# SEGA

## ACTIVISION®

# SHANGHAI: TRIPLE·THREAT™

SEGA SATURN™
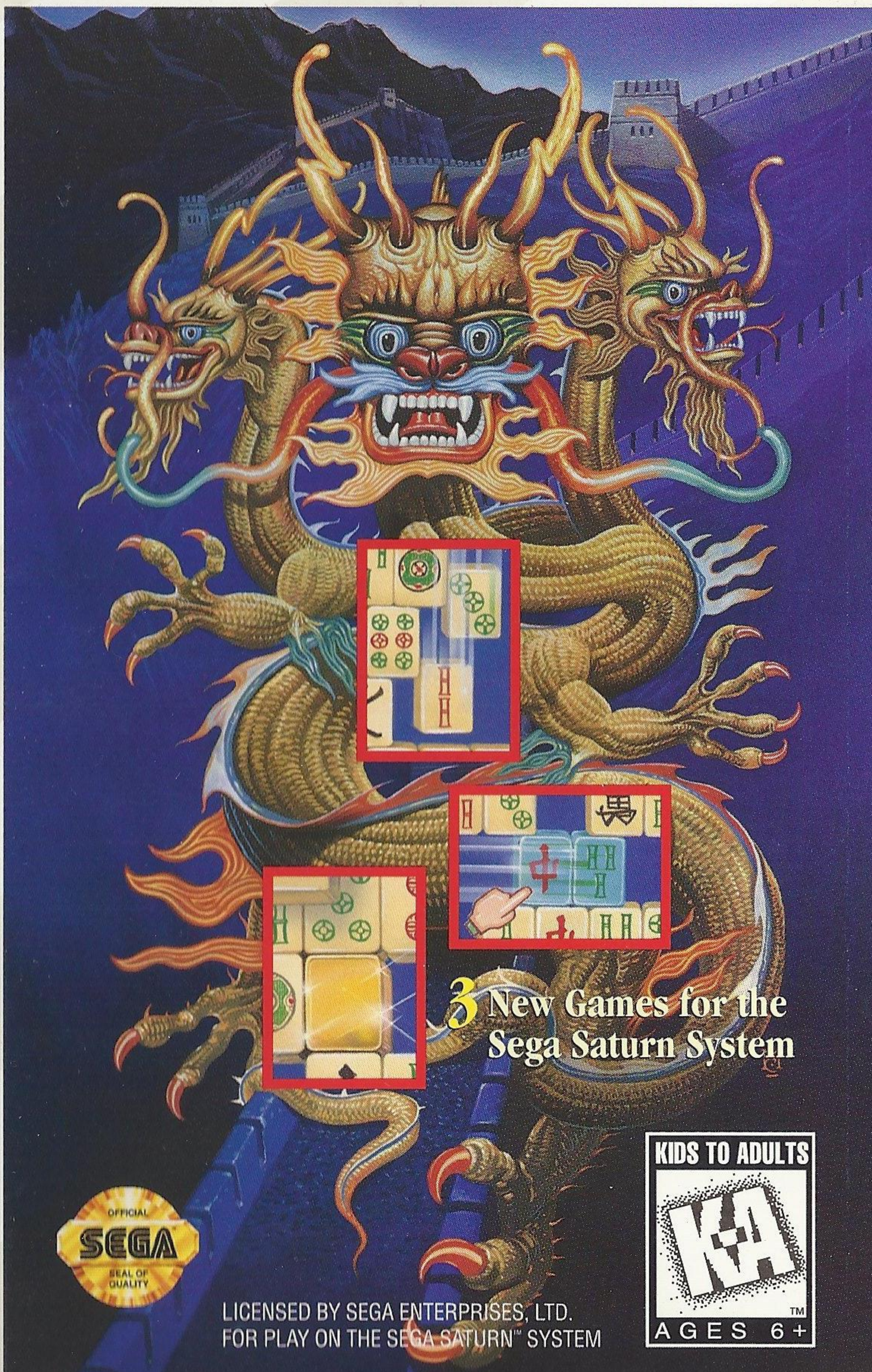
3 New Games for the Sega Saturn System

OFFICIAL SEGA SEAL OF QUALITY

T-13001H

# WARNINGS
## Read Before Using Your Sega Saturn

## Epilepsy Warning

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously unde-tected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

## Warning to Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

## Sega Saturn Video Game Use

- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth, wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

## ESRB Disclaimer

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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# THE HISTORY OF SHANGHAI

The success of *Shanghai* can easily be attributed to its inarguably addictive gameplay. Simple to learn yet difficult to master, it is not surprising that *Shanghai* has developed a tremendous following. Most dedicated *Shanghai* followers are adults but, since anyone can learn to play, anyone who is exposed to the game is sure to get hooked. *Shanghai*'s legion of addicted players hunger for the challenge of new ways to play with Mah-Jongg tiles — ways that only the power of computers can make possible. This is the secret of *Shanghai*'s success.

Although *Shanghai* is played with Mah-Jongg tiles, there is no similarity in the way the two games are played. Think of *Shanghai* as solitaire, and Mah-Jongg as Bridge or Gin Rummy. Mah-Jongg requires four players and is a complicated betting game. *Shanghai* uses Mah-Jongg tiles but is a one- or two-player game that is considerably easy to learn; the difficulty is simply in one's attempt at mastering the game.

In 1986, Activision released the original version of *Shanghai* and introduced a captivating new way to use the Mah-Jongg tiles. By today's standards, the original *Shanghai* was fairly primitive: there was no 3-D perspective or shadowing, it was all in black and white, and it included only one layout and a single tile set! That same year, *Shanghai* was ported to eight platforms (machines) in the United States.

The following year, *Shanghai* made its way to Japan and was an immediate "Dai Hitto" (Big Hit). There, Activision became known as "The Shanghai Company" and the game was ported to every conceivable platform — from arcade to word processors. There were even some different versions of *Shanghai* that never made it to these shores.

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The original *Shanghai* proved so popular with Japanese players that a sequel was needed to keep up with the demand. In 1989, *Shanghai II* was released for the arcade — it added new elements, including more layouts and additional tile sets. This inspired Activision game designers, and in 1990 *Shanghai II: Dragon's Eye* was born. Not only did the game now include 12 new layouts to correspond to the 12 signs of the Chinese Zodiac, it added seven colorful tile sets and a whole new addiction: *Dragon's Eye*, a two-player game that obligingly took the role of your opponent if you didn't have a partner handy.

*Shanghai II: Dragon's Eye*, true to the *Shanghai* legacy, continued to take Japan by storm (under the name *Super Shanghai*), and in 1993 yet another sequel blazed a trail through the skies of the Rising Sun. *Shanghai III* incorporated arcade-style action into the scheme of things with even more exciting two-player modes. While this was going on, Activision game designers were hard at work designing three new games for *Shanghai: Triple-Threat* and a multimedia extravaganza — *Shanghai: Great Moments*, featuring yet another new game and a Hollywood actress as your *Shanghai* hostess, who introduces the game and offers hints at your request. Stay tuned!

# GETTING STARTED

1. Press the **Power Switch** on your Sega Saturn™ system to turn the power ON. Then press the **Open Button** to open the CD door.

2. Place the *Shanghai: Triple-Threat* CD in the CD drive and close the door.

3. Your system will automatically load *Shanghai: Triple-Threat*. After a few seconds, the *Shanghai: Triple-Threat* title screen will appear. (You can skip the preview and bring up the title screen by pressing the **Start Button** on your Control Pad.)

