

Shanghai™



SEGA®

Journey twenty-five centuries back in time. You're on a Chinese junk floating down the Yangtze river. The cabin is filled with the dim, murky light of an old oil lamp.

As you sit down at the rickety old table, you hear the click of ivory tiles. Steady your nerves and concentration. You're about to play Shanghai!

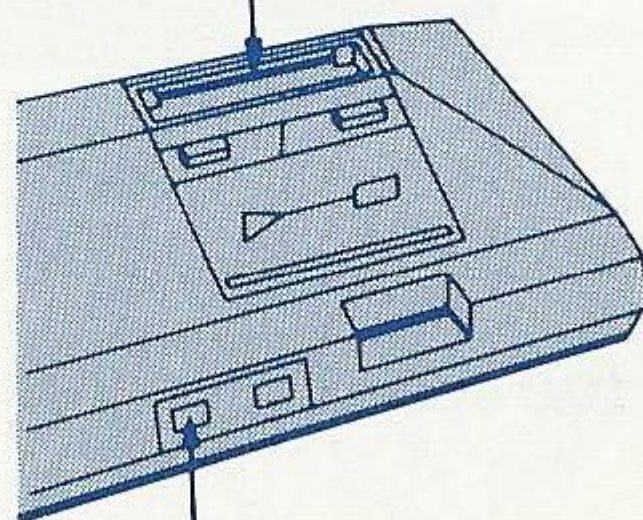
SHANGHAI is a licensed trademark of Activision, Inc.

Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert Control Pad 1 into the "Control 1" input for a one player game, and insert Control pad 2 into "Control 2" for a two player game.
3. Gently insert the SHANGHAI™ game cartridge into the Power Base. If the cartridge is properly aligned, it will easily slip into place.
4. Turn the power switch ON. If nothing appears on the screen, check the cartridge insertion and the Power Base connection to the TV.

IMPORTANT: Always make sure the Power Base is turned OFF when inserting or removing your Sega Card/Cartridge.™

Insert Mega Cartridge



Insert Control Pad 1

Shanghai

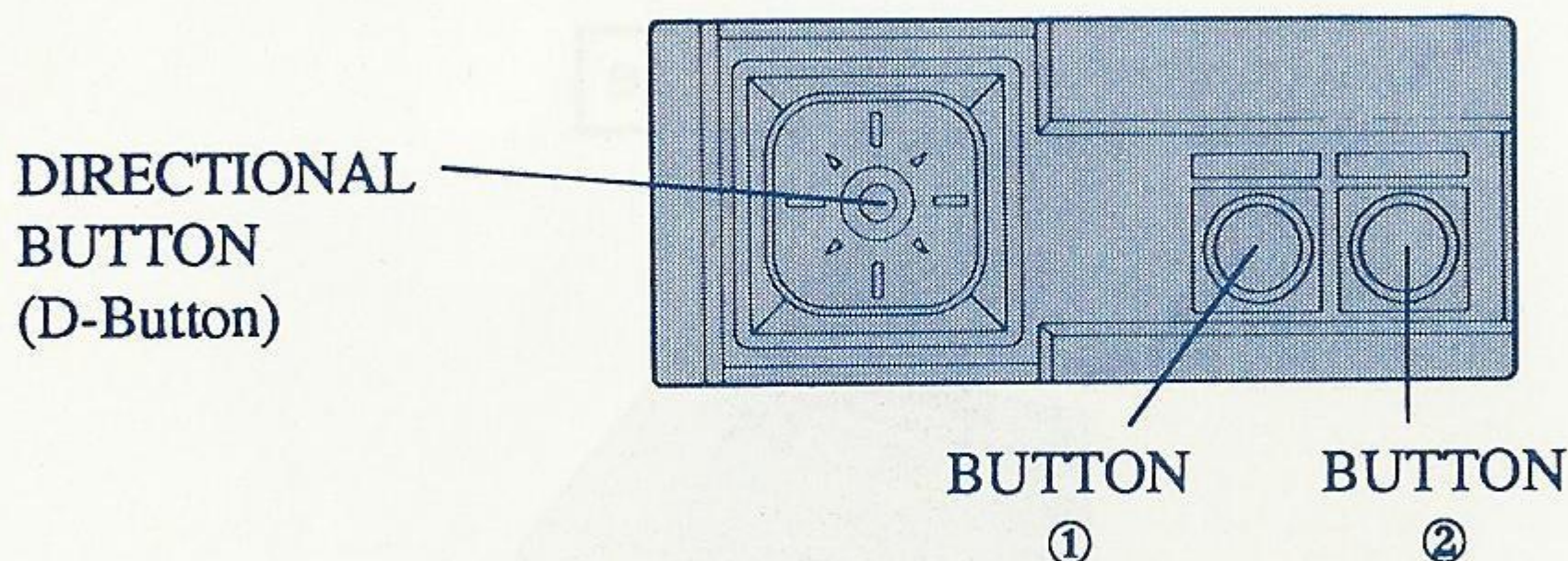
Shanghai is based on the ancient Chinese game of Mah-jongg, the origins of which are as mysterious as the game itself. Some historians date it as far back as the time of Confucius, over 25 centuries ago.

