

Minna no Soft Series: Shanghai (Import) FAQ

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Minna no Soft Series: Shanghai

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-----1. Introduction-----
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Shanghai is played with 144 tiles from the Chinese game of Mah-jongg. At the very start of the game you will see the tiles been shuffled then laid out onto a dragon formation.

The object of the game is to remove all of the tiles. They must be removed two at a time in matching pairs from the field of play.

A tile is only free when there are no tiles around it, or above it. Meaning if it can move to up, down, left or right it is free, or if it is on the outside of other tiles, when you play the game you will know what I mean.

The game is won when you have removed all 144 tiles from the field. You can lose if you can do no more legal moves, or when the time has ran out for you.

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-----2. Game Basics-----
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-----2.1 Controls-----
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-----D-Pad
Move in the direction pressed.

-----A Button:
Select.

-----B Button:
Cancel.

-----L Button:
Nothing.

-----R Button
Nothing.

-----Start/Pause Button:
In-Game Menu

-----Select
Nothing.

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-----2.2 Menus-----
=====

-----Start Game
Begin your game.

-----Your High Scores
This is where your high scores for Shanghai are kept.
Press A to try and beat your score.

-----High Scores
High Scores set by the games programmers.

-----Options

- Background
Change the background image.

- BGM
Change the Background Music.

- Cursor
Change the cursor.

- Credits
View the names of the people who made the game.

-----Start/Pause
Brings up a menu, you can choose to do a few things here.

- Menu
Does Nothing

- Hint
Shows you where a tile is along with it's matching pair.

- ???

Something about pressing A+B.
These cancel your game and take you to the intro.
At the intro press B to cancel it.

- ???

Something about pressing A+B.
These cancel your game and take you to the intro.
At the intro press B to cancel it.

- ???

Something about pressing A+B.
These cancel your game and take you to the intro.
At the intro press B to cancel it.

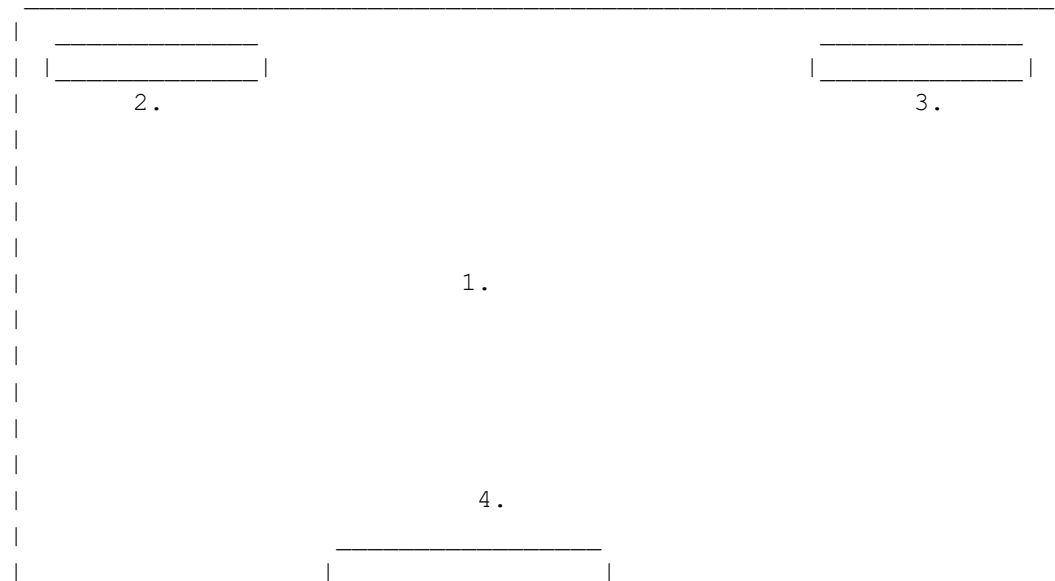
If you know anything about the last three menus please e-mail me the details
at Devis0r@hotmail.com

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-----2.3 HUD-----
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Otherwise known as the on-screen display.

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-           Standard Display           -
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This is the area you usually play in.



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- 1. Area of play.
- 2. Stage Display.
- 3. Displays the amount of Tiles left.
- 4. Timer.

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-----3. Shanghai Tiles-----
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| Tile | Matching Pair | Description   |
|------|---------------|---------------|
|      |               | A blank tile. |

|       |       |                                      |
|-------|-------|--------------------------------------|
| I     | I     | Two vertical green lines.            |
| I     | I     |                                      |
| I     | I     | Three vertical green lines.          |
| I I   | I I   |                                      |
| I I   | I I   | Four vertical green lines.           |
| I I   | I I   |                                      |
| I I I | I I I | Six vertical green lines.            |
| I I I | I I I |                                      |
| I\I   | I\I   | Four vertical green lines with green |
| I/I   | I/I   | arrows in the middle.                |
| I     | I     | Top: One red line.                   |
| I I I | I I I | Bottom: Three green lines.           |
| I I   | I I   | Top: Two green vertical lines.       |
| I     | I     | Middle: One red vertical line.       |
| I I   | I I   | Bottom: Two green vertical lines.    |
| I I I | I I I | Top: Three Green Lines.              |
| I I I | I I I | Middle: Three Red Lines.             |
| I I I | I I I | Bottom: Three Green Lines.           |
| O O O | O O O | Top: Three black circles.            |
| O O O | O O O | Middle: Three Red circles.           |
| O O O | O O O | Bottom: Three black circles.         |
| O     | O     | Top: One black circle.               |
| O     | O     | Middle: One red circle.              |
| O     | O     | Bottom: One black circle.            |
| O O   | O O   | Top: Two Black circles.              |
| O     | O     | Middle: One red circles.             |
| O O   | O O   | Bottom: Two black circles.           |
| O O   | O O   | Four black circles.                  |
| O O   | O O   |                                      |
| O O   | O O   | Eight black circles.                 |
| O O   | O O   |                                      |
| O O   | O O   |                                      |
| O O   | O O   |                                      |
| -     | -     | A black line above a red symbol.     |
| #     | #     |                                      |
| =     | =     | Two black lines above a red symbol.  |
| #     | #     |                                      |
| / \   | / \   | Two black diagonal lines above a     |
| #     | #     | red symbol.                          |
| -     | -     | A black box above a red symbol.      |
| _     | _     |                                      |
| #     | #     |                                      |