4. The following screen will appear:
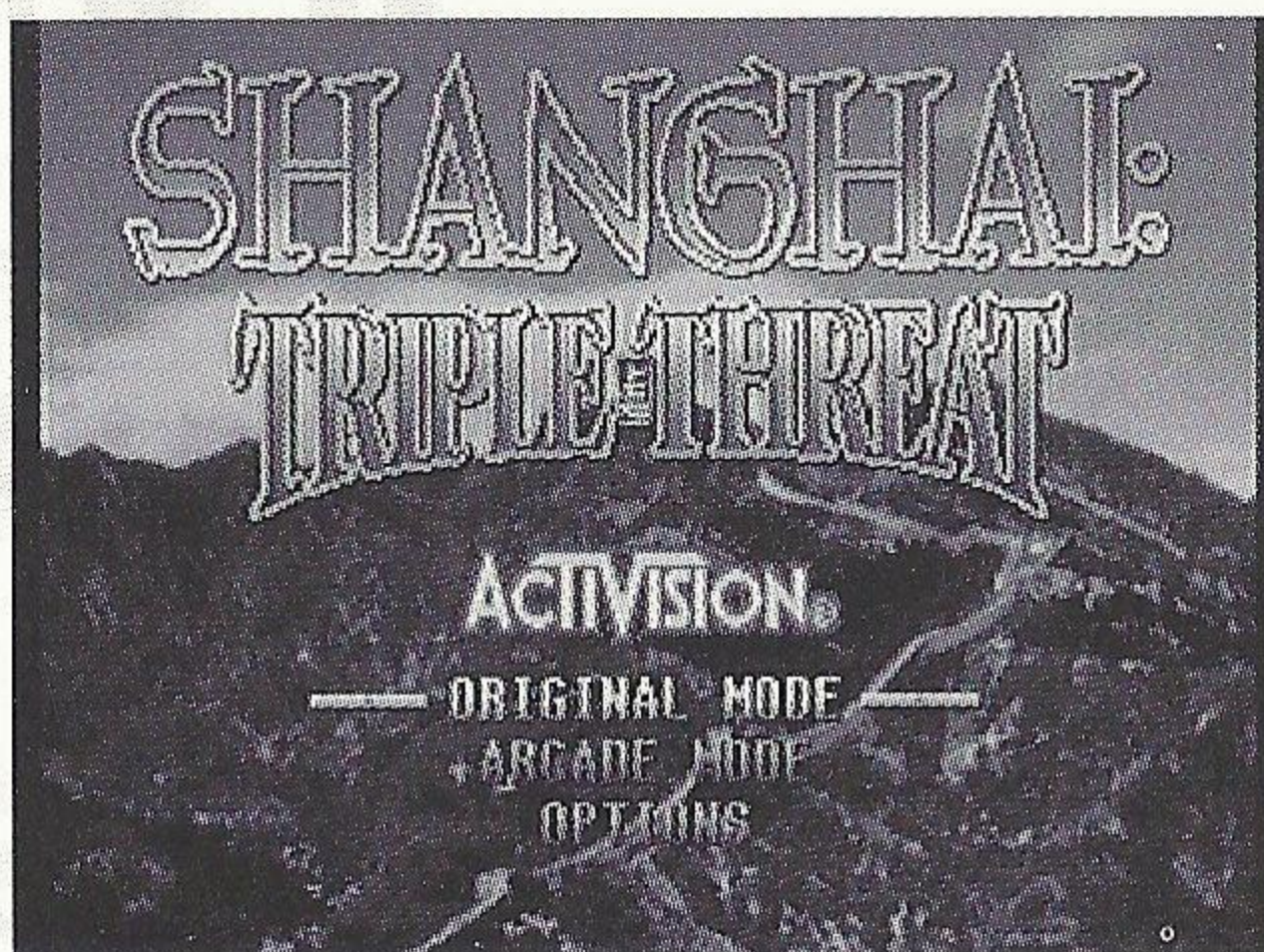


**ORIGINAL MODE** — Play any game in solitaire or in two-player "pandamonium."

**ARCADE MODE** — Play any game in timed arcade-style action — in one-player or in two-player "pandamonium."
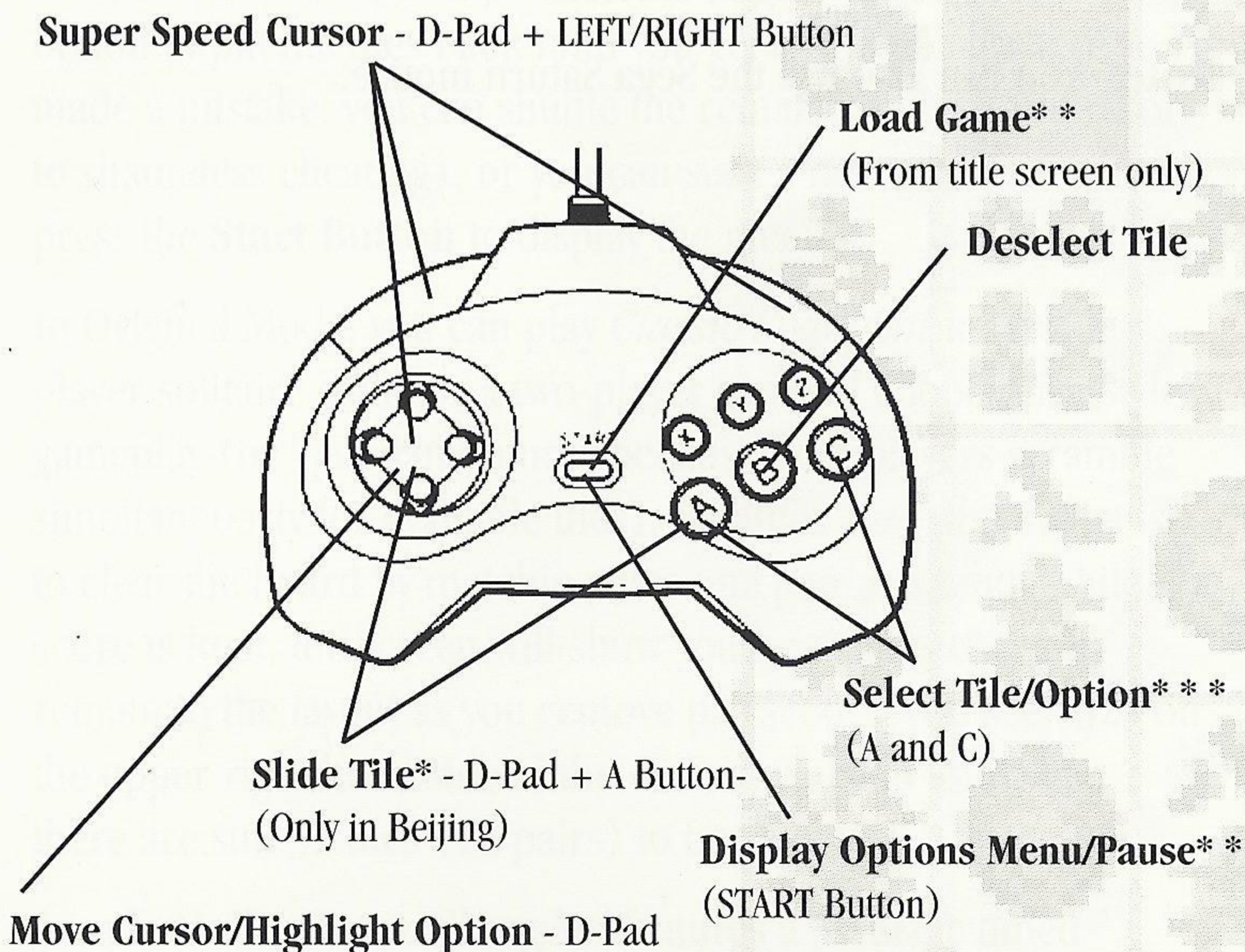
**OPTIONS** — Configure your Arcade Mode game settings before playing a game; you will not be able to change your settings once an Arcade Mode game has begun. (To change your game settings in Original Mode, use the In-Game menu.)

To begin a game of *Classic Shanghai* immediately, press the **Start Button** on your Control Pad. (Just make sure the cursor is next to ORIGINAL MODE.) *Classic Shanghai* will appear on your screen.

**Note:** See the Games option in the Original Mode In-Game menu for details on selecting a different game from the *Classic Shanghai* screen.

# USING THE SEGA SATURN CONTROL PAD

To remove a pair of tiles during the game, simply select the two matching tiles you want. To select a tile: use the **Directional Pad** (D-Pad) on the Control Pad to move the cursor to the first tile, and press the **A Button**. If it's free to be removed, the tile will become highlighted. Select the matching tile to remove the pair. If you change your mind about selecting a tile, just press the **B Button** and it will become unhighlighted. If you choose a blocked tile or a tile that does not match an already highlighted tile, it will not be highlighted and the message "You can't take that tile" will appear.

**Super Speed Cursor** - D-Pad + LEFT/RIGHT Button

**Load Game\* \***
(From title screen only)

**Deselect Tile**

**Select Tile/Option\* \* \***
(A and C)

**Slide Tile\*** - D-Pad + A Button-
(Only in Beijing)

**Display Options Menu/Pause\* \***
(START Button)

**Move Cursor/Highlight Option** - D-Pad

\*      To slide a tile or a series of tiles in Beijing, hold down the **A Button** and at the same time, press the **D-Pad** in the direction you wish to move the tile.

\* \*     **START Button** does all these things:
Interrupt Demo (Demo sequence)
Start Game (Title Screen)
Options Menu (Original Mode)
Pause (Arcade Mode)

\* \* \*    **Select Tile/Option** refers to both **A** and **C Buttons**.

**Note:** Default button assignments are shown and described. You can set up the **A**, **B** and **C Buttons** as you like. For information on how to do this, see "Control Setup" in the Options Menu under the "Arcade Mode" section.

**Note:** To move your cursor more quickly, you can press the **L** (Left) or **R** (Right) **Button**.

**Note:** You can also use the Sega Saturn mouse.

# PLAYING THE GAMES

## Classic Shanghai

### Rules

*Classic Shanghai* is a game of strategy, memory and luck. Each game begins with 144 tiles, arranged in one of 10 different layouts in Original Mode, or 30 in Arcade Mode. 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 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.

Your screen will automatically alert you when you have run out of moves. If this occurs, you can use the "Back one move" option to put the tiles back until you get to the point where you made a mistake; you can shuffle the remaining tiles (and resort to shameless cheating), or you can start a new game — just press the **Start Button** to display the menu.

In Original Mode, you can play *Classic Shanghai* in a one-player solitaire game or a two-player game of cooperative-style gameplay (or "pandamonium" because both players scramble simultaneously for available tiles). In either case, the object is to clear the board by matching tiles one pair at a time. While no score is kept, the screen will show you how many tiles still remain in the layout as you remove pairs. So, if you see "32" on the upper right-hand side of the screen, you will know that there are still 32 tiles (16 pairs) to be removed.

Arcade Mode *Classic Shanghai* features a 30-stage timed tournament in which the object of the game is the same as *Classic Shanghai*, intensified by the added element of time. Points are earned each time a pair is removed and each score

is added to an overall tournament score as you advance through progressively more difficult games of *Classic Shanghai*. High-point tiles are valued at 300 points per match, while low-point tiles are worth 100 points when matched (see the section "Matching the Tiles").

## 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.
- Identify as many matching pairs as possible. Check for tiles that need to be unblocked.
- Look for triples, and choose carefully which pair you remove. Leave the one that's blocking the least important tiles.
- Concentrate on removing tiles that will unblock the most tiles.
- Can't select a tile? Maybe another tile is already highlighted — press the **B Button** and try again.

# Matching the Tiles

The tile sets are made up of groups of four identical tiles that can be removed as two matching pairs. In each tile set, there are two groups of four unique tiles that can be paired with any other similar (but not necessarily identical) tile in its group.

In the *Shanghai: Triple-Threat* games that are scored (Original Mode *Beijing*, and all Arcade Mode games except *Golden Tile*), different tiles will contribute different point values when matched. The tile sets are divided into high-point tiles and low-point tiles. Removing a pair of high-point tiles adds a higher number of points to your game score than low-point tiles upon making a match.

**Note:** See each game's play rules for specific scoring rules.

# The Mah-Jongg Tile Set

## Craks

| | | | |
|---|---|---|---|
| 1 | 一萬 | 六萬 | 6 |
| 2 | 二萬 | 七萬 | 7 |
| 3 | 三萬 | 八萬 | 8 |
| 4 | 四萬 | 九萬 | 9 |
| 5 | 伍萬 | | |

## Dots

| | | | |
|---|---|---|---|
| 1 | ● | 六筒 | 6 |
| 2 | 二筒 | 七筒 | 7 |
| 3 | 三筒 | 八筒 | 8 |
| 4 | 四筒 | 九筒 | 9 |
| 5 | 五筒 | | |

## Bams

| | | | |
|---|---|---|---|
| 1 | 一索 | 六索 | 6 |
| 2 | 二索 | 七索 | 7 |
| 3 | 三索 | 八索 | 8 |
| 4 | 四索 | 九索 | 9 |
| 5 | 五索 | | |

## Winds

| | |
|---|---|
| 1 | 北 |
| 2 | 南 |
| 3 | 東 |
| 4 | 西 |

## Dragons

| | |
|---|---|
| 1 | 中 |
| 2 | (blank) |
| 3 | 發 |

## Flowers

| | |
|---|---|
| 1 | |
| 2 | |
| 3 | |
| 4 | |

## Seasons

| | |
|---|---|
| 1 | |
| 2 | |
| 3 | |
| 4 | |

Only 2s through 8s in Craks, Dots and Bams are low-point tiles. All other tiles are high-point tiles.

**Winds**
1. North Wind
2. South Wind
3. East Wind
4. West Wind

**Dragons**
1. Red Dragon
2. White Dragon (Blank)
3. Green Dragon

**Seasons***
1. Spring
2. Autumn
3. Winter
4. Summer

**Flowers***
1. Chrysanthemum
2. Plum
3. Bamboo
4. Orchid

*Tiles within a special group match other tiles within the group.

