



HONG KONG MAHJONG PRO™

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GETTING STARTED

Note: You must have a hard drive and a Microsoft®-compatible mouse to play Hong Kong Mahjong Pro!

Experienced computer users: To install the game to your hard drive, simply run the program on Disk 1 called Install. Follow the screen prompts, and then skip down to the *Main Menu* section on page 4.

Less experienced users: Read the instructions in the next three sections for a step-by-step guide through the installation process.

Installing Hong Kong Mahjong Pro

Hong Kong Mahjong Pro comes on two high density 5.25 inch disks, or two high density 3.5 inch disks. To install *Hong Kong Mahjong Pro* on your hard drive, follow these instructions:

1. Boot your computer with MS-DOS (Version 3.0 or higher).
2. Place Disk 1 into a high density disk drive.
3. Type the name of the drive (example: **a:**) and press ENTER.
4. Type **install**, followed by the name of the floppy drive you've placed the disk in, then the name of the drive you wish to install the game onto.

*EXAMPLE: If you've placed the disk in drive A., and you wish to install the game to drive C., type **install a: c:** and press ENTER. Be sure to include the spaces!*

The game is installed into a subdirectory called *HKMJ*.

5. You are shown the selections you just made. If they are correct, press any key to continue. If you want to make changes before you begin the Install process, press **Ctrl-C** to terminate, confirm your choice by pressing **Y**, and then go back to Step 4.
6. When the computer prompts you, remove Disk 1 and replace it with Disk 2, and press any key to continue the installation.



When the installation is done, you are taken to the Configuration program.

Configuring *Hong Kong Mahjong Pro*

After you install *Hong Kong Mahjong Pro*, you are automatically taken to the Configuration program. To configure your game to your system, follow these instructions:

Graphics

Note: If, after following the instructions below, your sound card or graphics mode don't function properly, see *Problems with the Game*, page 32.

A message appears telling you the graphics mode *Hong Kong Mahjong Pro* will display. If your computer does not have what is required to run in SVGA modes, what you need is printed in red. Press any key to go to the sound and music configuration screen.

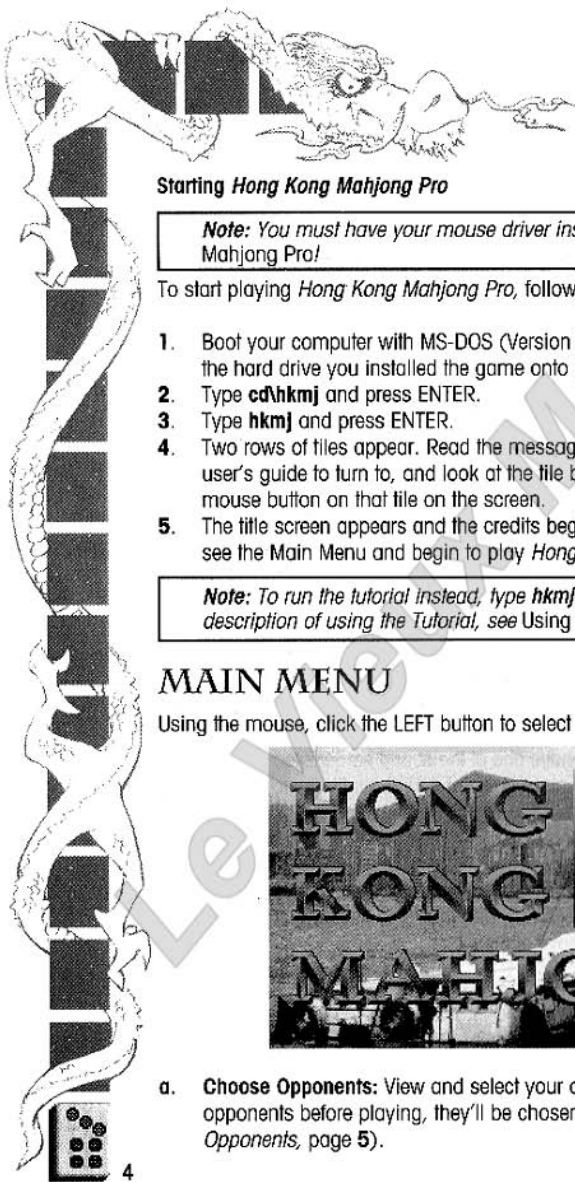
Sound and Music Cards

1. To hear digitized voices, you need to have one of the sound cards listed on the left side of the screen. Press the letter of the sound card you want to use for voices.
2. To hear music, you need to have one of the sound cards listed on the right side of the screen. Press the number of the sound card want to use for music.
3. If you want to save your changes, press **X**. If you want to quit without making any changes, press **Q**.

You can later return to this configuration program to change your selections. First type **cd\hkmj** and press ENTER, and then type **hkconfig** and press ENTER. Then begin again above at Step 1.

Note: In addition to sounds from your sound card, some sound effects may be emitted from your PC speaker.





Starting *Hong Kong Mahjong Pro*

Note: You must have your mouse driver installed to play *Hong Kong Mahjong Pro*!

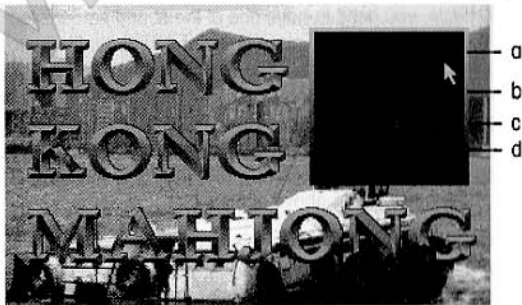
To start playing *Hong Kong Mahjong Pro*, follow these instructions:

1. Boot your computer with MS-DOS (Version 3.0 or higher). Type the name of the hard drive you installed the game onto (example: **c:**), and press ENTER.
2. Type **cd\hkmj** and press ENTER.
3. Type **hkmj** and press ENTER.
4. Two rows of files appear. Read the message to see which page of this user's guide to turn to, and look at the file by the page number. Click the left mouse button on that file on the screen.
5. The title screen appears and the credits begin. Click the left mouse button to see the Main Menu and begin to play *Hong Kong Mahjong Pro*.

Note: To run the tutorial instead, type **hkmjtutr** and press ENTER. For a description of using the Tutorial, see *Using the Tutorial*, page 18.

MAIN MENU

Using the mouse, click the LEFT button to select one of the following options:



- a. **Choose Opponents:** View and select your opponents. If you don't choose opponents before playing, they'll be chosen for you (see *Choosing Your Opponents*, page 5).



- b. **Scoring History:** View the current winnings and losses for all players and opponents (keeps a running total for all the opponents you've played against).
- c. **Play Mahjong:** Begin the game.
- d. **Exit to DOS:** Quit the game.

CHOOSING YOUR OPPONENTS

Hong Kong Mahjong Pro allows you to choose from twelve opponents whose skill levels range from below average to expert. Before you begin a game, you can view each of the twelve and find out about their skill levels and playing styles, then choose the three you'd like to play with. Inexperienced players should choose Christopher, Wing Yin, and Miko; these opponents make the best combination for beginners.

View Your Opponents

Here you can learn about each of your opponents:



Click on opponents' names to see them, and learn about their backgrounds, skill levels, and a little about their playing styles. When you are ready to choose your three opponents, click on DONE.





Choose Three Opponents

Select three opponents by clicking on their names.

Note: Three opponents are already selected by the program; click on the highlighted names to de-select them before choosing new opponents!



A highlighted box appears around the names you have chosen. If you change your mind, simply click on the name again to remove the highlight, and choose another opponent. When you have chosen three opponents, click on EXIT.

BEGINNING TO PLAY

Note: Before playing, we recommend that you view the tutorial program. For instructions, see Using the Tutorial, page 18.

The Object of the Game

The game of Mahjong has many subtle complexities, but on the surface it's really no more complicated than the popular card game, Gin Rummy. Four players sit at a table and stack the 144 tiles into a square *Wall*. 13 tiles are dealt to each player, then they take turns picking up a tile from the wall and throwing one into the middle of the table.



Occasionally one player will take the opportunity to *claim* another's discard. After a few minutes, one of the players will be the first to have assembled a hand of tiles that is defined as "complete" (containing four *Sets*, and one pair). This person wins, and the other players must pay him. The tiles are shuffled, the Wall is rebuilt, and another hand begins.

A game consists of four *Rounds*, which correspond to the *Winds*: East, South, West, and North. Within a Round, the *Seat* rotates from player to player, also according to the *Winds*: East, South, West and North.

Note: *The order of the Winds is East (1), South (2), West (3), and North (4).*

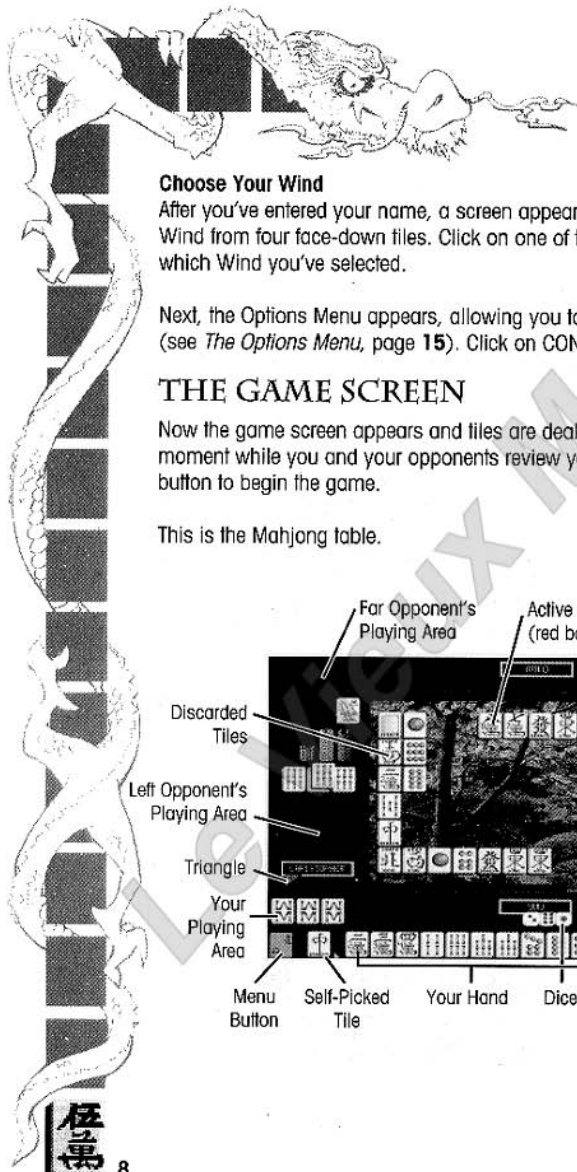
The player in the East seat rolls the dice at the beginning of each hand to determine which section of the Wall tiles will be dealt from. He retains his seat through winning hands and Dead Hands (see *Dead Hands*, page 14). When someone else wins, the Seats rotate counter-clockwise (i.e. player who was East becomes North, etc.). A complete game lasts a minimum of sixteen hands, and often many more.

Name Please...

When you select PLAY MAHJONG from the Main Menu, the Name screen appears. Click the LEFT mouse button on the appropriate letters to spell your name.



