

# SUPERVISION™

## HAPPY PAIRS

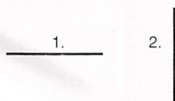
### I. GAME INTRODUCTION

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.

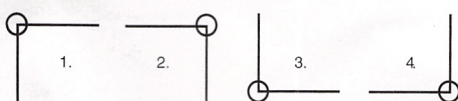
### II. GAMES DETAILS

- (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:
- (a). Only equal symbol tiles can be linked.
  - (b). Tiles can not be linked if the linking path has more than two turning points.
  - (c). Linked tiles will automatically disappear.
  - (d). 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.

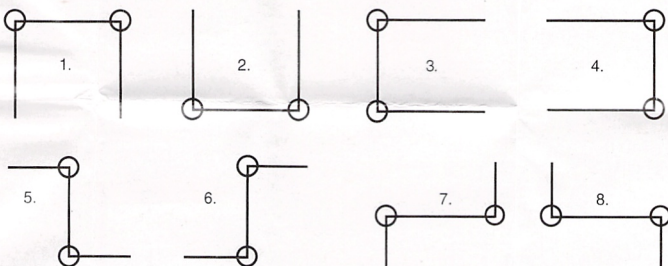
#### A. No turning point



#### 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.