

**CAPCOM**

# TANGU PHU



KIDS TO ADULTS



AGES 9+

# TANG CHI

CAPCOM thanks you for selecting TANG CHI for your CD-ROM. We hope you enjoy the challenge presented by this ancient Chinese puzzle game.

## CAPCOM®

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Packed with your TANG CHI CD-ROM is a set of 7 pieces like you see in the game. Throughout this instruction manual, you can find many additional TANG CHI shapes. You may use the 7 pieces to try and create the shapes you see in the manual, or the 50 shapes used in the game. Experience first hand what Wong Fu did on that amazing day!



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*Note: All screen shots in this manual are taken from the PC CD-ROM version. If you are playing a different version of TANG CHI, your game may not appear completely identical to the screen shots you see.*



# SYSTEM REQUIREMENTS

MAC

68020 or better

System 7.0 or higher

Double-speed CD-ROM

640x480 with 256 colors

8 Megs RAM



## INSTALLING TANG CHI

To install the MAC CD-ROM version of TANG CHI, follow these steps:

- 1) Place the TANG CHI CD-ROM in your CD-ROM drive.
- 2) Open the TANG CHI folder and double-click on the TANG CHI icon to begin installation.

## USING OPTIONS AND COMMANDS

All options and commands can be activated by clicking your mouse on the headings at the top of the screen. When the menu window appears, you may change an option or perform a command by moving the mouse arrow to the option then press the mouse button to highlight and select it. All header menus and command menus in TANG CHI can be activated in this manner.

Throughout this manual are descriptions of the command headings and options you may adjust for your game. Refer to each section in this manual for more on how to change the options in TANG CHI.



## WONG FU



In the time of the Tang Dynasty in China, a simple farmer named Wong Fu tended his modest fields. Since the land was rich and well watered, Wong was always ready to share his surplus with neighbors who had fallen upon hard times. When he had crops to sell, he always traded fairly.

One day, Wong returned home early from his day's labor knowing even more work lay ahead. The beautiful tile roof above his home needed minor repairs. A few tiles had come loose during a recent storm, tumbled off the roof and shattered on the hard ground. Of course, Wong was eager to replace them before the next storm broke. Already the sky was darkening, and the wind was rising.

He quickly stacked some tiles in a hod and climbed up a ladder onto the roof. But in his haste, he climbed too quickly; the hod slipped and one of the tiles slid out. It fell and broke into seven pieces.



Wong climbed down and picked up the pieces of the tile. "Perhaps I can glue these together," he thought. "That will have to do until I can afford another tile." Wong took the pieces to a workbench by his door, but reassembling them proved harder than he expected. The pieces suggested many shapes as he moved them around, but none were the shape of a tile. Wong imagined he saw beasts, birds and flowers in different patterns. Indeed, he became so engrossed in arranging them that he forgot all about the roof and the approaching rain.

Wong grouped the pieces of tile into the shape of a rabbit. When the last piece was in place, he was astonished to see a living rabbit spring up before him. The rabbit leapt to the tiles, took one in its mouth and climbed the ladder to the roof. Wong ran out just in time to see the rabbit insert the tile into an empty space in the roof. The rabbit then scampered down the ladder, hopped up onto the workbench and became an ordinary tile once again. Wong thought that he must be dreaming. But when he looked at the hod, there was a tile missing. And when he looked at the roof, there was indeed a new tile just where the rabbit put it. He crept back to his workbench and looked at the bits of tile. He moved one piece, ready to jump back. To Wong's relief, nothing happened. However, the placement of the pieces now resembled wings. Drawn again into the puzzle, Wong made the form of a flying bird. The farmer was less startled this time when the pieces fluttered to life as a sparrow.



The sparrow flew to the tiles, grabbed one in its beak and flew to the roof. Wong followed and watched it place its burden into a bare space in his roof. Then, without pausing, the swallow swooped down from the roof to Wong's workbench and once again became a mere bird-shaped design.

A chill wind and distant thunder broke his concentration "The storm is almost here, and I have been playing a game!" Wong cried aloud. Now there was no way he could repair his roof by himself before the rains came. However, a possible solution came to him. "Perhaps if I create a creature that can carry all the tiles, it could help repair my roof before the storm arrives!"

Wong rapidly moved the pieces of tile to a new form. When Wong put the last piece in place, a man sprang from the workbench, took up the hod and quickly climbed to the roof. Wong gladly joined him at his work. In no time Wong's roof was sound and whole again before a single drop of rain fell.

