. To turn off tile animations, click on **Tile Animation** in the Preferences menu.

8. To return to Classic Shanghai or another game from Two-Player mode, just pull down the Games menu and select the game of your choice.

Strategy and Hints

- Plan your next move during your opponent's turn.
- When the clock is running, you might want to turn off the tile animations.
- When sharing a mouse, make sure you don't click after your turn ends, or you'll score points for your opponent!
- Listen for audible cues, especially in the Most Tiles game, and watch the cursor—if it changes color, your turn has ended.

Dynasty

Dynasty matches your Shanghai skills against one to four opponents. (Your opponents can be computerized or human.) To play against real people over the Internet, see *Playing the Multiplayer Games Online* section. In Dynasty, the goal is to be the first to clear your layout. The game is played according to normal Shanghai rules – remove pairs of tiles which match, and which are free to slide left or right. Each player has his own 72-tile layout. At the beginning of a Dynasty game, all players' layouts are identical, with an identical arrangement of

tiles – no player has an advantage. The first player to clear the layout is declared the winner.

You can only click on tiles in your own layout – you cannot click on tiles in opponents' layouts. Your layout is always the one on the left. When you play against one opponent, the opponent's layout and tiles (on the right side of the screen) are as large as yours – but when you play against multiple opponents, your opponents' layouts and tiles are half the size of yours (and you can't see tile designs on half-sized tiles).

If you get "stuck" in Dynasty with no Power Tiles (the Power Tiles option is turned off), a dialog appears telling you you have "No More Moves" and that you are out of the game. When playing against A.I. opponents, the dialog box will tell you that the game is over (the game assumes that you don't care which A.I. opponent wins). To play again, press OK. When playing against human opponents or a combination of both A.I. and human players, when you get stuck and have no more moves available, a dialog box appears, asking you if you want to wait until the game is finished or quit. If playing with Power Tiles, you might get stuck only for a short time, as another opponent's Power Tiles might change your layout (which would allow you to move again). For more explanation on Power Tiles, see below.

Dynasty is scored as follows: The first player to clear his layout wins. The player is awarded one point for each tile remaining on all opponent layouts. A normal game is 3 rounds (one layout per round).

At any time during a Dynasty game, you can change your tile set or your preferences without affecting the game in progress. Most of the Help menu options (i.e., Show all moves, Suggest a Move) are not available in Dynasty.

Power Tiles

Power Tiles bring even more fun to the game of Dynasty. They can either help you gain an edge on your opponents, or do nasty things to them and slow them down. To play with Power Tiles, select the **Power Tiles** option in the dialog box that appears when you select **Dynasty** from the Games menu. The Power Tiles look like Jokers. The number of Power Tiles is the same in all the players' layouts, but their powers may be different. When a pair of Joker tiles is matched, one of these seven Powers (selected randomly) is unleashed upon the game.
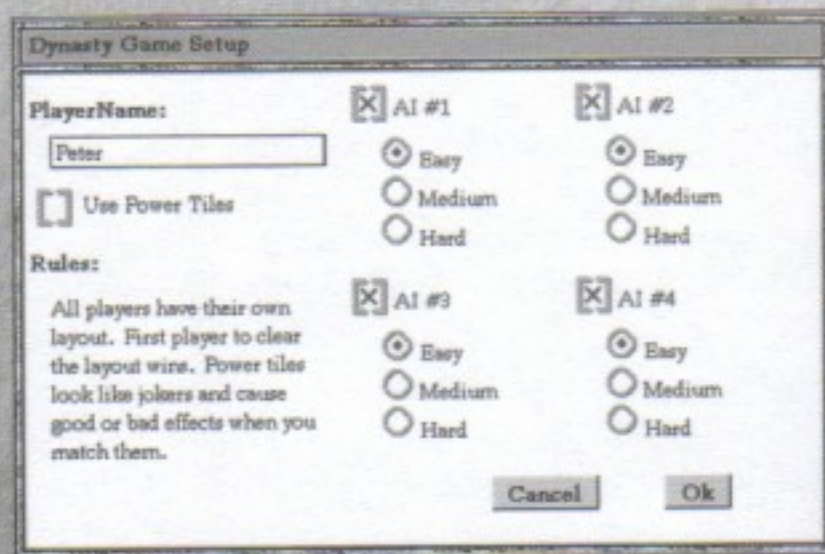
1. Shuffle – When this Power is activated, your opponents' remaining tiles are shuffled within the layout. Your opponents will have to adjust their strategies!

2. Scramble – When this Power is activated, your opponents' remaining tiles are not only shuffled, but they are also reorganized into a different structure.

3. Back Three Pairs – When this Power is activated, three pairs (six tiles) which had been removed from your opponents' layouts are put back – your opponents will have to play those moves over again!

4. Show All Moves – When this Power is activated, all available matches on your layout are highlighted for you. Take a quick moment to memorize their location, then start removing them!

5. Take Three Pairs – When this Power is activated, three pairs of tiles are automatically removed from your layout, giving you a jump on the competition!

6. Face Down – When this Power is activated, all your opponents' tiles are turned face down for a limited period of time (a gauge indicates how much time is remaining for this Power). A player whose tiles are turned face down must play contemplation-style by clicking on tiles, turning them temporarily face up, and trying to remember where matching tiles lie.

7. Reverse – When this Power is activated, all your opponents' mouse controls are reversed (up becomes down, left becomes right, etc.) for a limited period of time (a gauge indicates how much time is remaining for this Power). This Power is effective when used against a human player, but the A.I. adjusts easily to this Power.

With the addition of Power Tiles, if you get stuck during a game of Dynasty, you are not necessarily out of the game! An opponent might get a Power which would let you continue playing by changing your tiles around: your tiles might get shuffled and/or scrambled in a different order, or you might get three pairs back that may allow you to rethink your strategy.

To Start Dynasty:

1. From the Title Screen: Click on **Shanghai**. When the layout appears on the screen, go to the Games Menu in the Menu bar, and select **Dynasty**.

Dynasty Game Setup

PlayerName:

[Peter]

[ ] Use Power Tiles

Rules:

All players have their own layout. First player to clear the layout wins. Power tiles look like jokers and cause good or bad effects when you match them.

[X] AI #1
- ⊙ Easy
- ○ Medium
- ○ Hard

[X] AI #2
- ⊙ Easy
- ○ Medium
- ○ Hard

[X] AI #3
- ⊙ Easy
- ○ Medium
- ○ Hard

[X] AI #4
- ⊙ Easy
- ○ Medium
- ○ Hard

Cancel   Ok

2. When you select Dynasty from the Games menu, a dialog box appears on screen where you can select one to four Artificial Intelligence ("A.I.") opponents – simply check as many as you want.

3. You can also change the difficulty setting for each opponent.

4. Also in this dialog box you can decide whether you want to play Dynasty with Power Tiles or not by clicking on the box. When you're playing, the area at the bottom of your layout will give you Power Tile information.

5. When you've finished making your selections, click **OK** to begin playing Dynasty.

6. Most of the Help menu options are not available in Dynasty.

7. To Play Dynasty against people (over the Internet, LAN, or via modem) see the section *Playing Multiplayer Games Online*, elsewhere in this manual.

8. When a Player finishes his layout, the game stops and a dialog box will ask you if you want to continue playing. (A complete game is won when a player wins two rounds.)

9. To change the current Dynasty settings, go to the Games menu and click on **Dynasty**. This will bring up the Dynasty dialog box. If you want to return to the current game, click **Cancel**. To reset game settings to their default ("factory") settings, go to the Preferences menu and click on **Reset to Default**.

Strategies and Hints:

• Concentrate on removing pairs that will unblock the most tiles.

• Plan ahead as many moves as you can.

• If all four of a tile are available, remove them all to unclutter the field.

• Identify as many matching pairs as possible. Check for tiles that need to be unblocked.

• If there are three matching free tiles, choose carefully, and leave the one that's blocking the least important tiles.

• You might consider turning the animations off (go to the Preferences menu and click on **Tile Animations** to remove the check mark and de-select).

• If you are playing with Power Tiles, use them as early as possible, to take full advantage of their "power." Watch the area at the bottom of the screen for information on Power Tiles.

• Pay attention to the layout and placement of the tiles in case a Power Tile sent by another player turns your tiles Face Down.

Pandamonium

That's not a typo; we spell Pandamonium with a panda in the front as a tribute to Shanghai's Chinese roots. In Pandamonium, all players play on one common layout in a mad scramble to see who can remove the most tiles from this layout. The opponents can either be computerized Artificial Intelligence (A.I.) opponents, or human. To play against human opponents, see *Playing the Multiplayer Games Online* section of this manual.

Up to five players can play on the same layout. Each player's cursor is a different color. When one player highlights a tile, that tile is highlighted with that player's color. Another player cannot select a tile which has been already highlighted by that player. However, to avoid "deadlock" situations, two players can cooperate to remove a pair (each player gets one point when this happens).

When there are no more moves available on the layout (which is bound to happen with multiple players removing pairs as fast as they can), the computer automatically shuffles the remaining tiles so play can continue. When all tiles are gone (or when a completely unplayable resolution has been reached), the game ends. The computer compares the tile counts for the various players and declares the winner. The person who has removed the most tiles from the layout wins.

To Start Pandamonium:

1. From the Title Screen: click on **Shanghai**. When the layout appears, go to the Games menu and click on **Pandamonium**.

2. When you select Pandamonium from the Games menu, a dialog box appears where you can select from one to four A.I. opponents and select their speed. Press **OK** to begin playing.

3. At the Pandamonium dialog box, choose the number of A.I. players you want to play against, and their difficulty.

4. When done setting your options, click **OK** to start. To reset to default settings, go to the Preferences menu and select **Reset to Default**.

4. When Pandamonium begins, your opponents start removing pairs of tiles — you'd better not sit and admire the scenery; get crackin'!

5. Go as fast as you possibly can!

Mah-Jongg

Mah-Jongg is the original centuries-old Chinese game which inspired the creation of Shanghai. Mah-Jongg requires four people to play, and is similar to the card game Rummy. Players are dealt a hand of 13 tiles. The goal of the game is to go out (declare Mah-Jongg) first, with a winning hand comprised of 14 tiles. Play progresses counter-clockwise around the table. Simply put, each player in turn draws and discards a tile, in an attempt to build a 14-tile hand comprised of four groups of three tiles plus a pair of tiles. A group of three tiles can be either three-of-a-kind or three-in-a-row.

Because each tile in the Mah-Jongg set has three identical mates, "three-of-a-kind" means three identical tiles (unlike Rummy, in which you could form a group with, for example, a Four of Spades, a Four of Hearts, and a Four of Clubs, in Mah-Jongg all three of your Fours would normally have to be from the same suit). Three-in-a-row groups of tiles have to be in the same suit.

Suits

Mah-Jongg tiles are comprised of three suits of One through Nine: Craks (also called Characters, Wan, or Ten Thousand), Bams (also called Bamboos or Sticks), and Dots (also called Balls or Circles) – and other tiles known as Winds, Dragons, and Flowers (in Mah-Jongg, Seasons are referred to as Flowers).

As in Shanghai, there are four of each tile (the exception being the "Flower" tiles and the Jokers – there are eight different Flowers and there are eight Jokers). Winds and Dragons are collectively referred to as "Honors."

The suit of Craks (Characters, Wan, Ten Thousand).
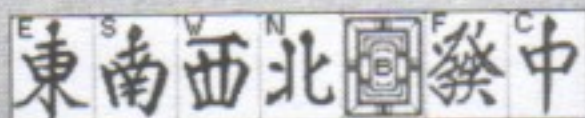There are four of each tile.
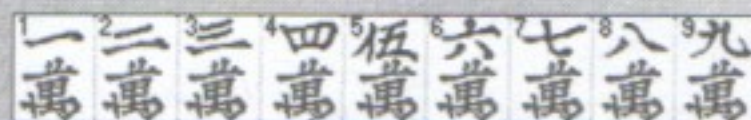
The suit of Bams (Bamboo, Sticks). There are four of each tile.
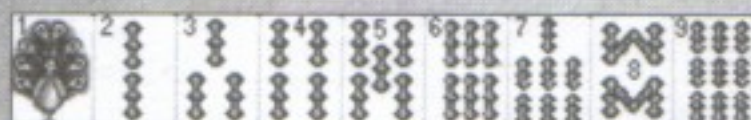
The suit of Dots (Balls, Circles). There are four of each tile.

Honors (East, South, West, and North Wind; White, Green, and Red Dragon). There are four of each tile.

Flowers (including Seasons). There is one of each tile.

Joker (Western game only). There are eight Jokers.

Terminals

The Ones and Nines of the suit tiles are special (because they are harder to use in three-in-a-row combinations), and are referred to as "Terminals."

Terminals (Ones and Nines)

Simples

That leaves us with the Twos through Eights of the suit tiles – these are collectively called "Simples."

Simples (Twos through Eights)

Groupings

Suit tiles (Craks, Dots, and Bams) can be used to make three-of-a-kind combinations or three-in-a-row combinations. Honors can only be used to make three-of-a-kind combinations (they cannot be used to make three-in-a-row combinations). These groupings can be either in the player's hand (concealed) or melded (exposed) on the table face-up, for all players to see.

Pong

In Chinese Mah-Jongg parlance, a three-of-a-kind is called a "Pong." Many Western Mah-Jongg players call this simply a "Triple."

Pongs (Triples). A Pong of South Winds and a Pong of Three Dots.

