

Nintendo

GAMEBOY[®] color



INSTRUCTION BOOKLET

SUNSOFT[®]

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THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

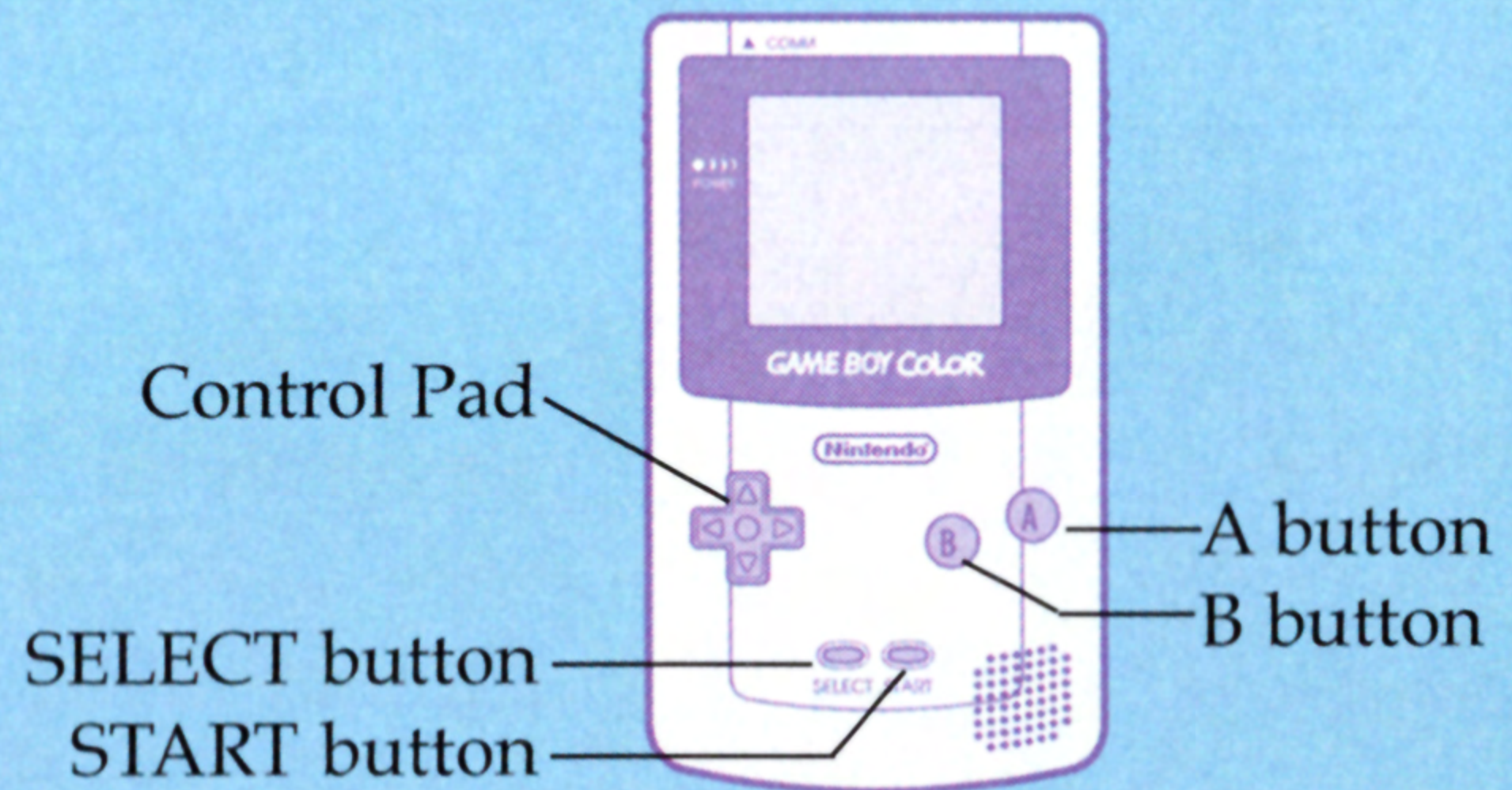
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Section 1: Starting the Game



Insert the Shanghai Pocket game pak into your Game Boy or Super Game Boy or Game Boy Color and turn on the power. Press the START button when the Title Screen appears.