Click on these buttons to adjust the chip value (value of the coins you play for) between ten cents, one dollar, and ten dollars.



Choose Your Wind

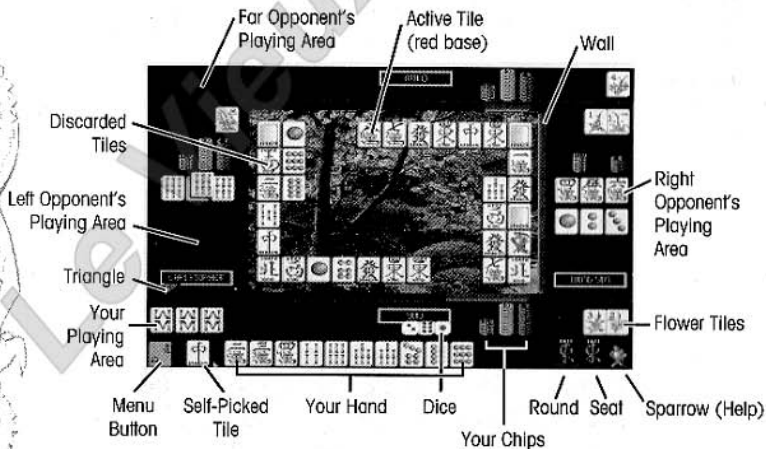
After you've entered your name, a screen appears asking you to choose your Wind from four face-down tiles. Click on one of the tiles; the game tells you which Wind you've selected.

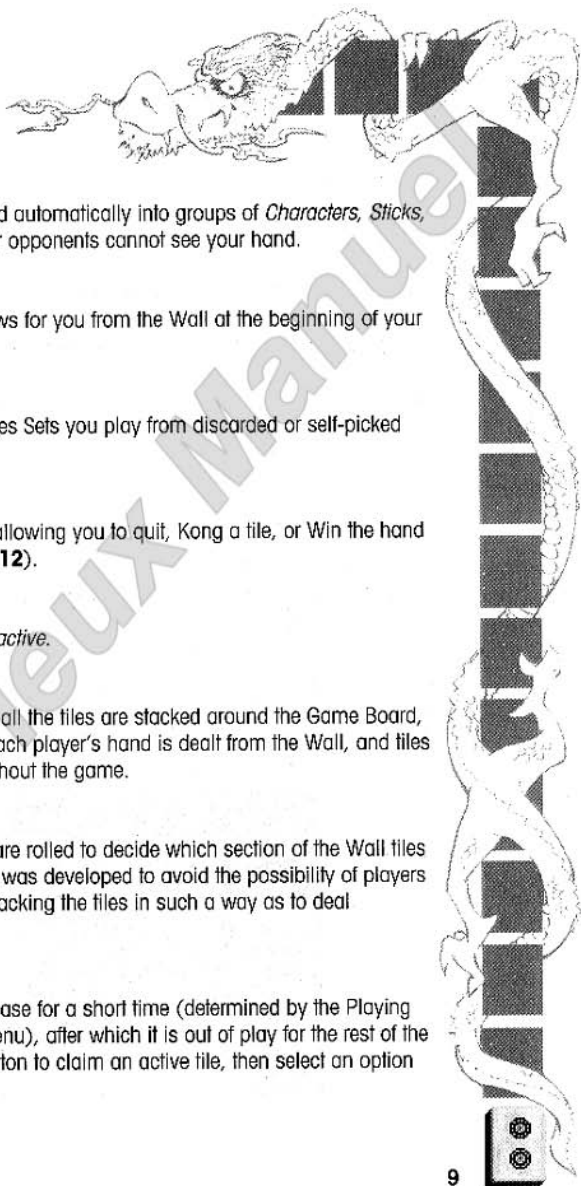
Next, the Options Menu appears, allowing you to make adjustments to the game (see *The Options Menu*, page 15). Click on CONTINUE to play.

THE GAME SCREEN

Now the game screen appears and tiles are dealt, then play is paused for a moment while you and your opponents review your hands. Click either mouse button to begin the game.

This is the Mahjong table.



**Your Hand:**

Thirteen tiles are dealt and sorted automatically into groups of *Characters*, *Sticks*, *Balls*, *Winds* and *Dragons*. Your opponents cannot see your hand.

Self-Picked Tile:

The tile which the computer draws for you from the Wall at the beginning of your turn.

Your Playing Area:

This is where the computer places Sets you play from discarded or self-picked tiles (see *Sets*, page 25).

Menu Button:

Appears only during your turn, allowing you to quit, Kong a tile, or Win the hand (see *When it's Your Turn*, page 12).

Discarded Tiles:

May be claimed while they are *active*.

Wall:

At the beginning of each game, all the tiles are stacked around the Game Board, creating a green *Wall* of tiles. Each player's hand is dealt from the Wall, and tiles are picked from the Wall throughout the game.

Dice:

As each hand begins, the dice are rolled to decide which section of the Wall tiles will be dealt from. This practice was developed to avoid the possibility of players cheating by "planting rice" or stacking the files in such a way as to deal themselves a better hand.

Active Tile:

A tile just discarded has a red base for a short time (determined by the Playing Speed option on the Options Menu), after which it is out of play for the rest of the hand. Click the LEFT mouse button to claim an active tile, then select an option from the Claim Menu.



Note: You may not claim a tile which you have discarded.

Flower Tiles:

When dealt or self-picked, these tiles are set aside and replaced in your hand by additional tiles from the wall. If you win the hand, they may be worth extra points (see *Scoring*, page 26); this will be indicated by a highlight.

Triangle:

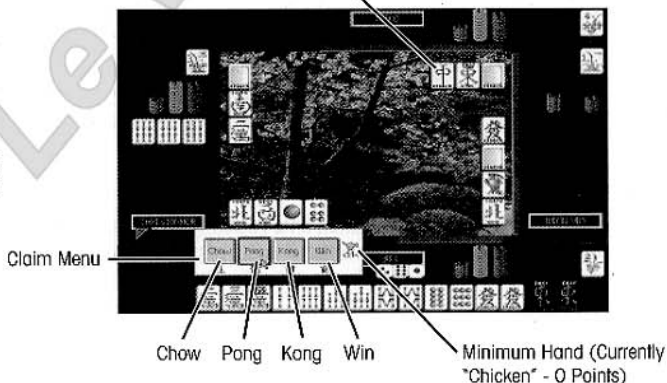
The triangle indicates where each new Round begins by pointing to the East player. It stays with the opening player as a reminder of where the round began.

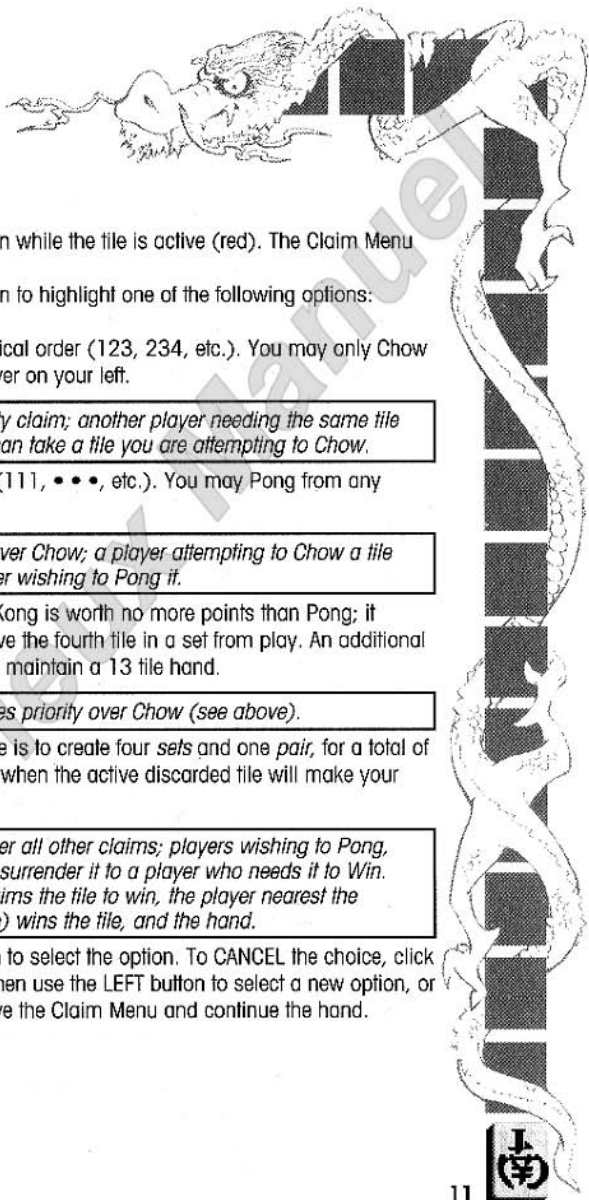
CLAIMING (PLAYING) TILES

At any time during the hand, as other players discard tiles, you may claim them as Chow, Pong, Kong, or to Win — but only while the tile is *active*. A discarded tile is active while its base is red, and it remains active for only a short time. When a tile becomes inactive, its base turns green.

Note: To bypass the active interval for discarded tiles you are not claiming, click the **RIGHT** mouse button.

Active Tile (red base)





To play an active tile:

1. Click the LEFT mouse button while the tile is active (red). The Claim Menu appears.
2. Click the LEFT mouse button to highlight one of the following options:

- ❖ **Chow:** Three tiles in numerical order (123, 234, etc.). You may only Chow from the discard of the player on your left.

Note: Chow is a low-priority claim; another player needing the same tile for a Pong, Kong, or Win can take a tile you are attempting to Chow.

- ❖ **Pong:** Three identical tiles (111, •••, etc.). You may Pong from any player's discarded tile.

Note: Pong takes priority over Chow; a player attempting to Chow a tile must surrender it to a player wishing to Pong it.

- ❖ **Kong:** Four identical tiles. Kong is worth no more points than Pong; it simply allows you to remove the fourth tile in a set from play. An additional tile is dealt from the wall to maintain a 13 tile hand.

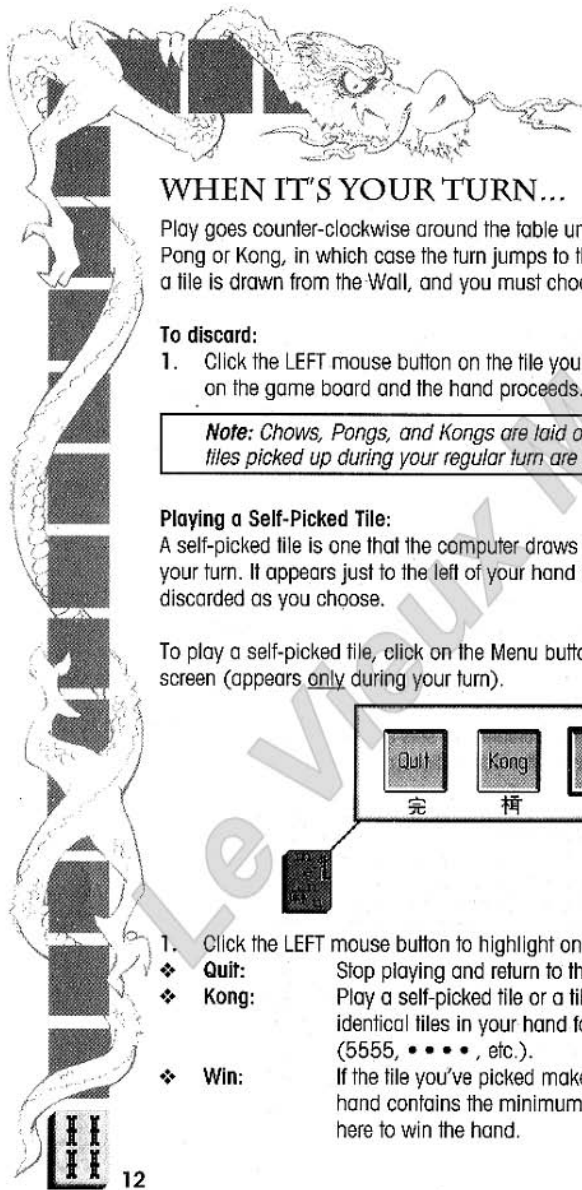
Note: Like Pong, Kong takes priority over Chow (see above).

