

HISTORY  
OF  
SHANGHAI : THE GREAT WALL

215 B.C. Great Wall of China built to  
keep out Mongol hordes.

1368 Great Wall of China restored.

????? Game of Mah-Jongg originates  
in China.

1907 Mah-Jongg introduced in Japan.

1902

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1923 Joseph P. Babcock introduces Mah-Jongg to the West; game now a hit in two continents.

1986 Original Macintosh version of Shanghai, introducing a new way to use the Mah-Jongg tiles, is released in the USA by Activision.

1986 Shanghai ported to 8 platforms: Apple II GS, Tandy 606-2, GCA, Atari ST, Amiga

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8 platforms: Apple II GS, Tandy  
CoCo3, C64, Atari ST, Amiga,  
MSDOS, and Apple II.

1989 - Shanghai licensed on  
13 platforms in Japan:  
Mega Drive, MSX, Game Boy,  
X68000, PC Engine; Sharp,  
Casio, Matsushita, and NEC  
personal computers, FM Towns,  
Panasonic U-1, Toshiba RUPO,  
Canon A-1 Note, and  
Canon-Alpha.

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Panasonic U-1, Toshiba RUPO,  
Canon A-1 Note, and  
Canon-Alpha.

1989 Shanghai 2.0 for Macintosh.

1990 Shanghai II: Dragon's Eye  
for IBM/DOs.

1990 Shanghai II licensed on Atari  
Lynx and on 8 platforms in  
Japan: Sanyo, Oasys,  
Sony Produce, Sega Game Gear,  
Famicom disk, arcade.

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released on SNES.


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Mega Drive, arcade, Apple II.

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released on SNES.

1993 More Activity in Japan:  
arcade, Sanrio.

1993 Design and development  
begin on multimedia version  
of Shanghai III for IBM and  
Macintosh in the USA.

1993 Design and development



1993 Design and development begin on multimedia version of Shanghai III for IBM and Macintosh in the USA.

1993 Design and development begin on Shanghai : The Great Wall in Japan for Saturn, 3DO, Play Station, Super Famicom, PC9801, X68000, FM Towns, and arcade.

1994 Shanghai II : Dragon's Eye released for Genesis and Windows in USA.



Play Station, Super Famicom,  
PC9801, X68000, FM Towns, and  
arcade.

1994 Shanghai II: Dragon's Eye  
released for Genesis and  
Windows in USA.



# STAFF

## Game Design

Classic Shanghai : BRODIE LOCKARD

Great Wall : JOHN SPINALE

TOM SLOPER

Beijing : PETER DOCTOROW

TOM SLOPER

Qingdao : SUCCESS CORP

TOM SLOPER

Plot Developed by HIDEHIKO SAKAMOTO

KAZUTOSHI YASHIKI

Qingdao SUCCESS CORP.  
TOM SLOPER

Plot Developed by HIDEHIKO SAKAMOTO  
KAZUTOSHI YASHIKI  
MASAHIRO FUKUDA  
TOM SLOPER

Programed by MASARU HATSUYAMA  
HIDEHIKO SAKAMOTO

Graphics by KAZUTOSHI YASHIKI  
MASAHIRO FUKUDA  
SHINOBU ITOH  
TOMOMI YANO



Graphics by KAZUTOSHI YASHIKI  
MASAHIRO FUKUDA  
SHINOBU ITOH  
TOMOMI YANO

Sound by SHIGEHARU ISODA  
MASATO TAKADA

Special Thanks to BILL SWARTZ  
MIKA KAWAMURA  
ALAN GERSHENFELD  
BRIAN G. KELLY  
SHINICHI MATSUOKA  
AND THE STAFF OF  
SUCCESS CORP




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Directed by KAZUTOSHI YASHIKI

Produced by TAKATO YOSHINARI

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A traditional Chinese architectural doorway, possibly a gate to a palace or temple. The structure is dark, possibly black or dark brown, with intricate golden carvings. Two large, golden dragons are prominently featured on the sides, coiled around the pillars. Above the entrance is a decorative lattice window. In the center of the doorway, there are several lit candles on a stand, casting a warm glow. The overall scene is set against a dark background, suggesting a night or a dimly lit interior.

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