The game is simple. There are 144 tiles, arranged in a pyramid called the "Dragon Formation." The object is to remove the tiles in matching pairs. The challenge comes in selecting which tiles to remove, for the game can only be completed in 72 consecutive moves! Remove the wrong two tiles and you're left with no more matching pairs . . . game over!

In the years since, it has been the favorite of pirates and smugglers, flappers and gangsters, of working men and the well-to-do. Now you can play it too, on the Sega System.

It's a game everyone in the family can play and enjoy.

Taking Control



D-Button: Moves the selection arrow UP, DOWN, LEFT & RIGHT.

Button 1: Press to cancel a selection.

Button 2: Press to enter or confirm a selection.

Playing Shanghai

To play Shanghai, insert the game cartridge in the Power Base and press the Power button. The title screen will appear, followed by a brief description of the Shanghai game rules. When the rules are done, the game begins.

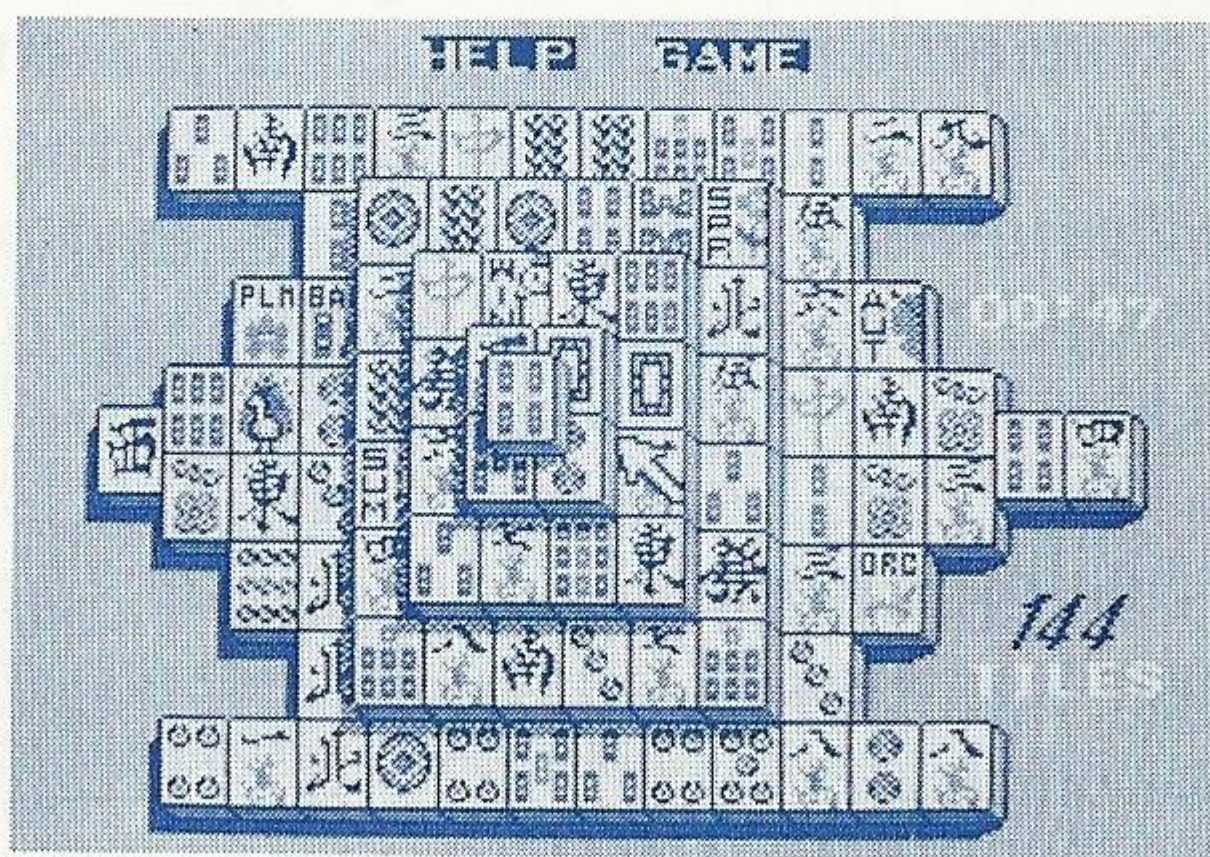
(NOTE: You can get right to the game by pressing Button 1 or Button 2 during the title screen.)

