

HAL™
HAL AMERICA INC.
The Funatic Specialists™

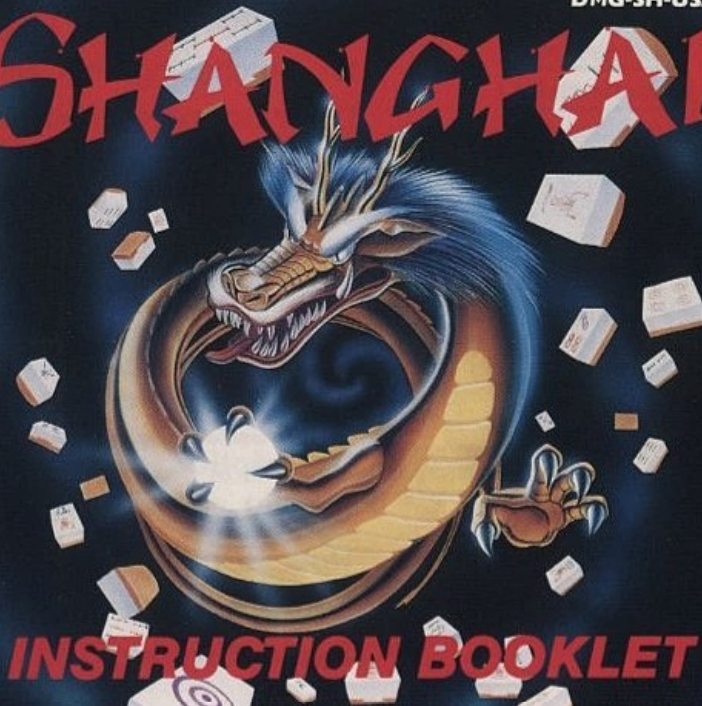
Printed in Japan

Nintendo

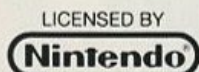
GAME BOY™

DMG-SH-USA

SHANGHAI™



INSTRUCTION BOOKLET



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THE OFFICIAL SEALS ARE
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SURANCE THAT NINTENDO HAS
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THIS SEAL WHEN BUYING GAMES
AND ACCESSORIES TO ENSURE
COMPLETE COMPATIBILITY WITH
YOUR GAME BOY SYSTEM.

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THANK YOU

for purchasing this Nintendo® Game
Boy™ Game Pak "SHANGHAI".™

Before you start playing, please read this
instruction book carefully and follow the
correct operating procedures, then save it
for future reference.

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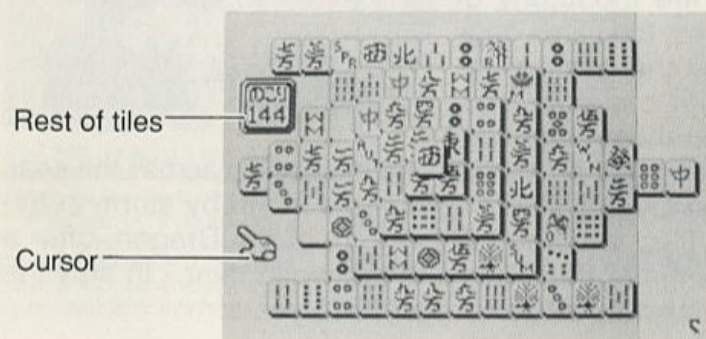
A LITTLE HISTORY

Shanghai is a new twist on one of
the oldest games on earth - Mah
Jongg. It has a long and rich history,
and is thought to date from the time
of Confucius. Invented by Chinese
sailors to break the monotony of
long ocean voyages, the cards origi-
nally used to play the game were
later replaced with bamboo, then
ivory, tiles to keep them stationary
on the decks of ships. From China, the game spread across the seas
to Europe and the United States, taking the world by storm in the
1920s. Now the tiles, arranged in the form of the Dragon, offer a
whole new challenge to game players the world over - to slay the
Dragon that has defeated all comers for 2500 years.