Section 2: Navigating your way around the Game

Game Select Screen

After pressing START on the Title Screen you can choose from the three game modes; Shanghai for addictive one-player fun, and Gold Rush and Kong Kong for playing against the computer or against a friend using a Game Boy Game Link.

Control Pad:	Move frame to select a game
A button, START button:	Play selected game



Shanghai Stage Select Screen

When you select Shanghai from the Game Select Screen, you come to the Stage Select Screen.

Control Pad:	Select stage
A button:	Play selected stage
B button:	Return to the Game Select Screen
SELECT button:	Go to the Config Screen



Section 2: Navigating your way around the Game



VS. Mode Select Screen (Kong Kong, Gold Rush)

When you select Kong Kong or Gold Rush from the Game Select Screen, you come to the VS. Mode Select Screen.

Control Pad:	Select human or computer opponent, and computer opponent's speed.
A button:	Play using the selected settings.
B button:	Return to the Game Select Screen.
SELECT button:	Go to the Config Screen.

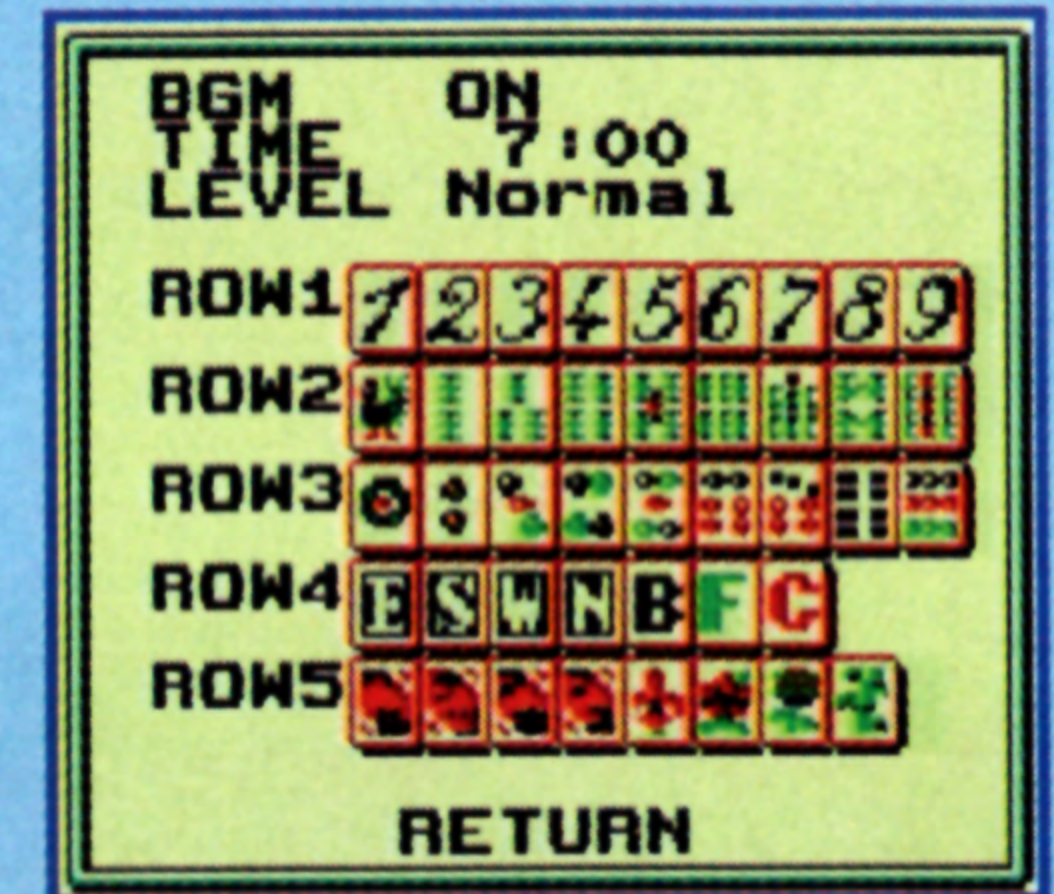
Section 2: Navigating your way around the Game

