

SHANGHAI 上海

SHANGHAI™

A captivating strategy challenge derived from
the ancient Chinese game of Mah Jongg

上海



SHANGHAI 上海

ACTIVISION
ENTERTAINMENT SOFTWARE

Macintosh Plus,
SE, II

Macintosh Plus, SE, II. 512K RAM

Required. Color Support on Macintosh II.

1 800K Disk Included. Not Copy Protected.

ID-945-155

ACTIVISION
ENTERTAINMENT SOFTWARE

MEMACKEN

Designed by Brodie Lockard

BD-138-02



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ISBN 0-922108-01-3
ID-206

SHANGHAI 上海

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Smoke hangs thick as smoldering intrigue in the steamy alley backroom in Shanghai. Tension grips as fortunes ride on the clicking ivory tiles of a game. The game? Mah Jongg—the 3000-year-old Chinese obsession of sailors, warriors, scoundrels, and kings. Brought to America in the 1920s, it lured innocent players to addiction and was banned in Philadelphia. Now the best of this game returns—as *Shanghai*.

Stacked in the shape of a formidable dragon, the ancient tiles stand ready for battle. And you'll need dead-on strategy to win.

The basics are deceptively simple. From 144 randomized picture-tiles of 7 different suits, you snap off matching pairs till you run out of tiles or moves.

The catch: You can match tiles from only the dragon's head or tail. So you've got to know where your tiles are. How to play your way to them. And how to think two, five, even twenty

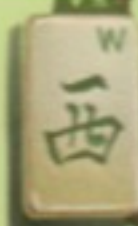
moves ahead.

Still not tough enough? Just raise the stakes. You can take on other players—or play against the clock.

And slay a dragon that's beaten challengers for over 3000 years.



SEASONS
originated among low-caste river gamblers.



WINDS
also stood for players in the old 4-hand game.



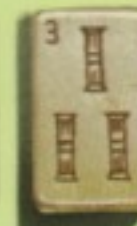
DRAGONS
were introduced to keep sentries awake.



DOTS
go back to the original sailors' game.



FLOWERS
were added by a medieval princess.



BAMBS (Bamboos)
appeared as spears in an early game.



CRAKS (Characters)
became the trophies in the 1600s.

Tiles (and Tales) of Mah Jongg



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BD-138-02

New Edition

- 256 Color Support (Macintosh II)
- 3-D Tiles (Macintosh II)
- Not Copy Protected
- Music and Digitized
Sound Effects

ID-945-146

SHANGHAI™

Version 2.0

For Apple® Macintosh™ Computers

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Name _____
Last First

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City _____ State _____ Zip _____

Age of player _____ M _____ F _____ Age of purchaser _____ M _____ F _____ Phone _____ - _____ - _____
Area Code

Game purchased _____

Store where purchased _____

Computer(s)

- ☐ Commodore 64/128
- ☐ Amiga
- ☐ Apple II
- ☐ Macintosh
- ☐ Mac II 256 color __yes__ __no__
- ☐ Atari ST

Memory

- ☐ 640K
- ☐ 128K
- ☐ 512K
- ☐ 1 Mb.
- ☐ Over 1 Mb.

Peripherals Owned

- ☐ Joystick
- ☐ Mouse
- ☐ Modem
- ☐ CD-ROM

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