Chow

In Chinese Mah-Jongg parlance, a three-in-a-row is called a "Chow." Many American Mah-Jongg players call this simply a "Sequence" (or "Run" or "Straight"). A Chow can only be made from suit tiles (Craks, Bams, or Dots).

Chows (Sequences). A Chow of Craks and a Chow of Dots.

Kong

It is also possible to make a four-of-a-kind combination (normally these count the same as a Pong or Triple), which is called a "Kong." Many American players call this simply a "Quad."

Kong (Quad). A Kong of Red Dragons.
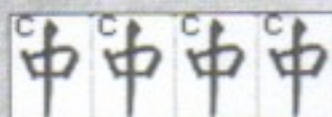
A Complete Mah-Jongg Hand

Putting all of this together, a typical complete Mah-Jongg hand might look like the illustration below.

Example of a complete Mah-Jongg hand:
four groups-of-three plus a pair.

This hand contains a Chow (Sequence) of Craks, a Pong (Triple) of Craks, a Chow (Sequence) of Dots, a Pong (Triple) of Green Dragons, and a Pair of West Winds. Four groups-of-three plus a pair, for a total of 14 tiles.

The groupings in a Mah-Jongg hand can either be exposed or concealed, depending on the rules and the kind of hand you're trying to build. A player may also choose to build a Special Hand which is a defined combination of tiles which is given a special name (see the *Special Hands* section).

The Wall

The Wall is an arrangement of the Mah-Jongg tiles in the form of a square. A straight line of tiles stacked two-high forms each side of the square. Part of the transparent process of dealing the tiles includes "breaking the Wall" which decides, by rolls of the dice, where the Wall is broken, and where the deal of tiles starts. Tiles are dealt from this break in the Wall in a counterclockwise manner. The "front" of the Wall is where the tiles are being drawn from, the "back" of the wall is the opposite end. In *Shanghai: Dynasty*, the Wall is not displayed onscreen. Look at the lower right corner of the screen to see the number of tiles remaining in the Wall. In the Chinese game, play continues until the Wall has 14 tiles left. In the Western game, play comes to a halt when there are no tiles left in the Wall.

To Play Mah-Jongg

The goal of Mah-Jongg is essentially to build a complete hand before anybody else at the table does. (There's more to it than that, as described in the *Strategy* section, later in this manual, but this will do for starters if you are a novice to Mah-Jongg.)

Shanghai: Dynasty includes both the Chinese game of Mah-Jongg (as it is played in Hong Kong) and the Western game of Mah-Jongg (as it is played in Europe, Australia, and North America). The rules for these two games differ in some important respects (described later in this manual).

When you select Mah-Jongg from the Games menu, you will play against three Artificial Intelligence ("A.I.") opponents. To play against real people (over the Internet, a Local Area Network, or modem), see the section entitled *Playing the Multiplayer Games Online*, elsewhere in this manual.
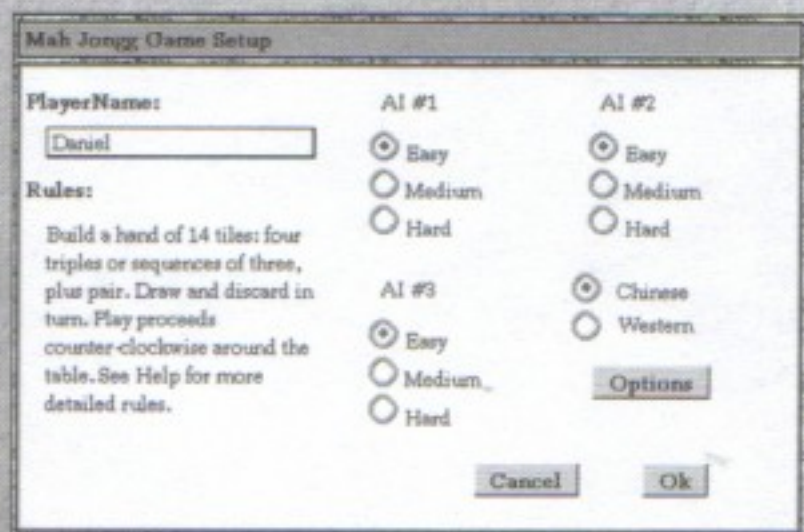
When you select Mah-Jongg from the Games menu, a dialog box appears. In this dialog box you can select Chinese or Western Mah-Jongg, you can set up the optional rules for the game (by clicking Options), and you can select the difficulty settings of your A.I. opponents (you must play against A.I. opponents when you select a Mah-Jongg game from the Games menu – see Initiating a Multi-Player Connection, later in this manual, for instructions regarding playing against other people). When you have finished making your selections, click on **OK** to begin playing.

When the Mah-Jongg game begins, the game table is displayed. Each player is assigned a wind. The player who is East is the "dealer" and he/she gets to go first. If the East player loses the hand, the deal moves on to the next player around the table. If the East player wins that hand, then he/she remains the dealer in the following hand. Your name is at the bottom left corner; your opponents' names are arranged across the top of the screen. The computer builds the Wall, rolls the dice, and deals the tiles. In a real life game of Mah-Jongg, quite an elaborate process surrounds these events; but in *Shanghai: Dynasty* the computer handles these proceedings automatically and "transparently" so that you can play quickly.

When the initial deal is complete, if Flowers are used in the game, the computer automatically arranges them off to the side. The Flower tiles are replaced from the back of the Wall. (If another Flower tile is drawn from the back of the Wall, it joins the others for even more bonus points!) The computer then automatically sorts the tiles in your hand, and play can begin. If playing Western rules, three Charleston passes occur. (See the explanation of the Charleston in the *Western Mah-Jongg* section.)

East plays first. At the beginning of the game, East is dealt 14 tiles (all other players are dealt 13), so East starts by discarding a tile. To discard a tile, click once on the tile to select it. Then either click again or select the Discard button in the Action bar. The discarded tile is highlighted with a flashing highlight so all players can easily see it.

When a discard is not claimed by anyone (including the next player in turn), then the next player in turn draws a tile from the Wall. Draw a tile by pressing the Draw (Pass) button. A new 14th tile appears in your hand, raised and highlighted. The previous player's discard is now no longer highlighted (that tile is now dead, and can never be used by anyone). On your turn your name is highlighted so all players know whose turn it is (and who's holding things up, if you think too long).

Claiming Discards

If the discarded tile can be used by any player to form a Pong, Kong, or a win, that player can claim the discarded tile now. (The only player who can claim the discarded tile to form a **Chow** is the next player to play in turn, counter-clockwise). If a player other than the next player in turn claims a discard for a Pong or Kong, the order of play is interrupted – the player who claimed the tile discards, and play proceeds counter-clockwise from that player (skipping the turns of any players in between).

Conflicting Claims

When two different players want to claim a discard, there are rules for how such a conflict is resolved. A claim for a Pong or Kong always takes priority over a claim for a Chow. A claim for a win always takes priority over a claim for a Pong or Kong. A tile claimed by two different players for a win goes to the player who would be "in line" to take it. The computer handles these conflicts automatically.

The Action Bar

The Action bar at the bottom of the screen allows you to perform all of the actions you will need to make in a game of Mah-Jongg. The Action bar can also be used as a "hint" for what actions you need to take. If you are new to Mah-Jongg and aren't sure what to do, just watch the buttons in the Action bar: they'll light up when you can claim a tile, when you need to discard, and whenever you can take an action. The buttons may be labeled in Chinese or Western style. To change the labels on the buttons, go to the Preferences menu and select **Button Labels**, then select either **Chinese** or **English**.

Pass	Discard	Urge	<	Pong	Kong	Chow	>	X-Ray	Win
Pass	Discard	Urge	<	Trip	Quad	Sequ	>	X-Ray	Win

Pass/Draw

The Pass/Draw button allows you to "tell" your opponents that you are passing on a discarded tile and will not claim it. If the discarded tile comes from the player on your left, the Pass button changes to Draw. So if you don't want to claim that tile, you will draw a new tile from the Wall by pressing **Draw**. (Once you press Draw, you can't change your mind.) When you play against A.I. opponents, you don't need to press **Pass** after each player discards, except in these two situations: (1) if the discarded tile could be used in your hand (check what other buttons are highlighted) and (2) to stop the three second timer after you have

discarded, so that play can continue sooner. When you are playing against human opponents, you will need to press **Pass** each time a tile is discarded (see the *Playing Mah-Jongg Online* section).

Discard

When you have 14 tiles in your hand, this button lights up. Highlight the tile you wish to discard (by clicking on an unhighlighted tile or by using the arrow buttons to move the highlight,) and either click on the highlighted tile or on the **Discard** button. If you regret having discarded that particular tile, you have three seconds to click on the tile, taking it back into your hand. Your turn will then end.

Urge

This button is only available when you play online against real people (it is not available when playing against A.I. opponents). Sometimes one of your opponents may take too long to think about his/her move. Pressing this button causes "your" voice to urge that opponent to make his/her move.

Pong/"Trip"

This button lights up when you have two identical tiles in your hand and the discarded tile can be used to meld a Pong (Triple). Press the button or click on the tile to take the discard; the tile will be taken and your matching pair will be moved from your hand, and the three matching tiles will be melded face-up on the table for all to see. If you don't want to claim the discard, press **Pass** to signal to other players that you are not interested in claiming that tile.

Note: When you have a **concealed** Pong (three identical tiles contained in your hand, not visible to the other players), you do not need to meld that Pong – it is to your advantage to keep it concealed in your hand – thus the Pong button does not light up in this circumstance.

Kong/Quad

This button lights up when you can make a Kong. There are a couple of different ways you can make a Kong.

When you have a concealed Pong and you obtain the fourth matching tile (either by someone's discarding it, or by drawing it yourself from the Wall), you may meld the Kong. The four tiles are laid down on the table, with the two middle tiles face-down. This is a special case called a "concealed Kong" because you already had the Pong of tiles in your hand – although everyone knows you have melded a Kong, the meld is made only so that you can keep the required number

of tiles in your hand. The Kong does not disallow you from otherwise going out with a concealed hand (which is worth extra points).

The Kong button also lights up when you have a melded Pong (face-up on the table where all can see it) and you draw the fourth matching tile from the Wall. You can add the tile to your meld and draw again (you cannot claim a player's discarded tile for this).

Chow/"Sequ"

This button lights up when the player to your left discards a tile you can use to meld a Chow (Sequence). Just press the **Chow** button to claim the discard; if you have to use the Arrow buttons to move the highlights (see Left/Right Arrows below), press **Chow** again after the desired tiles are raised and highlighted.

Left/Right Arrows

These buttons can be used to move the highlight(s) to the left or right within the tiles in your hand. You can use the arrow to select potential discards, and to tell the computer how you want to use a discarded tile. For example, if you had a One, Two, Four, and Five of Dots, and the player to your left discards a Three Dot, and you claim the discard for a Chow, the computer cannot know if you want to meld the One and Two or the Four and Five (or the Two and Four) with the Three Dot. The computer raises two tiles in your hand – you can use the Left and Right Arrow buttons to move the highlight to the left or right. Similarly, when playing Western rules with Jokers, you can use the arrow buttons to tell the computer which tiles you want to use in a Pong or Kong.

X-Ray

This button only lights up when the discard area in the center of the table is full, and subsequent discards are placed atop earlier discards. Press X-Ray to look underneath the later discards. Especially during the later portion of a hand, it becomes important strategically to see what was discarded before (you don't want to be the first to discard something that an opponent needs in order to win!).

Win

When you have drawn a tile which completes your hand (giving you the required four groups-of-three and a pair) or when someone has discarded a tile which completes your hand and your hand meets the required minimum score (if applicable), this button lights up. Simply press the Win button to claim the tile and proclaim "Mah-Jongg" (also called "going out").

Be careful, though – make sure you are aware of the rules in effect in the game you are playing. If the Minimum Score option is not set at zero Points ("Chicken hand") and the False Declaration Penalty is on, the Win button is always lit up! You should only declare a win if your hand will score enough points, otherwise you may incur a penalty!

When any player goes Mah-Jongg, the Mah-Jongg Results box is displayed. Study the Results to learn more about how hands are scored, and you'll be on your way to developing your own strategy for playing.

Mah-Jongg Scoring

Shanghai: Dynasty will automatically score winning Mah-Jongg hands. However, players who play games where the Minimum Score option is not set at zero points (Chicken Hand) need to know how to score their own hands. If the False Declaration Penalty option is on, and you go out with a hand that does not meet the necessary minimum score, you will not only fail to win the hand, but you will be penalized and some of your points will be taken away.

To score your own hand as you play, simply add up the points shown below for the Pongs and Kongs in your hand.

