

# STRATEGY

## Strategy Hints: Shanghai

- 1) Concentrate on removing tiles that are blocking the most moves. There are few such tiles in the Easy layouts (Boar, Dragon, Monkey, and Snake); there are several key blocking tiles in the Advanced layouts (Dog, Monkey, Ram, Rooster, and Shanghai); there are many blocking tiles in the Master layouts (Horse, Ox, Rabbit, and Tiger). To see the entire face of a partially covered tile, click it while holding Control, Shift or Option.
- 2) Examine each layout carefully before starting play to find as many matching pairs as possible. 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 rather than on tall stacks.
- 3) Always check for triples. If you've found a pair to remove, look for a third (and 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 that all four tiles of one kind are free at once, remove them so they're out of your way.
- 5) Look ahead for as many moves as you can.

## Strategy Hints: Dragon's Eye

### Dragon Slayer Hints

- 1) In general, remove all matching tiles from the board as soon as possible, especially when they are in danger of being blocked. Sometimes it may be advantageous to leave a matching tile for a later turn, when you can use two tiles from your hand (so you can draw another tile and continue your turn).
- 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. Cascades—matching pairs of tiles suddenly appearing all around the display—are common.

4) If you must put a tile on the display, try to place it in a space where it does not block others. Try to avoid placing a tile so that a single empty space remains between it and another tile. Your opponent may place a tile there.

### 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. Try not to bury key tiles behind blocking tiles placed by your opponent—it may be a setup.

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 all match tiles on the display. Place the tile that will do the least damage if your opponent removes it—that is, the tile whose match blocks the fewest other tiles. You may be able to bury the more damaging tiles in future moves.

4) Whenever you can, play on the second level.