# The Zodiac Tile Set

| Astrological Signs | Symbols | Constellations | Birds of the Heavens |
|---|---|---|---|
| 1  7 | 1  7 | 1  7 | 1  3 |
| 2  8 | 2  8 | 2  8 | 2  4 |
| 3  9 | 3  9 | 3  9 | |
| 4  10 | 4  10 | 4  10 | **Stellar Formations** |
| 5  11 | 5  11 | 5 | 1  3 |
| 6  12 | 6  12 | 6 | 2  4 |

**Astrological Signs**
1. Pisces the Fish**
2. Aries the Ram
3. Taurus the Bull
4. Gemini the Twins
5. Cancer the Crab
6. Leo the Lion
7. Virgo the Virgin
8. Libra the Balance
9. Aquarius the Water Bearer**
10. Scorpio the Scorpion
11. Sagittarius the Archer
12. Capricorn the Goat

**Birds of the Heavens***
1. Aquila the Eagle**
2. The Phoenix**
3. Cygnus the Swan**
4. Grus**

**Stellar Formations***
1. Little Dipper**
2. Orion**
3. Cassiopeia**
4. Southern Cross**

**Symbols**
1. Pisces**
2. Aries
3. Taurus
4. Gemini
5. Cancer
6. Leo
7. Virgo
8. Libra
9. Aquarius**
10. Scorpio
11. Sagittarius
12. Capricorn

**Constellations**
1. Lyra the Lyre**
2. Hydra
3. Crater**
4. Hercules**
5. Orion the Hunter**
6. Pegasus**
7. Monoceros**
8. Camelopardalis**
9. Ursa Major**
10. Canis Major**

*Tiles within a special group match other tiles within the group.
**Denotes a tile with a high-point value.

## The Music Tile Set



### Notes
1. Half note**
2. Double sixteenth
3. Whole note
4. Double eighth note
5. 3/8ths note**
6. Quarter note**
7. 3/16ths note**
8. Eighth note**
9. 3/32nds note**

### Instruments
1. Synthesizer**
2. Mouth organ**
3. Piano**
4. Tuba**
5. Bell**
6. Trumpet**
7. Maracas**

### Percussion*
1. Timpani**
2. Tsuzumi (Japanese drum)**
3. Gong**
4. Drums**

### Musical Signs
1. F-clef
2. Repeat measure
3. G-clef
4. C-clef
5. Dal segno
6. Fermata
7. Left repeat
8. Right repeat
9. Pianoforte
10. Forte
11. Common time
12. Sharp
13. Natural
14. Flat
15. Double flat
16. Eighth rest
17. Quarter rest
18. Repeat two measures

### Strings*
1. Violin**
2. Electric guitar**
3. Bass guitar**
4. Mandolin**

*Tiles within a special group match other tiles within the group.
**Denotes a tile with a high-point value.

# The Great Wall

## Rules

*The Great Wall* is played by pairing matching tiles, removing them exactly as in *Classic Shanghai*. The goal of *The Great Wall* is to clear all the "bricks" of the wall. The difference and the challenge is that you must now consider the effect of gravity in every move you make because higher tiles will fall when they are no longer supported by the tiles beneath. This unavoidable gravitational pull completely alters the arrangement of tiles and the strategy that you must employ in order to win.

Another important force involved in *The Great Wall* is magnetism. In alternate rows, tiles must be spaced a half space off from the rows just above and below. So, if a tile falls to a lower row (after a lower tile has been removed) and leaves a half-space opening next to another tile, magnetism will enforce this rule and cause the tile to slide over and close the gap. This will occur regardless of there being a neighboring tile, and presents yet another consideration in removing tiles in higher rows.

At any time there are no more moves, the game will end. In Original Mode, you then have the option of putting back moves or shuffling the remaining tiles as in *The Great Wall* by using the Options menu.

Just as in Arcade Mode *Classic Shanghai*, points are earned in an Arcade Mode game of *The Great Wall* each time a pair is removed. Each game's score is added to an overall tournament score as you advance through progressively more difficult games of *The Great Wall*. High-point tiles are valued at 300 points per match, while low-point tiles are worth 100 points when matched.

## Strategy and Hints

The strategy you learned for *Classic Shanghai* won't work here — you can't count on the game situation to remain the same after removing a pair. So, when looking at future moves, consider which tiles will be moving.

- Keep your eye on the bottom row — don't let higher tiles fall to this row or into the narrow corners where you won't be able to get them out.

- Can't select a tile? Maybe another tile is already highlighted — press the **B Button** and try again.

# Beijing

## Rules

Beijing combines traditional Shanghai gameplay with the sliding action of pocket-sized, sliding-tile puzzles. You can make matches by sliding a tile next to its matching tile, or by selecting matching tiles according to *Classic Shanghai* rules. To begin, the tiles are placed side-by-side in a single-level layout at random. This inevitably results in the adjacent placement of matching tiles, which are immediately removed before game-play begins and points awarded to the player. When these initial matches are removed, the result is a layout with double-tile-sized holes throughout.

Gameplay consists of removing pairs of tiles in two different ways. The first way is by using the traditional Shanghai method — select a free tile (unblocked on the left or right), then select its unblocked matching tile. The second way is to slide a tile or a series of tiles horizontally or vertically, pushing any tiles in the

way in the same direction, in an attempt to place a tile next to its matching tile. The tiles will only remain where the slide placed them if the slide results in a match.

The object of *Beijing* is to gain the highest possible score while clearing all the tiles from the screen. You can clear the board as in *Classic Shanghai*, but clearing the screen using this method will guarantee the lowest score. If a pair is removed as a non-sliding *Classic Shanghai* move, low-point tiles are valued at 10 points per match, while high-point tiles are worth 30 points a pair. However, if the same pair is removed by a sliding move, low-point tiles are valued at 300 points per match, while high-point tiles are worth 600 points a match.

To improve your scoring potential, you can position the tiles strategically to make more than one match at once. If more than one match were to result from one slide move, the pairs would be removed and the points would be determined not only by their high- and low-point values, but also by the number of pairs removed with one slide. For example, if two pairs of low-point tiles were matched with one slide, the total point value would be $300 + (300 \times 2) = 900$. If three pairs of low-point tiles were matched with one slide, the total point value would be $300 + (300 \times 2) + (300 \times 3) = 1800$, and so on.

You use the click-and-drag method to push tiles — press and hold the **A Button** to select the tile you want to use as the push point, then press the **D-Pad** in the desired direction at the same time while still holding down the **A Button**. This causes the tiles to be pushed in the indicated direction. You can only push in that direction if there is a gap in the row or column. If you try to slide a row or column that does not result in a match, the move will be disallowed.

Since Original Mode allows you to play *Beijing* in unlimited time gameplay, you can take the time to perfect your *Beijing* strategy in preparation for the competitive, timed gameplay of Arcade Mode. In Arcade Mode *Beijing*, the object of the game is the same, except that you are now limited to making the highest scoring pairs within the selected time limit and can increase the challenge by playing against an opponent.

**Strategy and Hints**

- Think ahead — one move might set up future moves.

- Don't be in a rush to remove a pair — study the board to identify possible multiple moves (like three of a kind), which result in even higher scores.

- If a potential move isn't possible because there are too many tiles in the row or column, look to see if you can get rid of some tiles using the normal *Classic Shanghai* rules.

- Watch the layout boundary for hints. If the boundary is white, you know that there are still high-scoring slide-moves available. But when the border turns red, no high-scoring moves are available. However, it is often possible to turn the border white again by making a smart click move.

- *Beijing* is a very challenging game — if you're going to play in Arcade Mode, you might want to preset the Time Bar to a higher setting.

- Can't select or slide a tile? Maybe another tile is already highlighted — press the **B Button** and try again.

- Compound slide-moves (e.g., sliding tiles to the left and then up) are not possible, but in a two-player game, both players can bring tiles together cooperatively and share in the points.

# Golden Tile

**Note:** You need two control pads to play this game. If you only have one control pad plugged in to your Sega Saturn you will not be able to access this game mode.

## Rules

The object of *Golden Tile* is to race to uncover and remove the golden tile buried deep in a layout — one of two side-by-side layouts. Each similar layout hides its own golden tile in a different arrangement of tiles. To uncover the hidden tile, two players race to remove pairs of tiles using *Classic Shanghai* rules. Each player is assigned a layout to "mine," and the race to uncover the golden tile in your particular layout begins. But the slight twisting of these rules is what adds to the excitement: though you only win when you uncover and remove the golden tile in your own assigned layout, there is nothing to stop you from borrowing tiles from your opponent's layout.

While *Golden Tile* is not a scored game, it is a race — with the challenge being in the skill and the speed it takes to be the first to uncover and remove the golden tile. Although *Golden Tile* is intended to be a true race against another opponent, you might enjoy trying a one-player game in Arcade Mode, against the clock.

The screen will not show a score, since pairs in *Golden Tile* games are not removed for points. The only numbers that will appear at the top of the screen represent the total number of wins for each player. In Arcade Mode, you get a win for beating your opponent in two out of three rounds. The number of wins cannot exceed 99.

**Strategy and Hints**

- Don't forget that, while borrowing a tile from the other layout may help you, it also gets your opponent closer to uncovering his/her golden tile.
- Can't select a tile? Maybe another tile is already highlighted —press the **B Button** and try again.

# ORIGINAL MODE

In this mode you can play any of the four *Shanghai: Triple-Threat* games in the classic meditative tradition of Shanghai. Your games will not be timed, so that you may fully concentrate on perfecting your game strategies. Play a one-player game of solitaire or a two-player cooperative-style "pandamonium" game. In Original Mode, a wide range of options that are not available in Arcade Mode are available during your games (see "The In-Game Menu").

To play a game in Original Mode from the title screen, use the **D-Pad** to move the cursor next to ORIGINAL MODE and press the **A Button** to select it. From Arcade Mode, press the **Start Button** to pause the game and select Original mode.

## The In-Game Menu

The In-Game menu allows you to change your game options and preferences any time during an Original Mode game. Bring up the In-Game menu on your screen (**Start Button**), use the **D-Pad** to highlight the option you want to change, then press the **A Button** to select, toggle (ON/OFF) or bring up that option's menu selections.