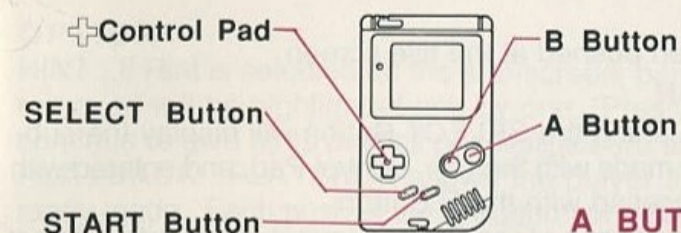



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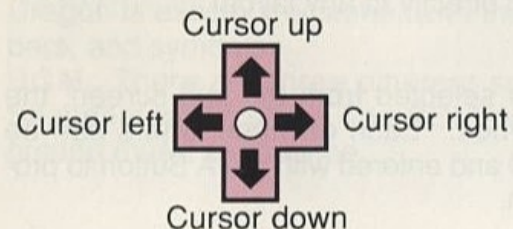
The Dragon layout is shown below. Your viewpoint is from directly above the Dragon. The center section is stacked five tiles deep, and tiles on the outer edges are one layer deep. The Dragon layout is slightly wider than the screen display. The  Control Pad is used to scroll the screen to see the tiles at the far left and the far right.



USE OF THE CONTROLLER

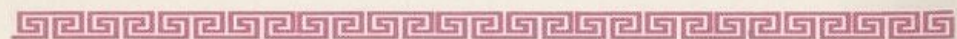


 **CONTROL PAD**
Used to move the cursor



A BUTTON
Used to select pairs of tiles and remove them, and to enter selections from the menu


B BUTTON
Used to cancel selections, and to return the screen to its original condition after using options



START BUTTON


Starts the game when pushed at the title screen

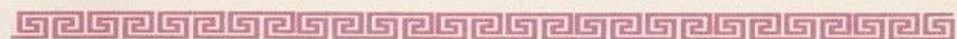
SELECT BUTTON

During the game, pushing the SELECT Button will display the sub-screen. Choices are made with the  Control Pad, and entered with the A Button, or cancelled with the B Button.

* There are many variations of the Dragon layout, each with a three letter name. When the Title Screen is displayed, pushing the SELECT and START Buttons together will display the NAME? HAL display, making it possible to go directly to any layout.

SUB-SCREEN

NEW GAME...If New Game is selected from the sub-screen, the letters HAL will appear in the box. Each of these letters can be changed with the  Control Pad and entered with the A Button to provide a new layout of the Dragon.



OPTION

HINT...If Hint is selected on the sub-screen, pairs of tiles that can be removed will be highlighted one by one. Pressing the A Button will continue to give hints until all possibilities are exhausted.


PLAYBACK...PLAYBACK allows the player to reverse moves already made. Each push of the A Button will restore one pair of tiles to the Dragon.

FACE...In order to make the game easier to understand, we have converted the Mah Jongg tiles to English type face. The layout of the Dragon is exactly the same, with the tiles replaced by letters, numbers, and symbols.

BGM...There are three different songs as background music for Shanghai game play. The BGM option will let you change background music at any time.

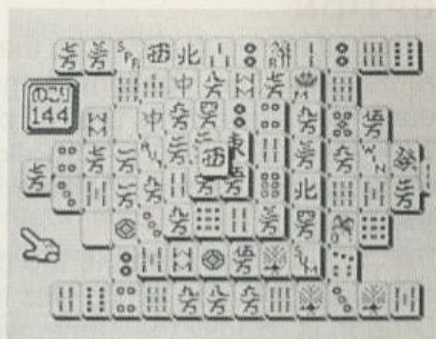
RULES OF THE GAME

The rules of the game are deceptively simple. Only free tiles may be removed (defined on the next page). Matching up pairs of free tiles will remove them from the screen.

The  Control Pad is used to move the cursor to each of the tiles to be removed. Pressing the A Button will cause the selected tile to start flashing.

After selecting a pair of tiles, pushing the A Button once more will remove both of the tiles.

If you make a mistake, or change your mind, the B Button will let you cancel a selection.



Making and Removing Pairs

1. FREE TILES

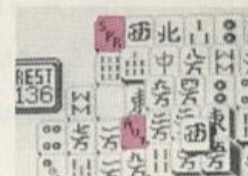
A tile is considered a free tile if it has no other tiles on top of it, and it can be removed by moving it to the right or left.

2. MATCHING UP TILES

Any 2 free tiles can be removed. There will be times when 3 matching free tiles are available for use. You must choose which moves would be most advantageous to you.

3. EXCEPTIONS TO THE RULE

Any of the Flower tiles (see next page) can be matched with any other Flower tile. Season tiles can also be matched with other Season tiles.



TYPES OF TILES

There are 144 Shanghai tiles - 108 suit tiles, 12 Dragon tiles, 16 Wind, 4 Season, and 4 Flowers. In order to make them easier to read, the patterns on some of the tiles have been changed.