Here is a summary of Mah-Jongg scoring:

Chinese Game

Points:

Mah-Jongg	20
Exposed Pong of Simples	2
Concealed Pong of Simples	4
Exposed Pong of Terminals	4
Concealed Pong of Terminals	8
Exposed Pong of Honors	4
Concealed Pong of Honors	8
Exposed Kong of Simples	8
Concealed Kong of Simples	8
Exposed Kong of Terminals	16
Concealed Kong of Terminals	32
Exposed Kong of Honors	16

Concealed Kong of Honors	32
Flower	4
Season	4
Pair of Dragons	2
Pair of Prevailing Wind	2
Pair of Own Wind	2
Sweep	2
Going Out on Self-Drawn Tile	2
Completing A Pair to Go Out	2
One Chance Chow	2
Non-Scoring Hand	10
Bouquet of Flowers	1000
Bouquet of Seasons	1000

Doubles:

Pong of Dragons	1
Pong of Own Wind	1
Pong of Prevailing Wind	1
Own Flower	1
Own Season	1
Clean Hand	1
Pure Hand	3
All Honors	3
No Chows	1
Going Out on Loose Tile	1
Going Out on Last Tile	1
Robbing the Kong	1
Fully Concealed Hand	2

Limit: 300 (East pays and receives double)

Opening stake: 2000

Western Game

Points:

Mah-Jongg	20
Exposed Pong of Simples	2
Concealed Pong of Simples	4
Exposed Pong of Terminals	4
Concealed Pong of Terminals	8
Exposed Pong of Honors	4
Concealed Pong of Honors	8
Exposed Kong of Simples	8
Concealed Kong of Simples	8
Exposed Kong of Terminals	16
Concealed Kong of Terminals	32
Exposed Kong of Honors	16
Concealed Kong of Honors	32
Flower	4
Season	4
Pair of Terminals	2
Pair of Dragons	2
Pair of Winds	2
Sweep	2
Bouquet of Flowers	1000
Bouquet of Seasons	1000

Doubles:

Rounding before doubles	Yes
Pong of Dragons	1
Pong of Winds	1
Pong of Prevailing Wind	1
Own Flower	1

Own Season	1
Clean Hand	1
Pure Hand	3
Going Out on Loose Tile	1
Fully Concealed Hand	1
Concealed Hand	1
Prevailing Flower	1
Prevailing Season	1

Limit: 500 (East pays and receives double)

Opening stake: 10000

Definition of Scoring Terms

- Prevailing Wind – Wind of the Round (look at the Round Wind marker on screen to see which wind is prevailing). First round is East, then South, West, and North (same as order of play).

- Own Wind – Your own Wind (look at the compass direction written after your name on screen to see which one is your own).

- Own Flower (Own Season) – Winds correspond to the numbers on the Flower and Season tiles thusly: E=1, S=2, W=3, N=4. E-S-W-N (the order of play). So if your own Wind is South, and you get a Flower or Season with a 2 on it, you earn a Double if you go Out.

- Sweep – Making a Pong or Kong or Chow from East's first discard.

- Loose Tile – Tile drawn from the back of the wall (to replace a tile lost from the hand to meld a Kong, Season, or Flower).

- One Chance Chow – Filling a Chow with the one possible tile. For example, if you have a 6 and an 8, and you go Out on a 7, or if you have an 8 and a 9, and you go Out on a 7.

- Non-Scoring Hand – If you get 20 points for going Out but no other points at all, and no Doubles, you get 10 points added to the 20.

- Bouquet of Flowers – Having all four Flowers, 1, 2, 3, 4. Same points for all four Seasons. You will see a neat row of four tiles when this happens (it's very rare).

- Clean Hand – One suit with Honors. To qualify for the Double, there must be no more than one Chow in the hand.

- Pure Hand – One suit (no Honors). To qualify for the three Doubles, there must be no more than one Chow in the hand.

- Robbing the Kong – If a player draws a tile which he adds to a melded Pong, and another player can use that tile to go Out immediately, that player can claim the tile, go Out, and double his score.

- Limit – If your hand scores more than 300 points in the Chinese game or 500 points in the Western game, your score tops off at the limit. Unless East is involved: East can receive double the limit (and East has to pay double the limit).

- Rounding Before Doubles – If a player's score is not divisible by ten, then the score is rounded up to the next multiple of ten (if the score is 48, it's rounded up to 50). Then that number is doubled as applicable.

- Concealed Hand – When you have 13 tiles in your hand (no melded groupings) and go Out on a discarded tile.

- Fully Concealed Hand – When you have 13 tiles in your hand (no melded groupings) and go Out on a self-drawn tile.

Printing the Mah-Jongg Results

Shanghai: Dynasty does not have any built-in printer drivers, but your computer probably does. If you want to print Mah-Jongg results, follow these steps:

Printing Mah-Jongg results in Windows 95

- When the Results box is displayed on screen, press the **Print Screen** button on your keyboard.

- Switch to MSPaint, the picture accessory that comes with Windows 95 or any other paint program (you do not need to quit *Shanghai: Dynasty*). If your monitor is set to a resolution higher than 640x480, you can go to MSPaint by using the Start button\Programs\Accessories. If your monitor is set to 640x480 resolution, you can minimize *Shanghai: Dynasty* by moving the cursor to the top of the screen and then clicking on the Minimize button, then you can use Start to navigate to MSPaint.

- In MSPaint, you can Paste by using Edit\Paste, or by hitting **Ctrl-V**.

- Now you can print or save the picture. You can use any of a variety of widely available graphics utilities to crop the picture or convert it to a picture format that doesn't take up as much hard disk space as a .BMP file does.

Printing Mah-Jongg results on a Macintosh

- When the Results box is displayed on screen, press **Command-Shift-3** (hold in the Command and Shift keys while pressing the 3 key on your keyboard) to make a snapshot.

- Hide *Shanghai: Dynasty* by going to the upper right corner of the screen, where you will find an option to do this (no need to quit the game).

- Look in the root directory of your hard drive for the file "Picture1." This is the snapshot you just made. If you made multiple snapshots, each one is assigned a higher number.

- Open the picture with a graphics program (more info on graphics programs can be found elsewhere in this manual). Once you are looking at the results box in a graphics program, you can print it.

The Chinese Game

It is said that in China, Mah-Jongg has been played one way for 1000 years; in the Western world, Mah-Jongg has been played for one year in 1000 ways. This is somewhat exaggerated, but it makes a point. The point is that there are many different ways to play Mah-Jongg, so *Shanghai: Dynasty* offers some options. When you click on the Chinese option in the Mah-Jongg Game Setup dialog box, you will see the following dialog box which gives you different options for the Chinese Mah-Jongg game:
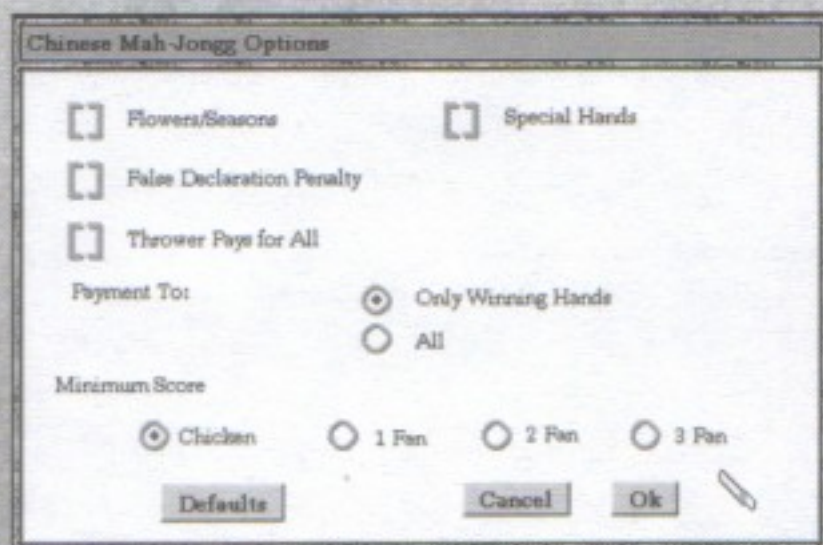
Flowers/Seasons

In Chinese Mah-Jongg, the Flowers and Seasons are optionally used to give a player extra points. If you draw a Flower (or Season; for simplicity's sake these are usually referred to as just Flowers), it is immediately placed in your meld area and replaced by a tile from the back end of the Wall.

Then if you go out, you'll get four points for any Flowers you drew. If a Flower that you drew matches your seat, and you go out, your score is doubled. Flowers numbered 1 match East, Flowers numbered 2 match South, Flowers numbered 3 match West, and Flowers numbered 4 match North. E-S-W-N = 1-2-3-4 (ESWN is the order of play around the table). If you get four Flowers in a row (all the Seasons or all the Flowers), you get 1000 points immediately.

Special Hands

Choosing this option allows you to score big points if you go out with any of a number of special tile combinations. See the *Special Hands* section of this manual or the Reference Card for an illustration of the Special Hands.

False Declaration Penalty

If you declare Mah-Jongg, and it is seen that your hand is either not a winning hand or below the minimum score, then you have to pay big bucks to all the other players. The hand is over. When this option is on, the Win button is always lit up – be careful!

Thrower Pays For All

If you're the one who discards a tile that lets somebody win, you have to pay for everybody else if this option is checked.

Payment To: All/Only Winning Hands

Check one of these options to determine who will get points at the end of a hand or round. Normally, only the player who goes out receives points (Only Winning Hands). If All is checked, then all players' hands are scored regardless of whether the player went out or not.

Minimum Score

Allows you to set the level of skill for the game. Our default setting is Chicken Hand (you can go out on a Zero Fan, or zero doubles, hand). Users can choose up to a maximum of a 3-Fan (three doubles) minimum hand as they improve their skills. For more information on Scoring Mah-Jongg, see the *Scoring Mah-Jongg* section.

Reset To Default

Clicking on this button resets all the settings of the Chinese game to their "factory" settings.

The Western Game

It should be noted that, in the United States, there are three different sets of "American" Mah-Jongg rules: National Mah-Jongg League, Wright Patterson, and common or "universal" Western rules. Since 1920 when Joseph P. Babcock introduced the game to the United States, the game has gone through quite an evolution, and has branched out into several different evolutionary branches. The National Mah-Jongg League and the Wright Patterson Air Force Base Officers" Club both publish different uniquely "American" rules for Mah-Jongg; their rules are available by mail from those associations (they are not usually available in bookstores). The rules used in *Shanghai: Dynasty* are instead the rules which can commonly be found in Mah-Jongg books readily available in bookstores throughout the English-speaking world. You can learn about Mah-Jongg books later in this manual.
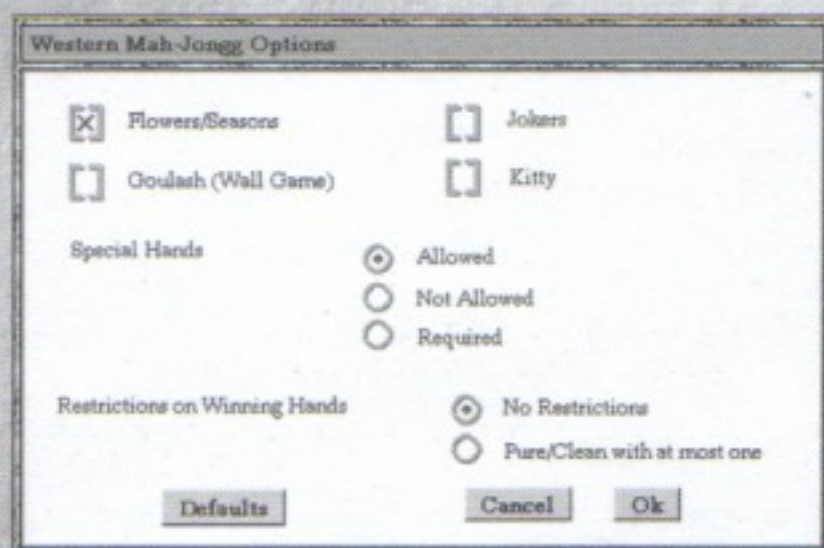
When you click on the Western option in the Mah-Jongg Game Setup dialog box, this dialog box will appear, giving you the different options you can select for the Western game:

If you are used to playing Mah-Jongg by NMJL or WPAFB rules, you can choose the Special Hands Required option and select Jokers to approximate the NMJL game, and Special Hands Allowed to approximate the WPAFB game.

Charleston

One of the distinctive features of the Western game is the Charleston. This is a very important aspect of the Western game – the player can mold and shape the hand in this phase. After the deal, and before play begins, players exchange tiles with each other by passing three tiles to a player (and receiving three in turn, from another player) in this order: to the player on the right, across, and left. The tiles are automatically passed to that player by the computer. The game automatically passes you A.I. players' tiles – you need to highlight three tiles in you hand and press **Pass**.

A "blind pass" of one, two, or three tiles is permitted on the last pass of the Charleston: for example, if you have only two tiles that you want to exchange with your neighbor, then you can click those two tiles, and one of the three face-down tiles passed to you by your other neighbor. The highlighted tiles will be passed on to your exchange partner.

Flowers/Seasons

A Flower (a term used to cover both Flowers and Seasons) is worth four points, and a Bouquet (all four Flowers, or all four Seasons) is worth 1000 points, paid immediately upon melding it.

Jokers

As you might guess, Jokers are "wild tiles" which can be used to represent any other tile. Jokers can be used to fill out a Pong or Kong or Chow, but never to fill a pair or stand in for a single tile (such as the "8" in "1861" for the Civil War hand). When playing Special Hands Required, Jokers are just about essential – unless you and your opponents are all extremely skilled and patient!

Melded Jokers can be redeemed on a player's turn – if an opponent has a melded Pong of East Winds, for example (and one of the tiles is a Joker), and you have an East Wind tile, then when it's your turn (after you draw but before you discard), you can highlight your East Wind tile, then click on the melded Joker, to add the Joker to your hand. Effectively, your opponent keeps his/her melded Pong and you get a wild tile to meld into something of your own later. If you redeem a Joker you may hold it in your hand until you can use it in a meld or a win.