- ❖ **Win:** The object of the game is to create four *sets* and one *pair*, for a total of fourteen tiles. Choose WIN when the active discarded tile will make your hand complete.

Note: Win takes priority over all other claims; players wishing to Pong, Kong, or Chow a tile must surrender it to a player who needs it to Win. If more than one player claims the tile to win, the player nearest the thrower (counter-clockwise) wins the tile, and the hand.

3. Click the LEFT button again to select the option. To CANCEL the choice, click the RIGHT mouse button, then use the LEFT button to select a new option, or click RIGHT again to remove the Claim Menu and continue the hand.





WHEN IT'S YOUR TURN...

Play goes counter-clockwise around the table unless someone claims a tile as a Pong or Kong, in which case the turn jumps to their position. When it's your turn, a tile is drawn from the Wall, and you must choose a tile to discard.

To discard:

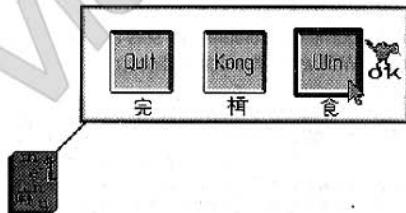
1. Click the LEFT mouse button on the tile you want to throw; the tile is placed on the game board and the hand proceeds.

Note: Chows, Pongs, and Kongs are laid out for all players to see, but tiles picked up during your regular turn are kept hidden.

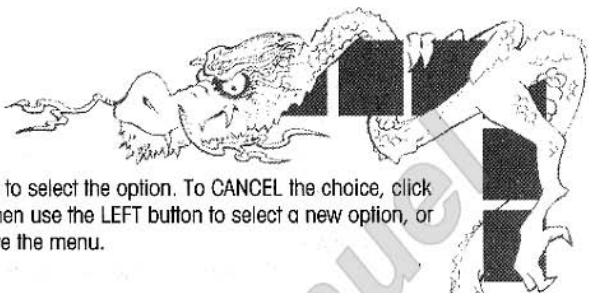
Playing a Self-Picked Tile:

A self-picked tile is one that the computer draws from the Wall at the beginning of your turn. It appears just to the left of your hand and may either be played or discarded as you choose.

To play a self-picked tile, click on the Menu button in the lower left corner of your screen (appears only during your turn).



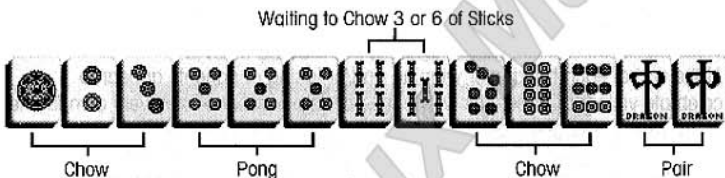
1. Click the LEFT mouse button to highlight one of the following options:
 - ❖ **Quit:** Stop playing and return to the Main Menu.
 - ❖ **Kong:** Play a self-picked tile or a tile you are holding with three identical tiles in your hand for a set of four identical tiles (5555, ●●●●, etc.).
 - ❖ **Win:** If the tile you've picked makes your hand complete, and your hand contains the minimum number of points allowed, click here to win the hand.



2. Click the LEFT button again to select the option. To CANCEL the choice, click the RIGHT mouse button, then use the LEFT button to select a new option, or click RIGHT again to remove the menu.

WINNING

You're almost ready to win when you have a *waiting* hand — this means your hand is complete except for one tile. The hand below is a *waiting* hand because it requires only the 3 or 6 of Sicks to make it complete.



If your winning tile is thrown:

1. Click the LEFT mouse button while the tile is active (red base). The Claim Menu appears.
2. Click the LEFT mouse button to highlight WIN.
3. Click the LEFT button again to select WIN. A message appears, telling you how many points your hand is worth and asking if you'd like to "Declare now?".
4. Click the LEFT mouse button for YES, or the RIGHT one for NO.

Note: If more than one player claims the tile to win, the player nearest the thrower (counter-clockwise) wins the tile, and the hand.

If you pick your winning tile at the beginning of your turn, (OR if you claim a discarded tile for a Pong, Kong, or Chow, then realize your hand is complete:)

1. Click the LEFT mouse button on the MENU button in the lower left corner of your screen.

- Click the LEFT mouse button to highlight WIN. A message appears, telling you how many points your hand is worth, and asking if you'd like to "Declare now?".
- Click the LEFT mouse button for YES, or the RIGHT one for NO.

DEAD HANDS

A Dead Hand occurs when all the tiles have been dealt, but no player is able to win. In the case of a Dead Hand, the round and seat do not advance, and no chips are paid.

AFTER THE HAND

At the end of each hand your winning and/or losing opponents appear to celebrate victory or lament defeat, to the accompaniment of their very own theme song. Now the Winner's Screen appears.

The Winner's Screen tells you who has won the hand, how it was scored, and informs you of each player's winnings and losses.

Score Buttons*

Winner's Points

WINNER'S POINTS

DRAGONS 0 Points
WINDS 0 Points
FLOWERS 0 Points

WING YIN wins by discard from MIKO

Winner's Hand

CHRISTOPHER	499
MIKO	498
WING YIN	504
YOU	499

Current Score Button**

YOU LOSE 1 chip (\$1)

You Pay This Amount

OPTIONS CONTINUE

Options (go to Options Menu)

Continue (Resume Game)

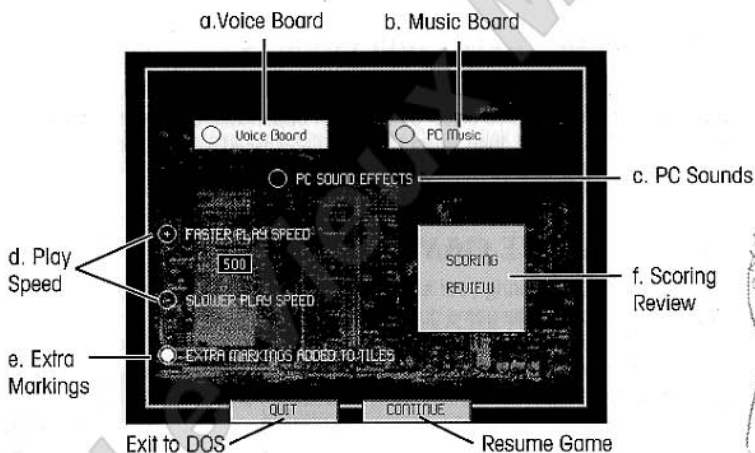


When you have finished viewing this screen, click on **OPTIONS** to see the Options Menu, or on **CONTINUE** to play the next hand.

* Click on these buttons to learn more about the winner's score. Click again to remove information windows.

** The current holdings (chips) of all players. Click on this button to learn the number of chips each player paid or won at the end of the round. Click again to remove the information window.

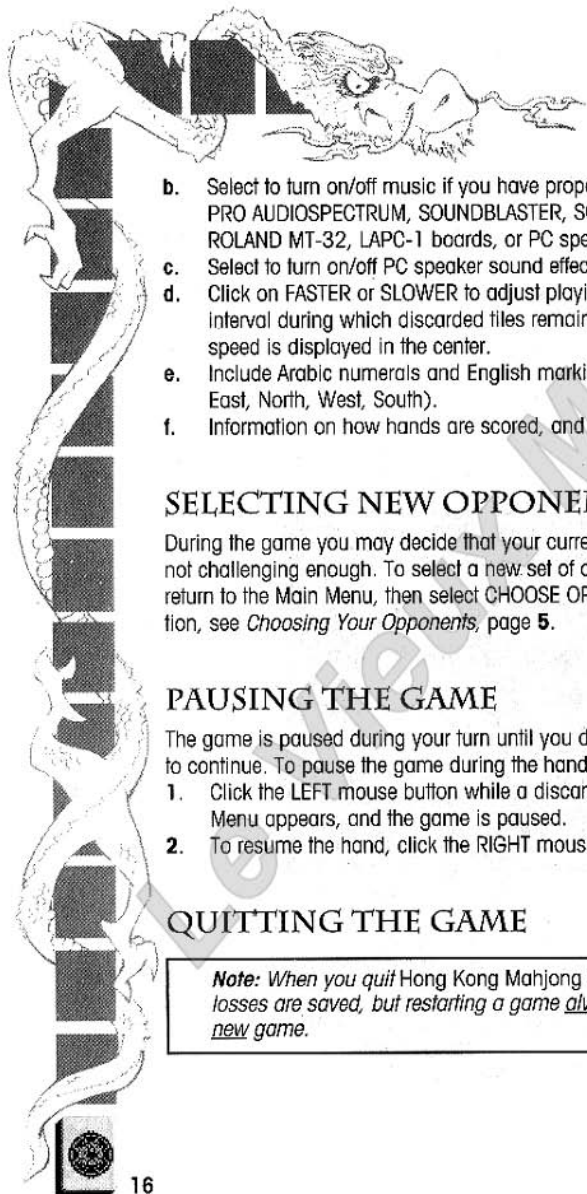
THE OPTIONS MENU



This is the Options Menu. Click the **LEFT** mouse button to select and adjust the following options:

- Select to turn on/off voices if you have properly configured **THUNDERBOARD**, **PRO AUDIOSPECTRUM**, **SOUNDBLASTER**, or **SOUNDBLASTER PRO** boards.





- b. Select to turn on/off music if you have properly configured THUNDERBOARD, PRO AUDIOSPECTRUM, SOUNDBLASTER, SOUNDBLASTER PRO, ADLIB, ROLAND MT-32, LAPC-1 boards, or PC speaker music.
- c. Select to turn on/off PC speaker sound effects.
- d. Click on FASTER or SLOWER to adjust playing speed (determines the interval during which discarded tiles remain *active*). The current playing speed is displayed in the center.
- e. Include Arabic numerals and English markings on tiles (example: 1,2,3,4, East, North, West, South).
- f. Information on how hands are scored, and on Special Hands.

SELECTING NEW OPPONENTS

During the game you may decide that your current opponents are too difficult, or not challenging enough. To select a new set of opponents, quit the game and return to the Main Menu, then select CHOOSE OPPONENTS. For more information, see *Choosing Your Opponents*, page 5.