## Preferences

You can customize your games to your liking. From the In-Game menu, highlight Preferences and press the **A Button** to display the following menu. Once you have set your preferences, press the **Start Button** or the **B Button** to close the menu and continue your game.
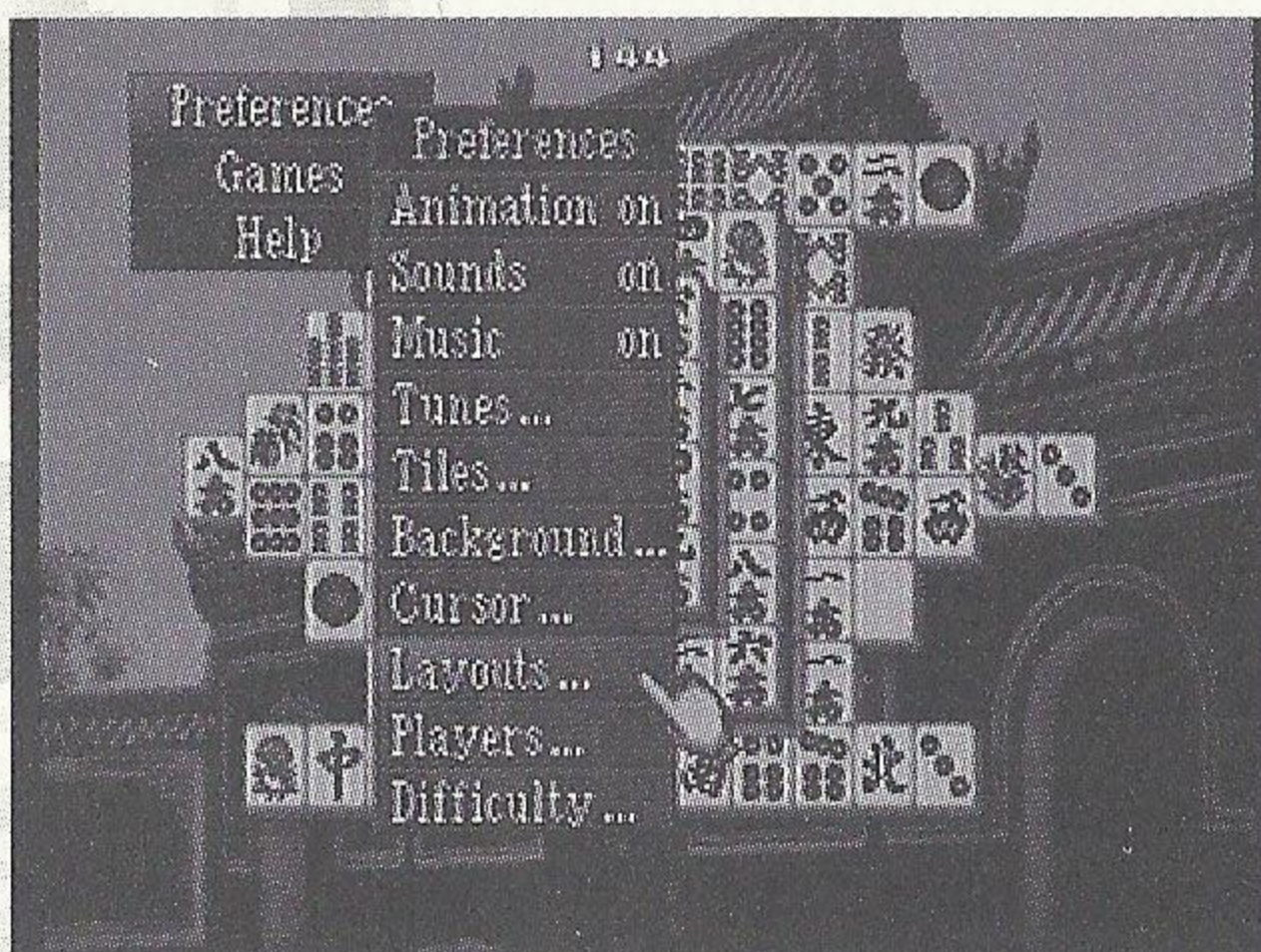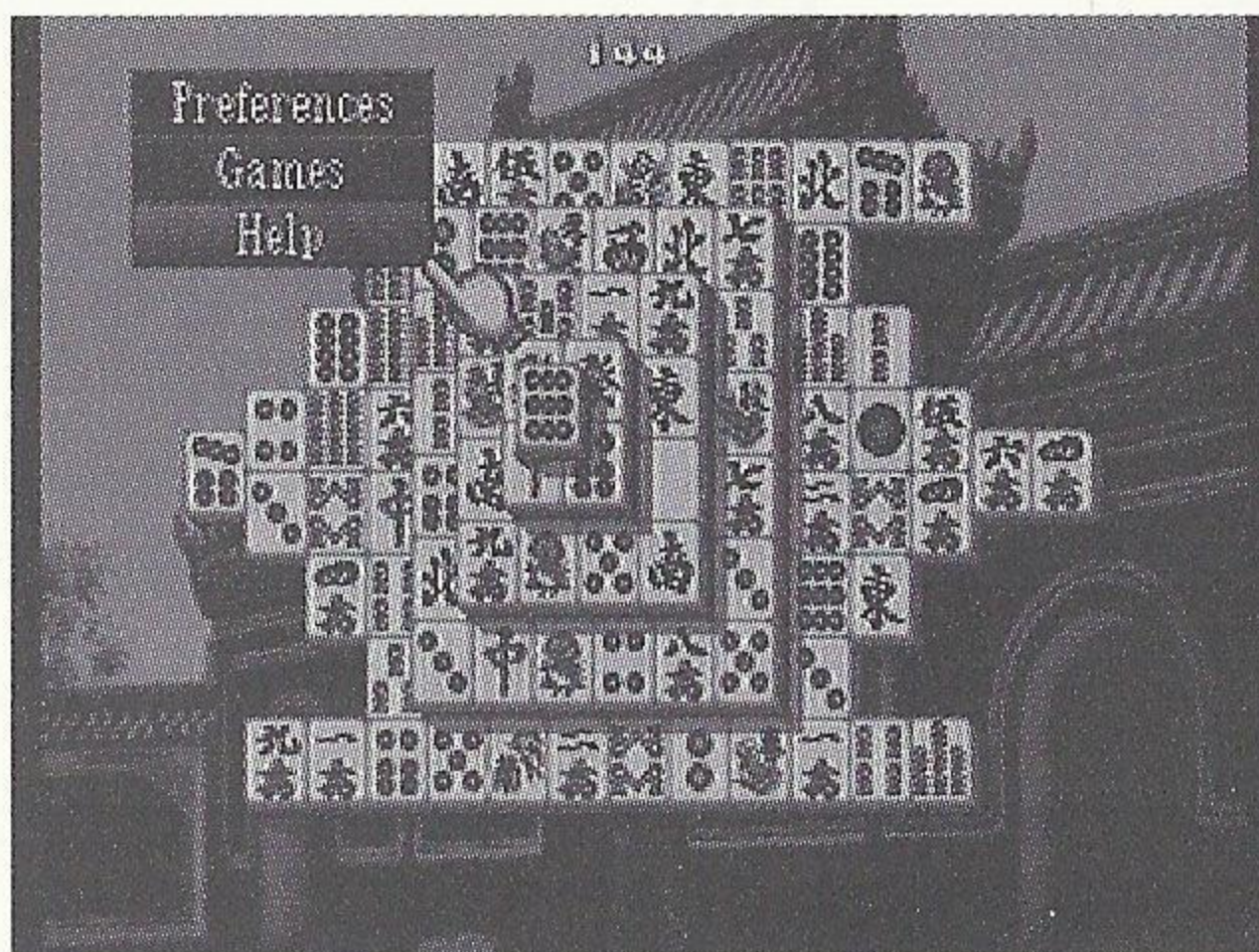
- **Animation** — Turn tile animations ON or OFF. Use the **D-Pad** to highlight this preference, then press the **A Button**.
- **Sounds** — Play your games with sounds or no sounds. Press the **A Button** to toggle between ON or OFF.
- **Music** — Turn music ON or OFF when you play a game.
- **Tunes…** — Display a list of 10 tunes you can listen to while you play.
- **Tiles** — Select Mah-Jongg, Zodiac or Musical tile set.
- **Background…** — Choose one of 10 photographic backgrounds for your games.
- **Cursor** — Select one of three cursors: hand, pointer or wand.

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- **Layouts** — Select from one of 10 tile layouts.
- **Players** — Play Original Mode games as one-player solitaire games or two-player cooperative games with a friend in "pandamonium". (*Golden Tile* is still a competitive game, although you can try to play cooperatively.) You need two controllers for two-player games.
- **Difficulty** — Assume the knowledge of a range of Shanghai players, from Practice to Master. (Difficulty is determined by the way the tiles are arranged. So, if difficulty is adjusted mid-game, nothing will happen until a new game is started.) Place the cursor at the low or high end of the difficulty scale, and press the **A Button** to increase or decrease the difficulty. One arrow is easiest (Practice) and five arrows is most challenging (Master).

## Games

This menu gives you the following choices:
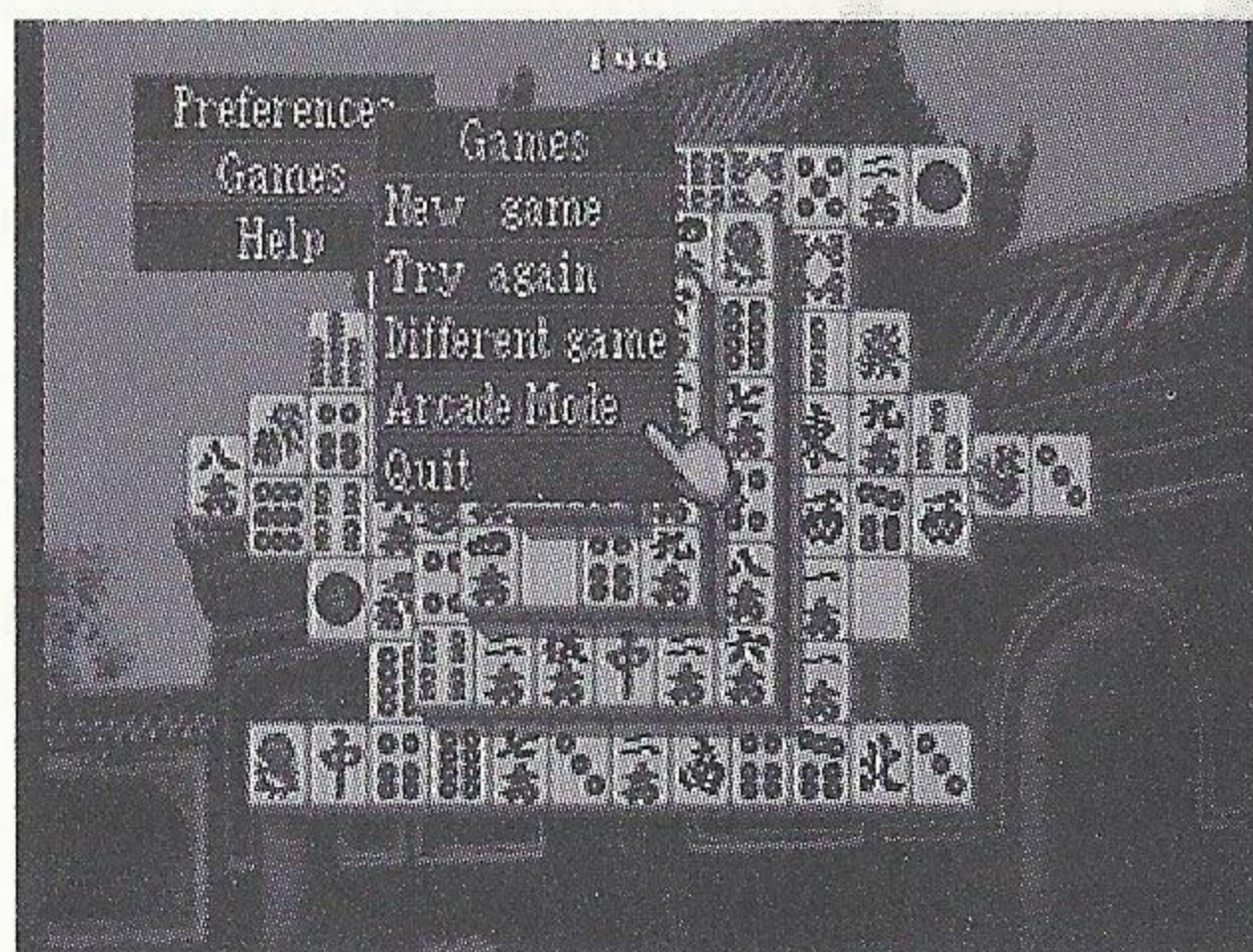


- **New Game** — Select this to play a new version of the game you just played (with tiles in different arrangements).
- **Try Again** — Select this to play the same game again (with tiles exactly as they were in the game you just played).
- **Different Game** — Select a different game, either *Classic Shanghai*, *Great Wall*, *Beijing* or *Golden Tile*.