Discarded Jokers cannot be taken – "down is dead." When a player discards a Joker (something a player might want to do towards the end of the game, when his options are limited and he wants to make sure nobody else wins), the discard is regarded as being identical to the previous discard. For example, if West dis-

cards an Eight Bam, and North then follows up by discarding a Joker, the Joker is regarded as being an Eight Bam. If East then wishes to claim the Eight Bam for a Pong, Kong, or Chow, he may take the Eight Bam (not the Joker). Jokers cannot be passed during the Charleston.

Goulash (Wall Game)

When a game is played "to the wall" (all the tiles are drawn and nobody wins), a Goulash occurs. Essentially, another hand is played (starting with a Charleston). East remains East throughout the Goulash but the deal passes after the hand is complete, no matter who wins.

Kitty

Players ante up 100 points at the beginning of a hand; player can only claim the Kitty if his hand is all Pong or all Kong. Additionally, more money can go in the kitty if a Goulash (Wall Game) occurs.

Special Hands (Allowed/Not Allowed/Required)

The main characteristic of the American game that differentiates it so much from the Chinese is in the variety of special hands available for play. The Chinese game recognizes around 20 ways of going out. In the various English-language books on Western/American Mah-Jongg you will find many special hands described. *Shanghai: Dynasty* supports 50 special hands which are fairly widely described in those books. For more information on the Special Hands recognized in *Shanghai: Dynasty*, see the *Special Hands* section and the reference card.

For novice players, we recommend not selecting Special Hands Required nor selecting Jokers. Once you have mastered the basics of Mah-Jongg, you can graduate to the required use of special hands – we further recommend that you turn Jokers on when you go this route.

Restrictions on Winning Hands (No Restrictions/ Pure With At Most One Chow)

After you have mastered the game and want to increase the challenge, you can restrict play to require that any winning hand must be "pure" (all one suit and with no Honors) with no more than one Chow allowed.

Reset To Default

Checking this option resets all options back to their "factory" settings.

Playing a Complete Game of Mah-Jongg

A complete game of Mah-Jongg consists of four rounds. Each round has its own special wind, and all four winds must be played for a hand or a round to be complete. A round is complete when the deal has passed completely around the table. The deal passes around the table only if the dealer (East at the beginning of the game) does not win that hand. So a complete game of Mah-Jongg normally consists of sixteen or more hands. This should give you enough information to begin playing Mah-Jongg. There are many fine points you'll need to learn (all described hereafter), but if you are just starting, you should jump right in and play against A.I. players and observe what goes on. When you have questions, consult this manual or the onscreen Help menu's Rules And Strategies feature.

When playing offline (against A.I. opponents only), you can save an unfinished game and continue again at a later time. When playing online (against other people), you will most likely play as many hands as the four of you can manage – saving is not possible when playing online.

Strategies For Playing Mah-Jongg

- Keep a Pair. It's harder to make a pair if you have only one tile than it is to make a Pong if you have a pair. So if you have a pair, don't be too quick to claim a matching tile to form a Pong.

- Have Patience. When first learning to play, it's typical to grab every opportunity to meld a Pong or Chow. In the early stages of a game, you should instead keep in mind that there are a lot of good tiles available for drawing from the Wall – and by not melding your tiles, you don't clue everyone as to what you're doing, and you stand a chance to get a Concealed Hand.

- Be Flexible. As you build your hand, be ready to abandon your earlier thinking about how to build it as you see what kind of tiles others are discarding. If you are playing Western Mah-Jongg with restrictions on winning hands, don't be too quick to form your only Chow; there will be other chances.

- Don't Let Someone Else Win. As much as you want to go out yourself, sometimes it's wiser to keep anybody else from winning. Watch the discards and watch the Wall. If the number of tiles in the Wall is getting low, don't discard any tiles which you do not see in the discard area.

- Watch the number of tiles in the Wall (at the lower right corner of the screen). As it approaches zero, the tension increases – and it's more important to be careful what you discard when there are fewer tiles in the Wall.

Some Answers to Commonly-Asked Mah-Jongg Questions:

Q: I am new to the game of Mah-Jongg: is there a tutorial for learning how to play?

A: There are many ways that players new to the game of Mah-Jongg can learn how to play:

1. This manual: it provides step-by-step information on starting a game, options, and strategies.

2. Rules & Strategy in the Help menu: it also contains step-by-step instructions and information.

3. The Status/Hint Box: once you are in the game, the Status box under the Action bar will display useful information on what actions have taken place in the game and what you need to do. If you click on the box, you will get more helpful hints and information on what you need to do.

4. The Action Bar: the buttons will light up when you can take an action, so keep your eye on it.

5. Suggest A Move: you can either select this in the Help menu or by typing **Ctrl-M**. The computer will suggest an action for you (it may not ultimately help you win, but it will certainly keep you going…).

6. Context-sensitive information: right-clicking on the tiles (anywhere on the table) will give you some information on their status, and what you may be able to do with them.

7. "The sink-or-swim" method: just start a game and click on anything. You'll find out how the game moves by watching other players' actions, watching the Action bar and what buttons light up, and by reading the messages in the Status/Hint box.

Q: How do I know when it's my turn?

A: Look on the screen to see whose name is highlighted in yellow. Also, you will know that it's your turn if you have 14 tiles in your hand. If you're playing online (against other human players), you will know soon enough when the other players hit the Urge button and tell you to "Play." When playing against A. I. opponents offline, it's your turn most of the time.

Q: The game has started, the tiles are dealt, and I have a bunch of tiles in my hand. What do I do next?

A: 1. First, look to see if it's your turn, by looking at your name at the bottom of the screen on the left. (If your name is highlighted in yellow, it's your turn). If it's not your turn, wait for your turn.

2. If it's your turn, then you need to draw and discard a tile. Drawing happens automatically if the player to your left discards a tile that you cannot claim. Look at the Action bar to see which buttons are lit up (the Discard button should be lit and you should have 14 tiles, one of which is highlighted). To discard, click on a tile to select it, and then click on the **Discard** button or click on the tile again. After discarding a tile, you have three seconds to change your mind. Click on the discarded tile while it's flashing to take it back.

Q: I need to discard a tile. What tile should I discard?

A: 1. Click on the **Status/Hint** box for additional instructions or more information.

2. First, look at your hand and see what tiles you have in each suit, and which tiles you cannot use to make a Chow, Pong, or Kong (see the explanation of suits, terms, and examples in the manual). Discard a tile that is least useful (that seems to be "by itself") and that you have the least chances of doing something with. For example, if you have a 3 Dot in your hand, and there are three 3 Dot tiles already discarded or in someone's exposed melds, then you will have less chances of making a Pong with your 3 Dot (unless you have Jokers) and you will not have a chance of making a Pair with it. Discard it.

3. If still not sure, click on **Suggest a Move** in the Help menu. The computer will suggest a tile that you can discard, based on what it "thinks" is a reasonable strategy.

Q: The Pass button is lit up in my Action bar, but I know it's not my turn. What's going on?

A: If you're playing offline (only against A.I. players), that means you can use the tile that has just been discarded. Check what other buttons are lit in the Action bar, and see what action is available. If you don't want to claim that tile, then just click **Pass** to let the computer know that you're not interested in

claiming that tile (see the manual for more information on Claiming Discards) and to let the other players take their turns.

If you're playing online (against other human players), then you need to press the **Pass** button every time a player discards a tile, to signal that you are not thinking about claiming that tile and to keep the play going. If you don't do that quickly enough, other players will hit the Urge button to tell you to hurry. If you take too long, the computer will take over for you.

Q: Someone discards a tile and I can use it. What do I need to do?

A: 1. First of all, see if it's your turn (the player whose name is highlighted).

2. If it's not your turn, check to see if these buttons on your Action bar are lit: Pong/Triple, Kong/Quad, or Win. If any of them are lit, then check your hand to see where you can use that tile (see this manual for explanations of terms and rules), then click on the button to claim the tile (see the section *Claiming Discards* in this manual).

3. If it's your turn (if your name is highlighted in yellow), then check to see if these buttons on your Action bar are lit: Chow/Sequence, Pong/Triple, Kong/Quad, and Win. If any of them are lit, then check your hand to see where you can use that tile and click on that button to claim the tile (see this manual for explanations of terms and rules and the *Claiming Discards* section for rules on claiming discards).

4. If it's not your turn and none of the above-mentioned buttons are lit, then you cannot claim that discarded tile (see Rules & Strategy in the Help menu for more information, or check this manual).

Q: I think I have a winning hand. What do I need to do?

A: It is a good idea to read this manual or the Rules & Strategy prior to starting to play, to see what constitutes a winning hand, and what options apply. If you have already done this, follow the steps below:

1. Check if the Win button is lit up on the Action bar. (But be careful: If you're playing the Chinese Rules and you have selected the False Declaration Penalty option, the Win button will always be lit, regardless.)

2. If the Win button is lit and False Declaration Penalty option is OFF, then click on Win and "your" voice will declare a win, and the score box will appear.

3. If the Win button is not lit and you think you have a Special Hand, then check the *Special Hands* section in the manual or on the Reference Card to see if your Special Hand is recognized by the game. If it's not on the list, then the game does not support that hand.

4. If the Win button is not lit, then check the tiles in your hand to see if the hand scores the required minimum. If below the required minimum, then you can't win (see the manual or Rules & Strategy for more information).

Q: I'm not sure what rules I want to play: Chinese or Western. How do I know which one I want?

A: 1. Read the manual or Rules & Strategy for a description of the basic game, and the various options offered by each rule. The Chinese game is easier to learn; this game is the basic game from which most other ways of playing evolved. The Western game is a little more complicated. If you want to play using actual tiles on an actual table, against three other people, then you should probably select the game that most closely resembles the rules used by those people.

2. If you still don't know what to choose, just click **OK** in the Mah-Jongg Game Set-up box and a game will start, according to the default settings. By playing that game a little and by trying different options, you will learn about the differences in rules. The default setting is the Chinese game.

3. If you start playing a game offline and you change your mind about the settings you picked, go to the **Games** menu, select **Mah-Jongg**, and the Mah-Jongg Game Set-up dialog box will appear. You can select new options and start a new game.

Special Hands

This section illustrates the special hands recognized by *Shanghai: Dynasty*. There are many other special hands recognized by players around the world; we wanted to allow for the most widely recognized or most "logical" patterns. And we have also added one new special hand in recognition of the history of Hong Kong, which has been very important to the history of Mah-Jongg.

Special hands are used most widely in the Western game. The Chinese game recognizes a small number of special hands. In the West, some players require special hands – that is to say, a normal legal hand of chows and pongs and a pair does not qualify for a win. When playing "special hands required," it is recommended to play with the Jokers (otherwise, most players believe that Jokers make the game too easy). Some players prefer to play without special hands. Most players allow their use and just award bonus points when one is attained.

Sometimes you can find a special hand described one way in one book, and find a different description of that hand in a different book – or find the same hand with two different names. And sometimes even different spellings. Sometimes "honors" are considered as including only Winds and Dragons – sometimes as including Winds and Dragons and Terminals. Mah-Jongg players have to be flexible! The hands are shown here in their natural state (without Jokers).

By their very nature, many special hands must be concealed. It is not possible to meld (expose) a pair or a single "unconnected" tile during the course of play, and "knitted" pongs or pairs also cannot be melded. Each of the hands below is marked as to whether it is Concealed or Exposed, and how much it earns.

Jewel Hands

To understand the "jewel" hands it is important to keep two concepts in mind. Firstly, the Bams suit is comprised of "green" tiles (2, 3, 4, 6, 8) and "red" tiles (1, 5, 7, and 9) – for the purposes of the Jewel hands, the other suits also are broken into identical groups.

The Green Bams
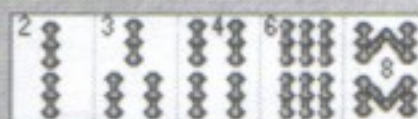
The Red Bams

Secondly, in Western Mah-Jongg each suit is associated with a dragon. The Red Dragon is associated with the Craks (and, in the case oV200

f Ruby hands, with the Red Bams), the Green Dragon is associated with the Bams, and the White Dragon is associated with the Dots.

Craks	Bams	Dots
Red Dragon	Green Dragon	White Dragon

For this reason, the tiles in your hand are sorted differently when you play Shanghai: Dynasty's Mah-Jongg game depending on whether you have chosen the Western rules or the Chinese rules (in the Chinese game there is no association between suits and Dragons). Also, Chinese players sort the winds ESWN (to match the order of play) but Western players sort them NEWS.

The concepts of "player's own wind" and "round wind" are significant. Each player (seat) is associated with a wind, and each round is associated with a wind. The associations change as the game progresses (always in the order ESWN).

Jade Hand

Exposed	Limit	Western game
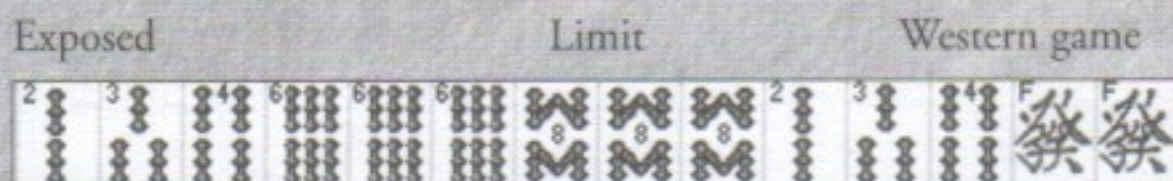
Pongs (or Kongs) and/or Chows of green Bams with a pair of Green Dragons.