THE SUIT OF MAHN

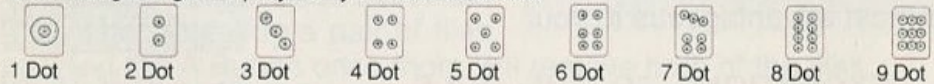
The suit of actors and people of letters. It is thought that this suit stands for Mankind.



1 Mahn 2 Mahn 3 Mahn 4 Mahn 5 Mahn 6 Mahn 7 Mahn 8 Mahn 9 Mahn

THE SUIT OF DOTS

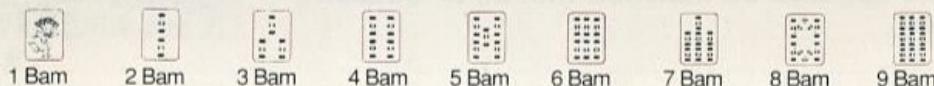
This suit resembles the coins used at the time the game was first played. It dates back to the original game played by Chinese sailors.



1 Dot 2 Dot 3 Dot 4 Dot 5 Dot 6 Dot 7 Dot 8 Dot 9 Dot

THE SUIT OF BAMBOO

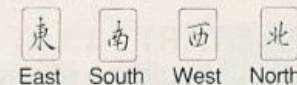
This suit, now in the shape of sections of bamboo, was originally represented by pictures of bamboo spears. The suit of victory and power.



1 Bam 2 Bam 3 Bam 4 Bam 5 Bam 6 Bam 7 Bam 8 Bam 9 Bam

THE SUIT OF THE FOUR WINDS

Represented by the characters of the four directions. The four winds were a sailor's best friend - and his worst enemy.



East South West North

THE SUIT OF THE DRAGONS

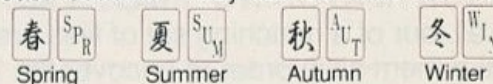
In the original game, each of these three suits was associated with a Dragon - the Dragon of the Sky, the Dragon of the Earth, and the Dragon that hides within the hearts of Mankind.



Sky Earth Mankind

THE SUIT OF THE SEASONS

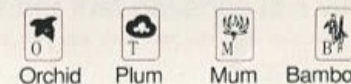
This suit originally consisted of the characters for the four seasons. Hal America's version has the first three letters of each season. They can be matched interchangeably.



Spring Summer Autumn Winter

THE SUIT OF FLOWERS

The four flower tiles are thought to have been added by a medieval princess to add romance to the game.

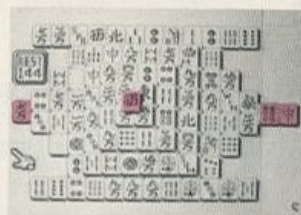


Orchid Plum Mum Bamboo

SHANGHAI STRATEGY HINTS

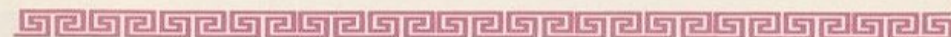
BEFORE YOU START

The Dragon layout should be studied carefully before you begin to plot your moves. You will find that the four tiles highlighted in the photo on the right are the most important keys to clearing the Dragon. Each move will affect each subsequent move, so plan your actions carefully.



FOUR MATCHING FREE TILES

If all four of a matching set of tiles are visible, take them all in order to uncover the tiles hiding underneath.

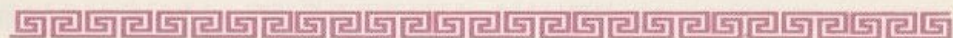


THREE MATCHING FREE TILES

Although the player is usually looking for pairs of tiles, there will be times during play when three matching free tiles can be found. When this happens, keep in mind that the match for the third tile, if not immediately visible, is hiding under another tile, and can be found with a little perseverance. It is often a good idea to remove tiles from the deepest stacks first, but every layout has its own unique strategy.



The most important points of strategy in Shanghai are to keep an eye on the whole board at all times, choose your moves carefully, and remember that patience is a virtue



After the screen is cleared of all 144 tiles, a Dragon will appear bearing a message. The message is different for each stage. Here is what the messages mean:

天晴
Clear skies

達人
Expert

達運
Good Luck

健康
Good Health

名人
Master

感謝
Gratitude



CARE OF YOUR GAME

- 1) Playing a video game is supposed to be fun, not a test of endurance. If you play for a long time, try to take a little break each hour. That's what the Pause feature is for.
- 2) This is a precision Game Pak. Do not store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not try to take your Game Pak apart.
- 3) Don't touch the terminals or let them get wet.
- 4) Don't clean this equipment with volatile solvents such as thinner, benzene, or alcohol.

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memo

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