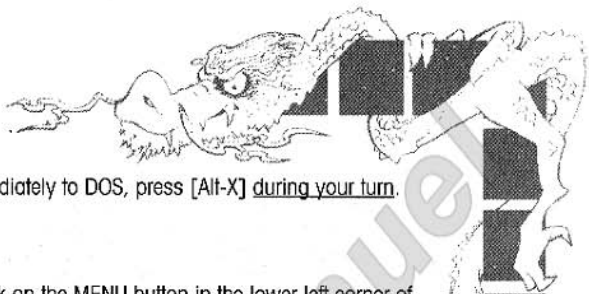
PAUSING THE GAME

The game is paused during your turn until you discard a tile and allow the round to continue. To pause the game during the hand:

1. Click the LEFT mouse button while a discarded tile is *active*. The Claim Menu appears, and the game is paused.
2. To resume the hand, click the RIGHT mouse button.

QUITTING THE GAME

Note: When you quit Hong Kong Mahjong Pro, your winnings and losses are saved, but restarting a game always starts a completely new game.



To quit playing and return immediately to DOS, press [Alt-X] during your turn. Otherwise:

During the Hand

1. Wait for your turn, and click on the MENU button in the lower left corner of your screen.
2. Click the LEFT mouse button to highlight QUIT. Click again to select. The Main Menu appears.
3. Click on EXIT TO DOS. The ending screen appears; the sparrow and your opponents bid you good-bye. Click on EXIT TO DOS again to quit, or click on GO BACK TO MENU to return to the Main Menu.

After the Hand

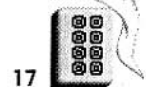
1. Wait for the hand to end, and click on the OPTIONS button (next to CONTINUE, in the lower half of your screen). The Options Menu appears.
2. Click the LEFT mouse button to highlight QUIT. Click again to select. The Main Menu appears.
3. Click on EXIT TO DOS. The ending screen appears; the sparrow and your opponents bid you good-bye. Click on EXIT TO DOS again to quit, or click on GO BACK TO MENU to return to the Main Menu.

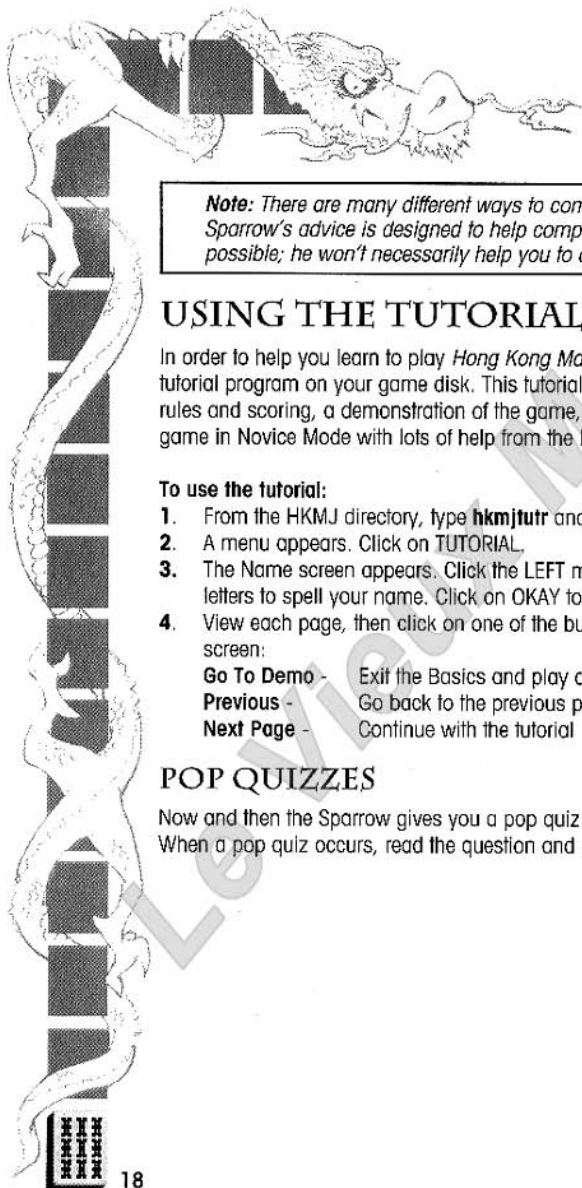
HELP - THE MAHJONG SPARROW



This is the Mahjong Sparrow. Because the word Mahjong is Chinese for "sparrow", the sparrow is traditionally known as the Spirit of Mahjong. The Mahjong Sparrow appears at the beginning of your turn; in Novice mode (see *Using the Tutorial*, page 18), he'll give you frequent hints and messages to help you learn and play the game.

During normal play, click on the Sparrow for advice on which tiles to throw away; he'll fly to the tile he wants you to discard and hover there for a moment, then return to his perch.





***Note:** There are many different ways to complete your hand. The Sparrow's advice is designed to help complete your hand as quickly as possible; he won't necessarily help you to create a high-paying hand.*

USING THE TUTORIAL

In order to help you learn to play *Hong Kong Mahjong Pro*, we have included a tutorial program on your game disk. This tutorial includes a quick lesson on the rules and scoring, a demonstration of the game, and the option of playing the game in Novice Mode with lots of help from the Mahjong Sparrow.

To use the tutorial:

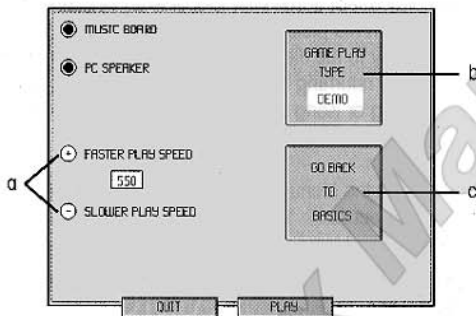
1. From the HKMJ directory, type **hkmjtutr** and press ENTER.
2. A menu appears. Click on **TUTORIAL**.
3. The Name screen appears. Click the **LEFT** mouse button on the appropriate letters to spell your name. Click on **OKAY** to continue.
4. View each page, then click on one of the buttons at the bottom of the screen:
Go To Demo - Exit the Basics and play a Demo or Novice game
Previous - Go back to the previous page
Next Page - Continue with the tutorial

POP QUIZZES

Now and then the Sparrow gives you a pop quiz to help you learn the game. When a pop quiz occurs, read the question and click on the appropriate answer.



MENU OPTIONS



- Faster/Slower Playing Speed:**
We've set it low to make the game easy to follow. Adjust it to your preference.
- Gameplay Button:**
Currently set to DEMO; if you want to watch a demo of the game, click on PLAY. To play in Novice Mode, click the Gameplay button to make it read NOVICE, then click on PLAY.
- Go Back to Basics:**
Run through the lesson again.

DEMO GAME

In Demo Mode the Mahjong Sparrow plays a game while you watch. As he plays, he displays messages to tell you what he and the other players are doing; to remove messages, click either mouse button.

To **quit** the demo, click the RIGHT mouse button after any player discards. A message appears asking if you want to "Quit Demo?". Click LEFT to confirm, or RIGHT to cancel.



NOVICE GAME

In Novice Mode you play a real game with lots of extra help and hints from the Mahjong Sparrow. Click on his picture in the lower right corner of your screen for help with discards; he'll fly to the tile he wants you to throw away and hover there for a moment before returning to his perch. He tells you when there is an opportunity to Chow, Pong or Kong a discarded tile, and tells you what the other players are doing as well.

To quit the game, click on the Menu button (appears in the lower left corner during your turn), and select QUIT. You can also wait until the hand ends and select QUIT from the Options Menu.

THE HISTORY OF MAHJONG



Mahjong is played around the world with variations in play and scoring which may differ from house to house. Though the precise history of the game is incomplete, it is clear that the game originated in China.

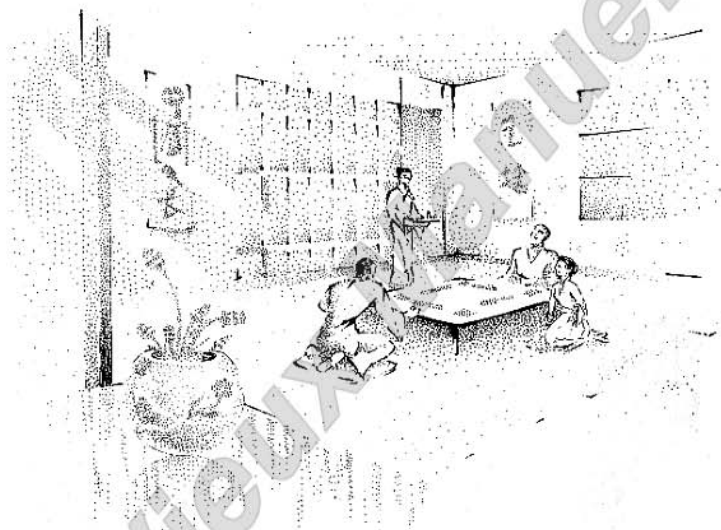
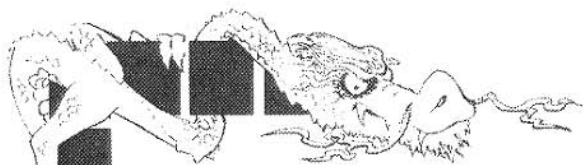


Since the People's Republic of China frowns on all forms of gambling, the most common version today is surely that which is played in Hong Kong, where it is as large a part of daily life as the Star Ferry and won ton noodles. We have tried, therefore, to fashion this game in the Hong Kong tradition, using tile images copied from the plastic sets one would find in the typical Kowloon household, and adhering to locally accepted rules.



According to some experts, Mahjong was introduced in both the United States and Japan in the 1920s. The game was very popular in America until sometime in the 1930s. Unfortunately, the "Americanized" Mahjong bore little resemblance to its Chinese predecessor; many of the original features of the game had been eliminated, and dozens of new rules and variations had been established, causing much confusion among authorities as to just what the "official" rules were. Eventually everyone agreed on a standard set of Mahjong rules and terms, but the confusion had already become too much for many players, and the game's popularity suffered a tremendous decline.





Today Mahjong is played very seriously in Japan. There the rules briefly experienced controversy similar to that of American Mahjong, before being rescued by a group of experts calling themselves the Japan Mahjong Association. The JMA is dedicated to the preservation of this form of Mahjong; the standard rules and variations in Japan are set by them.





THE MAHJONG TILES

The following section describes the tiles used to play Mahjong. Be sure to read the sections titled *Sets* (page 25) and *Scoring* (page 26) for more information.

THE CHARACTERS



In English, this suit is referred to as the *Characters*. The symbol in red signifies ten thousand, implying prosperity. The symbols in blue are the numbers one through nine. There are four of each. Using the Extra Markings option on the Options Menu, the Character tiles can be marked with Arabic numbers so you don't have to recognize the Chinese characters.

THE STICKS



The second numerical suit is the bamboo *Sticks*. There are four of each, numbering one through nine (the sparrow is on the number one Stick). Determine their values by counting the twigs on each tile.

THE BALLS



The third and last numerical suit is the *Balls*, which can also be called *Circles* or *Dots*. There are four of each, numbering one through nine. Determine their values by counting the spots on each tile.



THE WINDS



These are the four *Winds*: East, South, West, and North. There are four of each, and a Pong or Kong of a Wind is worth extra points IF it corresponds to the current *Round* or your current *Seat*. The characters for the Round and Seat are displayed in the lower right corner of your screen.