- **Arcade Mode** — Switch to Arcade Mode.
- **Quit** — Exits the Original Mode game and takes you back to the title screen.

## Help

This option will give you these helpful choices any time while you are playing a game:
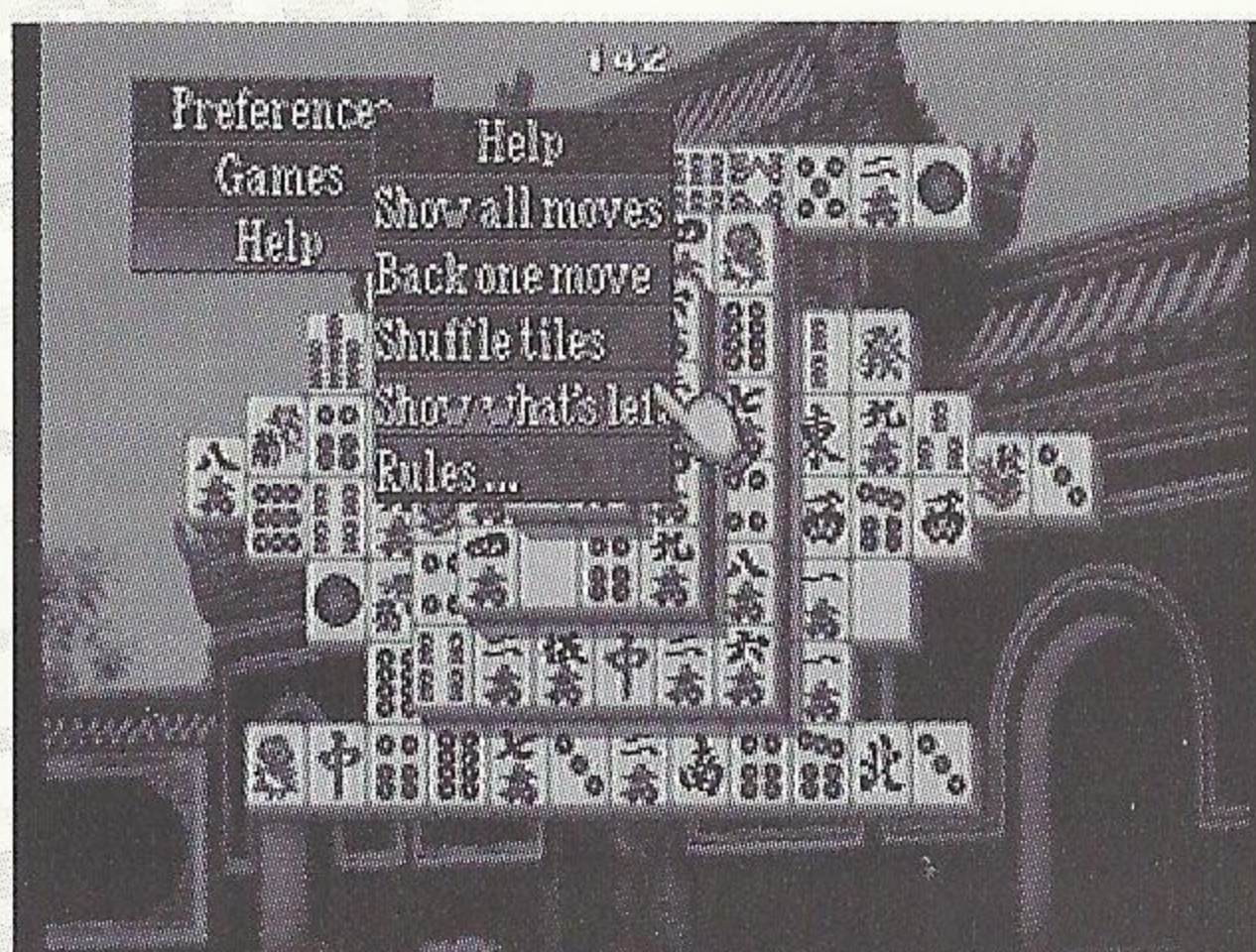


- **Show all moves** — If you're stumped, select this to see all the possible matches you can currently make.
- **Back one move** — Replace the last pair removed, or even all the tiles—all the way back to the beginning of the game, if you want.
- **Shuffle tiles** — Select this if you aren't particularly satisfied with your current tile arrangement; the tiles will be rearranged for you.
- **Show what's left** — Temporarily stack all remaining tiles according to tile design (or group) so you can see whether all four of a tile are still on screen (an important aspect of strategy).
- **Rules…** — If you need to brush up on your game rules, select this for a brief explanation of the game you are currently playing.

# ARCADE MODE

Arcade Mode challenges you to a 30-stage arcade-style tournament in which you can play by yourself in an attempt to beat the clock and top the high score, or head-to-head against an opponent. In Arcade Mode, points are earned each time a pair of tiles is removed. If you choose to play an arcade tournament, each score is added to an overall tournament score as you advance through progressively more difficult stages of the game you selected (unless, of course, you or your opponent gets stuck or runs out of time, in which case the score would automatically be reset to zero).

Before each stage, you will receive a password. Write down your password (being careful about the number 1/one and the letter I, and the number 0/zero and the letter O, etc.), and use it to continue your competition at a later time from the last stage you completed.

**Note:** If you use a password to continue an arcade tournament, your score will be reset to zero.
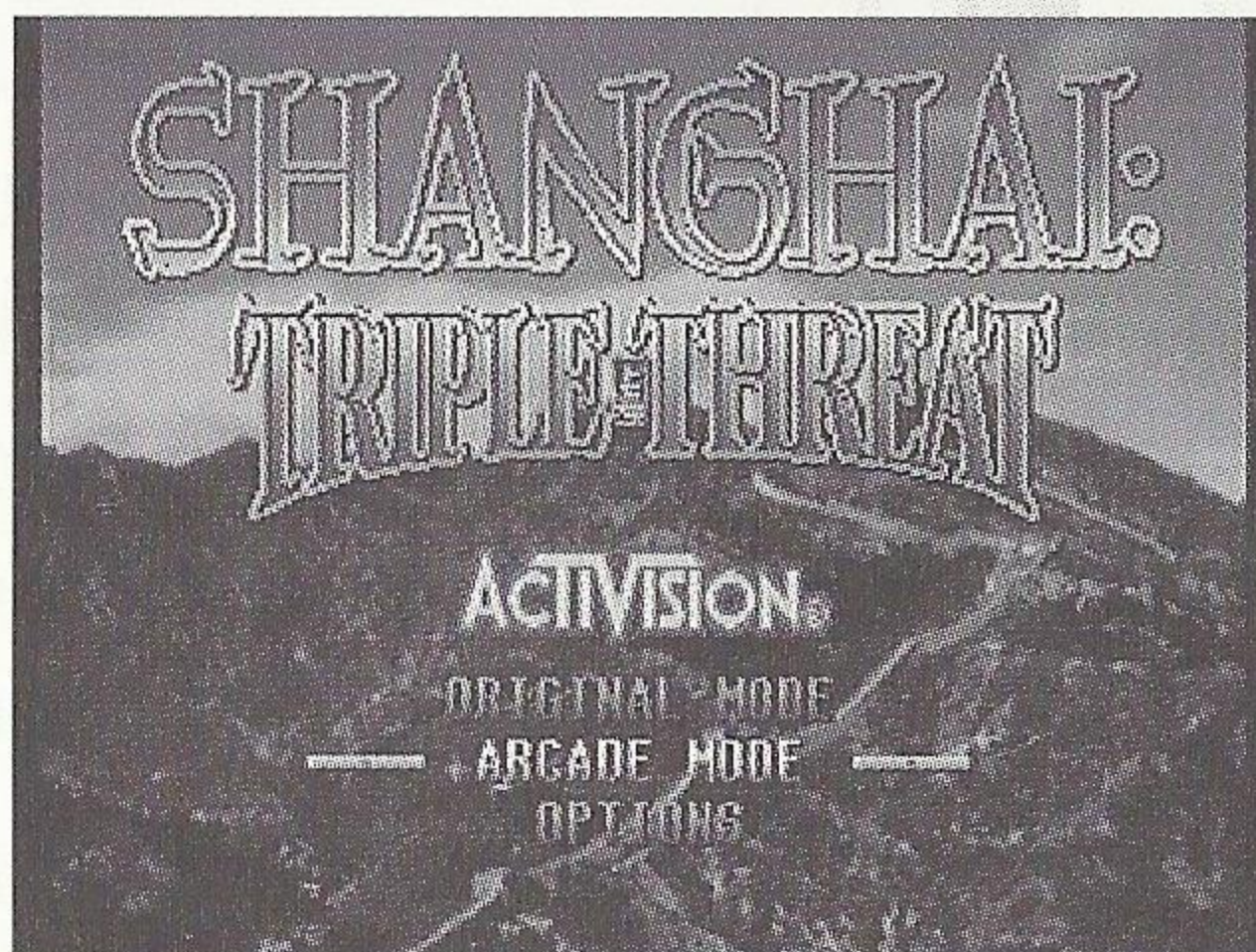


To play a game in Arcade Mode from the title screen, use the **D-Pad** to move the cursor next to ARCADE MODE and press the **A Button** to select it. From Original Mode, press the **Start Button** to display the In-Game menu and select Arcade Mode in the Games menu.

Before you select Arcade Mode, you may want to configure your game settings to your liking. Be sure to make any configuration changes before you start a game; you can only access the Options menu before you begin an Arcade mode game (highlight OPTIONS from the title screen and press the **A Button**).

