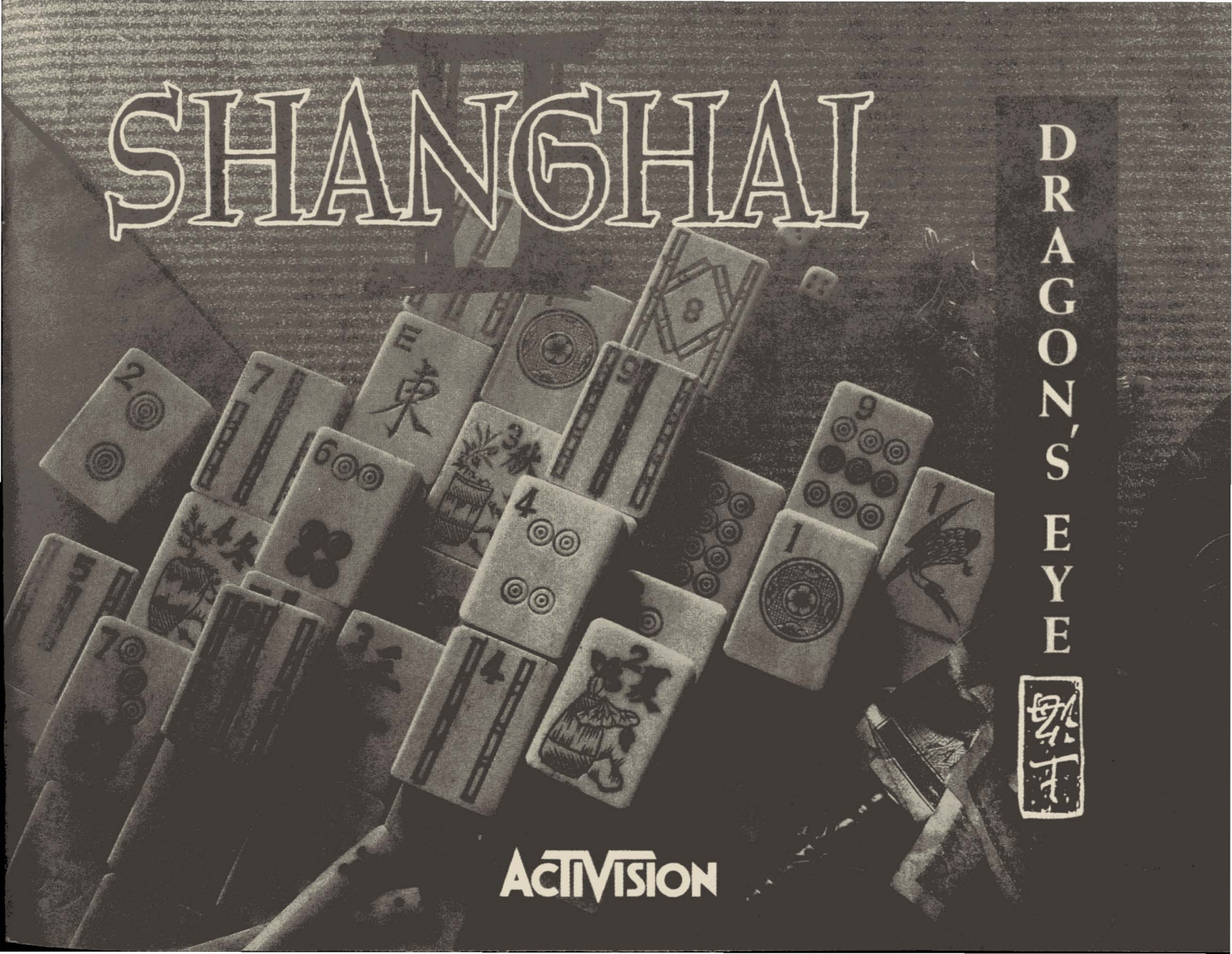
SHANGHAI
DRAGON'S EYE
ACTIVISION

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Shanghai II: Dragon's Eye®

Shanghai II; The Dragon's Eye®

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Macintosh Version by Brodie Lockard.

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Dragon's Eye Design by Michael E. Moore.
Shanghai II Design by Michael E. Moore and Kelly Flock.

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Assisted by Mitzi S. McGilvray.

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The Past

In the earliest centuries of mankind, our ancestors entertained themselves by throwing small marked pieces of bone and wagering on their fall. These implements eventually became what we call dice.

Sometime later, the Chinese changed the dice into tiles, and created a game we call dominos. In 1120 AD, during the reign of Siuen-ho, dominos became standardized in the form we still know today. But over time, new and different versions of dominos came to be played in the provinces.

In the early part of this century, Joseph P. Babcock, an American businessman living in Shanghai, made a study of one of those games. It was called ma chiang, ma cheuk, or ma ch'iau, all of which are dialect names for "sparrow," the "bird of 100 intelligences." In 1920, he brought the game and its colorful tiles to the West under the name Mah-jongg. Mah-jongg became a huge fad in the English-speaking world, and has retained its attraction ever since.

But Mah-jongg is not the only variation of this ancient and intriguing obsession. Now from the Orient comes Shanghai, and Dragon's Eye...

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Shanghai

Objective

The object of Shanghai is to remove all the tiles from the layout, one pair at a time. To be removed, both tiles in a pair must be free at the same time, and they must match. A tile is considered free if there's nothing on top of it, and if it can slide out to the left, to the right, or both. A tile which can only slide toward the top or the bottom of the screen is not free.

There are usually four of each tile, which can be removed as two matching pairs. In some tile sets, there are four unique tiles. Each of these tiles matches any other tile in its set. For example, in the Fantasy tile set, the Court tiles consist of the King, Queen, Princess, and Jester; any Court tile matches any other Court tile.

Getting Started

If you do not select a layout, you default to the Shanghai layout, using the Mah-jongg tiles. To remove a pair of tiles during the game, simply select the two tiles you want. To select a tile, click on it with the mouse, click on it with the joystick button, or move the cursor onto it with the arrow keys and hit **Enter**. If it's eligible to be removed, it will become highlighted. Selecting a matching tile removes the pair. Continue to remove matching pairs until the layout is gone.

As you remove tile pairs, the game tells you how many tiles still remain in the layout. Thus, if you see "32" at the top of the screen, you know that there are still 32 tiles (16 pairs) to be removed.

If you change your mind about selecting a tile, just select it again, and it will become unhighlighted.

Changing Layouts and Tile Sets

You can play Shanghai with any of thirteen layouts using any of eight tile sets. Note that if you select a new tile set in the middle of a game, you will automatically start a new game.

上海

Strategy Hints for Shanghai

There are three levels of difficulty in the layouts. Each group below is listed alphabetically.

EASY

- Boar
- Dragon
- Rat
- Snake

ADVANCED

- Dog
- Monkey
- Ram
- Rooster
- Shanghai

MASTER

- Horse
- Ox
- Rabbit
- Tiger

1) Concentrate on removing tiles that are blocking the most moves. There are few such tiles in the Easy layouts, several key blocking tiles in the Advanced layouts, and multiple blocking tiles in the Master layouts.