But unlike the rabbit or the swallow, the tile man did not immediately return to Wong's workbench. Nor did he return to the ground by ladder; he simply stepped off the roof and floated downward. Wong descended in the traditional way. When they were both on the ground, Wong noticed that the tile man was richly dressed and had a subdued radiance. "Your hard work and generosity have not gone unnoticed, Wong Fu," the man said. "In fact, they have won you great favor in heaven. For this reason, receive the gift of Tang Chi, or Heaven of the House of Tang. Enjoy your gift, Respected and Generous Wong. It is yours to keep and prosper by." And with that, the man changed back into the seven pieces of the Tang Chi.



News of Wong Fu and his wonderful tiles soon spread throughout China. People from simple farms and the Imperial Court came to see Wong Fu create all manner of things from the Tang Chi. Some who came to see Wong copied the shapes of the Seven Wonderful Pieces, and created their own patterns. They tried to increase their speed at arranging them, but none have achieved the mastery, nor the dramatic effect, of the simple farmer Wong Fu.



## PLAYING TANG CHI



There are 50 puzzles to solve in TANG CHI. The object of TANG CHI is to solve all the puzzles in the time allotted for each puzzle while achieving the highest score.

### GAME SCREEN

Puzzle Workbench



Puzzle Shadowbox

Timer/Score

Tile Tray



The TANG CHI game screen is divided into four areas:

1. The Tile Tray holds the tiles until you pick them up and move them to the Puzzle Workbench.
2. The Puzzle Shadowbox shows the current puzzle in silhouette.
3. The Puzzle Workbench is the area where you assemble the pieces into a puzzle. Any piece you pick up and move outside the Puzzle Workbench area will return to the Tile Tray.
4. The Timer and Score area displays the time remaining to solve a puzzle, and shows your current score.

## SOLVING PUZZLES

You solve puzzles by picking up tiles from the Tile Tray and arranging them on the Puzzle Workbench to match the pattern in the Puzzle Shadowbox. You must match the pattern as closely as you can to solve the puzzle, and you must use all seven tiles. To match the pattern, you may have to rotate the tile.



### *To pick up a tile:*

Move the mouse arrow onto the tile in the Tile Tray, then press the mouse button.

### *To move a tile to/from the Puzzle Workbench:*

After picking up a tile, move the mouse arrow to the Puzzle Workbench. The tile will move to the Workbench. Once you click the mouse button, the tile will remain on the Workbench. To move the tile back to the Tray or to another part of the Workbench, move the mouse arrow onto the tile and click the mouse button. Then move the mouse arrow to the Tile Tray or to another part of the Puzzle Workbench.

### *To rotate a tile:*

After picking up a tile, use the left or right arrow keys on the keyboard to rotate it.

Once you solve a puzzle it will transform into an animated image of the creature or object the puzzle represents. You then have several options after you solve a puzzle:

- |               |  |
|---------------|--|
| Save:         | Save your current game                                   |
| Quit:         | End the game   |
| Boss:         | Bring up the Boss Mode (see page 15)                     |
| Replay Movie: | Replay the animation that followed the puzzle you solved |
| Next Puzzle:  | Move on to the next puzzle                               |

## SCORING

You score points for every puzzle you solve. Points are awarded based on the amount of time you have remaining when you solve the puzzle. If you complete,



Quit or Close a game, TANG CHI will inform you if you have achieved a High Score. You then have the opportunity to record your name. The level you have reached will also be recorded.

*To enter your name:*

Using the keyboard, type your name or whatever you want to call the file. You have 10 characters as a maximum.



## FILE MENU



### BEGINNING A NEW GAME

To start a game, open the GAME menu. Select "New" to begin a new game. The game images will load, then you are given a moment to prepare. Click on "OK" when the game asks you if you are ready.

### OPENING A PREVIOUS GAME

To start a saved game, select "Open" from the GAME menu. The list of saved games will appear. Select the game that you want to continue. The images will load, then you can begin playing the game.

### SAVING CURRENT GAME

To save a game you are currently playing, select "Save" from the FILE menu. When you choose "Save" it will ask you to enter a name for the file.

You can not give two games the same name. If you try, you will be asked if you want to overwrite the previously saved game.

## QUITTING

Select "Quit" to end the game at any time.



## OPTIONS MENU



The second menu is the OPTIONS Menu. These options are to change the way you play TANG CHI.

## TANG CHI MASTERS

You can review the list of high scores through this option.