Shanghai is played with 144 tiles (See GAME TILES section for a description of each tile). The tiles are laid out in a pyramid called the Dragon Formation.

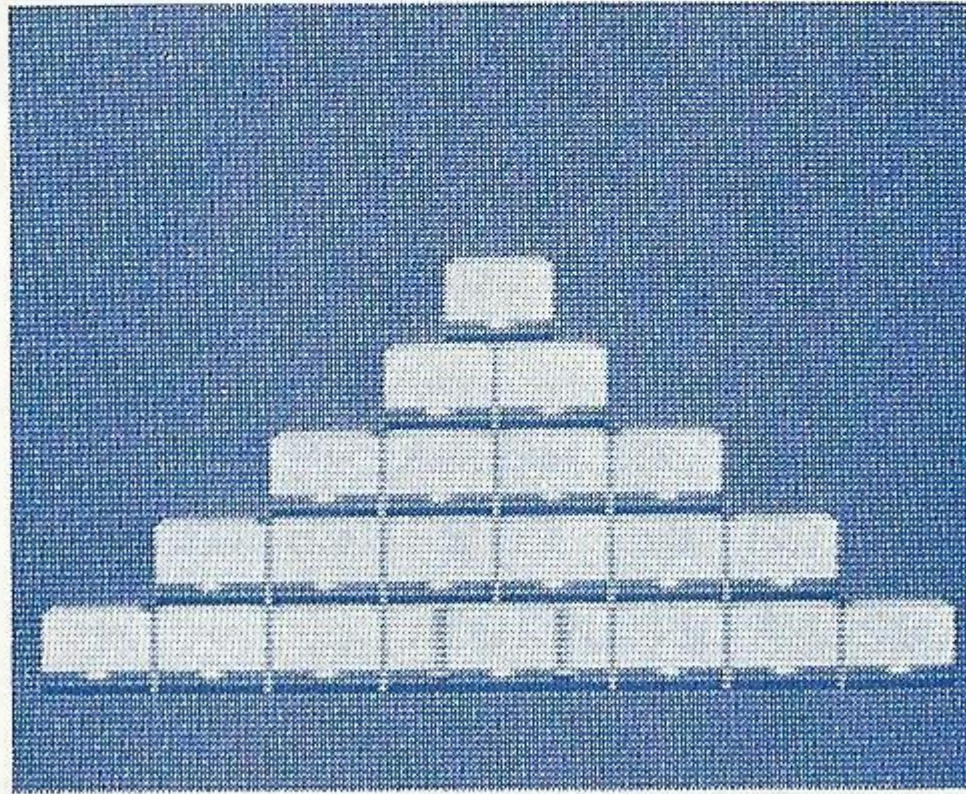
The position of each tile is always random, making each Dragon unique. You'll find that some Dragons are a lot tougher than others. But they're all equally fun and challenging.