2) Examine each layout carefully before starting play to find as many matching pairs as possible. Also, in the Advanced and Master layouts, check for tiles that you will need to unblock as soon as possible. It is often better to concentrate on long rows than on tall stacks.

3) Always check for triples. If you've found a pair to remove, look for a third (or fourth) free tile that also matches. If you take two out of three matching tiles, make sure the one you leave is blocking the fewest important tiles. If you're not sure what to do with a triple, leave it and make another move instead.

4) If you see all four tiles of one kind free at the same time, remove them so they're out of your way.

5) Look ahead as many moves as you can.

The Dragon's Eye

In a time now clouded to both East and West, the Red Empress bore her husband twin children—a boy with flashing black eyes, and a girl with eyes as pale as ivory. But in the earliest days of the children's lives, the girl-child was stolen away. Though the Emperor strongly suspected a Magician who bore him an ancient grudge, a complete search of the empire yielded no trace of the little girl.

Twenty years later, the Red Emperor died, and his son, now grown, succeeded him. But on that same night, a fearsome roar echoed from the earth, and in the following days terrified peasants reported that a dragon had appeared upon the land. The new Emperor did not fear dragons, for he had been well taught, and knew that the power of the beasts could be used for good as well as ill. And it was well with him that he thought so, for the next evening, as he strolled alone among the far reaches of his estates, he stepped out from a forest and found himself face to face with the creature.

Staring into its face he saw pale ivory eyes.

Immediately realizing that this was his sister transformed, he summoned the Magician to his court. The old man came, unrepentant. "These twenty years she has been a beast," raved the Magician, "growing in a secret cave, under my watchful eye. And now that she is fully grown, she will lay waste to your empire for me."

But the Emperor challenged the Magician to a game of skill he had devised. Whoever won should control the other. And with the encounter in the forest still foremost in his mind, the young man called his game "Dragon's Eye."

Each tile was played with infinite patience. Four days passed as the antagonists pursued their contest. But finally, as the fourth evening was falling, the Emperor won his game. Pale, exhausted, the old Magician sat back—and for the first time, smiled. "You have won," he hissed through discolored teeth, "but the prize you played for is illusory. I transformed your sister into a dragon, yes, but no power on earth or in heaven can return her to her human state."

"You misunderstand my desire," replied the youth. "My sister has been a dragon all her life; she knows nothing else. She could not be happy as a human being. But neither can she know happiness as the sole representative of her new race. So this is the prize you will give me: you will transform *me* into a dragon as well!"

Then he willingly submitted to the Magician's power, so that soon two dragons were seen in the empire—a boy with flashing black eyes,

and a girl with eyes as pale as ivory.

How to Play Dragon's Eye

The Dragon Display

On the left side of the screen is the Dragon display. When you start a game, eight tiles appear on the board. The six face-up tiles are the Dragon's "limbs" and the two face-down tiles are the Dragon's "heart." Should they later become cleared, you'll see that the spaces beneath the limbs are light gray and the spaces beneath the heart are dark gray.

On the right side of the screen, at the bottom, are five tiles. These form the Dragon Slayer's hand. There are three tiles to the right at the top of the screen. These form the Dragon Master's hand.

Objective

The object for the Dragon Master is to build the Dragon to full strength by filling all spaces on the display one level high, and all spaces on the Dragon's heart and limbs two levels high. The Dragon Slayer, on the other hand, tries to remove all tiles from the "heart" and "limb" spaces. In either case, this is an automatic victory for the player.

How to Play

The Dragon Master places tiles on the Dragon display to fill it up. The Dragon Slayer tries to remove matching tile pairs from the display to empty it, but he must place a tile on the display if he can't find a match.

A tile becomes blocked when tiles are placed adjacent to it on both sides, and cannot be removed until it is unblocked. Blocked tiles are inverted. When the Dragon Slayer removes a tile that blocks others, the now-unblocked tiles turn face up and are available to be removed.

Second-level tiles are placed only on eligible face-down tiles of the heart and limbs. These eligible tiles have white backs.

As soon as the last open space on the second level is filled, and the Dragon Slayer can't make any more moves, the game ends. If all tiles are removed from the heart and limb spaces, the game ends. If all 144 tiles have been drawn and played and the Dragon display is not completed or emptied, the game ends; in this case, the players' scores are compared to determine the winner.

Variations

In practice mode, you play Dragon's Eye as the Dragon Slayer, with the computer playing the Dragon Master. At the beginning of each round in a Tournament game, you play Dragon's Eye in the mode you chose for the Tournament, alternating, round by round, between Dragon Slayer and Dragon Master.

When you play **Solitaire** against the computer, you see the tile played by the computer if it's placed face up on the display, but not if it's placed face down. The tiles in your hand are always face up.

In **Challenge** mode (two-player), players alternate turns as usual. Both hands are face down. When your turn comes, have the other player look away and select **Flip** to turn your hand face up. When you finish your turn by selecting **Done**, your hand automatically flips face down.

龍眼

The Dragon Slayer's Turn

The Dragon Slayer always goes first. If you are playing against another player, select **Flip** to turn the tiles in your hand face up. Note that there is a finger pointing to your hand when it is your turn.

You have five tiles in your hand to begin with. As your turn begins, a sixth tile is automatically drawn for you.

You now try to remove matching tile pairs from the Dragon display. Removing tiles is the same as in Shanghai. You select a tile in your hand or on the board and then select a matching tile. The tiles are removed. You may remove as many tiles as you can or wish to.

If you ever have less than five tiles in your hand, you can immediately draw new tiles, using the **Draw** button on the display. You continue to match tiles until you no longer can or wish to.

If you have six tiles and can make no matches, you must discard one of the tiles in your hand onto the Dragon display. Select the tile you wish to discard and then the space on the board where the tile is to go; the pointing finger will turn gray. At the end of your turn, you can have a maximum of five tiles in your hand.

Once you've completed all available actions for a turn, select **Done** to end your turn; in the **Challenge** mode, your tiles will also flip over. The finger now points at the Dragon Master's hand.

殺龍者

The Dragon Master's Turn

The Dragon Master always goes second. When the finger points at your hand, it's your turn. You start the game with three tiles. In a two-player game, select **Flip** to turn your tiles face up.

In your turn, you place one of these tiles on the board.

You face only one restriction when placing tiles. If any Dragon "heart" or "limb" space is open (they are the light and dark gray spaces in the center of the display), you must fill this space, with a "heart" space having precedence over a "limb." If the "heart" and "limb" spaces are all filled, you can place the tile anywhere.

You will want to place tiles to block as many spaces as possible.

You may now draw another tile, which ends your turn. Select **Draw**. If you forget to draw a tile at the end of your turn, the computer will automatically draw one for you. You can never have more than three tiles in your hand.

Select **Done** to end your turn. In two-player mode, your hand will be inverted when you select **Done**.

龍王

Strategy Hints for Dragon's Eye

Dragon Slayer Hints

1) Keep drawing as many tiles as possible to continue making matches. Remove all matching tiles from the board as soon as possible.

2) If you have a matching pair in your hand, place one of the pair on one of the six spaces at the edges of the Dragon that block two tiles each. You'll be able to unblock those spaces later at your convenience.

3) Don't worry too much about having to put tiles on the Dragon display. You will usually find "cascades" happening, where matching pairs of tiles suddenly appear all around the display.