## The Options Menu

Use the **D-Pad Up/Down** to highlight the arcade game option you want to change, then press the **D-Pad Left/Right** to select your preferences. After setting your options, confirm the highlighted options on the Options screen, select EXIT MENU and press the **A Button**.
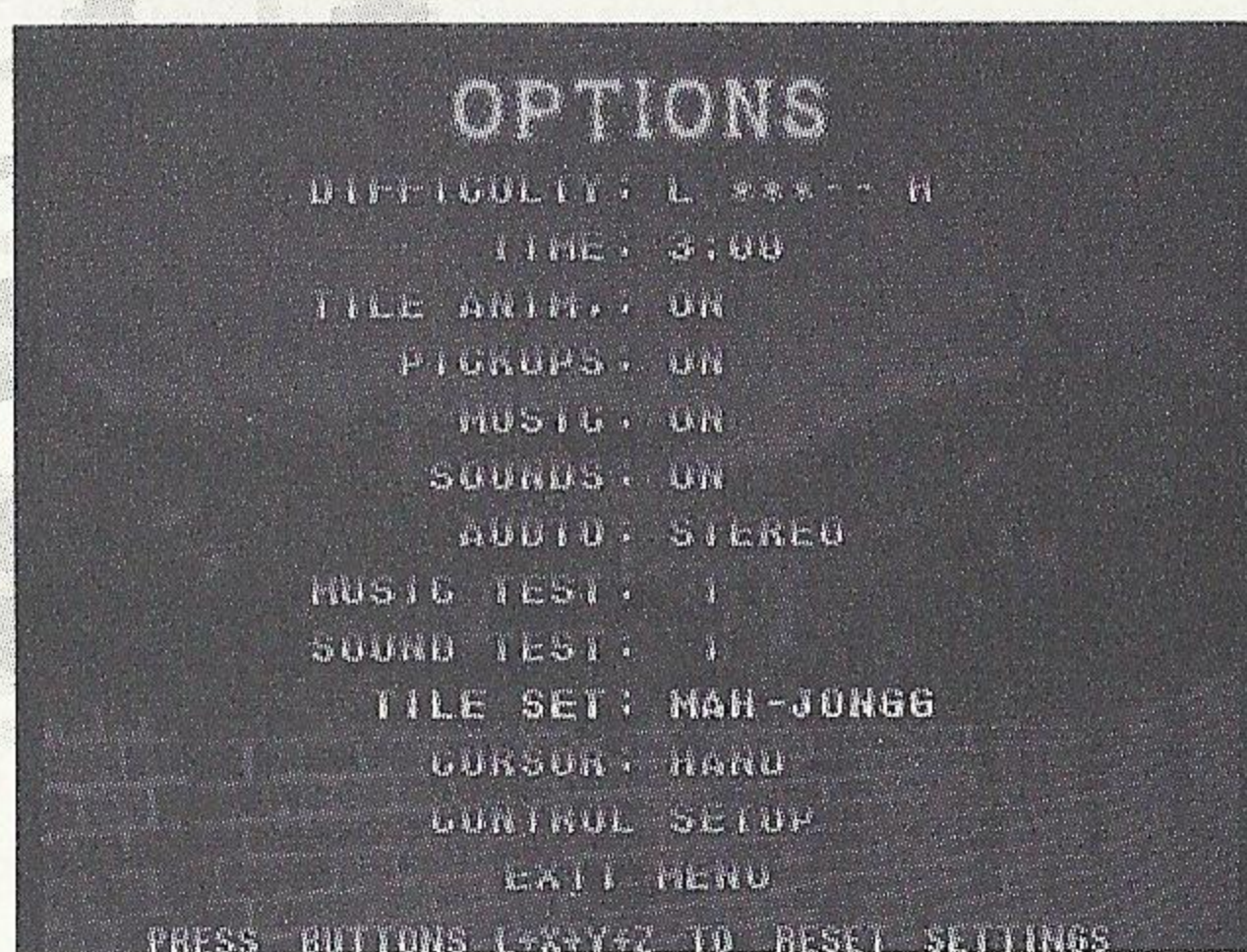


- **DIFFICULTY** — Set one of five levels of difficulty (from low to high). Each asterisk represents a level of difficulty, five asterisks being the highest level.

- **TIME** — Select a time bar of one, three or five minutes, or infinity.

- **TILE ANIM.** — Turn tile animation ON or OFF. For a real challenge, turn the animation OFF.

- **PICKUPS** — Play your games with or without Help and Back Pickups (see the section "Arcade Mode Items").

- **MUSIC** — Turn game music ON or OFF.

- **SOUNDS** — Set sound effects ON or OFF during gameplay.

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- **AUDIO** — Select stereo or mono.
- **MUSIC TEST** — Listen to any of 29 background music tunes.
- **SOUND TEST** — Listen to any of 83 sound effects.
- **TILE SET** — Choose one of three tile sets: Mah-Jongg, Zodiac or Music.
- **CURSOR** — Use one of three cursors: hand, pointer or wand.
- **CONTROL SETUP** — Set up your **A**, **B** and **C Buttons** so that they select and cancel as you wish (you have six setup choices). Press the selected CANCEL button to exit back to the Options menu.
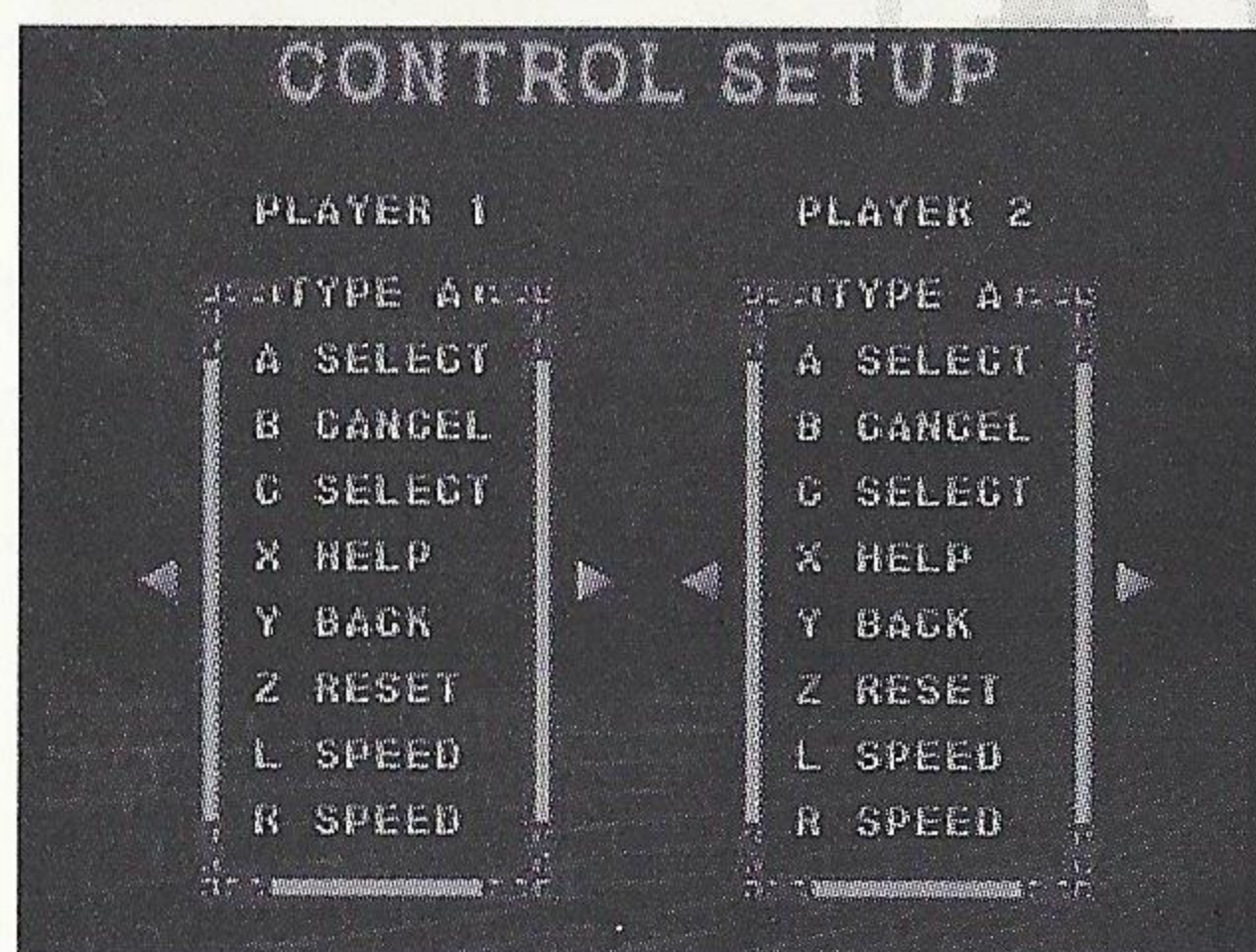


- **EXIT MENU** — Select this option to exit the Options screen and begin your Arcade gameplay.

To reset all configuration options to defaults, press the **L, X, Y** and **Z Buttons** all at the same time.

After you select your configuration options and exit back to the title screen, use the **D-Pad** to move your cursor to ARCADE MODE, and get ready for a Triple-Threat Shanghai challenge.

You will then have the option of playing a *Classic Shanghai*, *Great Wall*, *Beijing* or *Golden Tile* game in Arcade Mode. Use your **D-Pad** to highlight the game you want to play and press the **A Button**.