Config Screen

After pressing Select on the Shanghai Stage Select Screen or on the VS. Mode Select Screen for Kong Kong or Gold Rush, you can configure the game the way you like.

- BGM - Turn background music on or off using the Control Pad.
- TIME - Set the desired timer setting for the Shanghai game. Shorter times are harder! Default is 7 minutes.
- LEVEL - Set the difficulty level for Shanghai or Gold Rush. Default is Normal.
- TILES - Change the tile graphics, row by row (see below).
- RETURN - Put the cursor here and press A to activate the settings and return to previous screen (Stage Select or VS. Mode Select).

- Control Pad: Move cursor and change settings.
- A button: When cursor is on Return, activates the indicated settings.
- B button: Return to the previous screen, canceling all changed settings.



Section 2: Navigating your way around the Game

The Tiles

The Config Screen allows you to select the tile graphics. Shanghai is usually played with Mah-Jongg tiles, but we have added some other tiles that you can use instead if you like.

ROW 1 - Choose the "Craks" suit or Arabic Numerals.

ROW 2 - Choose the "Bams" suit or Roman Numerals.

ROW 3 - Choose the "Dots" suit or Squares.

ROW 4 - Choose Chinese or English "Winds and Dragons."

ROW 5 - Choose Japanese or English "Seasons and Flowers."

Section 2: Navigating your way around the Game

How to Play

For All Games:

On the game screen, you can move the cursor with the Control Pad, and take matching tiles a pair at a time by selecting them with the A button.

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 you selected a wrong tile, press the B button to cancel. The four Season tiles (Summer, Autumn, Winter & Spring) all match each other, and the four Flower tiles (Orchid, Plum, Chrysanthemum & Bamboo) all match each other.

Game Controls

Control Pad:	Move cursor
A button:	Select a tile
B button:	Cancel a selected tile
SELECT button:	Bring up menu (in Shanghai only) (See page 11 for more information on the menu.)

Section 3: The Shanghai Pocket Story

Long, long ago there was a tower built of tiles, decorated with frescoes of twelve animals. One fateful night, lightning struck the tower with a thunderous blast. The animals leapt out of the frescoes in fright, as the tower's tiles tumbled and clattered down, burying the Orbs, the talismans of the twelve animals. The animals found themselves trapped within the ruins of the tower, unable to return to their rightful places on the frescoes. According to the legend of the animals, removing the tiles and uncovering the Orbs will allow the animals to return. It's up to you to clear away the tiles and free the twelve animals from the ruins of the tower...