4) If you must put a tile on the display, try to place it in a space where it does not block others. The center tiles are the best.

Dragon Master Hints

1) Although you have only three tiles in your hand, you control the pace of the game. Your objective is to bury matching pairs so your opponent cannot remove them. Try to capture the six outer spaces on the display that block two spaces each.

2) Try to remember which tiles have been removed. If a pair has already been removed and you place a third similar tile on one of the outer spaces, there is only one tile remaining that can be matched and unblock the two tiles.

3) You will often have three tiles in your hand that match others on the display. Place the tile that will do the least damage by unblocking the minimal number of other spaces. You may be able to bury the more damaging tiles in future moves.

The Tournament Game

A Tournament game consists of four rounds. In each round you play four layouts: Dragon's Eye, then three levels of Shanghai (Easy, Advanced, and Master). You can play a Tournament in **Solitaire** or **Challenge** (two-player) mode. Before the Tournament begins, you can enter player names, each of which can be seven characters long, using the **New Game** option. See the Reference Card for more details. In the **Challenge** mode, you must determine which player will go first throughout the Tournament.

Dragon's Eye is scored on the basis of skill.

Shanghai scoring is based on time taken in playing. The faster you complete your three layouts, the higher your score. A time penalty is applied for using the functions under the **Help** menu.

In **Challenge** mode, the difference in time between the two players on each layout is awarded to the player with the lower time, one point per second. At the beginning of each layout, there is a short pause so that the players can study the board; no matches can be made during this time.

At the end of each round, the players' scores appear after the reward sequence. Bonus points are awarded for an automatic victory in Dragon's Eye.

When you complete the final round in a Tournament game, the game shows your score (or both scores in **Challenge** mode) and the Hall of Fame appears after the final reward sequence. Eligible scores are entered in the Hall of Fame and highlighted.

比賽

Difficulty of Play

In each of the four **Tournament** rounds, the games increase in difficulty. All Tournament games can be played in either **Solitaire** or **Challenge** mode. The order for the Tournament game is as follows—

ROUND ONE	ROUND TWO	ROUND THREE	ROUND FOUR
• Dragon's Eye	• Dragon's Eye	• Dragon's Eye	• Dragon's Eye
• Boar (easy)	• Snake (easy)	• Dragon (easy)	• Rat (easy)
• Dog (advanced)	• Monkey (advanced)	• Rooster (advanced)	• Ram (advanced)
• Rabbit (master)	• Ox (master)	• Horse (master)	• Tiger (master)

Solitaire and Challenge Modes

Regular Shanghai, the Tournament game, and Dragon's Eye can be played in both **Solitaire** and **Challenge** modes. **Solitaire** mode is one-player and **Challenge** is two-player.

Solitaire Mode

Shanghai

Solitaire Shanghai uses the standard rules. You can select any layout and any tile set. There is no scoring involved.

Tournament

Standard rules are used in Tournament games. At the beginning of each round, you play Dragon's Eye, alternating, round by round, between being the Dragon Slayer and the Dragon Master. Then you play three Shanghai layouts to complete the round.

Dragon's Eye is scored on the basis of skill.

Shanghai scoring is based on time taken while playing. The faster you complete your three layouts, the higher your score. A time penalty is applied for using the functions under the **Help** menu.

At the beginning of each round in a **Solitaire** Tournament Game, you play Dragon's Eye, alternating between the Dragon Slayer or Dragon Master, with the computer as your opponent. After you take your turn, the computer takes its turn.

Challenge Mode

In this mode, you compete against another player. You use the regular Dragon's Eye and/or Shanghai rules, and take turns in playing.

Both players must use the same method of input—mouse, joystick, or keyboard.

Note: In a Tournament game, the players' respective times to finish the three Shanghai layouts in a round are compared to determine the winner. Once the winner in a round is determined, the clocks start at zero again.

The Layout Construction Set

You can create your own layouts, save them, and use them in **Solitaire** or **Challenge** Shanghai.

Getting Started

A template grid appears on the screen. The grid has eight rows of fifteen spaces. Tiles must be placed within the limits of the grid. You can create layouts up to six layers high.

A number at the upper right corner of the Menu bar tells you how many tiles are left to place. All complete layouts must contain 144 tiles.

Placing Tiles

To place a tile, select any space on the display with the mouse or joystick button or by pressing **Enter** when using the keyboard. A blank tile will appear. You can move this tile around the board by selecting it and dragging it. To drag a tile with the keyboard, select it by moving the cursor over the tile with the arrow keys and pressing the **Space Bar**. The tile will be highlighted. Move the tile around the board with the arrow keys, and press the **Space Bar** (or press **Enter**) to place it. The tile will move in half-space increments across the board. Once the tile is in the position you want, release it.

If you drag a selected tile off the edge of the display, it will disappear. If you drag it across a tile already on the display, the dragged tile will be positioned on top of the other tile, to a maximum of six layers.

You can place a tile directly on top of another tile on the display by clicking with the **right** mouse/joystick button or the **Enter** key. Once this tile is placed, you can reposition it as you wish by dragging it.

If you decide to remove a tile, select it with the mouse or joystick button and drag it off the display. When using the keyboard, select the tile and then press the **Delete** key.

Please refer to the **HELP** menu for further information.

Tile Sets

You can play any layout, including your own layouts, with any of the eight tiles sets listed below. It is very easy to make matches with some tile sets (Numbers and Letters, for example) while others are quite challenging.

To change tile sets, select the **Options** menu and then select **Load Tile Set**. You can then select the new tile set by selecting the appropriate name and then the **OK** button. Note that if you start a new tile set in the middle of a game, you will automatically start a new game.

- Mah Jongg
- Playing Cards
- Flags of the World
- Fantasy World
- Sports
- Numbers and Letters
- Animals
- Hanafuda

The Twelve Animals of Time

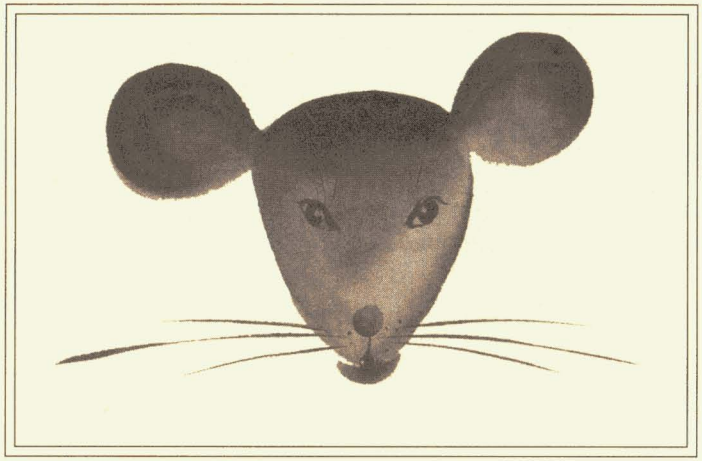
In the 61st year of the reign of Emperor Huang Ti, which others call 2637 BC, the aged Emperor introduced a lunar calendar—a calendar which is still in use today in the East. It is measured by a 60-year outer cycle, broken into five inner cycles of 12 years each. Each year begins with the new moon in the time we call Aquarius, sometime in January or February. The 78th outer cycle of the lunar calendar began on February 2, 1984 and will run until January 30, 2044.