Example: If the Round is North and your seat is West, a Pong or Kong of North or West is worth 1 point. (Indicated by a highlight).

When the Round and Seat are the same (this happens four times within each game), a Pong or Kong of the correct Wind is worth 2 points.

Note: The order of the Winds is: East (1), South (2), West (3), North (4).

THE DRAGONS



These are the *Dragons*: White, Green, and Red. There are four of each, and a Pong or Kong of a Dragon is worth 1 point.

THE FLOWERS

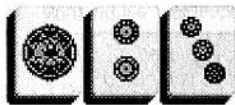


These are the Red and Blue numbered *Flowers*. There is one of each, numbering one through four. When you pick one up, it is automatically set aside and replaced by a regular tile. When the hand is complete, the winner gets one point for NO flowers, or one point for any flower whose value matches his seat (for example, the South player hopes to get the #2 flowers). All four flowers of a color is worth an additional point.

SETS

The object of the game is to collect *sets* of tiles. Each player starts off with thirteen tiles. The first player to collect four sets of three tiles and a single pair of tiles wins the hand.

CHOW



One type of set you can put together is called a *Chow*. This means a group of tiles in numerical order like the 3-4-5 of Sticks or 6-7-8 of Balls. Shown here is a Chow of the 1-2-3 of Balls. You can make a Chow from the fresh tiles you'll be picking up with each turn or from a tile discarded by the player on your **left** IF you are already holding two of the three files you need.

Example: If you are holding a 7 of Balls and an 8 of Balls, you may Chow the 6 or 9 of Balls ONLY if discarded by the player on your left.

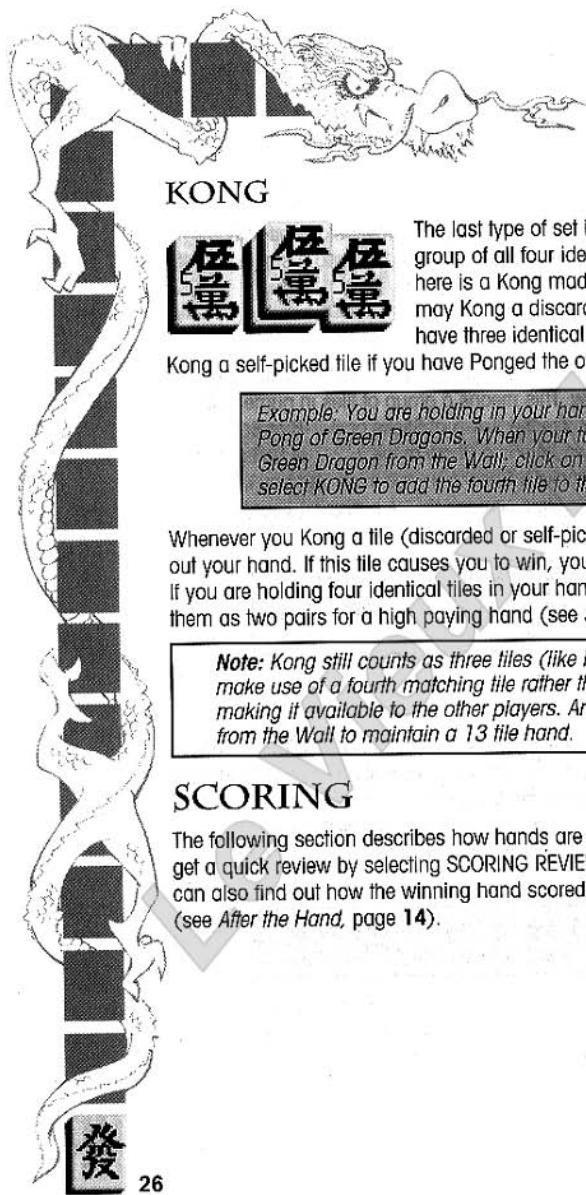
PONG



A second type of set is called a *Pong*. This means a group of three identical tiles of any suit. Shown here is a Pong made up of the 2 of Sticks. You can make a Pong from the fresh tiles you pick up, or from a tile discarded by ANY other player IF you are already holding two of the three needed tiles.

Example: If you are holding two of the 9 of Characters, you may Pong a 9 of Characters thrown by any other player.





KONG



The last type of set is called a *Kong*. This means a group of all four identical tiles of any suit. Shown here is a Kong made up of the 5 of Characters. You may Kong a discarded or self-picked tile when you have three identical tiles in your hand. You may also

Kong a self-picked tile if you have Ponged the other three tiles.

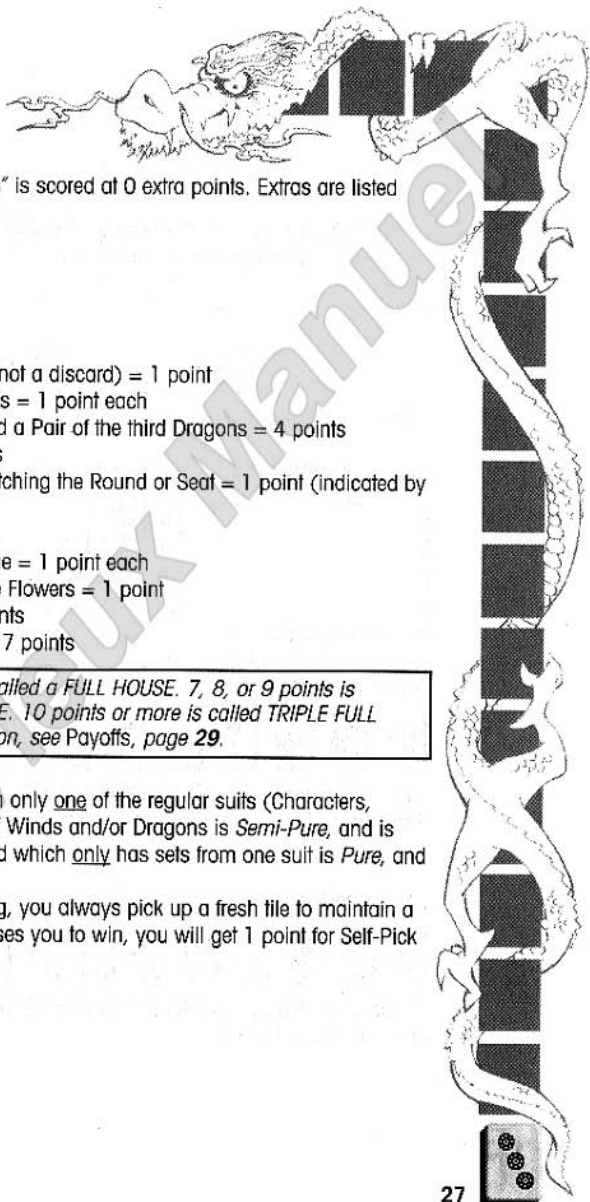
Example: You are holding in your hand, or have played a Pong of Green Dragons. When your turn begins, you pick a Green Dragon from the Wall; click on the Menu button and select KONG to add the fourth tile to the set.

Whenever you Kong a tile (discarded or self-picked), an extra tile is dealt to even out your hand. If this tile causes you to win, your hand is worth 2 extra points. If you are holding four identical tiles in your hand, you may either Kong, or use them as two pairs for a high paying hand (see *Special Hands*, page 28).

Note: Kong still counts as three tiles (like Pong); its purpose is to make use of a fourth matching tile rather than discarding it and making it available to the other players. An additional tile will be dealt from the Wall to maintain a 13 tile hand.

SCORING

The following section describes how hands are scored. After each hand you can get a quick review by selecting SCORING REVIEW from the Options Menu. You can also find out how the winning hand scored by clicking on the Score Buttons (see *After the Hand*, page 14).



A complete hand with no "extras" is scored at 0 extra points. Extras are listed below:

- ❖ Pure* = 6 points
- ❖ Semi-Pure* = 3 points
- ❖ All Chow = 1 point
- ❖ All Pong/Kong = 3 points
- ❖ Winning tile "Self-Picked" (not a discard) = 1 point
- ❖ 1 or 2 Dragon Pongs/Kongs = 1 point each
- ❖ 2 Dragon Pongs/Kongs and a Pair of the third Dragons = 4 points
- ❖ 3 Dragon Pongs = 6 points
- ❖ Pongs/Kongs of Winds matching the Round or Seat = 1 point (indicated by a highlight).
- ❖ No Flowers = 1 point
- ❖ Flowers matching Seat value = 1 point each
- ❖ All four Red Flowers or Blue Flowers = 1 point
- ❖ Kong + Self-Pick** = 2 points
- ❖ Winds & Dragons (only) = 7 points

Note: 4, 5, or 6 points is called a **FULL HOUSE**. 7, 8, or 9 points is called **DOUBLE FULL HOUSE**. 10 points or more is called **TRIPLE FULL HOUSE**. For more information, see Payoffs, page 29.

- * A hand which has sets from only one of the regular suits (Characters, Sticks, or Balls) and sets of Winds and/or Dragons is *Semi-Pure*, and is worth 3 extra points. A hand which only has sets from one suit is *Pure*, and is worth 6 extra points.
- ** Whenever you make a Kong, you always pick up a fresh tile to maintain a 13 tile hand. If that tile causes you to win, you will get 1 point for Self-Pick plus a 1 point bonus.



SPECIAL HANDS

The following winning hands are very difficult to achieve, but are worth extra points to the lucky player who does:

SEVEN PAIRS



Seven Pairs of any tile - 4 points.

ONES AND NINES (Thirteen Unique Wonders)



Ones and nines of each suit plus each Wind and Dragon, for a total of thirteen tiles; pair any file for a complete, winning hand. This is a **MAXIMUM HAND**, worth at least 10 points.

GATES OF HEAVEN

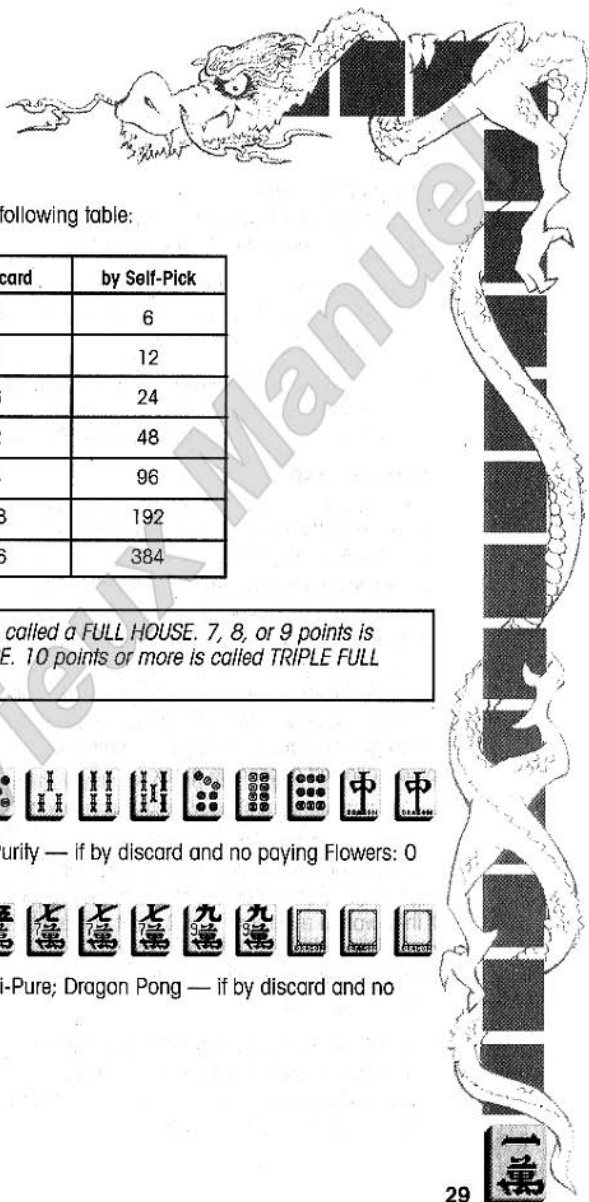


This exact hand in any suit (tiles must all be *loose* in your hand, not played in Sets). Nine possible combinations. This is a **MAXIMUM HAND**, worth at least 10 points.