Note: Some players require this hand to contain no more than one Chow, but *Shanghai: Dynasty* allows multiple Chows in the Jade Hand. Keep in mind that when you have multiple Chows concealed in the hand (the same hand as seen above), the sorting does not separate the Chows as seen above.
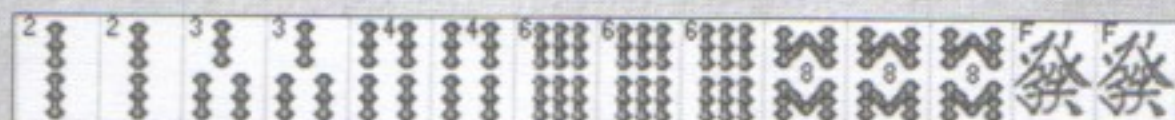
This is how a pair of 2-3-4 Chows would look when concealed in the hand.

Imperial Jade

Exposed	Double Limit	Western and Chinese games

(Also called: Jade Dragon)
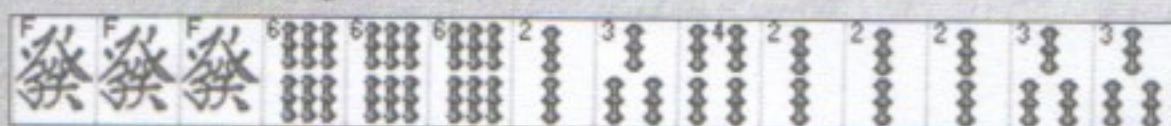
Pongs or Kongs (may include no more than one Chow) of Green Dragons and Green Bams, with a pair of Green Bams.

Pearl Hand

Exposed	Limit	Western game

Pongs or Kongs or chows of 2, 3, 4, 6, 8 of Dots, with a pair of White Dragons.

Pearl Dragon

Exposed	Double Limit	Western and Chinese games

Pongs or Kongs (may include no more than one Chow) of White Dragons and 2, 3, 4, 6, 8 Dots with a pair of Dots (those numbers only).

Ruby Hand

Exposed	Limit	Western game

Pongs or Kongs of Red Bams with a pair of Red Dragons.

Imperial Ruby

Exposed	Double Limit	Western and Chinese games

(Also called: Royal Ruby)

Pongs or Kongs of Red Dragons and Red Bams, with a pair of Red Bams.

Ruby Jade

Exposed	Limit	Western game
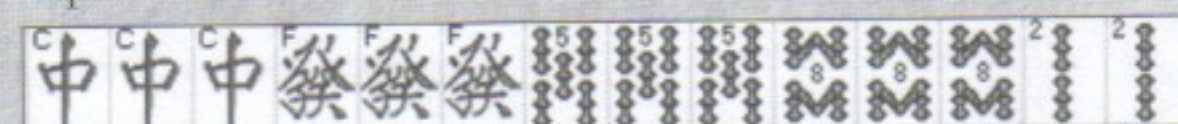
Pongs or Kongs of Red Dragons, Green Dragons, Red Bams, and Green Bams, with a pair of any Bams.

Ruby Crack

Exposed	Limit	Western game

(Also called: Red Coral)

Pongs or Kongs (Chows allowed) of 2, 3, 4, 6, 8 Craks and Red Dragons. Pair of any of those particular tiles.

Pair Hands

Dirty Pairs

Concealed	Half Limit	Western and Chinese games

(Also called: Small Seven Pairs)

Seven pairs of anything.

Clean Pairs

Concealed	Limit	Western and Chinese games

Seven pairs in one suit (Winds or Dragons allowed).

All Pair Honors

Concealed — Limit — Western game

Seven pairs of Terminals, Winds, and/or Dragons only.

All Pair Terminals

Concealed — Limit — Western game

(Also called: Earthly Twins)

Seven pairs of Terminals only (Kong is counted as two pairs if concealed).

Honorable Twins

Concealed — Limit — Western game
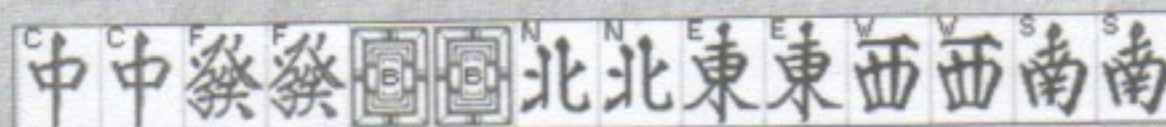
A pair of each Wind and each Dragon.

All Pair Jade

Concealed — Limit — Western game

Pairs of Green Bams and Green Dragons (Kong is counted as two pairs if concealed).

All Pair Ruby

Concealed		Limit						Western game			

Pairs of Red Bams and Red Dragons (Kongs are counted as two pairs if concealed).

All Pair Ruby Jade

Concealed		Limit						Western game			

Pairs of Green Dragons, Red Dragons, Green Bams, and Red Bams.

Gertie's Garter

Concealed		Limit						Western game			

1-7 in any two suits. This can also be thought of as 7 sequential "knitted" pairs in any two suits. "Knitting" refers to the matching of identical numbers across multiple suits.
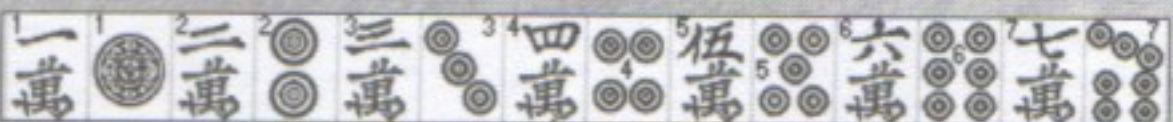
Gertie's Garter seen as sequential knitted pairs.

Knitting

Concealed	Half Limit	Western game

Any seven "knitted" pairs in any two suits. No Winds or Dragons. Shown here as it might look in the hand.

Dragon's Breath

Concealed	Limit	Western game
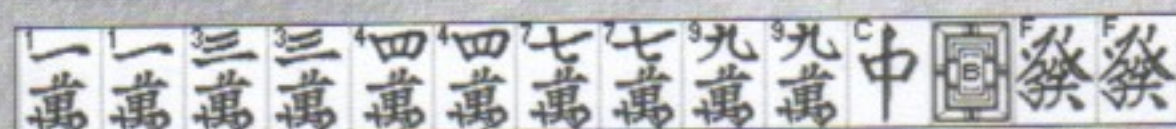
Five pairs in any one suit, plus one of each Dragon, plus any one Dragon (making for one Dragon pair).

Sequence Hands

Wriggly Snake

Concealed	Limit	Western game

(Also called: News Hand, News Line-up)

1-9 in one suit plus NEWS plus any Wind (making for one paired Wind).

Grand Sequence

Concealed	Limit	Western game
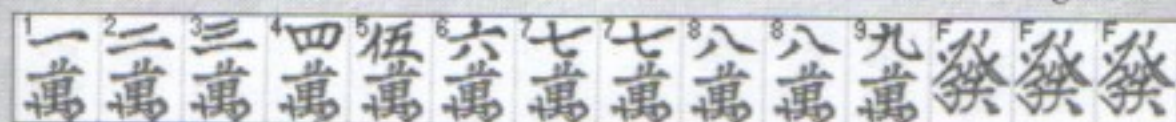
1-9 in one suit plus a Pong of any Dragon plus any other 2 tiles from the same suit (making for two paired tiles in the suit). Here it's shown as it might look in the hand.

Greta's Garden

Concealed	Limit	Western game

1-7 in one suit plus NEWS plus one of each Dragon.

Dragon's Tail

Exposed	Half Limit	Western game
Concealed	Limit	Western game

(Also called: Honor Line Up)

1-9 in one suit plus a pair of Dragons and a Pong of Winds (or a pair of Winds and a Pong of Dragons).

Five Odd Honors

Concealed	Half Limit	Western game

1-9 in one suit plus five single Dragons and Winds in any combination (must not be any pairs). Shown above as it might look in the hand.

Run, Pung, and a Pair

Concealed	Limit	Western game

1-9 in one suit plus a Pong and a pair in the same suit (effectively making for a Kong and a Pong in the grouping). Shown above organized as a run, a Pong (also called a "pung"), and a pair.

Run, Pung, and a Pair as it might look in the hand.

Gate Hands

Confused Gates

Concealed	Limit	Western game

Pong of ones in one suit, 2-8 in another suit, and a Pong of nines in the third suit.

Heavenly Gates

Exposed	Half Limit	Western and Chinese games
Concealed	Limit	Western and Chinese games

(Also called: Nine United Sons, Nine Connected Sons, Nine Gates)

Pong of ones and nines, plus 2-8, all in one suit.

Dragon Gates

Concealed	Limit	Western game
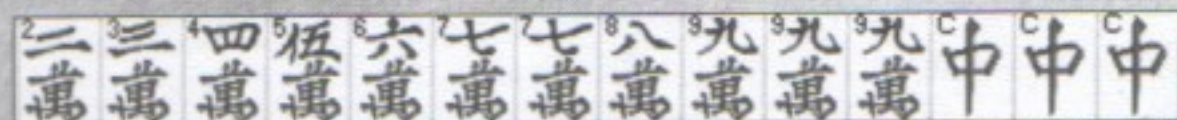
Pong of any terminal, 2-8 of same suit, and Pong of associated Dragon (see previous discussion of how Dragons are associated with suits).

True Gates

Concealed	Limit	Western game
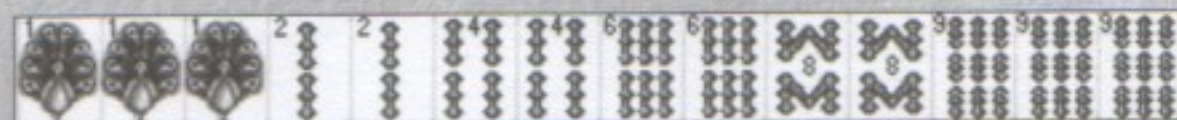
Pong of ones, Pong of nines, plus pairs of 2, 4, 6, 8 all in one suit only.

Number Hands

Chop Suey

Concealed									Limit			Western game	

Chows of 1-2-3 in all three suits, plus NEWS plus any Wind (making for one pair of Winds).

Sukiyaki

Concealed			Limit			Western game	

Chows of 4-5-6 in all three suits, plus NEWS plus any Wind.

Chow Mein

Concealed			Limit			Western game	

Chows of 7-8-9 in all three suits, plus NEWS plus any Wind.

Numbers Racket

Exposed	Double Limit	Western game

(Also called: Parallel Hand, Tri-Numbers)

Pongs of the same number in all three suits, plus a Pong of Winds and a pair of Dragons (or a Pong of Dragons and a pair of Winds).

Lil

Concealed	Limit	Western game

1-2-3 in one suit, 4-5-6 in another suit, and 7-8-9 in the third suit, plus NEWS and any Wind.

Down You Go

Concealed	Double Limit	Western game

(Also called: Descending Even)

Kong of twos, pong of fours, pair of sixes, and one eight all in one suit, plus NEWS.

Up You Go

Concealed	Double Limit	Western game

(Also called: Ascending Even)

One two, pair of fours, Pong of sixes, and Kong of eights all in one suit, plus NEWS.

Honor Hands

All Winds and Dragons

Exposed	Limit	Western and Chinese games
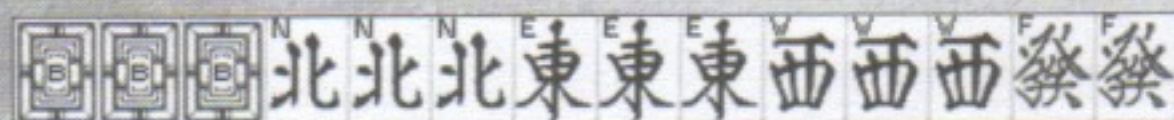
Pongs or Kongs and a pair of Winds and Dragons only.

All Honors

Exposed	3 Doubles	Western and Chinese games

Pongs or Kongs and a pair of Winds, Dragons, and Terminals.

Heads and Tails

Exposed	Limit	Western and Chinese games

Pongs or Kongs and a pair of ones and nines (Terminals) only.

Unique Wonders

Concealed	Double Limit	Western and Chinese games

(Also called: Thirteen Orphans, Thirteen Impossible)
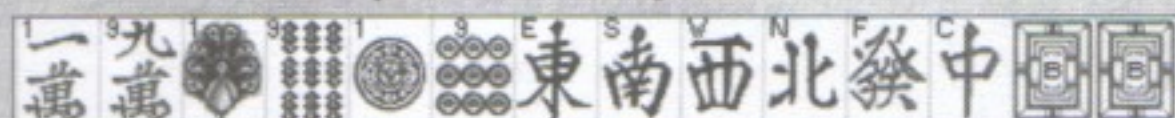
A one and nine of each suit (effectively, a "knitted pong" of ones and nines) plus NEWS plus one of each dragon plus one additional tile of any of the above (effectively making one pair in the hand).

Windy Dragons

Exposed	Limit	Western game

A pair of each Wind plus two Pongs of Dragons.