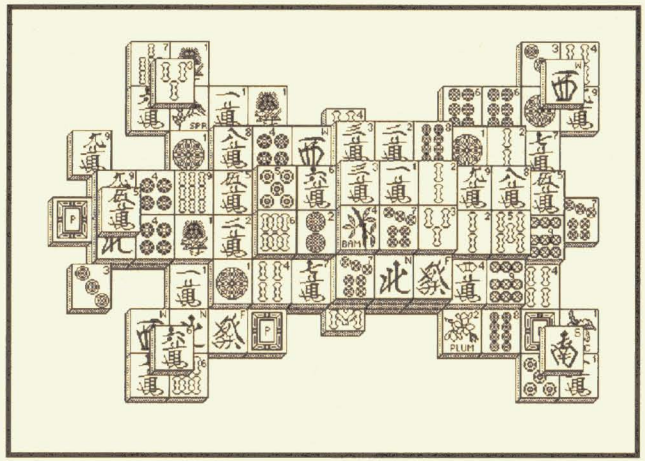
Now, in the last year of the life of Siddhartha Gautama, the Buddha, which others place near 483 BC, that holy man called the animals of the earth to come to him, that he might bid them farewell. But of all the animals, only twelve responded to his call. As their reward he named the twelve years of the inner cycles for them, in the order that they arrived. First there was the Rat, then the Ox, then the Tiger, the Rabbit, the Dragon, the Snake, the Horse, the Ram, the Monkey, the Rooster, the Dog, and the Boar.

In the centuries since, men and women born during an animal's year have been seen to exhibit the characteristics of that animal. Shanghai players have found insights into humanity by playing layouts based on the animals. Now you have the chance to learn their secrets for yourself...

黃帝　　菩薩

Rat





Years

January 31, 1900—February 18, 1901

February 18, 1912—February 5, 1913

February 5, 1924—January 24, 1925

January 24, 1936—February 10, 1937

February 10, 1948—January 28, 1949

January 28, 1960—February 14, 1961

February 15, 1972—February 2, 1973

February 2, 1984—February 19, 1985

February 19, 1996—February 6, 1997

The Rat person is always busy, always sociable. He hurries hither and yon, involved in big projects (sometimes too big for his changeable nature!). But however his projects turn out, he seems to have all he needs—primarily because he makes efficient use of everything he has. And if he ever is disappointed, he hides it well. He's the one who keeps his head when all about him are losing theirs, which is why he's generally at the head of the pack.

People

Peter the Great, 1672

George Washington, 1732

Louis Armstrong, 1900

Clark Gable, 1901

Marlon Brando, 1924

Jimmy Carter, 1924

Prince Charles, 1948

Events

America discovered, 1492

Poor Richard's Almanac, 1732

Democratic Party founded, 1792

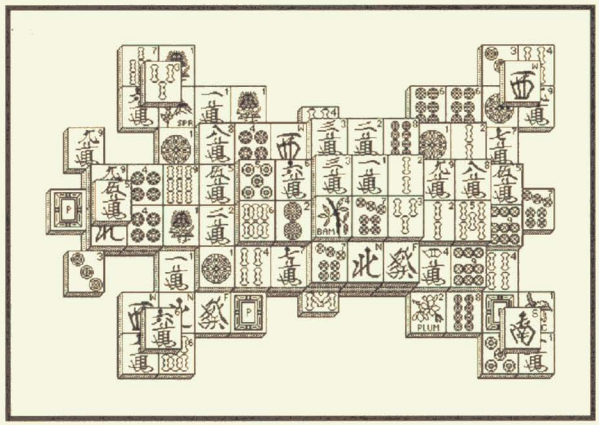
Telephone invented, 1876

First National Baseball League founded, 1876

Little Big Horn, 1876

The Commonwealth of Australia created, 1900

Ox



Years

February 19, 1901—February 7, 1902

February 6, 1913—January 25, 1914

January 25, 1925—February 12, 1926

February 11, 1937—January 30, 1938

January 29, 1949—February 16, 1950

February 15, 1961—February 4, 1962

February 3, 1973—January 22, 1974

February 20, 1985—February 8, 1986

February 7, 1997—January 27, 1998

The Ox person is a hard worker—dependable, methodical, and tireless. The difficulty comes if you want him to change his course. The Ox puts his head down and goes for the gold—if you're not in his way (or worse, going the other direction), you'll naturally applaud his fortitude and follow where he leads. He has a great respect for system and tradition; he'll get the best out of what's there to be gotten.

People

Ludwig van Beethoven, 1770

Adolf Hitler, 1889

Gary Cooper, 1901

Walt Disney, 1901

Charles Lindbergh, 1902

Gypsy Rose Lee, 1914

Johnny Carson, 1925

Events

Discovery of Uranus, 1781

Capitol Building begun, 1793

Edison announces phonograph, 1877

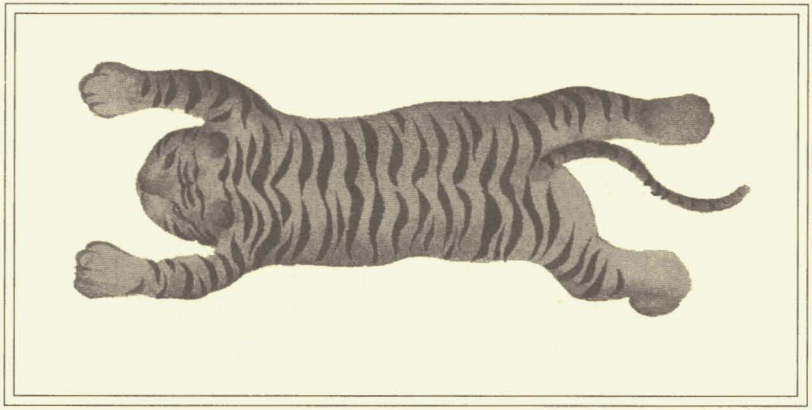
First Charlie Chaplin films, 1913

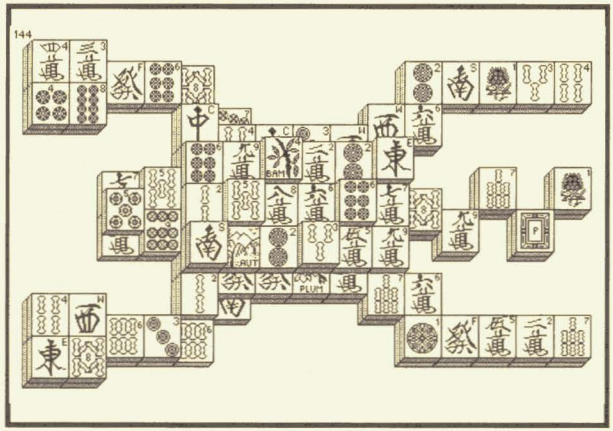
Chicago-style jazz arrives in Europe, 1925

First man in space, 1961

Berlin Wall built, 1961

Tiger





Years

February 8, 1902—January 28, 1903

January 26, 1914—February 13, 1915

February 13, 1926—February 1, 1927

January 31, 1938—February 18, 1939

February 17, 1950—February 5, 1951

February 5, 1962—January 24, 1963

January 23, 1974—February 10, 1975

February 9, 1986—January 28, 1987

January 28, 1998—February 15, 1999

The Tiger person is the essence of a king—loaded with power yet constrained to use it wisely. As a cub he's quite a swashbuckler, dashing off wherever adventures await, but as an adult he's content to keep the home fires burning. The world around him enlivens him, wherever he may be, and he, in turn, enlivens the world. Just don't forget that he has claws when he needs them.