JADE DRAGON



Pongs of any **STICKS** and Pong of **GREEN DRAGON**. This is a **MAXIMUM HAND**, worth at least 10 points.



PAYOFFS

Chips are paid according to the following table:

Points	by Discard	by Self-Pick
0	4	6
1	8	12
2	16	24
3	32	48
4,5,6*	64	96
7,8,9*	128	192
10+*	256	384

** Note: 4, 5, or 6 points is called a FULL HOUSE. 7, 8, or 9 points is called DOUBLE FULL HOUSE. 10 points or more is called TRIPLE FULL HOUSE.*

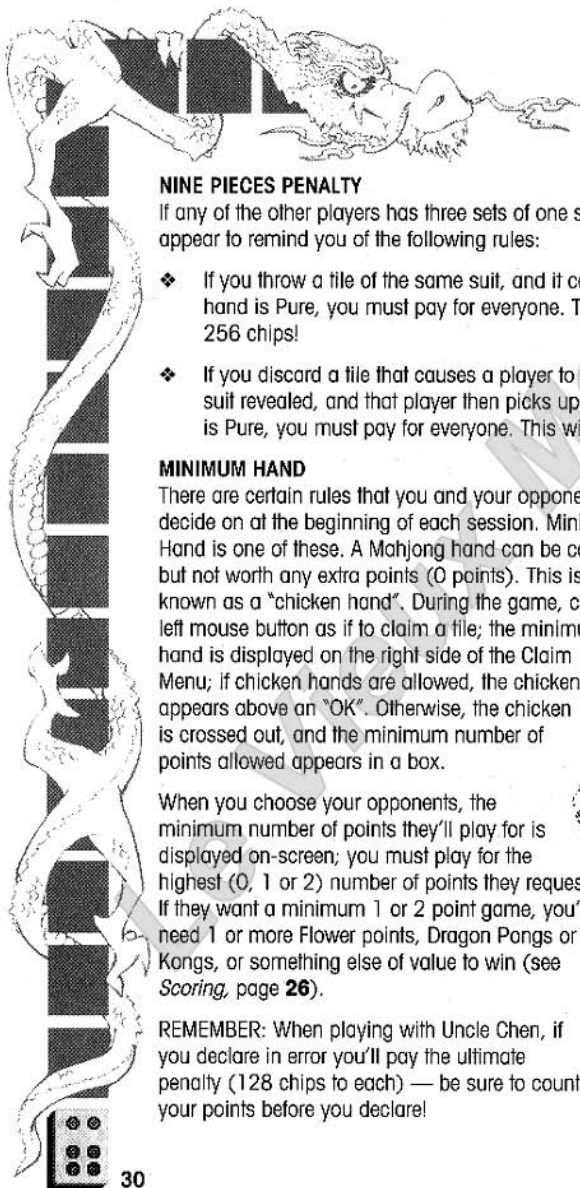
SCORING EXAMPLES



Not all Pong; not all Chow; no Purity — if by discard and no paying Flowers: 0 POINTS.



Not all Pong; not all Chow; Semi-Pure; Dragon Pong — if by discard and no paying Flowers: 4 POINTS.



NINE PIECES PENALTY

If any of the other players has three sets of one suit showing, a warning will appear to remind you of the following rules:

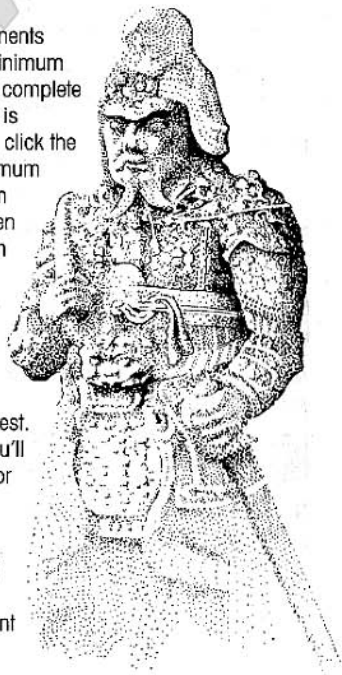
- ❖ If you throw a tile of the same suit, and it causes them to win, and their hand is Pure, you must pay for everyone. This will amount to 64, 128 or 256 chips!
- ❖ If you discard a tile that causes a player to have twelve pieces of the same suit revealed, and that player then picks up the winning tile, and their hand is Pure, you must pay for everyone. This will amount to 192 or 384 chips!

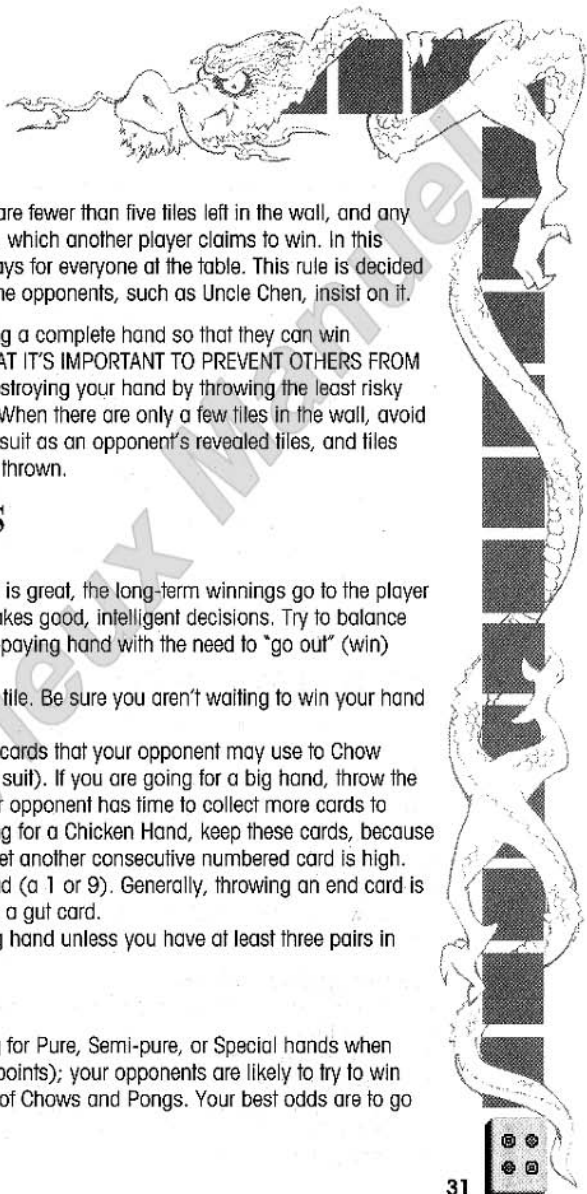
MINIMUM HAND

There are certain rules that you and your opponents decide on at the beginning of each session. Minimum Hand is one of these. A Mahjong hand can be complete but not worth any extra points (0 points). This is known as a "chicken hand". During the game, click the left mouse button as if to claim a tile; the minimum hand is displayed on the right side of the Claim Menu; if chicken hands are allowed, the chicken appears above an "OK". Otherwise, the chicken is crossed out, and the minimum number of points allowed appears in a box.

When you choose your opponents, the minimum number of points they'll play for is displayed on-screen; you must play for the highest (0, 1 or 2) number of points they request. If they want a minimum 1 or 2 point game, you'll need 1 or more Flower points, Dragon Pongs or Kongs, or something else of value to win (see *Scoring*, page 26).

REMEMBER: When playing with Uncle Chen, if you declare in error you'll pay the ultimate penalty (128 chips to each) — be sure to count your points before you declare!





FIFTH TILE PENALTY

This penalty occurs when there are fewer than five tiles left in the wall, and any player throws a tile not yet seen, which another player claims to win. In this instance, the offending player pays for everyone at the table. This rule is decided at the beginning of a game; some opponents, such as Uncle Chen, insist on it.

Beginners concentrate on making a complete hand so that they can win something. EXPERTS KNOW THAT IT'S IMPORTANT TO PREVENT OTHERS FROM WINNING. This often requires destroying your hand by throwing the least risky tile, especially late in the hand. When there are only a few tiles in the wall, avoid throwing tiles that are the same suit as an opponent's revealed tiles, and tiles which have not previously been thrown.

STRATEGY TIPS

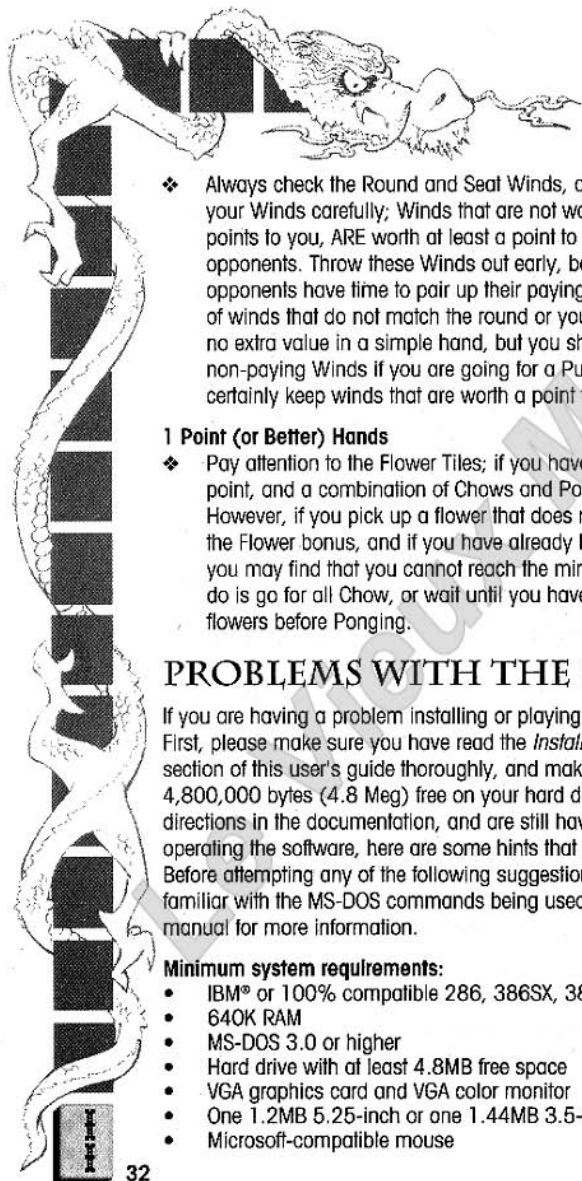
In General

- ❖ Though the element of luck is great, the long-term winnings go to the player who pays attention and makes good, intelligent decisions. Try to balance your desire to build a high-paying hand with the need to "go out" (win) before the other players.
- ❖ There are only four of each tile. Be sure you aren't waiting to win your hand on a "dead" tile.
- ❖ "Gut cards" are the middle cards that your opponent may use to Chow (2,3,4,5,6,7 and 8 of any suit). If you are going for a big hand, throw the gut cards early, before your opponent has time to collect more cards to Chow them. If you are going for a Chicken Hand, keep these cards, because the chances that you will get another consecutive numbered card is high. Throw an "end card" instead (a 1 or 9). Generally, throwing an end card is always safer than throwing a gut card.
- ❖ Avoid going for an all Pong hand unless you have at least three pairs in your hand to start with.

