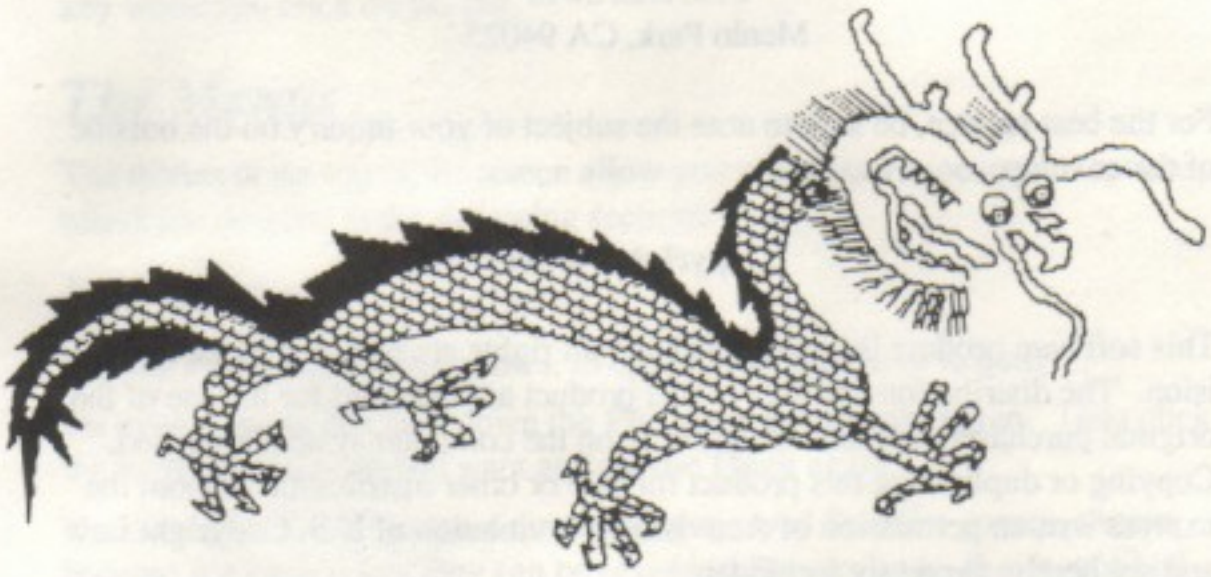
SHANGHAI™

Version 2.0



Player's Guide

For Macintosh® Computers

ACTIVISION

Shanghai was designed and programmed by Brodie Lockard.
Version 2.0 produced by Tony Van.
Art by Brodie Lockard and Don Woo.
Music and sound by Russell Lieblich.
Music driver provided by Ed Bogas Productions.
Special thanks to Stephen Blackstock, Bill Volk, and Doug Barnett.

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The Set Up

Shanghai is not copy-protected, so the first thing you should do is make a backup copy of your original game disk. Then put the original away for safe-keeping, and use the backup copy whenever you play.
You can copy *Shanghai* onto a hard drive. Insert your original game disk in a floppy drive and drag the *Shanghai* disk icon onto your hard drive desktop, then click **OK**. A folder called *Shanghai* will be created. Delete the System Folder that you'll find inside the *Shanghai* folder.

Starting Shanghai

To start *Shanghai* from a floppy drive, simply turn on your Macintosh and insert your *Shanghai* disk in the disk drive.

To start *Shanghai* from a hard drive, just double-click the *Shanghai* icon.

To identify a file that is obscured by adjacent files, hold down the ***shift*** key while you click on the file.

The Menus

The menus at the top of the screen allow you to access various game options, which are detailed in the following sections.

File Menu

Use the **File** menu to save games, to open saved games, or to quit.

To open a game file, pull down the **File** menu and choose **Open**. Then click the name of the game you want and choose **Open** again.

The *Shanghai* disk contains a number of pre-saved Solitaire games, chosen because it's known that they can be played to the very end—that is, until all the tiles have been removed. However, they are certainly not the the only games that can be played to the very end.