People

Charles de Gaulle, 1890

Agatha Christie, 1890

Ansel Adams, 1902

Zsa Zsa Gabor, 1915

Queen Elizabeth II, 1926

Marilyn Monroe, 1926

Peter Jennings, 1938

Events

Republican Party founded, 1854

First General Election in Japan, 1890

Panama Canal Opened, 1914

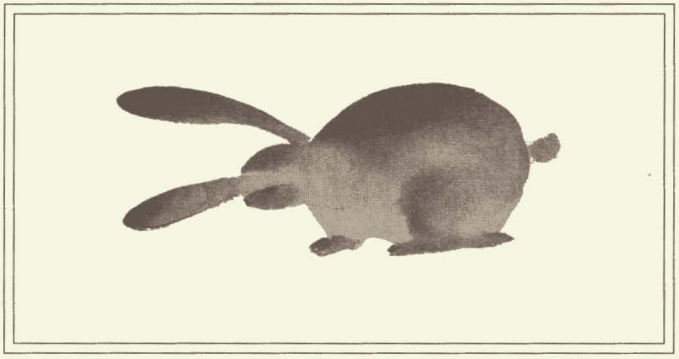
Ernest Hemingway's The Sun Also Rises published, 1925

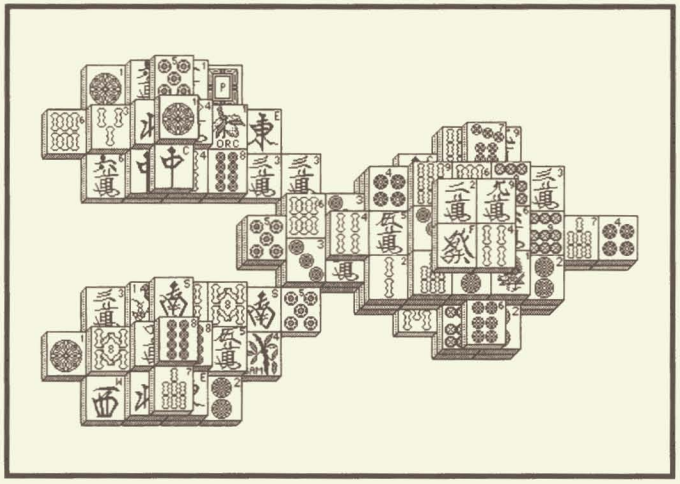
Orson Welles' "War of the Worlds," 1938

Nixon resigns, 1974

Activision releases Shanghai I, 1986

Rabbit





Years

January 29, 1903—February 15, 1904

February 14, 1915—February 2, 1916

February 2, 1927—January 22, 1928

February 19, 1939—February 7, 1940

February 6, 1951—January 26, 1952

January 25, 1963—February 12, 1964

February 11, 1975—January 30, 1976

January 29, 1987—February 16, 1988

February 16, 1999—February 4, 2000

The Rabbit glides through life, because he understands the ways of humanity. This may lead him toward selfless dedication to others, or toward self-indulgence at other's expense, but he always knows what he's doing, and why. Sometimes the understanding overwhelms him and he retires to his burrow, but soon he's back out, letting his instincts lead him smoothly through the crowds to all the carrots he can handle.

People

Albert Einstein, 1879

George Orwell, 1903

Cary Grant, 1904

Billie Holiday, 1915

Hugh Hefner, 1927

Andy Warhol, 1927

Mark McGwire, 1963

Events

Alaska becomes American, 1867

Dominion of Canada formed, 1867

Panama Canal treaty, 1903

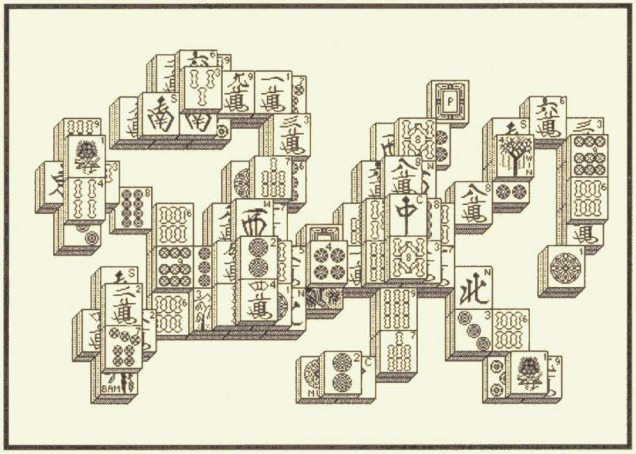
First aeroplane flight, 1903

First Transatlantic flight, 1927

Beer Barrel Polka becomes popular, 1939

First TV broadcast in US, 1951

Dragon



Years

February 16, 1904—February 3, 1905

February 3, 1916—January 22, 1917

January 23, 1928—February 9, 1929

February 8, 1940—January 26, 1941

January 27, 1952—February 13, 1953

February 13, 1964—February 1, 1965

January 31, 1976—February 17, 1977

February 17, 1988—February 5, 1989

February 5, 2000—January 23, 2001

The Dragon is a mover and a shaker. When compiling the lists of famous people for the twelve Animal signs, the Dragon group quickly became twice as large as any other. Egotistical, eccentric, and powerful, these people don't mind letting you know they're better than you, but the thing is, they can back it up. Dragons are feared in Western fables, but in the East, they are revered.

People

Abraham Lincoln, 1809

Sigmund Freud, 1856

Helen Keller, 1880

Dr. Seuss, 1904

Martin Luther King Jr., 1929

John Lennon, 1940

Jose Canseco, 1964

Events

First telegraph message, 1844

Andrew Johnson impeached and acquitted, 1868

BINGO developed in Italy, 1880

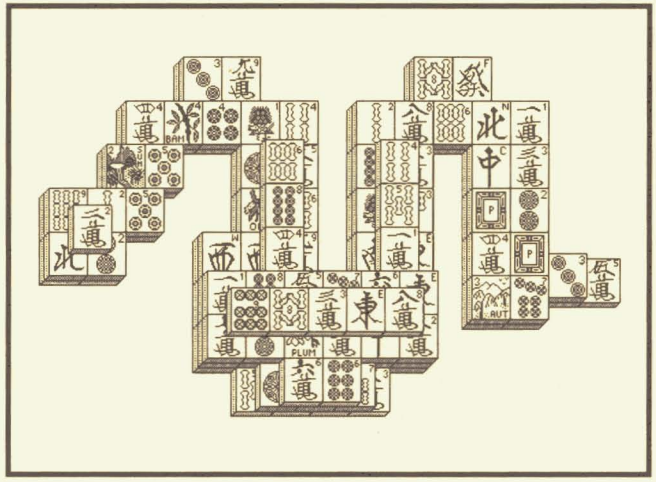
Elizabeth becomes queen, 1952

Beatles invade America, 1964

Tokyo hosts summer Olympics, 1964

Viking I lands on Mars, 1976

Snake



Years

February 4, 1905—January 24, 1906

January 23, 1917—February 10, 1918

February 10, 1929—January 29, 1930

January 27, 1941—February 14, 1942

February 14, 1953—February 2, 1954

February 2, 1965—January 20, 1966

February 18, 1977—February 6, 1978

February 6, 1989—January 26, 1990

January 24, 2001—February 11, 2002

The Snake person has great depths within him. Wisdom is his, as is sensuality, and intensity—though he may appear on stage, the real life for him is behind closed doors, where he can exercise his powers without explaining them to those who can never understand. Those powers are leading him somewhere, and while others can fail to find their way in life, the Snake must go all the way to his end, whatever it may be.