Big Three Dragons

Exposed	Limit	Western and Chinese games

(Also: Three Great Scholars)
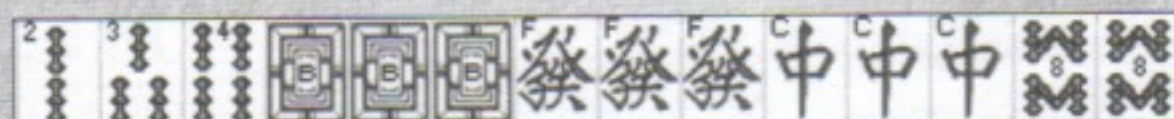
Pongs of all three Dragons, plus any Pong or Chow plus a pair in the same suit (or a pair of Winds).

Big Four Winds

Exposed	Limit	Western and Chinese games

(Also called: Four Blessings)

In the Western game, Big Four Winds must be four Pongs of Winds plus a pair of anything. In the Chinese game, one of the Winds can be a pair (but the player's Own Wind must be one of the Pongs).

Gone With the Wind

Exposed	Double Limit	Western game

Pongs or Kongs of all four Winds plus a pair of Dragons.

Windy Chows

Concealed	Half Limit	Western game

A Chow in each suit plus NEWS plus any Wind tile (making a pair of that Wind).

Odds & Ends

Triple Knitting

Concealed	Half Limit	Western game

(Also called: Crochet)

Four "knitted" Pongs plus a knitted pair. As described previously, "knitting" is the practice of matching numbers in different suits.

Triple Knitting as it would be seen in the hand.

Christmas

Exposed	Double Limit	Western game

Pongs of twos and fives (for "25") in one suit, a Pong of Red Dragons, a Pong of Green Dragons, and a pair of White Dragons.

Civil War

Concealed	Double Limit	Western game

1861 in one suit, 1865 in another suit, plus Pongs of North Winds and South Winds.

Civil War as it might look in the hand.

Hong Kong

Concealed	Double Limit	Western game

1842 in one suit, 1997 in another suit, plus Pongs of East Winds and West Winds.

Hong Kong as it might look in the hand.

Note: this is a new special hand created for *Shanghai: Dynasty* in recognition of the importance of Hong Kong to the history of Mah-Jongg.

All Kong

(Also called: Four Fours)
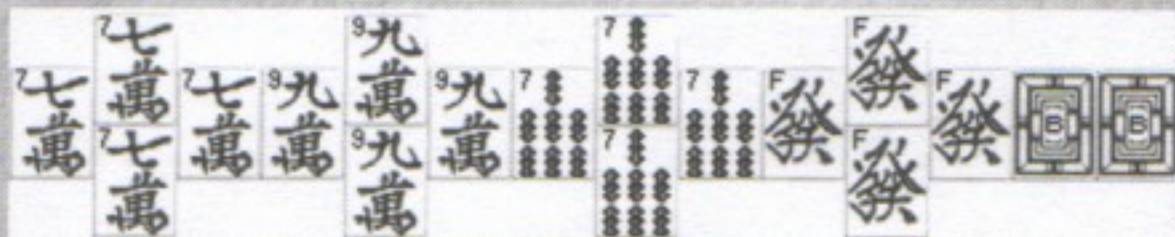
Four Kongs of anything plus a pair of anything. Note: some players require that all four Kongs be in the same suit, but *Shanghai: Dynasty* isn't quite so strict.

Using the Menus in Shanghai : Dynasty

When playing *Shanghai: Dynasty* with your monitor set to 640x480 pixels (the recommended setting since that way the game fills the screen), you can cause the menus to be displayed by moving the cursor to the top of the screen. What menus you see depends on what game mode you are playing. Many of the menus are unavailable when playing online (connected to other players via the Internet, Local Area Network, or modem).

File Menu

Wall of Fame...

The Wall of Fame keeps track of the top ten scores for games of Timed Shanghai, 2-Player, Tournament, Dynasty, Pandamonium, and Mah-Jongg. Click the applicable button to display the top ten scores for the game of your choice. Then, click the Exit Wall Of Fame button to continue your game.

To print the Wall Of Fame, follow these steps:

Printing the Wall Of Fame in Windows 95

- When the Wall of Fame is displayed on screen, press the Print Screen button on your keyboard.

- Switch to MSPaint, the picture accessory that comes with Windows 95, or any paint program (you do not need to quit *Shanghai: Dynasty*). If your monitor is running at a resolution higher than 640x480, you can go to MSPaint by using the Start button\Programs\Accessories. If your monitor is running at 640x480, you can minimize *Shanghai: Dynasty* by moving the cursor to the top of the screen and then clicking on the Minimize button, then you can use Start to navigate to MSPaint.

- In MSPaint, you can Paste by using Edit\Paste, or by hitting Ctrl-V.

- Now you can print or save the picture. You can use any of a variety of widely available graphics utilities to crop the picture or convert it to a picture format that doesn't take up as much hard disk space as a .BMP file does.

Printing the Wall Of Fame on a Macintosh

- When the Wall of Fame is displayed on screen, press Command-Shift-3 (hold in the Command or Apple key and the Shift key while pressing the 3 key on your keyboard) to make a snapshot.

- Hide *Shanghai: Dynasty* by going to the upper right corner of the screen, where you will find an option to do this (no need to quit the game).

- Look in the root directory of your hard drive for the file "Picture1." This is the snapshot you just made. If you made multiple snapshots, each one is assigned a higher number.

- Open the picture with a graphics program (more info on graphics programs can be found elsewhere in this manual). Once you are looking at the Wall of Fame in a graphics program, you can print it.

To clear the Wall of Fame (if the Wall of Fame got filled up by your visiting ten-year-old nephew, for instance, and his scores sit there forever out of your reach, mocking, MOCKING… er, ahem… sorry…) just look in the Dynasty folder (on your hard drive), find the .WOF file, and rename it or delete it. If you delete it, a new Wall of Fame will be created.

New Game

Select this option to start a new game of the currently selected game (re-shuffling the Shanghai tiles, or re-dealing the Mah-Jongg tiles).

Back One Move

Choose this option to replace the last pair of tiles you removed. You can keep replacing tiles all the way to the start of the game if your heart so desires. This option is grayed out until you make at least one move, of course. Back One Move is not available in all game modes (it is not available in any multi-player game, Tournament, or Mah-Jongg).

Find A Match

If you need help finding a match, select this option and the computer will highlight a match for you. This option is not available in all game modes (it is not available in any multi-player game, Tournament, or Mah-Jongg).

Shuffle Tiles

Select this option to shuffle all the tiles remaining on the screen; this will give you a second chance at clearing the screen—but not a very clear conscience. This option is not available in all game modes (it is not available in any multi-player game, Tournament, or Mah-Jongg).

Load A Game…

This option lets you load a previously saved game. Just select **Load Game…** and locate the game you want to resume. Click **OK** to load the game. This option is not available when playing against other players online.

Save A Game...

You can always save a game in the middle of gameplay, and continue it later. Just name your game and file it in the folder of your choice. This option is not available when playing against other players online.

Pause Game

Select this option to pause any timed game, like Two-Player or a Tournament game. This option is not available in all game modes (it is not available in any multi-player game online, for example).

Quit Game

Select this option to quit *Shanghai: Dynasty*.

Preferences Menu

Timer

This option is available in Classic Shanghai only (essentially, it is another way to play Classic Shanghai). Selecting it allows you to start a timer which tells you how long it took you to clear a layout. Your ten best times are saved on the Wall Of Fame.

Music

This option lets you turn game music ON (checked) or OFF (no check mark).

Sounds

Click this option to turn game sounds ON or OFF.

Tile Animation

Turn your tile animations ON or OFF during gameplay. (You may prefer to turn tile animations off during time-limit games, but while a tile animation is running, you can continue playing, clicking on yet more tiles.)

Background Picture

A background image appears automatically with each new Shanghai game; you can choose to leave the background image on while you play, or turn it off. When Background Picture is off, you get a solid-color background (the color differs for each tile set).

Cursor Effects

Turn Cursor Effects ON and your cursor will change when it's over a tile to let you know that that tile is free to be removed or not; turn this option OFF and you're on your own! This option only applies to Shanghai (tile-matching) games, not to Mah-Jongg.

Guaranteed Winnable

This option applies only to the Shanghai games (not applicable in Mah-Jongg). When this option is checked, every time the computer builds a new arrangement of tiles, the computer makes sure that there is at least one path to success. If you prefer the challenge of a purely random arrangement of tiles (which may or may not be winnable), you can turn this option OFF.

Prompts

Turn this option OFF if you do not need any onscreen prompts telling you how to play.

Tile Count

You can completely remove the info boxes (and achieve an uncluttered look) on the screen by turning Prompts and Tile Count OFF.

Arabic Numerals

This option only applies to the Mah-Jongg tiles (no matter whether used in a Shanghai game or a Mah-Jongg game). When this option is ON (checked), small Arabic numerals (and Roman letters) are displayed on the Mah-Jongg tiles. If you cannot read Chinese numbers, you should keep this option ON when playing Mah-Jongg.

Button Labels...

This option only applies to the Mah-Jongg game. You can choose to have the Mah-Jongg game interface buttons labeled with the Chinese terms (Pong, Kong, Chow) or the English terms (Triple, Quad, Sequence).

Reset to Default

Selecting this option resets all the Preferences to the "factory" settings.

Games Menu

New Game

Select this option to start a new game of the currently selected game option.

Classic Shanghai

Match tiles in the classic tradition of Shanghai. Click on this option to start a new one-player Classic Shanghai game.

Kids

Click here to play Classic Shanghai with smaller layouts, a helpful voice, and other kid-friendly features.

Tournament

Click on this option to start a new Tournament game. It's kind of like settling down to a nice thick novel – a Tournament consists of a series of 40 solitaire games of Classic Shanghai. It's the ultimate Classic Shanghai challenge!

2-Player…

Select this option to play a two-player game of Classic Shanghai against a friend (no A.I. opponents available), taking turns sharing one mouse.

Dynasty…

Click here to start a game against up to four A.I. opponents in which each player races to be the first to clear his/her/its layout. Power Tiles add to the excitement.

Pandamonium…

Play against up to four A.I. opponents simultaneously on one layout. You'll see why we call it "Pandamonium."

Mah-Jongg…

Play against three A.I. opponents in the centuries-old Chinese game. Choose Western or Chinese rules.

Multi-Player Connect…

Ready to play Dynasty, Pandamonium, or Mah-Jongg against real people? Click here and get ready for some serious online gaming.

Tiles Menu

For a change in scenery, or an enhanced or reduced challenge, you can play on one of nine themed tile sets (Shanghai games only; Mah-Jongg can only be played using the Mah-Jongg tiles, of course) – just pull down the Tiles menu to choose the tile set of your choice.

Custom Tiles…

If you have created or acquired any custom tile sets, click here to open a window to find and access them. To be viewed in this window, your custom set must be on a drive connected to your computer (floppy drive, hard drive, Zip drive, etc.). See Importing Custom Tile Sets, later in this manual.

Guide To Tile Sets…

This option will allow you to get a quick preview of the nine tile sets that come with *Shanghai: Dynasty*. A screen with one tile from each of the nine tile sets will be displayed. Just click on that tile to change your current tiles to that tile set. Click **Cancel** to exit the screen.

Layouts Menu

You can choose from 40 increasingly difficult Classic Shanghai layouts (which are also playable in Pandamonium and 2-Player), 17 layouts for Dynasty, or 11 layouts for Kids. Select the game first, and then the layout you'd like to play.

Create A Layout…

Want to try your hand at creating your own layout? Click here and you can. Discover what makes a layout easy or difficult.

Custom Layouts…

If you have created or acquired any custom layouts, click here to open a window to find and access them. To be viewed in this window, your custom layout must be on a drive connected to your computer (floppy drive, hard drive, Zip drive, etc.). Layout files have a .pat extension after the layout name.

Guide To Layouts…

This option will allow you to get a quick preview of the layouts that come with *Shanghai: Dynasty*. A screen will appear which shows the layouts and ranks them by difficulty. Just click on a layout to start a new game with that layout. Click the onscreen arrow buttons to view more layouts. Click **Cancel** to exit the screen.

Help Menu

Rules & Strategy…

Open Rules & Strategy by selecting it from the Help menu for a complete on-screen guide to playing the Shanghai: Dynasty games.

About…

Check this option for development, version, copyright, and credits information for *Shanghai: Dynasty*.

Note: In the Macintosh version, About… is found under the Apple menu.

Back One Move

This option is available only in Classic Shanghai and Kids' mode. Choose this option (or press **Ctrl-B** or **Backspace**) to replace the last pair of tiles you removed. You can keep replacing tiles all the way to the start of the game if your heart so desires.

Find A Match

If you need help finding a match in Shanghai, select this option (or press **Control-M**) and the computer will highlight a match for you.

Suggest A Move

(Mah-Jongg game only.) If you need help deciding what to do in Mah-Jongg, select this option (or press **Control-M**) and the computer will suggest an action for you. There's no guarantee that the computer's suggestion will give you an easy win, however. . .

Shuffle Tiles

Select this option to shuffle all the tiles remaining on the screen; this will give you a second chance at clearing the screen—but not a very clear conscience. Not applicable in the game of Mah-Jongg, naturally. This is only available in Classic Shanghai and Kids' mode.

Show All Moves…

(Shanghai game only.) Select this option and the computer will show you every possible pair you can remove at that specific point in the game.

X-Ray Mode

(Shanghai game only.) Wish you knew where that matching tile was? Select this option, then click on any tile to see through it with the help of your cursor's "x-ray" powers. Click that tile again to see through the next tile; click again and see through the next one under that and so on, until you see the background image. Select X-Ray mode again to resume gameplay.