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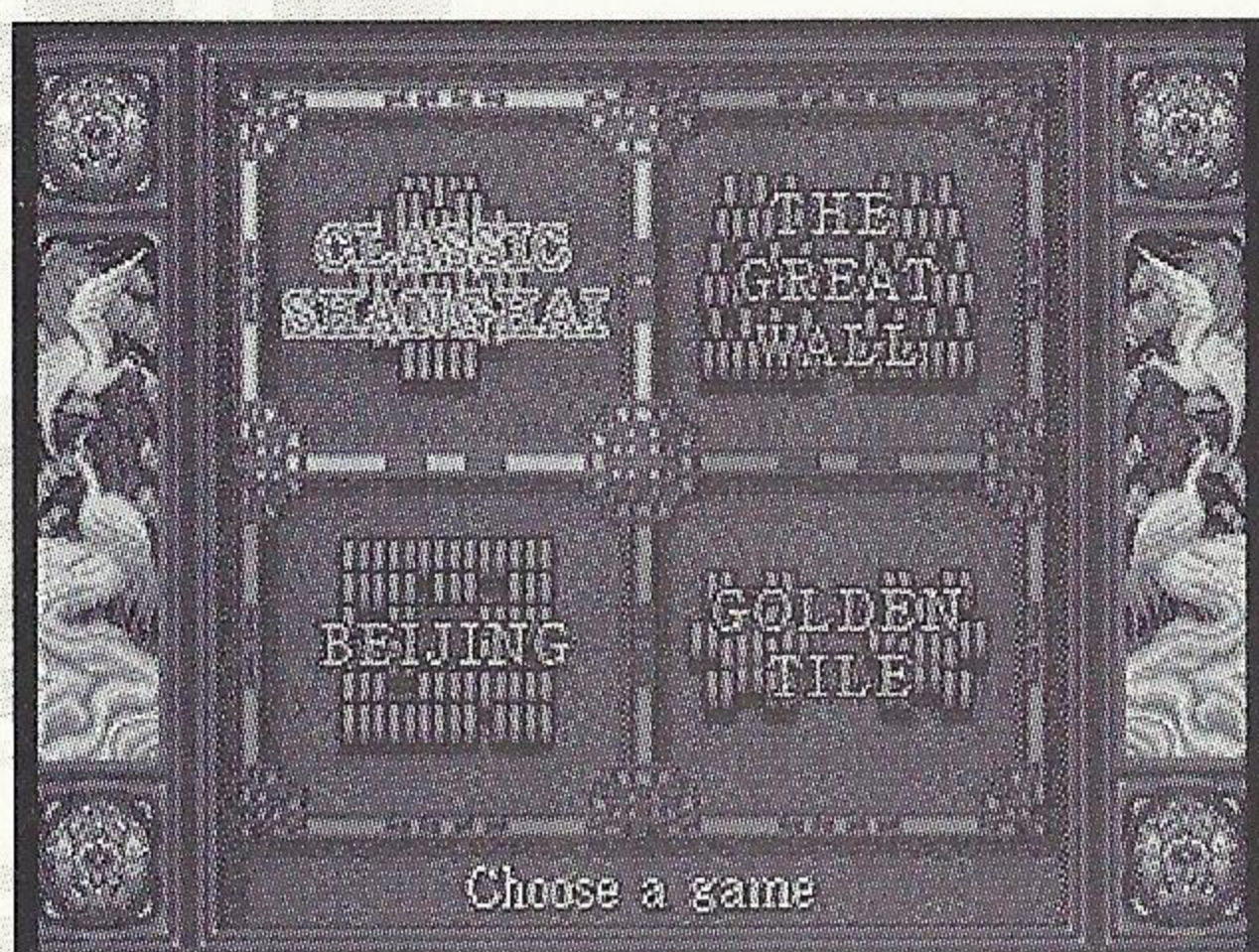
Once you choose the game you want to play, select either a one-player game for a race against the clock, or a two-player game to go up against an opponent in "pandamonium."
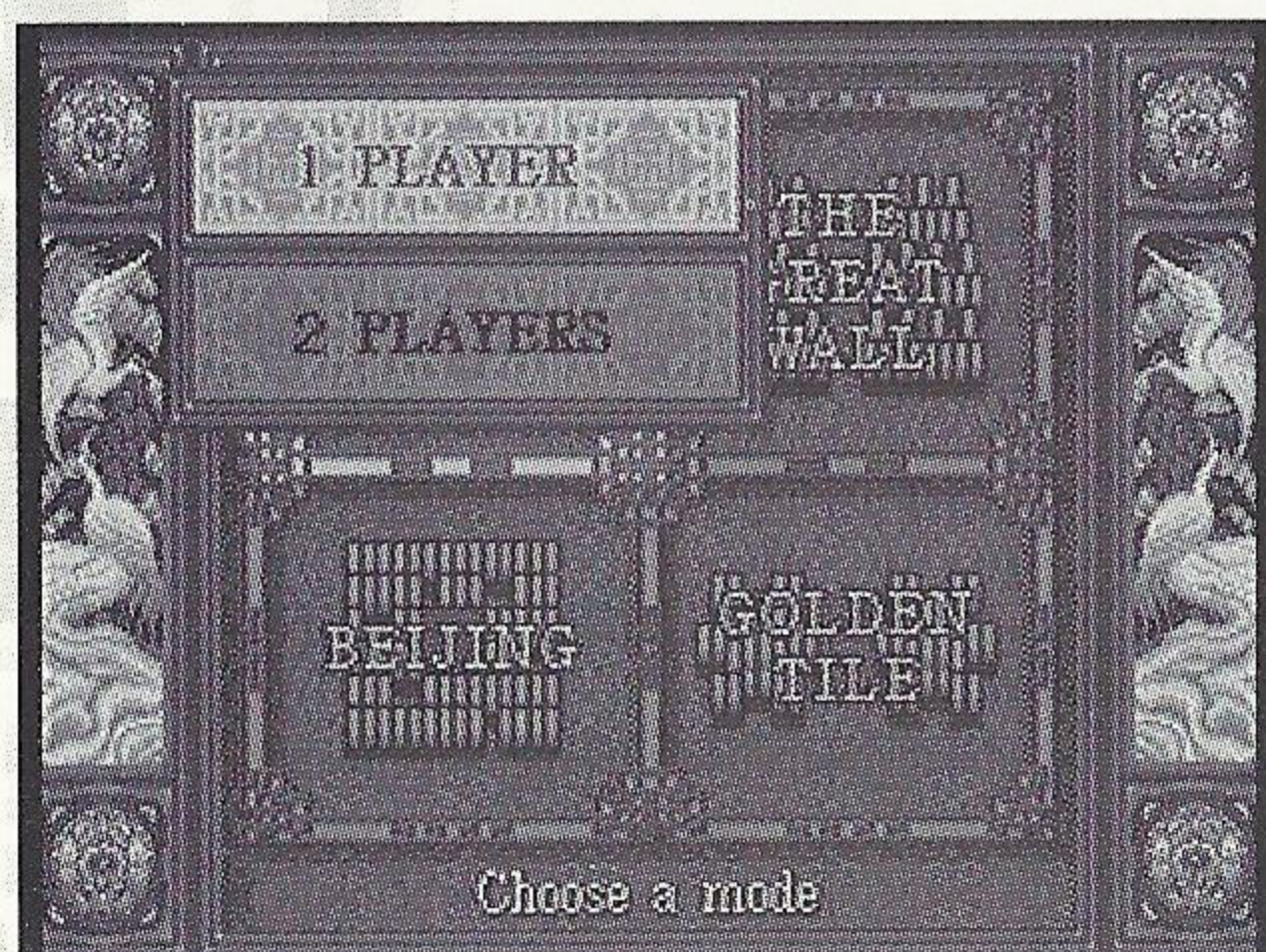


Then, select either Start to start from the beginning or continue your arcade tournament by selecting Password.
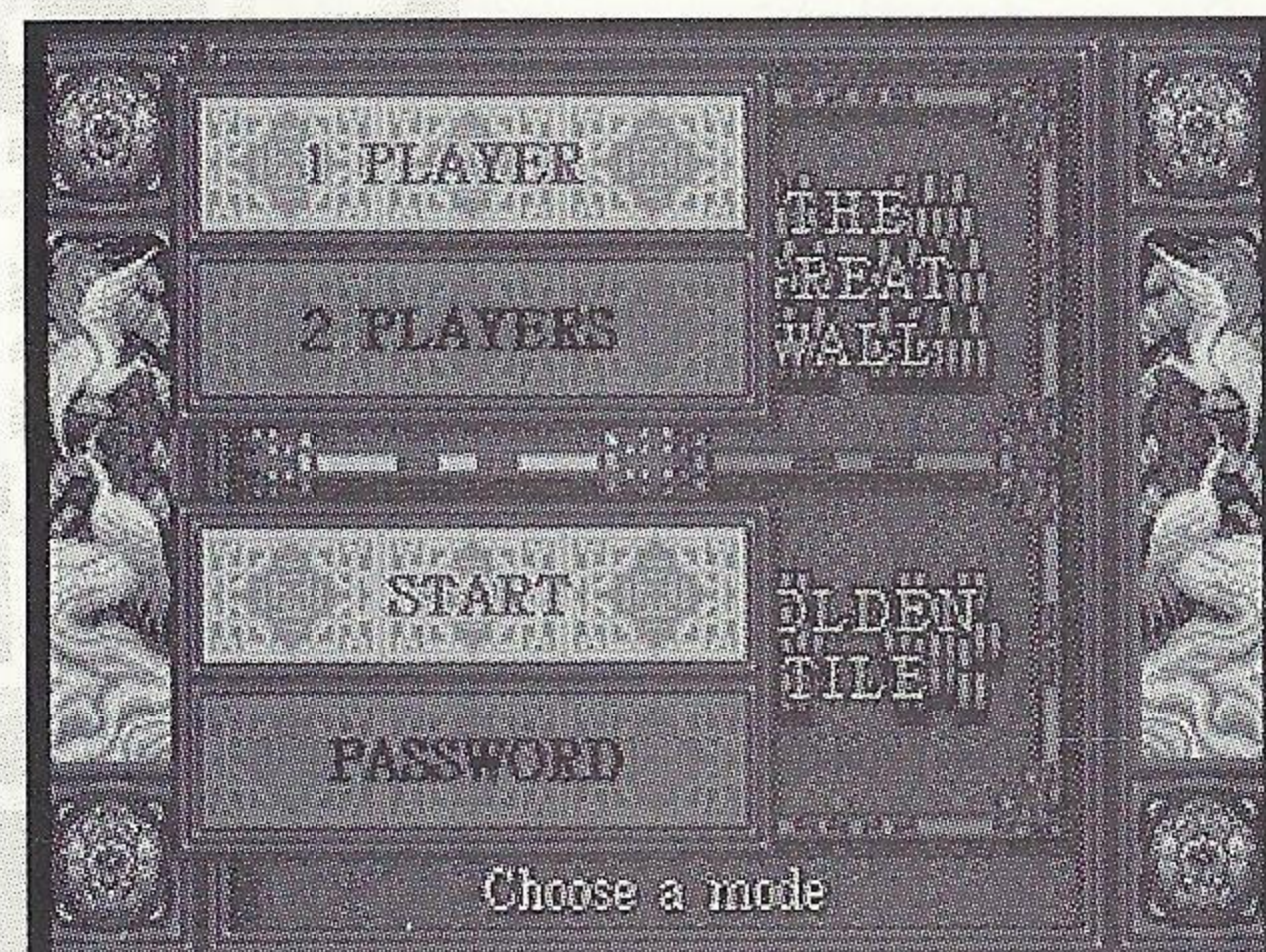
Before each *Classic Shanghai*, *Beijing* and *Great Wall* game stage, you will see a map of the Great Wall of China and the challenging 30-stage journey your tournament will take you on. As you advance in your tournament, the map will mark the progress you have made in your journey along the Great Wall by highlighting the places you have successfully visited.

## Entering a Password

When you select Password, (after selecting a one- or two-player game in Arcade Mode) use the **D-Pad** to highlight the first letter or number of your three-digit password, then press the **A Button** to enter it. Repeat this step to select the next two letters (or numbers) in your password, then click on END to enter your password and begin play. If you make a mistake entering a digit, press the **B Button** to backspace. To exit the Password screen without entering a password, make sure the three password spaces are blank (using the **B Button** to backspace) and press the **B Button** again.



If you are having trouble entering a password, check to see that you wrote down the correct password digits. For example, a vertical line may actually be the letter "I" or the number "1" (one) or even an exclamation point (!); while a circle may represent the letter "O," the number "0" (zero) or the letters "D" or "Q".

# Arcade Mode Items

To help you along in your arcade tournament, Arcade Mode offers you a few items that you may or may not deem useful, depending on how much of a challenge you can handle.

**Note:** Before starting a game, you can choose to play with or without Help and Back Pickups for added challenge. Go to the Options menu before you start an Arcade game.