People

Mahatma Gandhi, 1869

Greta Garbo, 1905

Howard Hughes, 1905

John F. Kennedy, 1917

Grace Kelly, 1929

Jesse Jackson, 1941

Muhammad Ali, 1942

Events

Boston Tea Party, 1773

Einstein formulates Special Theory of Relativity, 1905

Ty Cobb begins his baseball career, 1905

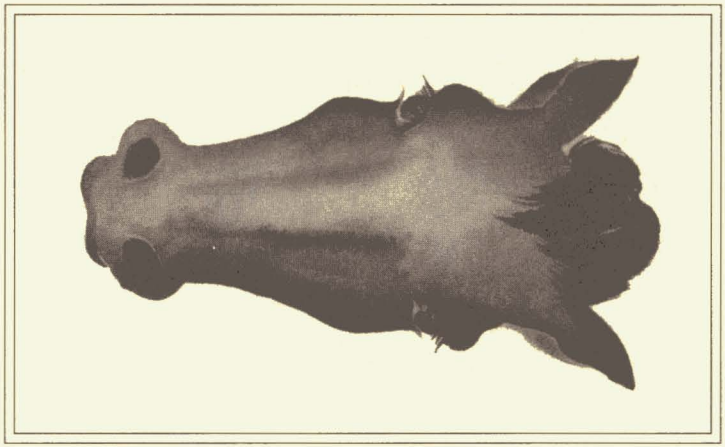
Russian revolution, 1917

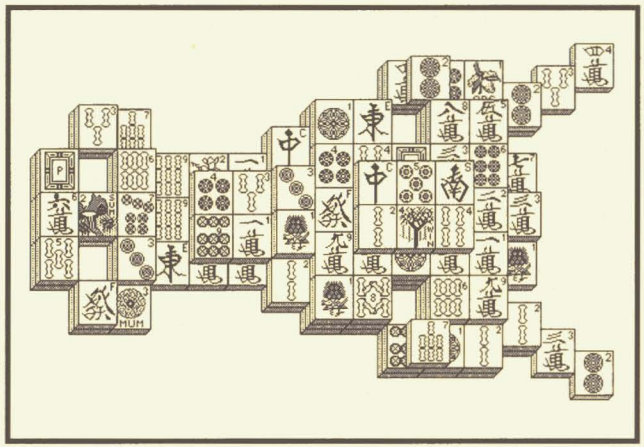
Zeppelin flies around the world, 1929

First conquest of Mt. Everest, 1953

Ford introduces the Mustang, 1965

Horse





Years

January 25, 1906—February 12, 1907

February 11, 1918—January 31, 1919

January 30, 1930—February 16, 1931

February 15, 1942—February 4, 1943

February 3, 1954—January 23, 1955

January 21, 1966—February 8, 1967

February 7, 1978—January 27, 1979

January 27, 1990—February 14, 1991

February 12, 2002—January 31, 2003

The Horse is straightforward, which makes life easy for him and everyone around him. If he wants something, he just goes and gets it, though often he'll find someone else handing it over without being asked. He's an adventurer, primarily because he's got the strength and endurance needed to take him to far places—and because he can't deny himself the opportunity to make use of his talents.

People

Davy Crockett, 1786

Neil Armstrong, 1930

Sean Connery, 1930

Ray Charles, 1930

James Dean, 1931

Aretha Franklin, 1942

Paul McCartney, 1942

Events

Gregorian calendar adopted, 1582

Mexican-American War, 1846

Discovery of Neptune, 1846

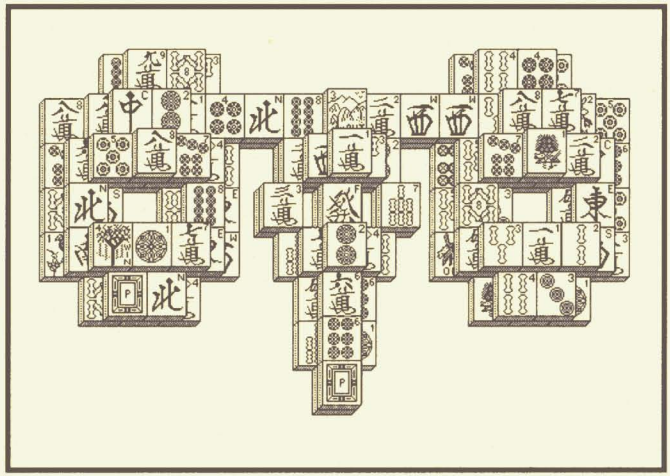
San Francisco earthquake, 1906

Discovery of Pluto, 1930

J. R. R. Tolkien's *Lord of the Rings*, 1954

Reunification of Germany, 1990

Ram



Years

February 13, 1907—February 1, 1908

February 1, 1919—February 19, 1920

February 17, 1931—February 5, 1932

February 5, 1943—January 24, 1944

January 24, 1955—February 11, 1956

February 9, 1967—January 29, 1968

January 28, 1979—February 15, 1980

February 15, 1991—February 3, 1992

February 1, 2003—January 21, 2004

The Ram is a creative person, looking for ways to enhance the enjoyment of the flock. Not that he loves the flock—he can be hard-headed if he has to be—but if others are happy then they won't be hassling him. Because of the harmony he creates, more powerful people take a liking to him and help him in his endeavors, so that in the end, without ever pushing anyone around, he gets exactly what he wants out of life.