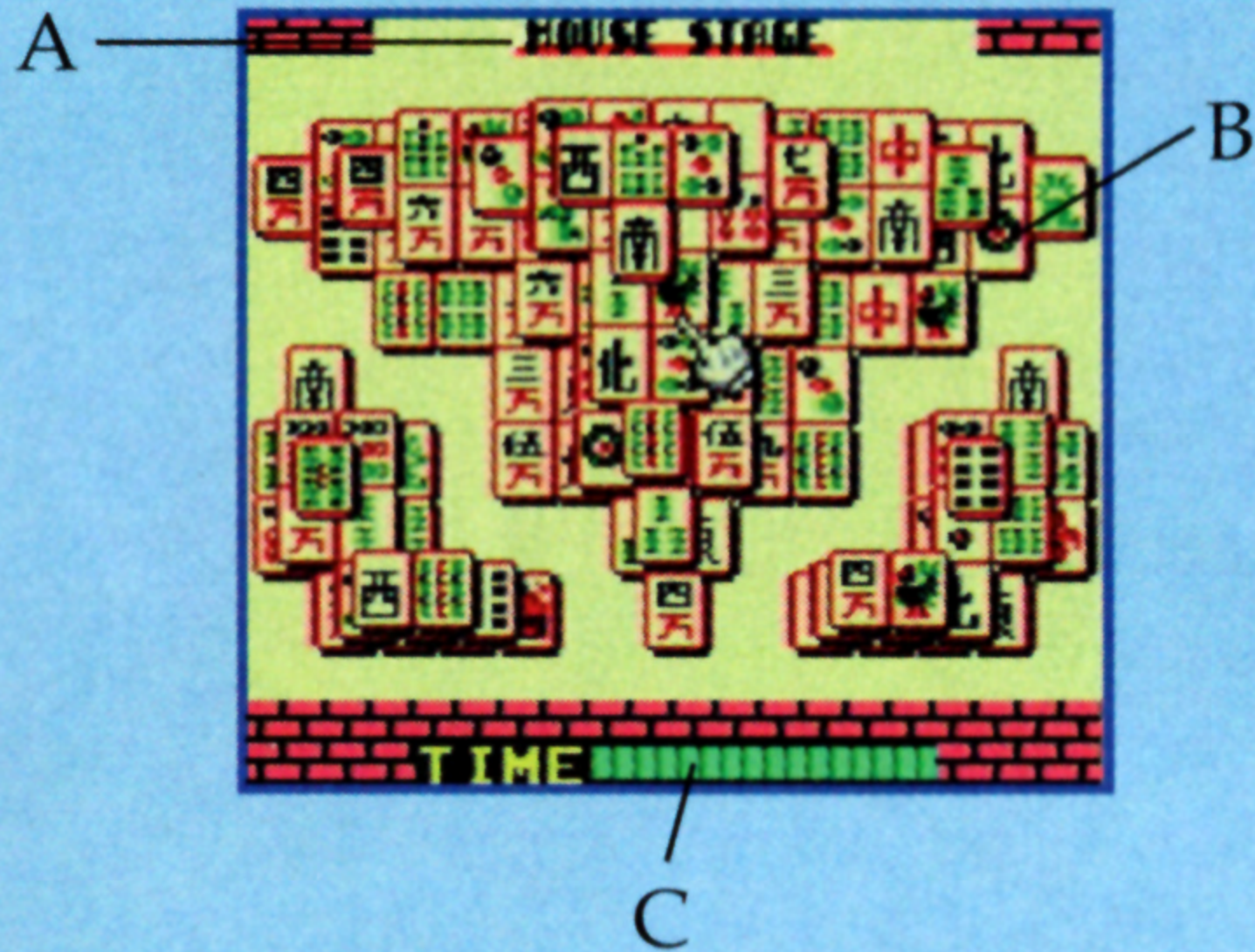
Section 4: Shanghai

A full game of Shanghai will challenge you for hours, or you can just play a single stage anytime you like. You can adjust the challenge by adjusting the time and difficulty settings in the Config Screen. At the Config Screen you can also change the tile designs to Arabic and Roman numerals, and turn the music on and off. You can get to the Config Screen from the Stage Select Screen; during a game you can go to the Stage Select Screen by hitting the Select button, then selecting Quit from the menu. Keep in mind that any Season tile matches any other Season tile, and any Flower tile matches any other Flower tile.

Rules

- The game takes place in twelve stages, played on twelve different layouts (named for the twelve animals in the story).
- You can play the twelve stages in any order.
- Each stage begins with 144 tiles.
- Remove all the tiles, one pair at a time, within the time limit, to clear the stage.
- If time runs out, the game is over, but you can try again.