HELP

BACK

GIVE UP          TIME BAR
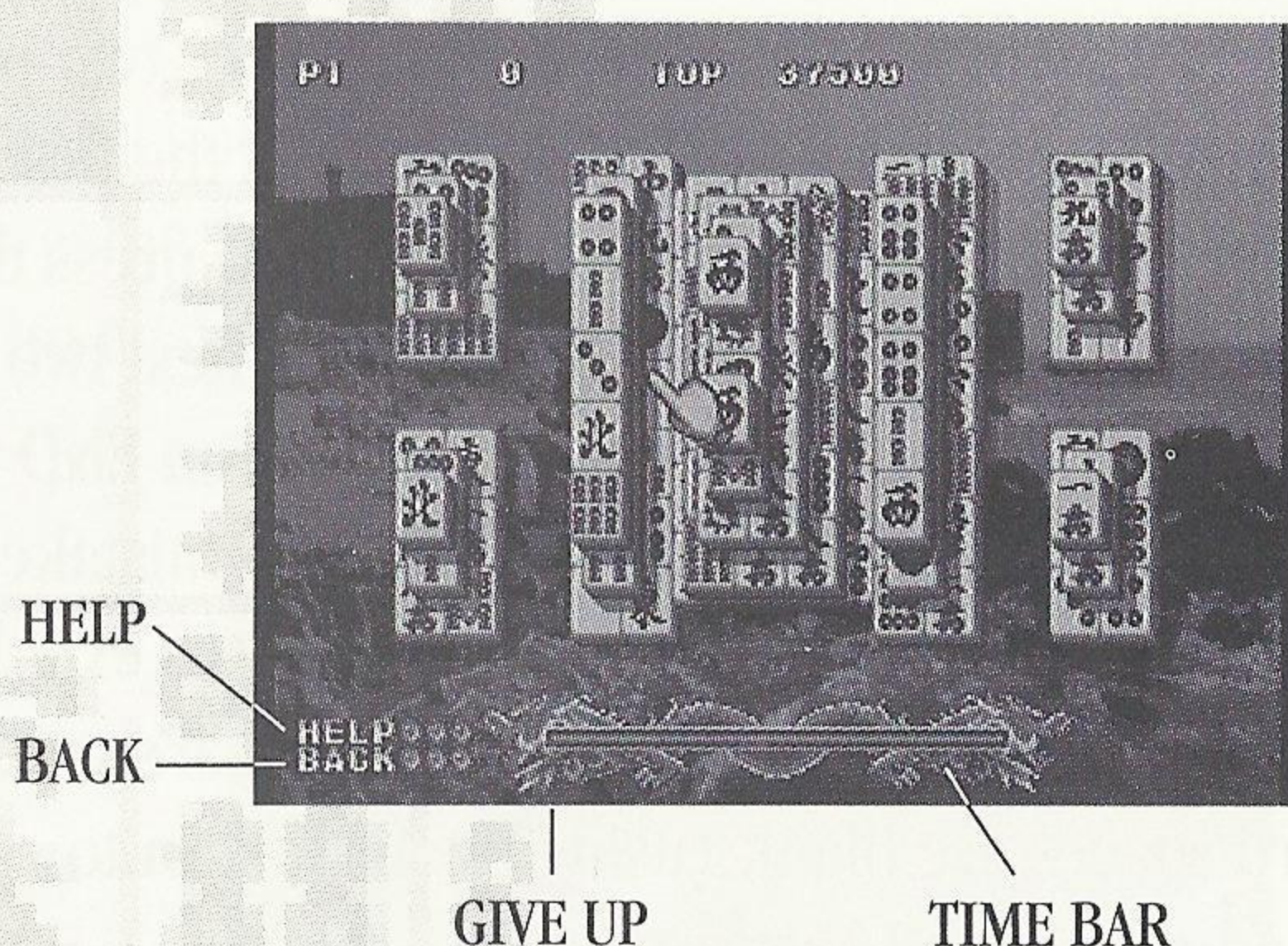
## HELP

**Help Pickup** — You have three Help Pickups available to you at the start of a game. If you can't seem to find a match, move your cursor to this button, press the **A Button** and all the possible matches you can currently make will be highlighted. (You can quickly get to this item by pressing the **X Button**.)

## BACK

**Back Pickup** — At the beginning of a new game, you have three opportunities to undo a move. Move your cursor to this button and the last pair you removed will be replaced on your layout. (You can quickly get to this item by pressing the **Y Button**.)
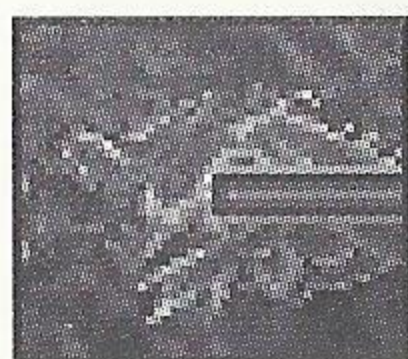
**Give Up** — This button (Dragon's Ball) allows you to end a game when it becomes apparent that there is no way for you to win. (You can quickly get to this button by pressing the Z Button.)

**Time Bar** — This item lets you know how much tile-matching time you have left. The bar will decrease in three minutes if you do nothing, but you can add to your remaining time whenever you remove a pair.

**NOTE**: The Time Bar default is three minutes. Go to the Options menu to select one minute, five minutes or infinity.

## Strategy and Tips

- If you are playing in Arcade Mode and the clock is running, you might want to turn off the tile animations and sound effects.

- Don't be so quick to use Help Pickups in two-player Arcade Mode; they may help your opponent more than they help you.

- Back Pickups may either help or annoy your opponent in two-player Arcade Mode games.

## The Bonus Level

At the fourth stage and then every third stage after that, in an Arcade Mode tournament (except *Golden Tile*), is a Bonus Level where you will have the chance to earn points, Help Pickups and Back Pickups — and get the edge over an opponent (see the section "The 30 Stages of Arcade Mode").

The game is essentially *Classic Shanghai*, played with several tiles face-down. The object is to memorize the positions of the tiles and remove pairs to earn the bonus on each pair of tiles. The tiles only turn face-up when selected and only two tiles can be selected at a time. If the selected tiles do not match, the tiles will automatically turn face-down again. While there is no time limit, you are only allowed three incorrect tries. After your third incorrect attempt, the bonus round will end and you will only receive the bonuses on the tiles you succeeded in removing.

## Ranking

The top five highest scores will be ranked on the Arcade Mode ranking screen. To enter your initials, use the **D-Pad Up/Down** to scroll through the letters, press the **A Button** to select each initial (or the **B Button** to back-up), and press the **A Button** a third time to enter your three initials. Your initials will remain on the ranking screen even after the power is turned OFF.

## The Great Wall of China

Originally constructed as a colossal defense structure, The Great Wall has been built and rebuilt over a history of more than 2000 years. The construction of the Great Wall began under the Qin dynasty (221-207 B.C.) and was undertaken thereafter on an enormous scale under later dynasties as recent as the Manchu dynasty (1644-1911). The building of the Wall was an uninterrupted process, just like the nation's cultural evolution. It is for this reason that the Wall has become a unique symbol of Chinese civilization.

The Great Wall consisted of 1,000 formidable passes, almost 10,000 beacon towers for sending military signals, countless fortified castles, numerous ditches and broad avenues of traffic.

The continuous structure of high walls was also supplemented by courier posts, storehouses, arsenals and ranches — all of which helped ensure logistic support for the defense system.

The Great Wall expands across the northern parts of China over a distance of thousands of kilometers with remains of its ancient version still found in present-day Russia and the People's Republic of Mongolia. If the lengths of all the sections constructed under various dynasties were to be added up, the accumulated total would be over 5,000 kilometers (3,100 miles — about equal to the width of the contiguous United States).

The different sections of the Wall vary with the configuration of the terrain as well as with the time period in which each was constructed. Some sections are built of earth, others of stones or bricks while still others of layers of reeds and sand. Experts have calculated that if the amount of earth and stone involved in the construction of the Great Wall was used to build a wall one meter thick and five meters high, such a wall could circle the earth over a dozen times.

## The 30 Stages of Arcade Mode

**Note:** The names of the stages do not actually represent a linear travel along the wall; the stages are named for the places and objects pictured in the background of each stage.

1. Shanhaiguan
2. Badaling
3. Luoyang
4. BONUS STAGE (Badaling)
5. Guilin
6. Dragon Wall (Jiulong Bi)
7. BONUS STAGE (Badaling)
8. Shangfeimu (Xian Fei's Tomb)
9. Elephants (Min Xiao Ling, Nan Jing)

10. BONUS STAGE (Badaling)
11. Clay Army (Bing Ma Yong, Xian)
12. Guang Ling
13. BONUS STAGE (Badaling)
14. Laughing Buddha
15. Statue of Nirvana
16. BONUS STAGE (Badaling)
17. Da Guan
18. Huangputan
19. BONUS STAGE (Badaling)
20. Duo Wen Tower (Duowenta)
21. Beijing
22. BONUS STAGE (Badaling)
23. Shao Lin Temple
24. Statue of Guan Yu
25. BONUS STAGE (Badaling)
26. Hang Zhou
27. Forest of Steles (Beilin)
28. BONUS STAGE (Badaling)
29. Badaling
30. Jiayuguan

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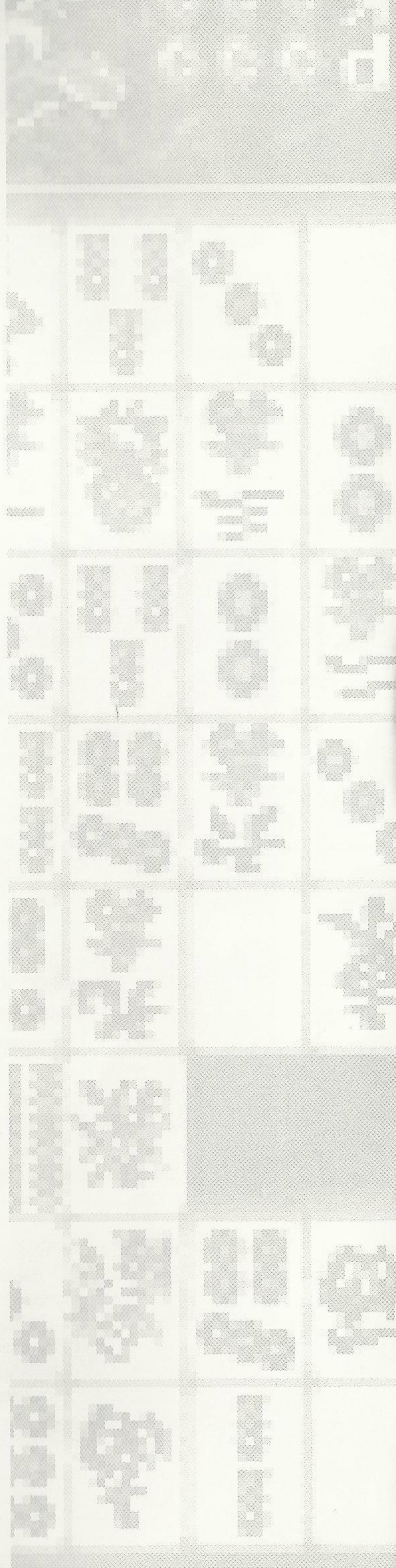
Special Thanks to:

Bill Swartz, Mika Kawamura, Sarah Hanlon, Larry Goldberg, Brian G. Kelly, Jane Chaney, Masato Kawai, Takato Yoshinari, Joy Schneer, Kevin Wagner, and Kazutoshi Yashiki.

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