## TIMER

Pocketwatch

Sundial

Hourglass





You can change the type of Timer at any point, including when a puzzle is in progress.

Click open the OPTIONS menu. Move the mouse arrow down to "Timer." The types of Timers will appear, then move the mouse arrow to the type of Timer you want to use and click the mouse button.

If time runs out before you solve a puzzle, you will get a chance to try it again. A menu window with options will automatically appear when the Timer expires. You will receive the same amount of time to solve the puzzle every time you try to solve.

*To re-try the puzzle when the Timer expires:*

At the menu, click the mouse arrow on "Retry." To end the game, click on "Quit."

## CHANGE TILE DESIGNS

You can change the texture of your tiles and Tile Tray. (Even Wong Fu himself couldn't do that!) The textures you can choose from are:

*Bone*

*Wood*

*Jade*

*Metal*

You may also choose "Auto," which changes the textures to a different style each time you play.

# MUSIC/SOUND EFFECTS

## Music

There are seven original songs to choose from to provide musical background while you play TANG CHI. These are:

*Tang Chi (Chinese)*

*Tile Flingin' Rag (Ragtime)*

*Island Fete (Calypso)*

*Contemplation in G (Classical)*

*Panacea (Easy Listening)*

*Sophisticato (Jazz)*

*Broken Tile Blues (Blues)*

All musical options are available from the "Music" option in the OPTIONS menu. Click open "Music" and you will see the "Sound Setup" screen.

You can select any one of the songs to play throughout the game or you can change it at any time. If you want no music to play at all, select "None."





## Sound Effects

There are a wide variety of sound effects that enrich game play in TANG CHI. The "Sound Effects" option in the OPTIONS menu will turn the sound effects on or off.

## ANIMATIONS

When you solve a puzzle, you will witness the same wonder Wong Fu experienced. The puzzle will become animated and change shape into the creature or object it represents. You can experience the wonder as many times as you want, or you may just continue on to the next puzzle.

### *To re-watch the animation:*

At the end of each animation, a menu will appear. Move the mouse arrow to the "Replay Movie" command in the menu and select it.



### *To continue to the next puzzle:*

From the menu at the end of the animation, select "Next Puzzle" to begin the next puzzle.

If you would like to turn off the animations, select "Animations" from the OPTIONS menu. You will then see a menu to set the animations to "On" or "Off." Select "OFF" to eliminate the animations.



## PAUSING



Select "Pause" from the **OPTIONS** menu to stop the timer and bring gameplay to a halt. You may also press "Open Apple" and "P" keys simultaneously.



## HELP MENU



The final control menu is the **HELP** menu. Use this menu to find out many things about **TANG CHI**.

### INTRODUCTION

Select "Introduction" to see the full story about Wong Fu and the amazing things that happened when he arrived home.

### GAME CREDITS

See a listing of the people who brought you the challenge of **TANG CHI**.

### CONTROLS

Refer to the "Controls" option for more information on how to play **TANG CHI** and which functions are performed using which keys.

## HINTS

One option you can activate is "Hints." Select "Hints" and an outline of the puzzle you are trying to solve will appear in the Puzzle Workbench. This will help you arrange the tiles to match the pattern in the Puzzle Shadowbox.

But...you pay a price for using the "Hints" option. The time remaining to solve the puzzle will be reduced by one-half, and you have a limited supply of hints available.



## BOSS SCREEN



Play TANG CHI in privacy with the feature called the "Boss Key." When someone passes by that does not appreciate the challenge offered by TANG CHI, press the Boss Key and that person will not be offended.

### *To activate the Boss Screen:*

Press the " B " key. Then re-press the key to return to gameplay. You may also activate the "Boss Mode" from the menu that appears when each puzzle is solved.







# CREDITS



## CAPCOM DIGITAL STUDIOS

Producer

Technical Director

Art Director

Puzzle Design

Audio Design & Composition

Art

Game Concept

Conceptual Design

3D Animation

QA Manager

Production Assistant

Testers

Manual

Package & Manual Design

## FOLEY III-TECH

Programming

Technical Director

Special Thanks

Scott Gilliland

Monte Singman

John Duggan

Michael Humes

Jim Wallace

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Nina

Dimensional Studios

Dave Fletcher

James Kucera

Steven Okano

Christopher Porter

Tim Turner

Keil Stock

Corey Tresidder

Michael Humes

Robert Johnson

Beeline Group, Inc.

Bob Rummell

David Foley

Katherine Smith

LX Rudis

Tom Zoglio



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