Chicken Hands (0 points)

- ❖ Think carefully about going for Pure, Semi-pure, or Special hands when playing chicken hands (0 points); your opponents are likely to try to win quickly with combinations of Chows and Pongs. Your best odds are to go for the simplest hand.





- ❖ Always check the Round and Seat Winds, and play your Winds carefully; Winds that are not worth any points to you, ARE worth at least a point to one of your opponents. Throw these Winds out early, before your opponents have time to pair up their paying Winds. Pongs of winds that do not match the round or your seat are of no extra value in a simple hand, but you should keep non-paying Winds if you are going for a Pure or Semi-pure hand. And certainly keep winds that are worth a point to you!

1 Point (or Better) Hands

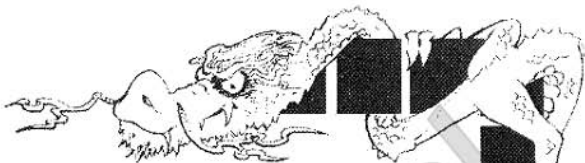
- ❖ Pay attention to the Flower Tiles; if you have no flowers, you have one point, and a combination of Chows and Pongs will allow you to win. However, if you pick up a flower that does not match your Seat, you lose the Flower bonus, and if you have already Ponged and Chowded sets of tiles, you may find that you cannot reach the minimum hand. The safest thing to do is go for all Chow, or wait until you have at least one of your own flowers before Ponging.

PROBLEMS WITH THE GAME?

If you are having a problem installing or playing the game, we want to help. First, please make sure you have read the *Installing Hong Kong Mahjong Pro* section of this user's guide thoroughly, and make sure you have at least 4,800,000 bytes (4.8 Meg) free on your hard drive. If you have followed the directions in the documentation, and are still having trouble installing or operating the software, here are some hints that might help solve the problem. Before attempting any of the following suggestions, please make sure you are familiar with the MS-DOS commands being used, or consult your MS-DOS manual for more information.

Minimum system requirements:

- IBM® or 100% compatible 286, 386SX, 386 or 486 PC system
- 640K RAM
- MS-DOS 3.0 or higher
- Hard drive with at least 4.8MB free space
- VGA graphics card and VGA color monitor
- One 1.2MB 5.25-inch or one 1.44MB 3.5-inch floppy disk drive
- Microsoft-compatible mouse



Optimal system (in addition to minimum system requirements):

- 25MHz or faster 80386 100% compatible system
- Roland MT-32 or LAPC-1, Media Vision™ Thunderboard or Pro AudioSpectrum, SoundBlaster or SoundBlaster Pro or AdLib® sound card
- Super-VGA graphics adapter with Tseng Labs, ATI Technologies Inc., Paradise™ or Video Seven chipsets.
- 2MB RAM with at least 160K configured as EMS.
- Expanded memory (EMS) manager such as EMM386, QEMM or 386MAX. This will allow Super-VGA users 640 x 480 lines of resolution and 256 colors.
- Disk caching software such as PC-Kwik or Smartdrv.

Notes on Graphics cards

Once *Hong Kong Mahjong Pro* has finished installing, the configuration program (HKCONFIG.EXE) is loaded, and begins examining your system. The configuration program checks for 160,000 bytes (160K) of expanded memory (EMS) and for a Super-VGA graphic adapter with chipsets manufactured by Tseng Labs, ATI Technologies Inc., Paradise™, or Video Seven. If both EMS and a compatible Super-VGA graphics adapter are found, a confirmation screen appears.

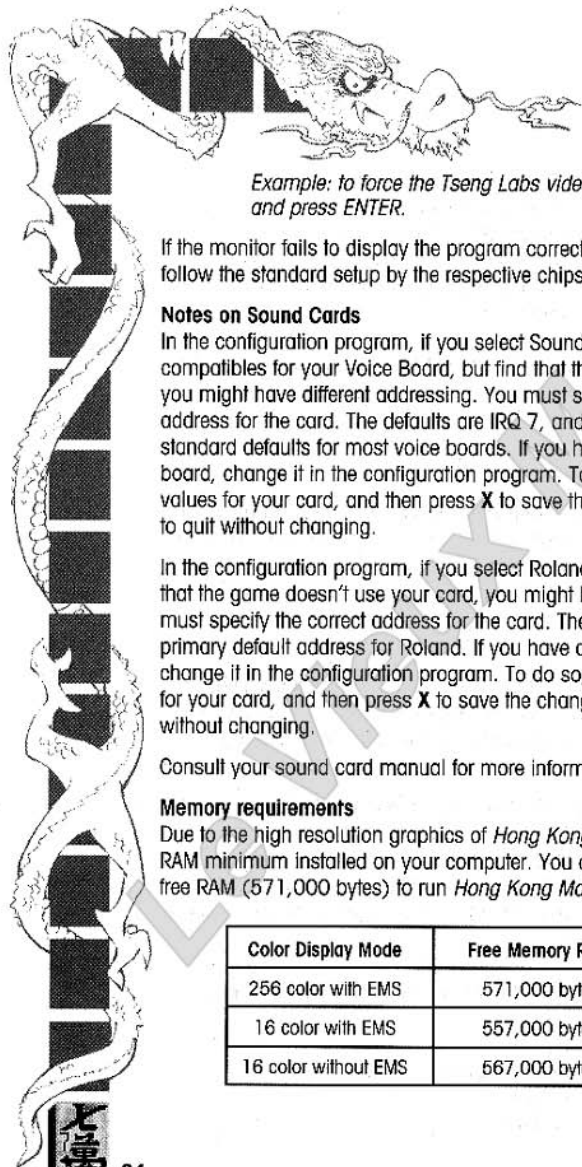
If both conditions are not met, the configuration program reports what it has found. If it detects EMS only, a green text message reports the amount found. If no EMS is found, a red text message appears. To find out more about EMS see the *Conventional, Extended and Expanded Memory* section below.

If none of the Super-VGA chipsets are found, a text message appears. If you have a graphics adapter with the correct chipset, the configuration program should detect it. If the program is unable to identify your card, and you are positive that your card contains one of these chipsets (either through physical inspection or through the documentation), you can attempt to force the game to recognize your card using a command line option.

To use a command line option, type one of the following options after the program name when loading the game:

TS	=	Tseng Labs
ATI	=	ATI Technologies Inc.
PAR	=	Paradise™
V7	=	Video Seven





*Example: to force the Tseng Labs video mode, type **hkmjts** and press **ENTER**.*

If the monitor fails to display the program correctly, then your adapter does not follow the standard setup by the respective chipset manufacturers.

Notes on Sound Cards

In the configuration program, if you select SoundBlaster, Thunderboard, or compatibles for your Voice Board, but find that the game doesn't use your card, you might have different addressing. You must specify the correct IRQ and I/O address for the card. The defaults are IRQ 7, and I/O address 220h, which the standard defaults for most voice boards. If you have different settings on your board, change it in the configuration program. To do so, press **S**, type the correct values for your card, and then press **X** to save the change. You can also press **Q** to quit without changing.

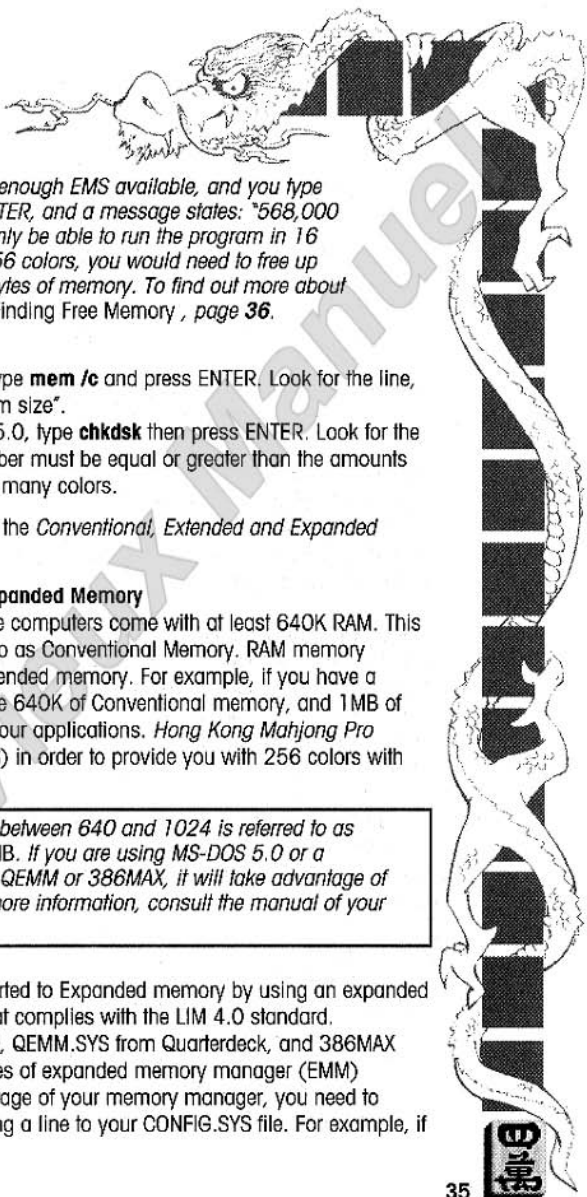
In the configuration program, if you select Roland for your Music Board, but find that the game doesn't use your card, you might have different addressing. You must specify the correct address for the card. The default is 330h, which is the primary default address for Roland. If you have different settings on your board, change it in the configuration program. To do so, press **R**, type the correct values for your card, and then press **X** to save the change. You can also press **Q** to quit without changing.

Consult your sound card manual for more information.

Memory requirements

Due to the high resolution graphics of *Hong Kong Mahjong Pro*, we require 640K RAM minimum installed on your computer. You also need to have at least 562K free RAM (571,000 bytes) to run *Hong Kong Mahjong Pro*.

Color Display Mode	Free Memory Required
256 color with EMS	571,000 bytes free
16 color with EMS	557,000 bytes free
16 color without EMS	567,000 bytes free



*Example: If you have enough EMS available, and you type **chkdsk** then press ENTER, and a message states: "568,000 bytes free", you will only be able to run the program in 16 color mode. To get 256 colors, you would need to free up an additional 3000 bytes of memory. To find out more about freeing memory, see Finding Free Memory , page 36.*

How to find it:

- If you have MS-DOS 5.0: type **mem /c** and press ENTER. Look for the line, "Largest executable program size".
- If you don't have MS-DOS 5.0, type **chkdsk** then press ENTER. Look for the line, "bytes free". This number must be equal or greater than the amounts shown below to run in that many colors.