Section 4: Shanghai



Game Screen

- A) Name of current stage
- B) Selected tile
- C) Remaining time

Section 4: Shanghai

The Shanghai Menu

Press the SELECT button during the Shanghai game to display the Menu. Press the Control Pad up/down to toggle through the options, and press the A button or START button to select a Help option.

BACK 1 MOVE - Put back the last pair that was removed. You can use this repeatedly, and put back all the removed tiles if you want to undo an early mistake without starting over.

HELP - Show one matching pair (they are briefly highlighted).

START OVER - Put all the removed tiles back on the layout and restart the timer.

QUIT - Go back to the Stage Select Screen.



Section 4: Shanghai

Deadlock

You're deadlocked when there are no more pairs available for play (none of the free tiles match one another). If this happens to you, the Menu appears; you can choose to go Back 1 Move (then you can use Back 1 Move as many times as you want) or you can choose to Start Over.

No More Time

When the timer runs out, the game will ask you, "Try Again?" Select "Yes" or "No." Selecting "Yes" will take you back to the Stage Select Screen. Selecting "No" will send you all the way back to the main Title Screen (all progress in your Shanghai game will be discarded).



Stage Clear

When you clear a stage, the animal you've freed will appear on screen and thank you. The game's finale will be shown if you free all 12 animals.

Section 5: Kong Kong

Kong Kong is a very quick challenge game. You can adjust the challenge at the VS. Mode Select Screen before starting Kong Kong. And from the VS. Mode Select Screen you can press Select to go to the Config Screen where you can change the tile designs to Arabic and Roman numerals and turn the music on and off.

Rules

- You win if you clear all of your tiles first, your opponent runs out of time or is deadlocked, or if your opponent's tile pile builds up to maximum.
- Tiles are removed a pair at a time just as in the Shanghai game. In addition to the normal Shanghai tiles, there are also special Attack and Defense tiles.
- You receive points for every pair of tiles you remove. Attack and Defense tiles are worth 200 points, and all other tiles are worth 100 points. If you win you receive 2000 points.

Section 5: Kong Kong



Attack Tiles (Sword): If you remove a pair of Attack tiles, a pair of icons are added to your opponent's attack counter. Each icon on the attack counter represents one tile. The next time your opponent removes a pair of normal or Attack tiles, one tile will drop onto his stack for each icon on his attack counter. Then his attack counter is cleared. In addition, the more pairs of Attack tiles you remove consecutively, the higher your score. You get 200 points for removing the first pair of Attack tiles. The second consecutive pair earns 400 points; the third consecutive pair earns 600; the fourth consecutive pair earns 800, and if you could remove five consecutive pairs of Attack tiles, that would earn 1000 points. The consecutive pickup bonus can make all the difference in the game's score!

Section 5: Kong Kong

- Defense Tiles (Shield): If you remove a pair of Shield tiles, your attack counter is cleared and your opponent's consecutive pickup counter is also cleared (your opponent loses the consecutive pickup bonus). There is no consecutive pickup bonus for removing consecutive pairs of Shield tiles.