The Dragon is built by mixing the tiles and placing them in stacks from one to five tiles high. The stacks are tallest at the center of the Dragon.

When the game begins, you'll see this screen.



This is a view of the Dragon from the top. You can see only the top tile in each stack, but you can tell how tall a stack is by looking at the color or thickness of its border.



From left to right, the Dragon looks like this.

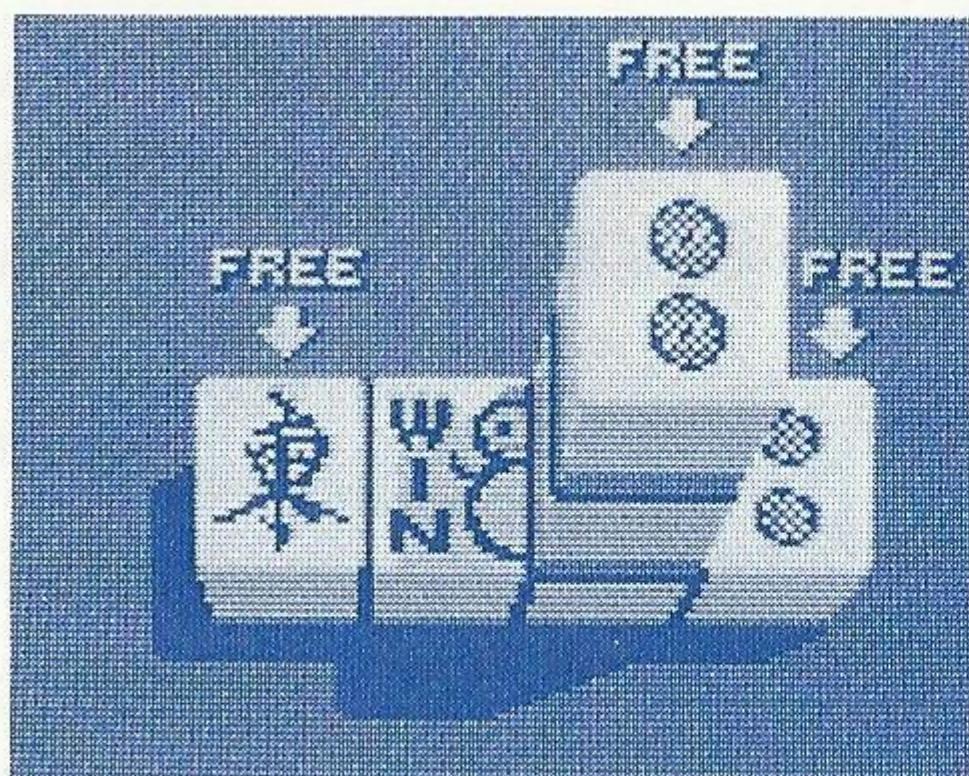
Rules

The rules of Shanghai are simple: remove "free" matching tiles, two at a time.

To remove tiles, use the D-Button to place the arrow over the tile you wish to select and press Button 2. If the tile is free, it will be highlighted. Then move the arrow to the matching tile and press Button 2. If that tile matches and is free, it will also be highlighted. Press Button 2 once more to remove the matching tiles.

If you wish to select a different set of tiles, press Button 1 to cancel the tile(s) you have highlighted.