Start Over

(Shanghai game only.) If you don't feel like you're off to a good start (but want to try the same tile arrangement again), select **Start Over** to restart your game using the same exact arrangement of tiles.

Keyboard Commands for Windows

New Game	**Ctrl-N**
Rules & Strategy…	**Ctrl-R**
Back One Move	**Ctrl-B or Backspace**
Shuffle Tiles	**Ctrl-F**
Find A Match	**Ctrl-M** (Shanghai game)
Suggest A Move	**Ctrl-M** (Mah-Jongg game)
Load Game…	**Ctrl-O**
Save Game…	**Ctrl-S**
Pause Game	**Ctrl-P**
Quit Game	**Ctrl-Q**
Change Camera View	**Arrow Keys**
Create a Layout	**Ctrl-E**
Insert Mode	**+** (Layout Editor)
Select Mode	**-** (Layout Editor)
Insert Boxes Mode	**** (Layout Editor)
Play This Layout	**Ctrl-P** (Layout Editor)
Cancel/Return to Game	**Ctrl-C** (Layout Editor)
Clear Layout	**Ctrl-X** (layout Editor)

Keyboard Commands for Macintosh

New Game	⌘-N
Rules & Strategy…	⌘-R
Back One Move	⌘-B
Shuffle Tiles	⌘-F
Find A Match	⌘-M (Shanghai game)
Suggest A Move	⌘-M (Mah-Jongg game)
Load Game…	⌘-O
Save Game…	⌘-S
Pause Game	⌘-P
Quit Game	⌘-Q
Change Camera View	**Arrow Keys**
Create a Layout	⌘-E
Insert Mode	+ (Layout Editor)
Select Mode	- (Layout Editor)
Insert Boxes Mode	\ (Layout Editor)
Play This Layout	⌘-P (Layout Editor)
Cancel/Return to Game	⌘-C (Layout Editor)
Clear Layout	⌘-X (layout Editor)

Playing the Multi-Player Games Online
(Windows 95 users only)

Dynasty, Pandamonium, and Mah-Jongg were designed to be played against other people – the ultimate opponents. In order to play these games against other people, your computer must be connected to other computers, via modem, null-modem cable, or Local Area Network. It's recommended that you first familiarize yourself with these games by playing against the A.I. opponents. That way you don't have to learn "on the spot" how to use the games' interfaces – and other players don't have to wait while you learn.

Initiating Multi-Player Connection

The best (fastest) way to initiate a Multi-Player Connection is from the AutoPlay screen that appears when you put the Shanghai: Dynasty CD into your CD-ROM drive or by clicking the **Dynasty Online** icon in the Start menu (note that in either case, the CD must be in your CD-ROM drive). You can also start *Shanghai: Dynasty* and click the Multi-Player Connect button on the Title screen, or select the Multi-Player Connect option from the Games menu – but these methods of initiating a Multi-Player Connection take more time since the game must launch the multiplayer component and close the Shanghai: Dynasty program.

After launching the multiplayer component, you will be presented with a list of connection methods.

Internet

If you have an Internet connection, you can connect to Activision's game server and find other people to play *Shanghai: Dynasty* with.

LAN (IPX)

To play against other people on your Local Area Network, choose this method.

Modem

Choose this method if you want to dial a friend's computer or if a friend is going to dial your computer directly.

Null Modem

Choose this method if your friend's computer is connected to yours with a null modem cable.

Each of the above methods allows you to join or create a game.

Quick Start

1. Select a transport (connection) type from the list (e.g., Internet or IPX).

2. Click **New**, then type a character name and click **Create**.

3. Select the **Next** button to enter the Chat area.

4. Press **Enter** to send messages.

5. To join a game, click **Games** on the left side of the screen. Select a game from the list then click **Join**. If the game is locked you will have to enter the correct password.

6. To create a game, select **Games** on the left side of the screen. Then select **Create**.

7. Wait for other human players to join your game or **Add** computer players; set options if necessary, then select **Launch** to start your multiplayer game.

For further information, select the **?** icon after launching the multiplayer component or select **Technical Help** from the Start menu.

Online Etiquette

Be nice to others and others will be nice to you. Vulgar language and harsh words will not win you any friends (and may get you kicked out of the game server).

Use the Shift key to start sentences and names with capital letters, typing mostly in lower-case letters (the way you see it here in this manual). Typing in all upper-case letters is considered "shouting." And (t.s. eliot aside) typing in all lower-case letters is considered strange.

Setting Up a Dynasty Game

Dynasty can be played by a maximum of five players. The player with the crown is the Host (the player who created the game). The other players can be any combination of human and A.I. players. All human players' names automatically appear when those players have joined the game; all A.I. players (as defined by the Host) are simply called "A.I. #3" or "A.I. #4," etc.

As Host, you can select whether Power Tiles will be used or not, and you can select the Dynasty layout upon which the game will be played. You can select a layout supplied with *Shanghai: Dynasty*, or a custom Shanghai layout which you have created or acquired by clicking the **Browse** button and selecting the custom layout file from your hard drive. (The other players do not have to have that custom layout on their hard drives – the game will provide the layout and the arrangement of the tiles to the other players. Note: after the game is done, the custom layout will not be present on other players' hard drives, if it was not present before the game.)

Playing Dynasty Online

When playing Dynasty online (against other people over the Internet, modem, or Local Area Network), you will see a few differences from when you play Dynasty offline. For example, you don't have to go through the Title screen before you play. And many menu items which were available when playing offline are no longer available when playing online. Only the Host is allowed to start a new game or change the layout.

When Power Tiles are used online, your game is not necessarily over when you hit a No More Moves situation – since there are real people playing (not just artificial beings inside your computer), somebody cares who wins – and somebody might get a Power Tile which gives you another chance to continue playing. So if you see the No More Moves box, hang in there – you still have a chance!

The player who clears his layout first is declared the winner of the round. The first player to win two rounds wins the game. There is no Wall of Fame when playing online.

All players can be playing with their favorite tile sets – the game does not care if Player 1 is using the Mah-Jongg tiles, and Player 2 is using the Fantasy tiles, and Player 3 is using a custom tile set, for example.

If any player's computer is disconnected (intentionally or accidentally) from the game during play, that player is automatically out of the game. His/her layout is marked as though it had reached a "No More Moves" situation, and s/he is ineligible for a win.

Setting Up a Pandamonium Game

Pandamonium online can be played by a maximum of five players. The player with the crown is the Host (the player who created the game). The other players can be any combination of human and A.I. players. All human players' names automatically appear when those players have joined the game; all A.I. players (as defined by the Host) are simply called "A.I. #3" or "A.I. #4," etc.

As Host, you can select the Shanghai layout upon which the game will be played. You can select a layout supplied with *Shanghai: Dynasty*, or a custom Shanghai layout which you have created or acquired by clicking the **Browse** button and selecting the custom layout file from your hard drive. (The other players do not have to have that custom layout on their hard drives – the game will provide the layout (and the arrangement of the tiles) to the other players. Note: after the game is done, the custom layout will not be present on other players' hard drives, if it was not present before the game.)

Playing Pandamonium Online

When playing Pandamonium online (against other people over the Internet, modem, or Local Area Network), you will see a few differences from when you play Pandamonium offline. For example, you don't have to go through the Title screen before you play. And many menu items which were available when playing offline are no longer available when playing online. Only the Host is allowed to start a new game or change the layout.

When a No More Moves situation occurs (as it is bound to do, with so many people playing simultaneously on one layout), the game automatically shuffles the tiles. The game ends when all the tiles are gone or the game is unplayable. The winner is the player who removed the most tiles. In the case of a Draw Game, you'll just have to play again (and ain't that just a shame)!

All players can be playing with their favorite tile sets – the game does not care if Player 1 is using the Mah-Jongg tiles, and Player 2 is using the Fantasy tiles, and Player 3 is using a custom tile set, for example.

If any player's computer is disconnected (intentionally or accidentally) from the game during play, that player is automatically out of the game. His/her tile count ceases being added to, and s/he is ineligible for a win.

Setting Up a Mah-Jongg Game

Mah-Jongg requires four players. If you cannot find three other people to play with, the computer will fill in the remaining seats with A.I. players. All human players' names automatically appear when those players have joined the game; A.I. players are simply called "A.I. #3" or "A.I. #4," as appropriate. As Host, make sure you select Chinese or Western, and make sure you set up the game options the way you and your friends want to play.

Playing Mah-Jongg Online

When playing Mah-Jongg online (against other people over the Internet, modem, or Local Area Network), you will see a few differences from when you play Mah-Jongg offline. For example, you don't have to go through the Title screen before you play. And many menu items which were available when playing offline are no longer available when playing online. Only the Host is allowed to start a new game, for example.

When playing online, an Urge button is displayed in the interface button array. This button can be used to "urge" a slow player into hurrying up and making his move.

More importantly, the Pass button needs to be used more often when playing online. In order for all players to have a full opportunity to consider whether to take a discarded tile or not, the computer waits a predetermined amount of time for all human players to press "Pass" before the next player can draw from the Wall.

If a player takes too long to make his/her move, and all of the other players have "urged" the slow player, the computer takes over for that player until s/he rejoins

the game. If a game ends while the computer is playing for a player who dropped out, the win is credited to that player's number or seat position (rather than to the name of the player who dropped out).

Customizing Layouts for the Shanghai Games

You can create your own layouts for the Shanghai games (Classic Shanghai, Kids, 2-Player, Pandamonium, and Dynasty). Press **Ctrl-E** (for "Edit") anytime you are playing *Shanghai: Dynasty* offline, or select Create Custom Layouts… from the Layouts menu (this menu is only visible in the Shanghai modes, not when playing Mah-Jongg).

While in the layout editor, you can use the Layouts menu to change edit modes, or you can use Ctrl + key combinations.

Change to Insert Mode	**+**
Change to Select Mode	**-**
Change to Insert Boxes Mode	****
Delete Highlighted Tile or Box	**Delete**
Cancel Layout and Return to Game	**Ctrl-C**
Save Layout (Layout must meet requirements)	**Ctrl-S**
Open Layout to edit	**Ctrl-O**
Play This Layout	**Ctrl-P**
Clear the Layout	**Ctrl-X**

When you enter the Editor, the program immediately puts you in Insert Mode. There are no tiles present. Just put a tile where you want it, and click to leave one there.

To delete a tile, press the - key to switch to Select Mode. Then click on the tile you want to delete (it will become highlighted). Then press the **Delete** key. Use the same procedure to delete a box.

To place a box, press the \ key to switch to the Insert Boxes Mode. Move the mouse cursor to the spot where you wish to place a box. If you cannot see a box there, then that spot is too small. You'll either have to delete some tiles to make room or put the box in another spot.

There are three types of layouts used in *Shanghai: Dynasty*. "Shanghai" layouts are used in Classic Shanghai, Pandamonium, 2-Player, Timer, and Tournament.

"Dynasty" layouts are used only in the Dynasty game. "Kids" layouts are intended only for use in Kids' mode, but can be used in other modes. There are folders for these three types of layouts, and there is also a fourth folder, named "Custom." Layouts which you create should go into the Custom folder.

Shanghai layouts ideally should have two boxes. If you fill the screen with tiles and there is no place for boxes, then the resulting layout will not be useful for a game of 2-Player, Pandamonium or Timer. While playing these modes, it is very important to see the onscreen status information (players' status, timer reading, tile count, etc.). If you create a layout without any boxes, you can nevertheless enjoy the layout in Classic Shanghai mode – once you've mastered the game, you don't need the Prompts box, and you can get by without the Tile Count. There are several such "box-less" layouts in the Custom folder for you to enjoy in ("untimed") Classic Shanghai. You can make layouts of less than 144 tiles if you wish – but the number of tiles must always be a multiple of four, and must be no fewer than 28 tiles. It is possible for tiles stacked high at the edge of the screen to go off the side of the screen. Make sure you test any layout you create before sharing it with friends.

Dynasty layouts must be no wider than 7 tiles, otherwise the layouts will not be able to fit on screen. Do not place any boxes in Dynasty layouts (they won't be used by the program). Dynasty layouts must be comprised of 72 tiles only.

Kid layouts should be less than 72 tiles, and must have four info boxes. The theory is that once a young player has mastered layouts of 68 tiles, and desires layouts comprised of more than 68 tiles, that that player is most likely ready to graduate to Classic Shanghai (with 144 tiles, without the voice, and without the extra onscreen buttons).

While in Insert mode, your cursor is used to place tiles and build a layout. Just click when you see the tile in the desired location to place a tile there.

To remove a tile, switch to Select mode. When the cursor is over a tile you wish to remove, click to highlight it, then press the **Delete** key.

The info boxes (Game Name/Tile Count box and the Prompts box) need to be located as part of the layout you create, unless you are creating a 72-tile Dynasty layout (otherwise the game does not know where to place these boxes). Use Insert Boxes mode to place these boxes. The first box you place is the Game Name/Tile Count box; the second box is the Prompts box. If you do not define locations for these boxes, your layout will not include these boxes.

After you have created your layout, you need to save it from the File menu before you can play on it. Make sure that you give the layout a unique and logical name.

If you are going to share the layout with your friends or post it on the Internet, keep in mind that somebody else might use the same layout name you do if you don't make a good effort to come up with a truly unique layout name.

The game will not allow you to save the layout if it does not meet the following three criteria:

1. There must be at least 28 tiles in the layout.

2. There must be no more than 144 tiles in the layout.

3. The total number of tiles in the layout must be evenly divisible by four (the number of tiles in the layout must be a multiple of four).