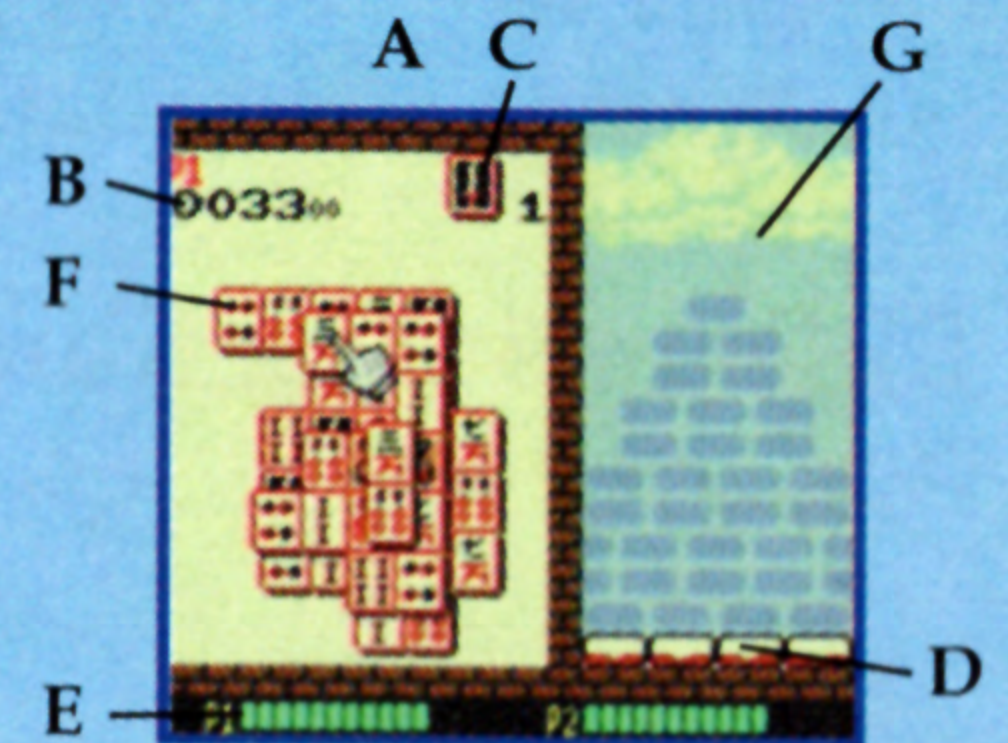


- Defense Tiles (Cure): Removing a pair of Cure tiles causes 10 time units to be added to your game timer, extending your game life. Picking up consecutive pairs of Cure tiles adds even more to your game timer — the second pair adds 15 units and the third pair adds 20. You also get bonus points for consecutive pickups of Cure tiles (just as with the Attack tiles).

Game screen

A) Your game screen

The left side of the screen shows your tile pile and all the information related to your progress in the game. The right side of the screen shows your opponent's game information.



Section 5: Kong Kong

B) Score

Shows your current score.

C) Consecutive Pickup Counter

Shows how many pairs of Attack tiles or Cure tiles you currently hold. If you remove pairs of any normal tiles or Shield tiles, your consecutive pickup counter is cleared.

D) Opponent's Tile Meter

Shows the height of your opponent's tile pile. The grey tile pile indicates the pile's maximum size. The solid tiles represent layers which contain tiles (the display does not show your opponent's actual tiles). When your opponent is down to only one layer, you're in danger of losing the game!

E) Remaining time

Shows how much time you and your opponent have left.

Section 5: Kong Kong

F) Attack counter

Shows the number of Attack tiles your opponent has arrayed against you. Each icon represents one tile that will drop onto your tile pile when you remove a pair of normal or Cure tiles. The maximum number the counter can hold is 10; any tiles above that number are dropped on you automatically.