| # | \$    | # | \$      | symbol.                                                                          |
|---|-------|---|---------|----------------------------------------------------------------------------------|
|   | _     |   | _       | 1. A 7 with three diagonal lines on its side.                                    |
|   | / /   |   | _       |                                                                                  |
|   | /\    |   | _       | 2. A large messy symbol with diagonal lines on the bottom.                       |
|   | /\ \_ |   | / / /\  |                                                                                  |
|   | / \   |   |         |                                                                                  |
|   | ___   |   | _       | 1. Two large black lines with points on the sides.                               |
|   | _     |   | _       |                                                                                  |
|   | _     |   | _       | 2. A long black line with a box on the bottom and two diagonal lines next to it. |
|   | / \   |   | / _  \  |                                                                                  |
|   |       |   | /   / \ |                                                                                  |
|   | _/\_  |   | /???\   | 1. A purple star with a yellow arrow inside it.                                  |
|   | \ /   |   |         |                                                                                  |
|   | /\    |   | \___/   | 2. A large yellow circle.                                                        |

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-----4. Walkthrough-----

-----4.1 Overview-----

This game is based on almost entirely luck. Each game you play is completely random, so I can't help much. The game can be quite challenging if you have very little matching pairs left. Just make sure you think ahead.

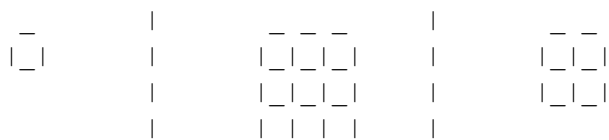
-----4.2 How to Play-----

To clear tiles you must move the cursor using the D-Pad, then press A on a tile to select it. While selected, find the matching pair of that tile and press A on it to clear the tiles. Press B to cancel the tile selection.

- Tiles -

A tile being free is if it can move up, down, left or right, and not being blocked by other tiles. A tile on the outside of others can also be selected, below is a diagram of what I mean.

1. Free Tile | 2. Blocked Tile | 3. Half-Blocked Tile



1. Free Tile

A tile with nothing around it, able to be selected with hassle.

2. Blocked Tile (middle tile in diagram)

A tile with other tiles around it, unable to be selected.

3. Half-Blocked Tile (any tile of your choice)

A tile with tiles halfway around it, able to be selected.

Some tiles have different pictures, which don't look alike, these are referred to "Flower" or "Season" tiles, in this version of the game, and there are 3 Flower/Season tiles. These can be seen in the Shanghai Tiles section.

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-           Winning/Losing           -
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Win:

- To win you must clear all 144 tiles from the field.

Lose:

- You lose if you have no more legal moves available, this is called "Deadlock." At that point a menu will appear allowing you to go back to the screen just before you chose the tile or reshuffle.
- You can also lose when you have no more matching tiles left.

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-           4.3 Strategies/Tips           -
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There aren't many strategies for this game but, I will type up some I have found, although they might not work.

- Try to get rid of the top layer first so you can find some tiles underneath it.
- Always keep an eye on the timer. By clearing tiles your timer will go back up slightly.
- Think ahead. Make sure you look around for a second pair before you clear a first pair. If there isn't a second pair, you might become "Deadlocked."
- Try to remember what each tile looks like This will help you win.
- Know the field; know where the tiles are located. Press Start to pause the game then look around, ignore the menu and remember where all of the tiles are. This will help you if you want to try and beat a record.

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-----5. FAQ-----
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If you have any questions e-mail me (The link is at the bottom and follow the guidelines).

1. I don't understand your guide, what do I do!?

A: Sometimes I might have gone a little bit further, just try to go on with the game, if you still don't know what to do, e-mail me and I will revise the section(s).

2. I can't clear all of the tiles, what do I do?

A: If you are stuck I suggest you use the Hint option in the menu. If you don't see many moves at all, you might have to restart the game or find a tile and win.

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-----6. Guide Disclaimer-----
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- Sites That Are Allowed -
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Sites that are allowed to use my guide are:

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<http://www.ign.com>
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- E-Mailing Me -
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- No Spam/flaming/pathetic hacking attempts
- Must not be answered in the Guide already (Make sure you look carefully)
- Make sure it's about this game. I have enough Spam as it is.
- Using proper grammar and spelling might enhance your chances of being answered.
- Comments/Criticism/Something that should/needs on the guide be changed are allowed.

My E-mail: Devis0r@hotmail.com

=====
- Credits -
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- Success for making the game.