

SUPERVISION

HAPPY PAIRS

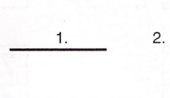
I. GAME INTRODUCTION

Happy Pairs is a simple, interesting and challenging game. There are 36 kinds of symbols tiles, a puzzle is presented in each game round. Your task is to link up all pairs with the same symbols, each linked pairs will disappear. There may be more than one choice to link up two same symbols. However, if a wrong decision is taken, you may not be able to clear all the tiles and the puzzle will need to be solved from the beginning again.

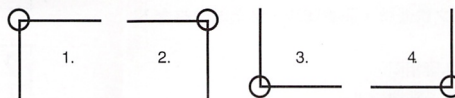
II. GAMES DETAILS

- (1) Aim: Remove all the tiles by linking up all tiles with the same symbol within the time limit. A game round is complete when all tiles are removed in the current puzzle.
- (2) Tiles: There are 36 kinds of symbols.
- (3) Game Rules:
- Only equal symbol tiles can be linked.
 - Tiles can not be linked if the linking path has more than two turning points.
 - Linked tiles will automatically disappear.
 - A game round is passed when all tiles are removed.
- (4) Connection: The following diagram shows all the possible link paths with no more than 2 turning points.

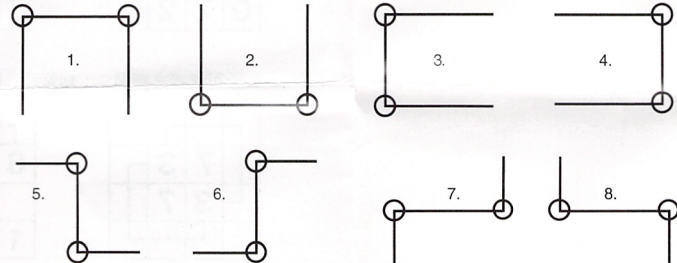
A. No turning point



B. One turning point



C. Two turning points



Other paths would need more than 2 turning points to link two tiles and these paths are not allowed in this game.

III. GAME CONTROLS

- (1) In the game title screen.

SELECT: 1. Select between the START and EXERCISE options
2. Select the game ROUND number if the EXERCISE option is already selected.

START: Start a game.

- (2) In the world map screen.

SELECT: Select the various countries.

START: Start a game.

- (3) In the actual game.

DIRECTION KEYS: Move the flashing square pointer.

START: Pause & Resume the game.

A-Key: Select the pair of tiles.

B-Key: Auto-linking feature.

Note that when the sandglass has been empty a fixed number of times indicated on the top of the sandglass, then the "TIME OUT" message will appear and the game is considered over. The game will also be over when the message "NO SOLUTION" appears which indicates that no links are possible to clear all the remaining tiles.

To link a pair of tiles, first to move the flashing square pointer over the first tile and press the A-Key, then this selected tile will also flash. You can cancel this tile selection by pressing the A-Key again when the square pointer is over it. To select the second tile, move the flashing square pointer over the second tile and press the A-Key.

By pressing the B-Key during the game, you will invoke the auto-linking feature (if the Automatic-Linking Feature has not yet exceeded the limits already). Two tiles will be linked and disappeared automatically depending on whether these tiles exist. Every time you use this feature, the Automatic-Linking Feature entitlement number will be reduced by 1.

SUPERVISION

歡樂對對碰

壹. 前言：

簡單易學，又具益智功能的“四川麻將”自推出後深受各界好評，為使玩者能更上一層樓，本公司特別精心設計了“歡樂對對碰”這款更具挑戰性的遊戲，為了使本遊戲能老少皆宜特別將原來麻將牌面改為動人的圖形。在每一關卡中我們更安排了一張世界著名的風景。讓你在遊戲中也能同時享受到環遊世界之美。

貳. 遊戲內容：

1. 目標：在規定時間內，將所有牌面蓋掉，就過關。

2. 牌面圖像：本遊戲共有三十六張牌，其圖樣如下：



3. 遊戲規則：由於本遊戲是要將畫面上翻開之牌蓋掉，而蓋牌時，必須同時符合下列條件：

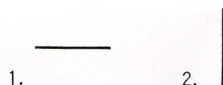
A. 兩張翻開的牌，其牌面圖樣及顏色都必須相同。

B. 兩張牌連接時，其路徑之轉彎點不可超過兩個以上。

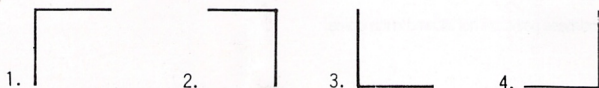
4. 可連接之實例：（轉彎點不超過兩個）

〈基本模式〉

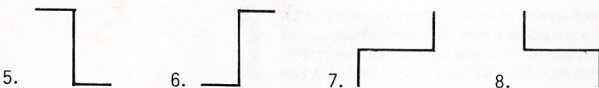
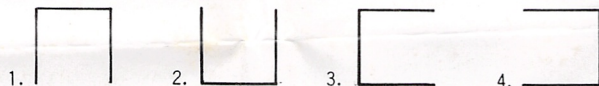
A. 不必轉彎



B. 轉一個彎



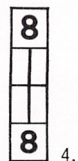
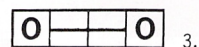
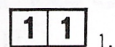
C. 轉二個彎



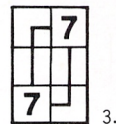
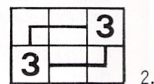
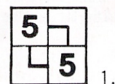
除以上模式外，皆為超出二個彎之模式

〈實例〉

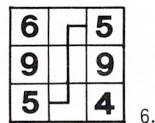
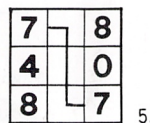
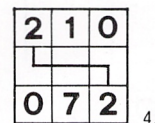
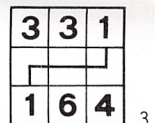
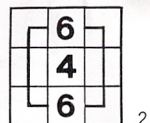
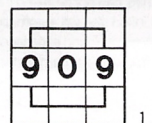
A. 不必轉彎



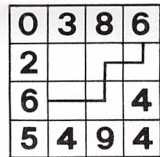
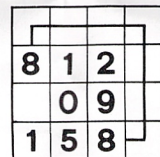
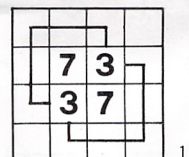
B. 轉一個彎



C. 轉二個彎



5. 不可連接之實例：（轉彎超過兩個）



6. 注意事項：

由於本遊戲是經過設計安排（每關均可解開），連接時應格外小心，否則常常會有解不開之情形。

叁. 操作說明：

1. 遊戲開始：

a. “select”鍵：選項目（按第二次選關數）

b. “start”鍵：開始

2. 地圖：

a. “select”鍵：選起始國家。

b. “start”鍵：開始

3. 遊戲中：

a. “方向鍵”鍵：移動指示遊標

b. “start”鍵：暫停/開始

c. “A”鍵：選定牌面圖樣/放棄牌面圖樣

d. “B”鍵：自動搜尋（有次數限制）

e. “TIME OUT”每關限在二十分鐘內完成，如在時限內無法完成，則出現此訊息：每個時間表計時五分鐘，共重覆四次。

f. “NO SOLUTION”無解：當畫面上所有牌組都無法連接時，則出現此訊息。