People

Rudolph Valentino, 1895

John Wayne, 1907

Cab Calloway, 1907

Liberace, 1919

Mikhail Gorbachev, 1931

Leonard Nimoy, 1931

George Harrison, 1943

Events

Jamestown founded, 1607

First Chicago skyscraper built (10 stories!), 1883

Brooklyn Bridge opened, 1883

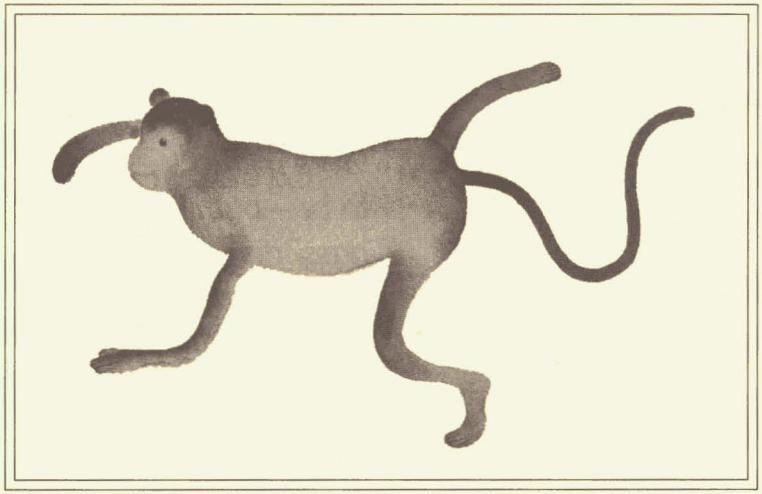
Prohibition enacted, 1919

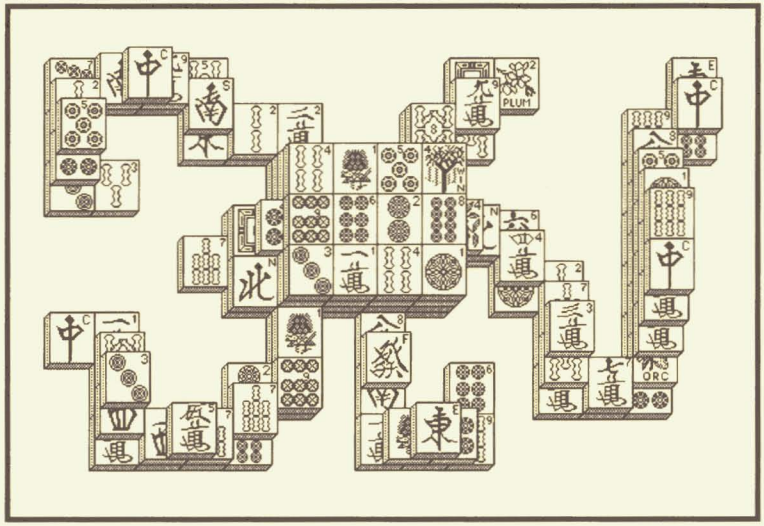
Empire State Building opens, 1931

First modern UFO sightings, 1943

Rosa Parks ignites the Civil Rights movement, 1955

Monkey





Years

February 2, 1908—January 21, 1909

February 20, 1920—February 7, 1921

February 6, 1932—January 25, 1933

January 25, 1944—February 12, 1945

February 12, 1956—January 30, 1957

January 30, 1968—February 16, 1969

February 16, 1980—February 4, 1981

February 4, 1992—January 22, 1993

January 22, 2004—February 8, 2005

The Monkey person uses his mind more than his mass. Like the little animal that clambers around in the treetops, the Monkey person's brain is always in action. He likes pitting himself against others so he can demonstrate his ability to outmaneuver them. His biggest problem is knowing when to settle for what he's got, as opposed to trying "just one more thing." Or maybe his problem's not believing that that's a problem.

People

Leonardo da Vinci, 1452

Bette Davis, 1908

Ian Fleming, 1908

Timothy Leary, 1920

George Lucas, 1944

Mick Jagger, 1944

Joe Montana, 1956

Events

Pilgrims arrive at Plymouth, 1620

United States of America, 1776

Gold discovered in California, 1848

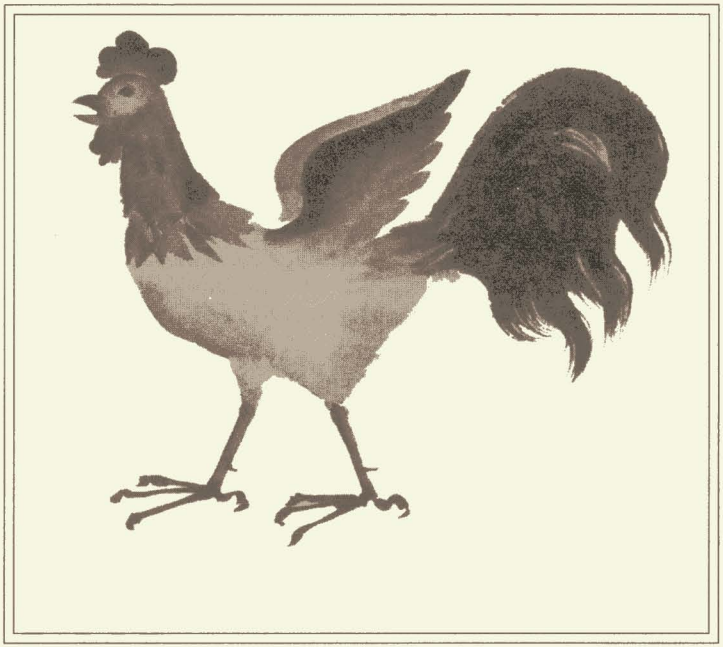
Communist Manifesto, 1848

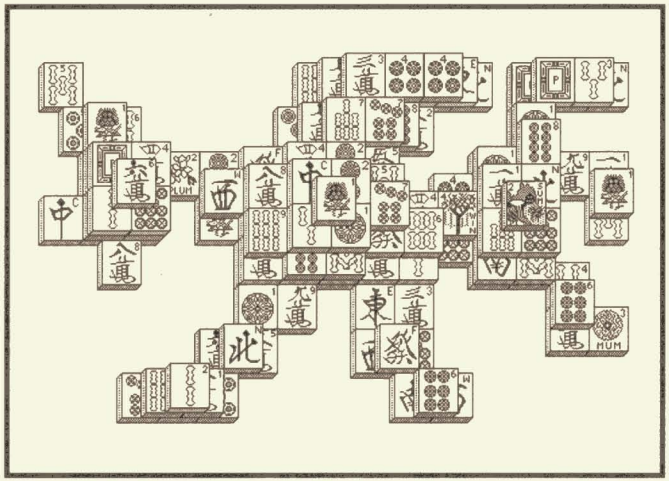
Confederate States of America, 1861

Amelia Earhart flies solo across the Atlantic, 1932

Transatlantic cable telephone service begun, 1956

Rooster





Years

January 22, 1909—February 9, 1910

February 8, 1921—January 27, 1922

January 26, 1933—February 13, 1934

February 13, 1945—February 1, 1946

January 31, 1957—February 17, 1958

February 17, 1969—February 5, 1970

February 5, 1981—January 24, 1982

January 23, 1993—February 9, 1994

February 9, 2005—January 28, 2006

The Rooster seems to be the cock of the walk, but that flair for performance masks a deeply conservative streak. He makes sure that all of his chicks have what they need. He's not nearly as confident as he seems, but you'll never know it because others are counting on him. He loves to peck away at your life—albeit in a seemingly playful manner—but he does not like having his own feathers ruffled.