G) Cloud Monster

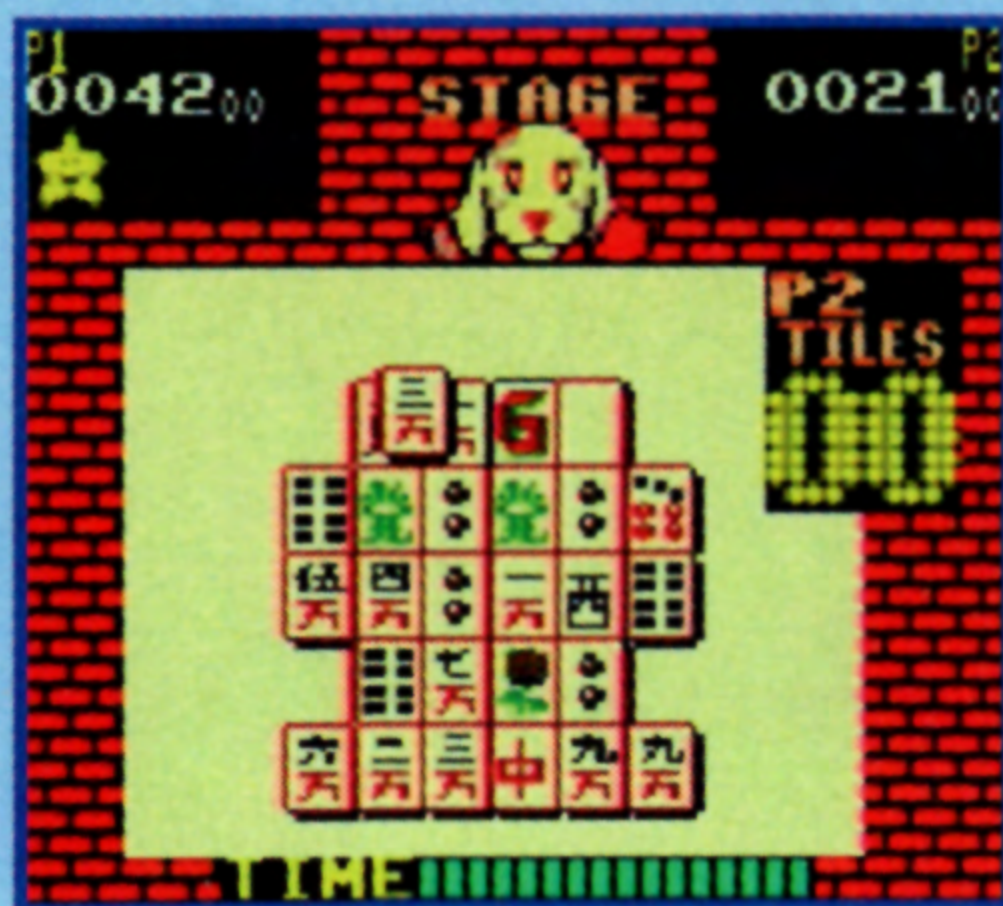
When Attack tiles are piled on your opponent's damage counter, the Cloud Monster appears. His movements vary depending on the number of attack tiles.

Ranking

Your score is calculated at the end of each game. Your past scores are displayed on the Ranking Screen.

Section 6: Gold Rush

Gold Rush is a fast challenge game. You can adjust the opponent's speed at the VS. Mode Select Screen before starting Kong Kong, and you can adjust the Difficulty setting in the Config Screen. You can get to the Config Screen by pressing Select while on the VS. Mode Select Screen. At the Config Screen you can also change the tile designs to Arabic and Roman numerals or turn the music on and off.



Rules

- Tiles are removed a pair at a time just as in the Shanghai game. In addition to the normal Shanghai tiles, there is also a Golden Tile buried in the layout.
- The first player to get the hidden Golden Tile wins that round. The tile must be unblocked before you can claim it.
- The first player to win three rounds is the victor.
- The game chooses one of 12 different layouts at random.

Your tile arrangement is always identical to your opponent's.

- You receive 100 points for every pair of tiles you take. You get 2000 points if you win.

Section 6: Gold Rush

A) Main screen

Shows your tile pile and all the information you need while playing.

