

## **Taipei!**

Welcome to the Taipei help system. Click on a topic for help.

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## **How to Play Taipei**

Playing Taipei is simple. The object of Taipei is to remove all of the tiles from the board. Tiles are removed from the board in matching pairs. Tiles can only be removed if they are free. A tile is free if it has no tiles on top of it, and you can "slide" the tile out to the right or

left. The mouse cursor turns into a little cross  over tiles that are free.

To select two tiles, simply click on them with the mouse. They will disappear and reveal any tiles that might have been hidden beneath them.

## Taipei Tiles

The tiles used in Taipei are taken from the ancient game of Mah-Jong. There are seven different categories or "suits" in the Mah-Jongg tile set:



...



The Numbers.



...



The Circles.



...



The Bamboos.



The Four Winds.



The Seasons.



The Flowers.



The Dragons.

For all of the suits except the Seasons and Flowers, tiles must match exactly to be removed. Since there is only one of each kind of Season and Flower, any two in the suit may match (for example, Summer and Winter, or Plum and Mum).

## Menu Commands

There are three major menus in Taipei; Game, Options and Help. The Game menu presents the main game commands:

**New** - starts a new game. A random game number is selected and the tiles are arranged according to the selected tile layout.

**Select Game** - allows you to select a specific game number to play. Each of the seven tile layouts has 65536 different games to play.

**Backup** - allows you to take back moves all the way up to the start of the game.

**Hint** - If you're stuck, you can ask Taipei for a hint. Taipei will flash two matching tiles on the board. Try the command again and it will show another matching set, and so on until all of the possibilities are exhausted.

**Start Over** - If you want to try the same board over again, use this command.

**Autoplay** - When in Autoplay mode, the computer will begin playing the board and removing tiles for you. However, you will not get any nifty Confucious Say messages if the computer should win!

**Exit** - When it is time to go to bed.

The Options menu allows you to set various parameters:

**Layout** - allows you to select a tile layout. A list of layouts will pop up to the side of the menu for your selection.

**Color** - Toggles the tiles from color to black and white. Normally, Taipei automatically selects either the color or the black and white tile set base on the type of display you have.

**Messages** - If checked, gives yakity error messages.

## **Layouts**

This feature allows to to change the layout of the tiles. There are several tile layouts provided with Taipei:

Standard - The standard tile layout.

Pyramid - Beware the mummy's curse.

Castle - Destroy the castle and capture the King!

Bridge - An experiment in civil engineering.

Spiral - An intergalactic virus destroys the cosmos.

Cube - Rubik never had it this good.

Glyph - The Glyph of Bogosity.

## The Glyph of Bogosity



Strange rune which makes its appearance at seemingly random places at random times. This glyph is often found in those places and at those times when normal laws do not seem to apply and expected results are not manifested. Although the nature of the Glyph is known and much historical information has been gathered on the subject, little is known about its origins and even the most arcane magicks have not revealed the nature of the power behind this rune. Legend has it that if anyone should discover the true nature of the Glyph, the known universe will come to an end.

Excerpted from "Arcane Runes and Symbols" by Mon Hu, at the Library of the University of Ten'Stor (by the Sea).

## **Using the Keyboard**

A mouse is required to play Taipei. The following keys may be helpful in addition to using the mouse:

F1 - Help

F2 - New Game

ESC - Minimize

H - Hint

backspace - backup one move

P - peek



## **Strategy**

Here are some hints if you are having difficulty solving the Taipei puzzles:

1. Remove the end tiles as soon as you can, especially those tiles that block more than one tile.
2. If all four tiles in a matching set are free, you can remove all four safely.
3. Work from the outside in.

## **Credits**

Taipei was written by David Norris.

Thanks to Hans Spiller for ideas, nifty hacks and help on the artwork.