Free Tiles



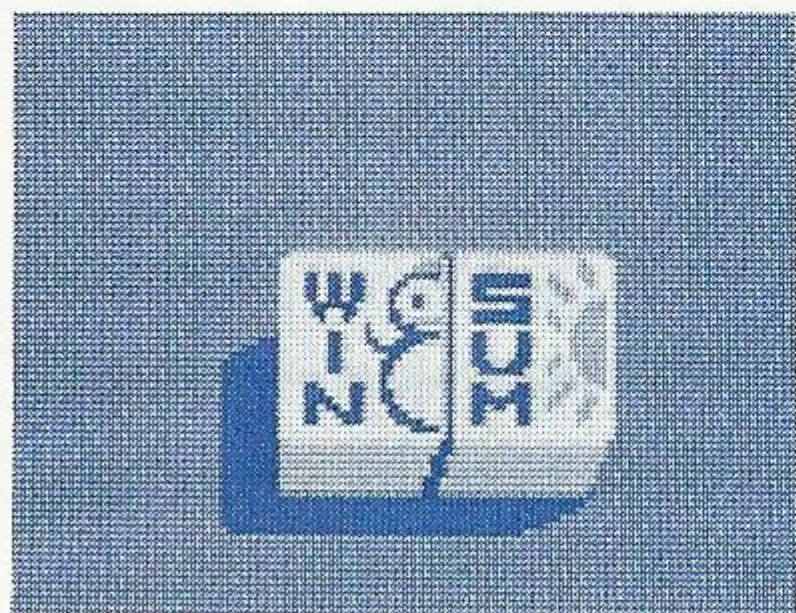
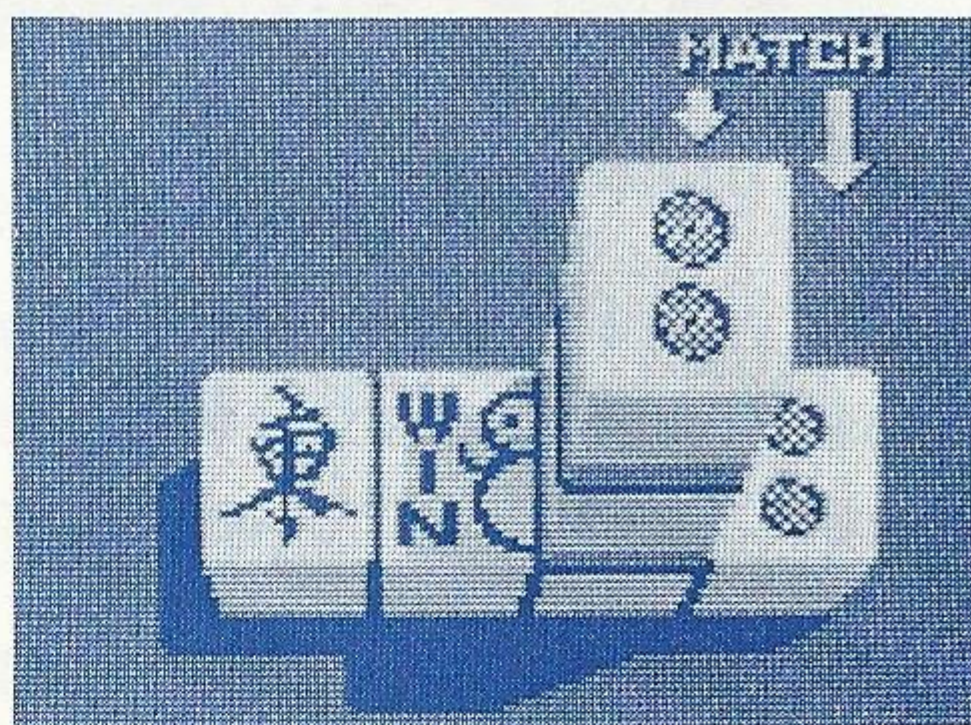
A tile is considered “free” if there’s nothing on top of it and if it is open to the left or right. A free tile will be highlighted when you place the arrow over it and press Button 2.

If the tile is not free, it will not be highlighted and you will hear a tone.

Matching Pairs

You can remove a pair of tiles only if they are identical. That is, an East Wind must match an East Wind, a Three of Dots must match a Three of Dots.

If the tiles are not identical, the computer will not allow you to remove them.



The exceptions are the Suit of Seasons and the Suit of Flowers. There are four tiles in each of these suits. Any Season can match any other Season (i.e., Winter and Summer), and any Flower can match any other Flower (Bamboo and Orchid).

Different Ways to Play

Shanghai has three game options; solitaire, tournament and challenge play. To select a game option, move the arrow over the "GAME" window and press Button 2.