If you rename a layout (by giving it a different extension) to try to "fool" the game into using it in a game mode other than described here, the game may crash (so don't complain to us if you do this!) – even if the game crashes, no damage will occur to your computer. Keep in mind that it is not recommended to be running other programs at the same time as *Shanghai: Dynasty.*

Customizing Tile Sets for the Shanghai Games

The Shanghai game modes in *Shanghai: Dynasty* support the use of custom tile sets. (The Mah-Jongg game, of course, can only be played with the Mah-Jongg tiles.) There is no "tile editor" built into the game, but there are a variety of graphic and paint utilities widely and cheaply (if not freely) available for the creation of custom tile sets (.bmp files).

Customizing Tile Set Graphics

Windows 95 users can use MSPaint (which comes included with Windows 95) – Macintosh users have access to a wide variety of paint programs and graphics conversion utilities.

Look on the Shanghai: Dynasty CD, in the BMP\Custom folder. There you will find a file called Template.bmp. This universal template can be used for a Mah-Jongg-style tile set (with two special groups) or for a pairs-style tile set (like the Math set or Shanghai: Great Moments' Romance and Inventors tile sets) or for a "regular" tile set (in which only exactly-identical tiles can be matched with one another). As you can see in this template file, a tile set is composed of 34 pairs of tiles, and two sets of four tiles. The pairs can either be made up of different-look-

ing (yet logically matching) tiles, or of two identical tiles. Each of the four tiles in the two groups-of-four can be unique and can be matched with any one of the tiles in that group. The total maximum number of tiles you can have in a tile set is 144 tiles.

The template can be used for three different kinds of tile sets (which are explained in more detail later in this chapter):

1. A Mah-Jongg-style tile set, which has two special groups of four tiles that are unique; each tile in the special group matches any of the four tiles in that group.

2. A pairs-style tile set (like the Math and Alphabet sets) which has two identical pairs in each of the two groups-of-four.

3. A "regular" tile set in which only exactly-identical tiles can be matched with one another, and all four tiles in each of the two groups-of-four are identical.

In the template file, the number determines which tiles match one another, while the letter indicates the variety which is possible within a tile number.

Make a copy of the template file and save it under a unique name. You can then paint, draw, or paste graphics into the template. Make sure not to alter the palette of the template file as you work on it. Check the manual or online help file of your graphics program if you need more information about palettes. If you're using MSPaint you can make sure that you do not change the palette settings when you use the Save As. . . feature in the File menu. The Save As. . . dialog box has a field entitled "Save As Type." Make sure this field reads "256 Color Bitmap." The tile set bitmap (bmp) file that you create must use the palette of the original template file. When you draw, paint, and paste your graphics, make sure to "stay in the lines" or your graphics won't look right when imported into the game. Your tile can have a one pixel-wide black border (already provided in the template) or you can alter the color of the border if you desire. Experiment and play around with the template file until you are pleased with the result. You won't hurt the program or your computer.

When your custom tile set is ready to be imported, make sure you know where on your hard drive the file is located, then start *Shanghai: Dynasty*. From the Title screen, select **Shanghai** (or Kids). Go to the Tiles menu and select **Custom Tiles. . .** . Navigate to your file and there you are. If the colors are not right, something happened to the palette. Not to worry, it can be fixed. Check the manual or online Help file in the graphics utility that you are using. The template uses a custom 256-color palette. This custom palette is essential for your custom tiles to be read by the game. If the palette becomes altered, many graphics

utilities allow you to make manual adjustments to the palette. Match or import the palette from the template (on your Shanghai: Dynasty CD).

Mah-Jongg-Style Tile Set

In the Mah-Jongg tile set (and in the Fantasy, Outer Space, Prehistoric, Household, and Egyptian tile sets), all of the A tiles from 01 though 34 are identical to the corresponding B tile. (Both of the tiles numbered 01 are the same, both of the tiles numbered 02 are the same, etc.) Only tiles 35 and 36 are comprised of different-looking (yet logically matching) tile graphics. Each of the tiles in 35 or 36 (A, B, C, and D) matches any of the four: so A can match either B, C, or D. Open the file MJGTSET.BMP (Windows 95 users can use the Start\Find feature to find it on the hard drive or CD) to see an example of this. So for your tile number 1, paste the identical picture into boxes 01A and 01B (or after you draw in box 01A, copy that drawing into box 01B). For your tile number 2, paste a different picture into boxes 02A and 02B both (or after creating a graphic in box 02A, copy it into box 02B). And so on, until you get to your tile 35. Let's say you want your special groups to represent "airplanes" and "birds." You could draw four different airplanes in boxes 35A through 35D, and four different birds in boxes 36A through 36D. You can create a custom Back and Joker, too, if you want (they'll be used in the Dynasty game when Power Tiles are ON). Save your new tile set with a logical and unique name. If you are going to share the tile set with your friends or post it on the Internet, keep in mind that somebody else might use the same tile set name you do, if you don't make a good effort to come up with a truly unique tile set name.

01A	01B	02A	02B	03A	03B	04A	04B	05A	05B	06A	06B
07A	07B	08A	08B	09A	09B	10A	10B	11A	11B	12A	12B
13A	13B	14A	14B	15A	15B	16A	16B	17A	17B	18A	18B
19A	19B	20A	20B	21A	21B	22A	22B	23A	23B	24A	24B
25A	25B	26A	26B	27A	27B	28A	28B	29A	29B	30A	30B
31A	31B	32A	32B	33A	33B	34A	34B	35A	35B	35C	35D
								36A	36B	36C	36D

If the blank template file on your hard drive gets filled with graphics, you can always get a fresh blank template file from the CD.

Pairs-Type Tile Set

An example of this type of tile set is the Math tile set. Open the file MTHT-SET.BMP (you can Find this file on the CD if you did not install it on your hard drive during the installation process) to see how it is laid out in the tile set template.

In this type of tile set, there should be two different-looking (yet logically matching) tiles for each tile number. So you might draw a left-facing view of your cat in box 01A in the template file, and a right-facing view of your cat in box 01B. Or you might put a grown-up cat in box 01A, and a kitten in box 01B. Or you might put a male lion in box 01A, and a female lion in box 01B. Get it? When you get to tiles 35 and 36, you need to make two copies of the "A" picture, paste them into boxes A and B, and two copies of the "B" picture, and paste those into boxes C and D. You can create a special Back and Joker, too (they'll be used in the Dynasty game when Power Tiles are ON).

Save your new tile set with a logical and unique name. If you are going to share the tile set with your friends or post it on the Internet, keep in mind that somebody else might use the same tile set name you do, if you don't make a good effort to come up with a truly unique layout name.

If the blank template file on your hard drive gets filled with graphics, you can always get a fresh blank template file from the CD.

"Regular" Tile Set

For a "regular" tile set (like the Astrology tile set, for example) you should ignore the letters in the template, and just paste the same picture into all of the boxes that have the same number. So for tiles numbered 01 through 34, you would paste each picture twice, and for tiles numbered 35 and 36, you would paste each picture four times. For an example, look in the file ASTTSET.BMP (you can Find the file on the Shanghai: Dynasty CD if it is not on your hard drive). You can create a special Back and Joker, too (they'll be used in the Dynasty game when Power Tiles are ON). Save your new tile set with a logical and unique name. If you are going to share the tile set with your friends or post it on the Internet, keep in mind that somebody else might use the same tile set name you do, if you don't make a good effort to come up with a truly unique layout name.

If the blank template file on your hard drive gets filled with graphics, you can always get a fresh blank template file from the CD.

You can also create a tile set in which each box in the template contains a unique graphic – the Alphabet tile set is an example of this (ALPTSET.BMP).

Importing Custom Tile Sets

There is a Custom folder inside the Dynasty folder on your computer's hard drive. After creating or acquiring a custom tile set, go into the Custom folder and put the custom tile set file (.bmp files) in that folder.

If the creator of a custom tile set was not careful to preserve the tile set's palette, you may notice different colors on the menu, dialog boxes, and background when playing with the custom tile set. These different colors (while possibly hard to "read") will not affect the game. Playing with one of the tile sets that came with the game will restore the game's colors (the different colors will only be seen while playing with a custom tile set which was not properly palettized). If a custom tile set has so thoroughly confused the game's palette that you cannot read the menus to de-select the custom tile set, you can go into the Dynasty folder on your hard drive, and delete the file "Dynasty Preferences" to restore the menu colors. This will set all the Preferences to their original "factory" settings.

Books on Mah-Jongg

Want to learn more about the ancient game of Mah-Jongg? Here is a list for suggested reading:

A MAH JONG HANDBOOK 1964 by E. Whitney, Charles E. Tuttle Co., ISBN 0-8048-0392-7

This book describes the Chinese, Western/American, and Japanese rules as they were 30 years ago. The Japanese rules have changed since then (there's no description of Dora, for example).

MAH JONG, ANYONE? 1964 by K. Strauser & L. Evans, Charles E. Tuttle Co., ISBN 0-8048-0390-0

This book describes the Western/American rules (not the NMJL rules) of Mah-Jongg.

THE GAME OF MAH JONG ILLUSTRATED 1990 by P. Thompson & B. Maloney, Kangaroo Press, ISBN 0-86417-302-4

This book describes Western MJ as it is played in Australia.

IMPROVE YOUR MAH JONG 1991 by P. Thompson & B. Maloney, Kangaroo Press, ISBN 0-86417-398-9

Australian (Western) rules for players who have already mastered the basics.

MAH JONGG MADE EASY 1984 by National Mah Jongg League (No ISBN #)

This uniquely American MJ game is widely played. Write to 250 W. 57th St., New York, NY 10107

MAH JONGG; WRIGHT-PATTERSON RULES 1963-1996 by Wright-Patterson Mah Jongg Group. (No ISBN #)

This American game is the one played on military bases. Write to WPAFB Officers' Club, OWC - Mah Jongg, Bldg. 800, Area A, Wright-Patterson AFB, OH 45433

MAH JONG FOR BEGINNERS 1952 by S. Kanai & M. Farrell, Charles E. Tuttle Co., ISBN 0-8048-0391-9

This book describes the Japanese rules as they were 45 years ago. The Japanese rules have changed since then; the book does not describe Dora, for example.

THE CHINESE GAME OF MAHJONG 1979 by Samuel K. Perlmen and Mark Kai-Chi Chan, Book Marketing Ltd., ISBN 962-211-0169

Describes the Chinese rules as played today in Hong Kong.

LET'S PLAY MAHJONG! by Benny Constantino, 1990, Federal Publications, ISBN 962-302-129-1

Describes Hong Kong-style Mah-Jongg. Write to Federal Publications Ltd., Units 903-905, Tower B, 9/F, Hunghom Commercial Centre, 37 Ma Tau Wai Road, Hung Hom, Kowloon, Hong Kong. Tel 334-2421.

THE COMPLETE BOOK OF MAH-JONGG 1987 by A.D. Millington, Wiedenfeld & Nicolson, ISBN 0-213-16951-7

Describes Western Mah-Jongg as it is played in England.

Tips on Buying Mah-Jongg Tiles

If you are interested in buying a Mah-Jongg set (either to play the game of Mah-Jongg or to try to play Shanghai), there are many places to shop. You should base your selection on the type of Mah-Jongg you wish to play (Shanghai can be played with any Mah-Jongg set; keep in mind that flat-backed tiles stack better than rounded-back tiles). If you want to play Chinese/Hong Kong Mah-Jongg, you will find a wide variety of plastic or bone-and-bamboo tile sets at board game stores or toy stores. To play Chinese Mah-Jongg, you do not need hard-to-find Jokers. Most Chinese sets also do not come with racks or chips. Just choose a set that looks attractive to you (and, assuming you cannot read the Chinese characters on the Craks, make sure that the set has Arabic numerals). If you're truly interested in Mah-Jongg, you'll probably wind up owning more than one set eventually.

If you want to play Western Mah-Jongg, and especially if you want to play National Mah-Jongg League rules, you need an American style Mah-Jongg set, complete with eight Flowers, eight Jokers, four racks, and a complete set of chips. American Mah-Jongg sets can cost more than twice as much as Chinese sets due to the need for these extra parts. Some people use the blank tiles (which often come in addition to White Dragons and Flowers) as Jokers, either applying decals or just writing on them with an indelible marker. Japanese Mah-Jongg sets may not come with both White Dragons and blank tiles (in Japan, blank tiles are used for White Dragons), and may not come with Flowers (Japanese players do not play with Flowers).

Many stores that sell board games can order a Mah-Jongg set for you. Just make sure you know what you'll be getting. If you live in a large city, there may well be a Chinatown, or Chinese import shops, where the chances are very good that you'll find a selection of Chinese Mah-Jongg sets for sale.

There are various sites on the Internet where you can find Mah-Jongg sets for sale. You can use your Internet Search utility to locate such sites. Whenever shopping over the Internet, use caution when giving your credit card number and mailing address.

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President: William C. Fisher

Lead Programmer: Michael "mig" Gerard

Producer: Gary Graeper

Mah-Jongg Programmer: Dan "Boy Hero" Clarke

Shanghai Programmers: Terry Koken, Ron Meyer

Engine Programmers: Rob Barris, Justin Butler, mig, Tung-mei "Rita" Liu, Michael Donovan Mandap, Gregory Marsters, George Shackleford, Bill Snyder, David Steffen, Barry Sohl, Vincent Tagle

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