People

Catherine the Great, 1729

Richard Wagner, 1813

Amelia Earhart, 1897

Errol Flynn, 1909

John Glenn, 1921

Eric Clapton, 1945

Arsenio Hall, 1957

Events

Washington elected first President, 1789

Peary discovers North Pole, 1909

First United Nations General Assembly in London, 1946

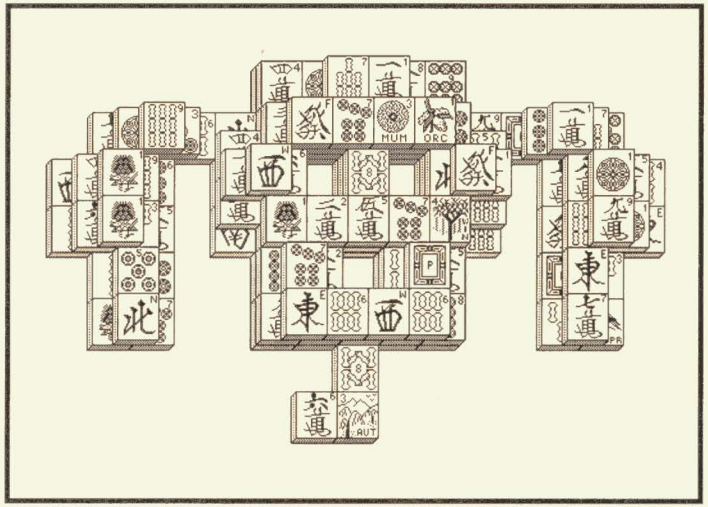
Sputnik launched, 1957

West Side Story opens on Broadway, 1957

First man on the moon, 1969

Woodstock, 1969

Dog



Years

February 10, 1910—January 29, 1911

January 28, 1922—February 15, 1923

February 14, 1934—February 3, 1935

February 2, 1946—January 21, 1947

February 18, 1958—February 7, 1959

February 6, 1970—January 26, 1971

January 25, 1982—February 12, 1983

February 10, 1994—January 30, 1995

January 29, 2006—February 17, 2007

There's no real mystery about the Dog person. He's always straightforward, always ready to come to the aid of his friends and go for the throat of his enemies. If you betray his trust, he'll let you know about it, but he won't write off the whole relationship. He may become a bit cynical over time, but that's because he had no cynicism at all when he was a pup—and even so, he'll never stop believing that what he does matters.

People

Winston Churchill, 1874

Albert Schweitzer, 1875

Sam Donaldson, 1934

Elvis Presley, 1935

Connie Chung, 1946

Rickey Henderson, 1958

Prince, 1958

Events

LaSalle claims Louisiana Territory, 1682

Philadelphia becomes first US capital, 1790

British burn Washington DC, 1814

California gains statehood, 1850

Greater New York established, 1898

NASA established, 1958

First Earth Day, 1970

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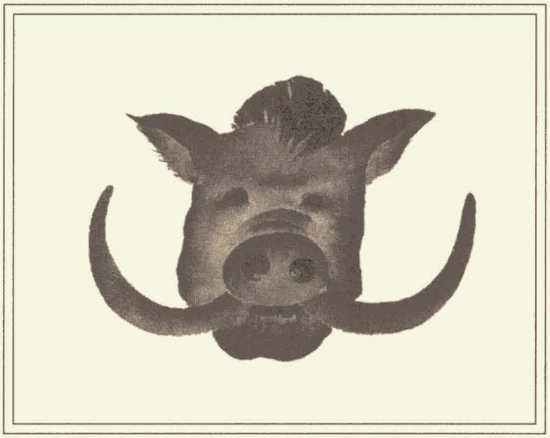
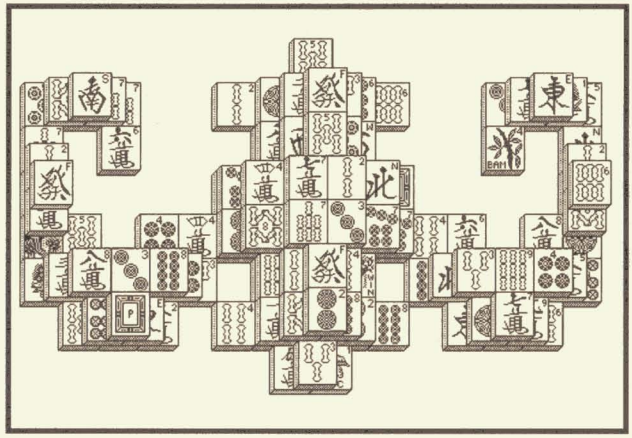
Boar





Years

January 30, 1911—February 17, 1912

February 16, 1923—February 4, 1924

February 4, 1935—January 23, 1936

January 22, 1947—February 9, 1948

February 8, 1959—January 27, 1960

January 27, 1971—February 14, 1972

February 13, 1983—February 1, 1984

January 31, 1995—February 18, 1996

February 18, 2007—February 6, 2008

The Boar is renowned for his fortitude; once he decides to do something, he perseveres until it's done. Of course, he may have to ignore other considerations and commitments in his quest for results, but he's so natural about it that people he slights rarely hold it against him. He does his best to make it up afterward, and since he doesn't look at anything as a problem he can't overcome, he generally succeeds at that, too.

People

Aleister Crowley, 1875

Alfred Hitchcock, 1899

Ronald Reagan, 1911

Roy Rogers, 1911

Hank Williams, 1923

Luciano Pavarotti, 1935

Woody Allen, 1935

Events

Louisiana Purchase, 1803

Andrew Jackson defeats British at New Orleans, 1815

Vulcanized rubber patented, 1839

Emancipation Proclamation, 1863

Jackie Robinson breaks baseball color barrier, 1947

Hawaii made 50th state, 1959

Voting age lowered to 18, 1971

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The Present

The first man to bring Shanghai to the computer world was **Brodie Lockard**. He learned to play it through family and friends, and though he'd been programming since 1978, it wasn't until 1985 that he decided to see if he could put Shanghai into a computer. When he was done, on Christmas Eve of that year, he offered it to some other friends, at Activision—and the rest is definitely history.

At last count, Shanghai now plays on over twenty-five different computer brands around the world, more than any other entertainment program.

Despite this success, Brodie still works at Stanford University in Palo Alto, California, as a supervisor in the Courseware Authoring Tools department. He was born in the year of the Rat.

Brian A. Rice was the programmer and computer guru for *Shanghai II: Dragon's Eye*. Known for his many entertainment and educational products, including *Tongue of the Fatman, Willow, GFL Championship Football, Star Rank Boxing, The Electric Jigsaw,* and *The Electric Crayon*, Brian continues to exhibit the quality and visual style for which he is known. Brian not only managed to complete *Shanghai II : Dragon's Eye* in all its glory, but in the process, experienced the birth of his first child, daughter Brittany Elizabeth. Brian was born in the year of the Dog.

Michael E. Moore produced *Shanghai II: Dragon's Eye*. He had once thought he'd carve out a career for himself designing board games, which he did for ten years, but one day he discovered the joys of games he didn't have to carve and switched to computers. He indulges in all the time-honored vices, with one exception—he doesn't play games. "That's not play, that's work!" he says. He, too, is a Rat.

Mitzi S. McGilvray was the Associate Producer. A self-described "Dragon Lady of Shanghai"—she was born in the year of the Dragon—she came to the company as a Technical Support rep and became so addicted to *Shanghai* that she feared for her job when all she wanted to do all day was play the game. Working on *Shanghai II: Dragon's Eye* has only intensified her incurable addiction to this game classic.

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