Solitaire

This game is for one player only. There are no time limitations. The timer is for your reference. Use it to rate your skill as you become a master of Shanghai!

Solitaire is the first game that appears on the screen after the brief instructions. You can begin by playing this Dragon, or select Solitaire from the GAME window. Your choices then are either:

1. Make a New Pattern: This randomly creates a new Dragon.
2. Load a Stored Pattern: Gives you a choice of 12 Dragons stored in the game. To select one, move the arrow so your choice is highlighted and press Button 2. The Dragon will begin with 00:00 on the timer.

Tournament Play

Any number of players can participate in Shanghai Tournament Play. Each player plays by themselves, but all players remove tiles from an identical Dragon. The best five time scores are recorded in a subscreen that appears after each round.

To play a Tournament, select TOURNAMENT from the GAME menu. You have the option of selecting the time limit for each player. To do so, use the arrow to highlight either 5 minute, 10 minute, 20 minute or NO minute limit, and press Button 2.

Challenge Play

Challenge matches can be played by two players or by teams in any multiple of two. To play, a second Control Pad must be inserted in the CONTROL 2 Port of your Power Base.

Both teams work on the same Dragon. The object is to remove the most tiles.

To play, select CHALLENGE from the GAME menu. Since each move is timed, you must use the arrow to highlight either 5 second moves, 10, 20, 30 or 60 second moves. Then press Button 2 to begin.

At the beginning of each move, the timer counts down from the time selected. During the last 10 seconds of play, you will hear a warning tone. At the end of the move time, control will switch to the other team.

The Challenge match continues until all tiles are gone or until no more moves can be made.

Help Menu



During play, you will see a HELP menu at the top left of the screen. To make a selection from the HELP menu, highlight the selection with the arrow and press Button 2.

Identify Tile

Allows you to identify any tile you can see. To use this option, select the tile in question and press Button 2.

Back Up A Move

Allows you to back up as many moves as you have made. Push Button 2 to Back Up. Press Button 1 to continue the game.

Show All Moves

This option comes in handy when you can't spot any moves to make. It will show you which moves are possible ... if any are! Push Button 2 to show moves. Press Button 1 to stop.

Peek

Peek lets you see which tiles are hidden from your view. But using this option ends the game! A subscreen gives you the choice of ending the game and peeking, or continuing the game as is.

Change Music

Select this option if you wish to either turn the music off or pick a new tune. Simply highlight Turn Music Off, Music Type B or Music Type C; and press Button 2.

Game Tiles

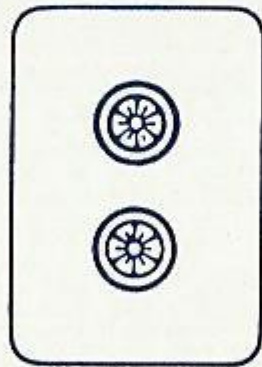
The Shanghai Dragon formation is built with 144 tiles: 108 suit tiles, 12 Dragon tiles, 16 Wind tiles, 4 Season tiles and 4 Flower tiles.

The Suit of Dots

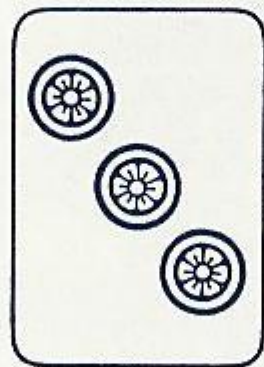
This suit dates back to the original sailor's game. With its resemblance to coins in other ancient games, it probably represents money.