B) Your score

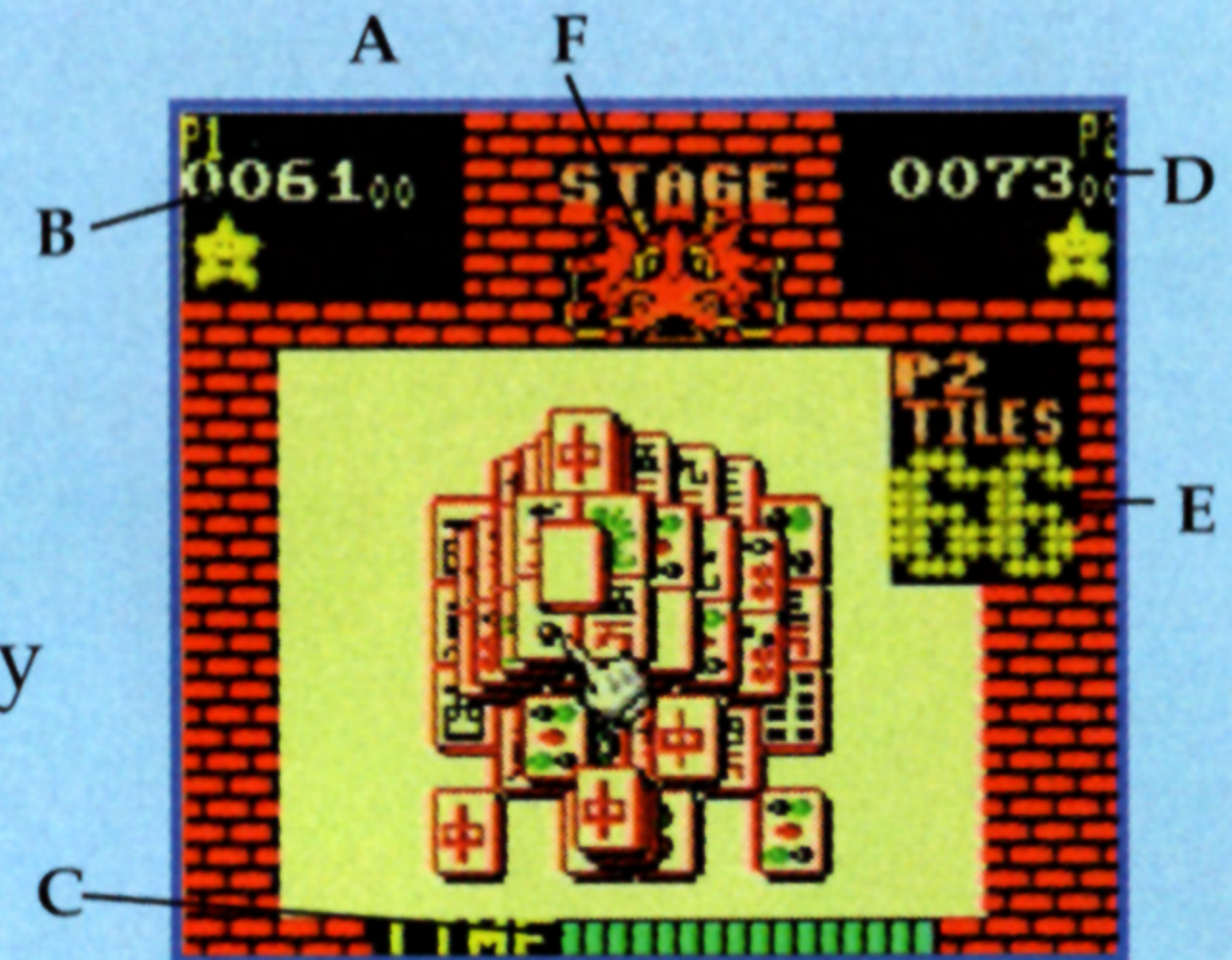
Shows your current score and your accumulated victory stars. Each time you win a round you receive one star.

C) Remaining time

Shows how much time you have left.

D) Opponent's score

Shows your opponent's score and victory stars.



Section 6: Gold Rush

E) Opponent's tile count

Shows the number of tiles left in your opponent's pile. When it's possible for you to take your opponent's gold tile in 10 more moves at the earliest, the number starts flashing. You can get the gold tile without getting rid of all the other tiles first, so use this as a guide!

F) Layout

The game chooses one of 12 different layouts (named for the twelve animals in the story) at random. The animal picture indicates which layout is currently being played.

Ranking

Your score is calculated at the end of each game. Your past scores are displayed on the Ranking Screen.

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