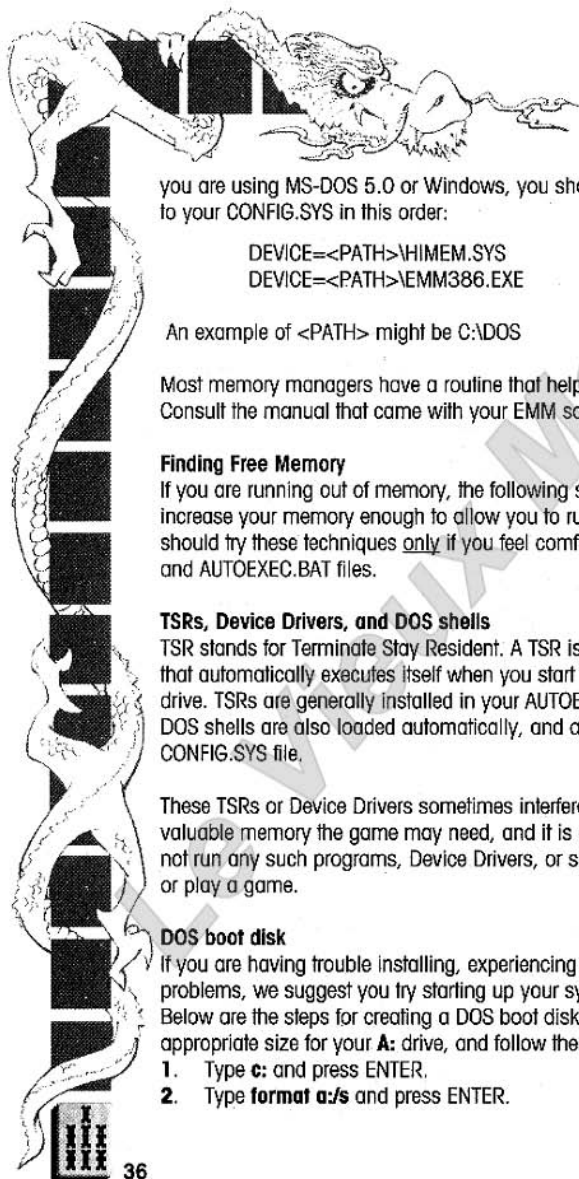
To find out more about EMS see the *Conventional, Extended and Expanded Memory* section below.

Conventional, Extended and Expanded Memory

Most IBM and 100% compatible computers come with at least 640K RAM. This first 640K RAM area is referred to as Conventional Memory. RAM memory starting at 1MB is known as Extended memory. For example, if you have a system with 2MB RAM, you have 640K of Conventional memory, and 1MB of Extended memory available to your applications. *Hong Kong Mahjong Pro* utilizes Expanded Memory (EMS) in order to provide you with 256 colors with your Super-VGA card.

Note: *The area of memory between 640 and 1024 is referred to as Upper Memory Block or UMB. If you are using MS-DOS 5.0 or a memory manager such as QEMM or 386MAX, it will take advantage of this area of memory. For more information, consult the manual of your memory manager.*

Extended memory can be converted to Expanded memory by using an expanded memory manager (software) that complies with the LIM 4.0 standard. EMM386.EXE from MS-DOS 5.0, QEMM.SYS from Quarterdeck, and 386MAX from Qualitas are some examples of expanded memory manager (EMM) software. In order to take advantage of your memory manager, you need to install it in your system by adding a line to your CONFIG.SYS file. For example, if



you are using MS-DOS 5.0 or Windows, you should include the following lines to your CONFIG.SYS in this order:

```
DEVICE=<PATH>\HIMEM.SYS  
DEVICE=<PATH>\EMM386.EXE
```

An example of <PATH> might be C:\DOS

Most memory managers have a routine that helps you through the installation. Consult the manual that came with your EMM software for more information.

Finding Free Memory

If you are running out of memory, the following suggestions may help you increase your memory enough to allow you to run *Hong Kong Mahjong Pro*. You should try these techniques only if you feel comfortable editing your CONFIG.SYS and AUTOEXEC.BAT files.

TSRs, Device Drivers, and DOS shells

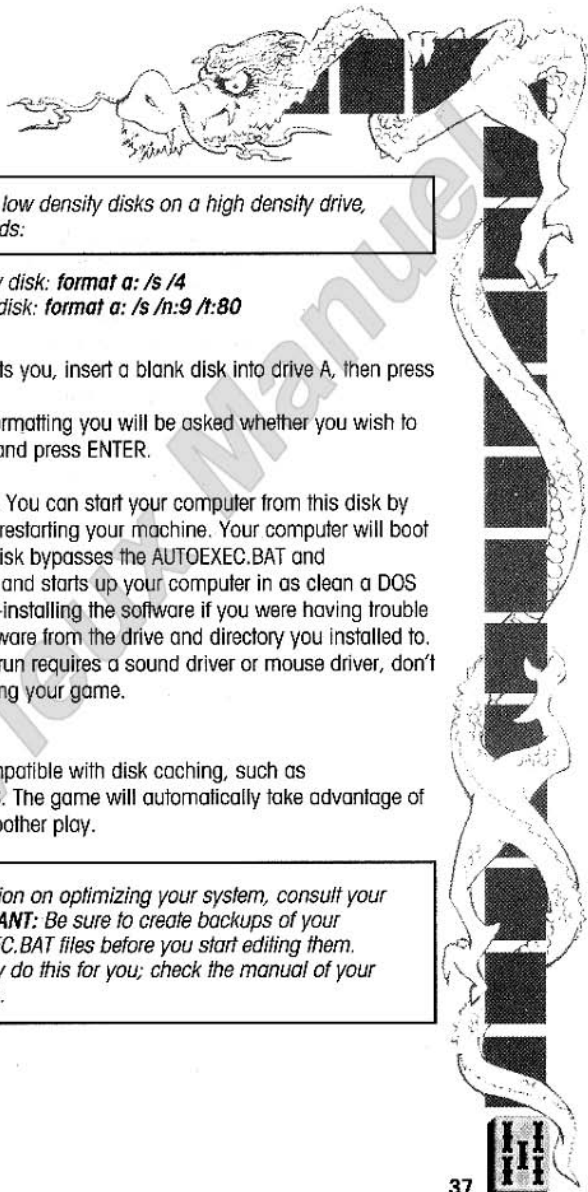
TSR stands for Terminate Stay Resident. A TSR is a program (such as SideKick®) that automatically executes itself when you start up your computer from a hard drive. TSRs are generally installed in your AUTOEXEC.BAT file. Device Drivers and DOS shells are also loaded automatically, and are usually installed in your CONFIG.SYS file.

These TSRs or Device Drivers sometimes interfere with games, or take up valuable memory the game may need, and it is generally recommended that you not run any such programs, Device Drivers, or shells when attempting to install or play a game.

DOS boot disk

If you are having trouble installing, experiencing unusual lockups, or other problems, we suggest you try starting up your system with a DOS Boot disk. Below are the steps for creating a DOS boot disk. Please have a blank disk of the appropriate size for your **A:** drive, and follow these steps exactly.

1. Type **c:** and press ENTER.
2. Type **format a:/s** and press ENTER.



Note: If you are formatting low density disks on a high density drive, use the following commands:

5.25 inch low density disk: **format a: /s /4**

3.5 inch low density disk: **format a: /s /n:9 /t:80**

3. When the computer prompts you, insert a blank disk into drive A, then press ENTER.
4. Once the disk is finished formatting you will be asked whether you wish to format another. Answer **N** and press ENTER.

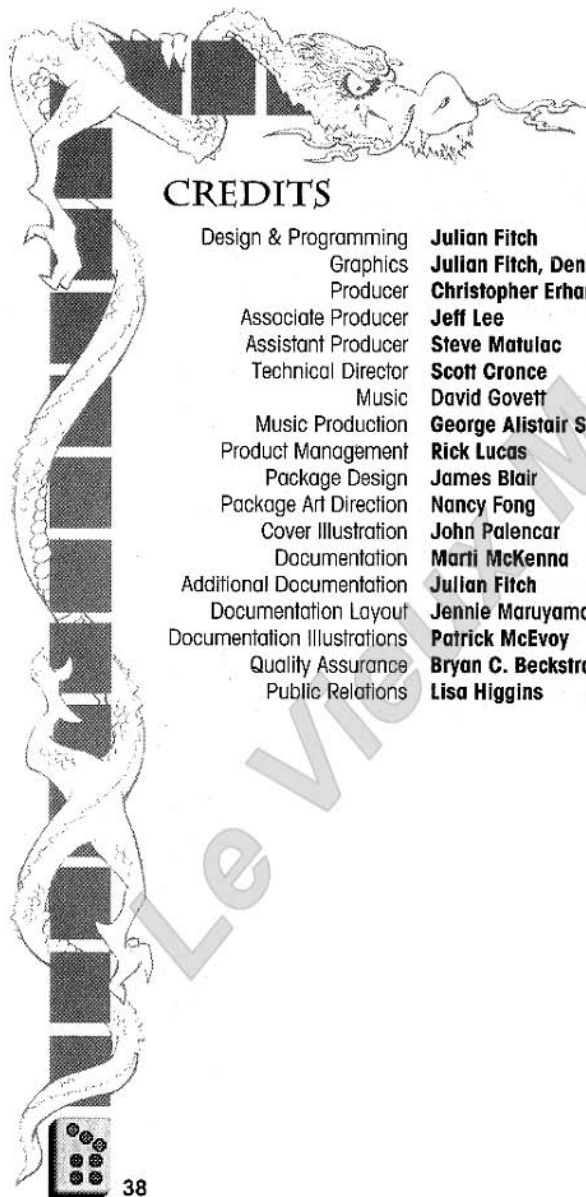
You now have a DOS boot disk. You can start your computer from this disk by inserting it into the A: drive and restarting your machine. Your computer will boot up to the A: prompt. This boot disk bypasses the AUTOEXEC.BAT and CONFIG.SYS on your hard drive and starts up your computer in as clean a DOS environment as possible. Try re-installing the software if you were having trouble doing so, or try starting the software from the drive and directory you installed to. If the software you are trying to run requires a sound driver or mouse driver, don't forget to load those before starting your game.

Disk caching and software

Hong Kong Mahjong Pro is compatible with disk caching, such as SMARTDRV.SYS or PCKWIK.SYS. The game will automatically take advantage of it, providing you with faster smoother play.

Note: For general information on optimizing your system, consult your MS-DOS manual. **IMPORTANT:** Be sure to create backups of your CONFIG.SYS and AUTOEXEC.BAT files before you start editing them. Some editors automatically do this for you; check the manual of your editor for more information.





CREDITS

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Associate Producer	Jeff Lee
Assistant Producer	Steve Matulac
Technical Director	Scott Cronce
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Music Production	George Alistair Sanger
Product Management	Rick Lucas
Package Design	James Blair
Package Art Direction	Nancy Fong
Cover Illustration	John Palencar
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Additional Documentation	Julian Fitch
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Documentation Illustrations	Patrick McEvoy
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