

OTHER FEATURES

Creating Your Own Tilesets

The Templates folder that came with Shanghai II contains three PICT files that are templates for creating your own tilesets (Big Color, Small Color, and Black and White). To create your own tileset, make a copy of one of the templates, edit it with your favorite paint program, save it as a PICT, and put it into the “Layouts & Tilesets” folder (see below). You can then use it via “Custom Tileset...” in the Tiles menu, or by choosing its name if it appears in the Tiles menu following a search (the folder is only searched when the game starts, and when you save a layout from within the Layout Construction Set). Make sure your artwork fits within the outlines in the template file. You can change the color of the outlines, but your tiles will look best if you keep the outlines dark.

There are ten special tile spaces in each template. The two spaces at the top left are used when Shanghai II draws a light or dark tile back, as in the Layout Construction Set or in a Dragon’s Eye game. The two sets of four tiles in the bottom row let you create tiles that look different, but match (like the seasons and flowers in the Mahjongg tileset). The first four tiles in this row all match each other, and the last four all match each other. A tile from one foursome will not match the other foursome.

Shanghai II can use tilesets in PICTs of any depth, even 24-bit (millions of colors, also known as “photographic quality”). To use a photographic quality tileset, you will need to allocate at least 1200K of memory to Shanghai II, using “Get Info” in the Finder’s File menu. Photographic quality tilesets are available from Hephaestus Software, P.O. Box 3031, Stanford, CA 94309-3031.

Pop-up Facts and Buried Tiles

To reveal a description or interesting fact about any tile, click that tile while holding the Command (Apple) key on the keyboard. When in Guide to These Tiles (see below), you can simply click a tile (no key is needed). Pop-up facts are not available for the Alphabet, Hi-Lo or Lo-Hi tilesets.

Clicking any partially covered tile while holding the Control, Shift or Option keys on the keyboard will reveal the tile’s entire face.

Layouts & Tilesets Folder

If a folder called “Layouts & Tilesets” is in the same folder as Shanghai II, its contents are searched when the game begins. A “Layouts & Tilesets” folder was

probably installed when you installed the game. Any layouts in this folder (see Layout Construction Set) are appended to the Layout menu and can be chosen from there. Any PICT files (produced by most paint programs) are appended to the Tiles menu and can be chosen from there.

When you save a layout you've created, it will be appended to the Layout menu immediately if you save it in the "Layouts & Tilesets" folder. No matter where it is, you can use it via "Custom Layout..." in the Layout menu.

Settings Menu

Pause Game

Use this menu item to pause a timed Challenge or Tournament game. The clocks will pause and the screen will go blank until you click.

Big Color, Small Color, and Black and White

You can play with any of these three kinds of art, depending on the kind of computer and monitor you're using. This setting is retained between game sessions. If any of these menu items is disabled, it's because your configuration can't use it.

Center Window

This item centers the game window on your main screen.

Set Background Color...

This item lets you choose any color you like as the background for your games.

Help Menu

Some of these items will be disabled during Challenge or Tournament games.

Backup One Move

Does just what it says.

Show All Moves

Highlights all possible moves, one at a time. Click to show the next move. Hold the mouse button down to skip to the end of the moves.

Suggest Move

Suggests a move that might be good at this point in the game. Seldom brilliant, but often helpful.

Peek

Lets you look under any tile. This effectively ends the game. Once you've chosen Peek, double-clicking on any one free tile removes it.

Show Tiles Left

Displays all the tiles that are still on the board.

Reshuffle

Lets you mix up the remaining tiles. This ends the game—you cannot win but you can continue playing.

Guide to These Tiles

Displays all the tiles in the set you're currently using. Move back and forth with the arrow buttons; return to your game with the Done button.

Guide to Tilesets

Displays a representative tile from each of the built-in tilesets. Return to your game with the Done button.

Guide to Layouts

Displays miniatures of all the built-in layouts. Return to your game with the Done button.