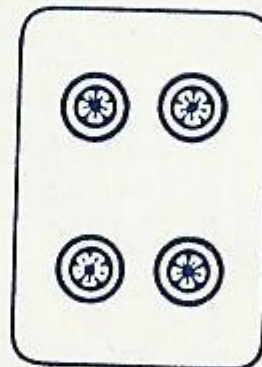
1st Dot



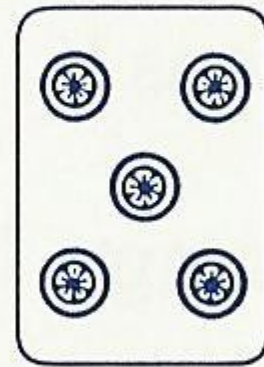
2nd Dot



3rd Dot



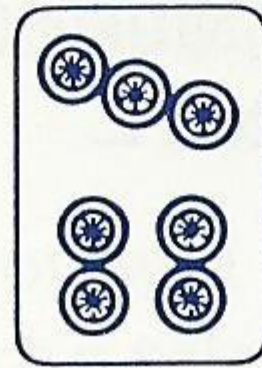
4th Dot



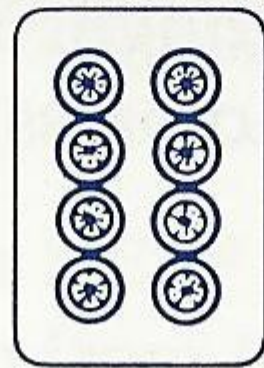
5th Dot



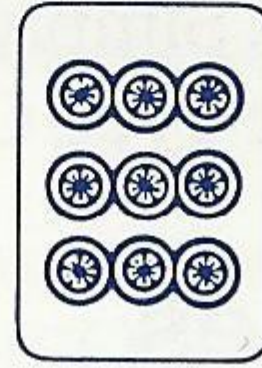
6th Dot



7th Dot



8th Dot



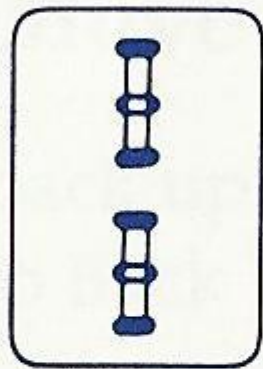
9th Dot

The Suit of Bam

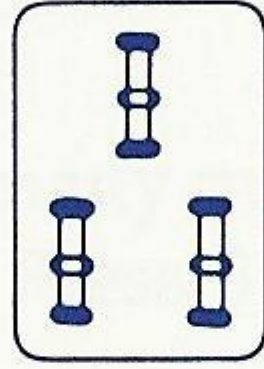
"Bam" stands for bamboo. Because bamboo was often used in ancient times to make spears, it is thought that this suit represents victory or power.