To save a game, pull down the **File** menu and choose **Save**. Click **Drive** to log a different floppy drive or your hard drive. If necessary, select the folder where want to save the game. Finally, type in the name you want to give your game and click **Save**.

To give a previously saved game a new name, choose **Save As** from the menu, then follow the steps described above.

Select **Quit** either to end a Tournament or Challenge game in progress, or to quit *Shanghai* altogether.

Edit Menu

You can use this menu to cut, copy, or paste using any Desk Accessory (if you're running under the Finder) or application (if you're running under MultiFinder). The Edit menu is made available for your convenience, and has no effect on the game.

New Game Menu

Use this menu to start a new game or to select the type of game you wish to play. You can choose **Solitaire**, **Team Effort**, **Tournament**, or **Challenge**. You can find information on each type of game under the Rules menu.

Help Menu

This menu gives you several options and a wealth of valuable information about the game of *Shanghai*.

Backup A Move. There may be times when you wish to undo your last move and make another. In fact, you can back up all the way to the beginning of a game by repeatedly selecting this item.

Start This Game Over. To play the same game over again, select this item.

Show All Moves. For those times when you get stuck and can't find any more moves, you can use this option to highlight all available moves. If there are no more moves available, the game will inform you of that fact—as it will automatically if you have **Look For Moves** in the Settings menu turned on.

Peek. If you're so curious to find out what lies beneath a given tile that you're willing to forfeit the game, use **Peek**.

How To Play. This is an on-screen instruction guide. You can refer to it any time during a game. But if you use it during timed games, you'll lose precious seconds.

Strategy. Select this for some strategy tips.

Guide to Tiles. Here you'll find a guide to the tiles in *Shanghai*.

Rules Menu

This menu gives you on-line rules for the four different game variations.

Settings Menu

The **Settings** menu allows you to set up the game the way you want it. Clicking a selection from the menu turns it on and puts a checkmark next to it; clicking it again turns it off and removes the checkmark.

Messages. When this is on, message prompts will appear on the right side of the screen. If you wish to go it alone—without these helpful prompts—turn **Messages** off.

Timer Clicks. During timed games, you'll hear warning clicks when this feature is turned on. If you'd rather not hear the clicks, turn **Timer Clicks** off.

Look For Moves. When this is on, the message **No more moves** will automatically appear when there are no moves left during a game. If you would rather discover for yourself there are no moves left, turn this feature off.

Sound Effects. There are three sound effects in *Shanghai*: tiles sliding when removed, tiles being replaced, and a gong that sounds to accompany various messages. If you prefer to play without these sounds, turn **Sound Effects** off.

Music. When this feature is on, music accompanies the *Shanghai* title screen, and plays when you remove the last pair of tiles in a game. If you'd rather not have the music play, turn **Music** off.

Shadows. Use this to turn tile shadows on or off.

Center Window. On large display screens, the *Shanghai* game window can be ordinarily be moved around just as any Macintosh window can. If you want to center the game window automatically on your display, click **Center Window**.

Background Screens (Macintosh II only). On the Macintosh II, *Shanghai* lets you choose any of three different background screens, which will be revealed as you remove the bottom layer of tiles during play. You may change the picture at any time, or choose **No Picture** if you'd rather have a plain background. The three pictures you may choose are Bengal Tiger, Garden Pavilion, and Chinese Dragon.

Note for Macintosh II owners: The color version of *Shanghai* requires almost one full megabyte of memory. If your Mac II has one megabyte, you may encounter some problems playing with the background screens turned on. If you find that you're getting the message **Sorry, there's not enough memory. . .**, it's probably because you have DAs or INIT-type programs taking up memory. You may want to turn off the background pictures. You can also remove at least some of the DAs or INIT programs from your System Folder and try loading the game again. Or you can load *Shanghai* straight from a floppy disk (use a backup copy), using the System included on the game disk. To do so, insert the disk in your floppy drive with your Macintosh turned off, then turn on the power.

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ID-206-03