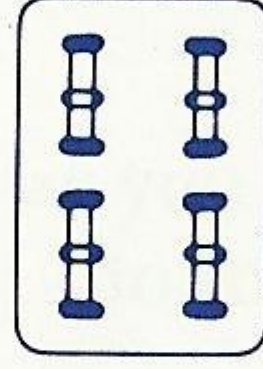
1st Bam



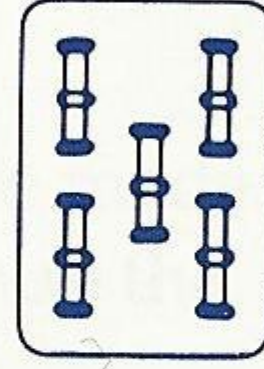
2nd Bam



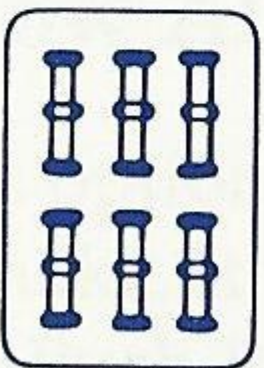
3rd Bam



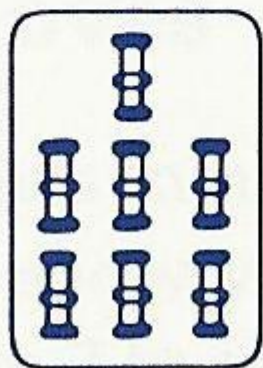
4th Bam



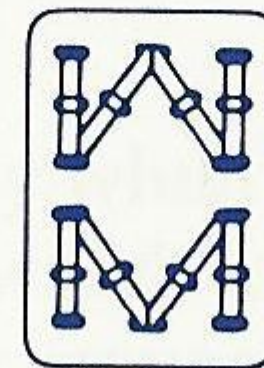
5th Bam



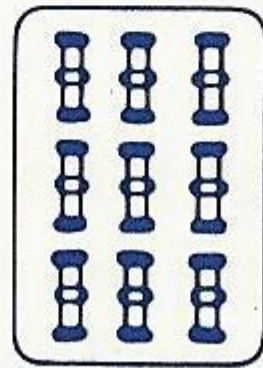
6th Bam



7th Bam



8th Bam



9th Bam

The Suit of Crak

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



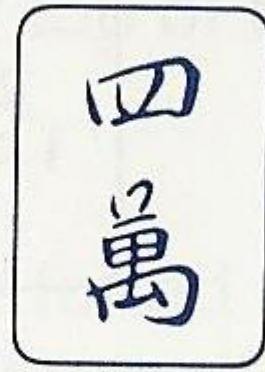
1st Crak



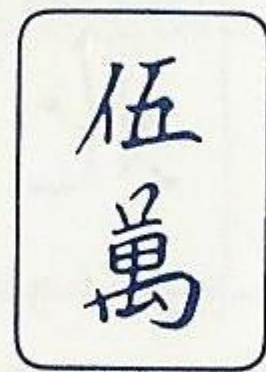
2nd Crak



3rd Crak



4th Crak



5th Crak



6th Crak



7th Crak



8th Crak



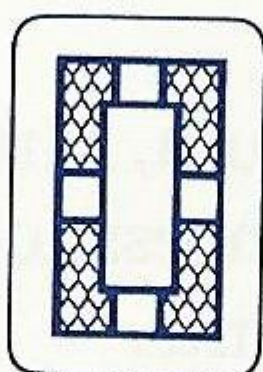
9th Crak

The Dragons

The Dragons are named after the mythical beast of fire and power!



Red Dragon



White Dragon



Green Dragon

The Winds

There's nothing hidden in the symbolism of these tiles. They represent the Four Winds of the World.



North Wind



South Wind



East Wind



West Wind

The Seasons

It is believed the Seasons were added to the game by river gamblers . . . for their own mysterious reasons.



Spring



Summer



Autumn



Winter

The Flowers

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



Orchid



Plum



Mum



Bamboo

Helpful Hints

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

Scorebook

Name				
Time				
Tiles				

Name				
Time				
Tiles				

Name				
Time				
Tiles				

Name				
Time				
Tiles				

Scorebook

Name				
Time				
Tiles				

Name				
Time				
Tiles				

Name				
Time				
Tiles				

Name				
Time				
Tiles				

Handling The Mega Cartridge™

- The Mega Cartridge is intended exclusively for the Sega System™
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

90-Day Limited Warranty Sega® Card/Cartridge

To validate the following 90-day limited warranty, your sales slip or proof of purchase should be retained at time of purchase and presented at time of warranty claim.

90-Day Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that this Sega Card™ /Cartridge™ shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective card/cartridge, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive fast, reliable service, call the Sega Customer Service Department at the following numbers:

Outside California: 800-USA-SEGA

Inside California: 415-742-9300

Our Customer Service Department is in operation from 9:00 AM to 5:00 PM (Pacific Time), Monday through Friday. *Do not return your Sega Card/Cartridge to your retail seller.*

Sega's service center is located at the following address:

Sega of America, Inc.

Warranty Repair

573 Forbes Blvd.

South San Francisco, CA 94080

Limitations On Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc. be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations of exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

Sega Customer Service, 573 Forbes Blvd., South San Francisco, CA 94080

(800) U.S.A.-S.E.G.A.

Distributed by Tonka Corp.
Minnetonka, MN 55343

5110 **SEGA**[®]
F R O M T O N K A

SHANGHAI is a licensed trademark of Activision, Inc.

A ONE-MEGA CARTRIDGE is a trademark of Sega Of America, Inc.

SEGA is a trademark of Sega Enterprises, Ltd., a CSK Group Company.

PRINTED IN JAPAN

© 1988 Tonka Corp. All Rights Reserved.