

The Shisen-Sho Handbook

**Dirk Doerflinger, Eugene Trounev, Frederik
Schwarzer, and Frerich Raabe**



The Shisen-Sho Handbook

Contents

1	Introduction	1
2	How to Play	2
3	Game Rules, Strategies and Tips	3
3.1	Rules	3
4	Interface Overview	6
4.1	The Game Menu	6
4.2	The Move Menu	6
4.3	The Settings Menu	7
4.4	The Help Menu	7
5	Frequently asked questions	8
6	Game Configuration	9
6.1	Default Key Bindings	10
7	Credits and License	12
A	Installation	13
A.1	Compilation and Installation	13

Abstract

This documentation describes the game of Shisen-Sho version 1.7.0

Chapter 1

Introduction

GAMETYPE: Arcade, Board

NUMBER OF POSSIBLE PLAYERS: One

Shisen-Sho is a solitaire-like game played using the standard set of Mahjong tiles. Unlike Mahjong however, Shisen-Sho has only one layer of scrambled tiles. You can remove matching pieces if they can be connected with a line with at most two bends in it. At the same time, the line must not cross any other tiles. To win a game of Shisen-Sho the player has to remove all the tiles from the game board.

Chapter 2

How to Play

OBJECTIVE:

Remove all the tiles from the game board within the shortest time possible.

Shisen-Sho will load a default layout automatically once you start the game and you can start playing right away.

You should carefully study the tiles laid out on the game board and find two tiles matching exactly. When you have found such a pair use your mouse to select them.

Once you select a matching pair of tiles they will vanish from the game board. However, even if the tiles you select appear as open they will only be removed from the board if they can be connected with a line having at most two bends and not crossing any other tiles. Furthermore the line can only be drawn horizontally and vertically.

Find as many matches as possible to remove all the tiles from the game board.

Chapter 3

Game Rules, Strategies and Tips

3.1 Rules

Standard Mahjong set of tiles includes:

Group name	Tile name	Quantity in a set
Dots		
	1 of Dots	2
	2 of Dots	2
	3 of Dots	2
	4 of Dots	2
	5 of Dots	2
	6 of Dots	2
	7 of Dots	2
	8 of Dots	2
	9 of Dots	2
Bamboos		
	1 of Bamboos	2
	2 of Bamboos	2
	3 of Bamboos	2
	4 of Bamboos	2
	5 of Bamboos	2
	6 of Bamboos	2
	7 of Bamboos	2
	8 of Bamboos	2
	9 of Bamboos	2
Characters		

The Shisen-Sho Handbook

	1 of Characters	2
	2 of Characters	2
	3 of Characters	2
	4 of Characters	2
	5 of Characters	2
	6 of Characters	2
	7 of Characters	2
	8 of Characters	2
	9 of Characters	2
Winds		
	East Wind	2
	South Wind	2
	West Wind	2
	North Wind	2
Dragons		
	Red Dragon	2
	Green Dragon	2
	White Dragon	2
Flowers		
	Plum (1)	1
	Lily (2)	1
	Chrysanthemum (3)	1
	Bamboo (4)	1
Seasons		
	Spring (1)	1
	Summer (2)	1
	Autumn (3)	1
	Winter (4)	1

- Matching tiles are such tiles where the face pictograms match exactly.

NOTE:

There are exceptions to this rule. In the traditional game of Mahjong each tile has a matching one except for the 'Flowers' and 'Seasons' tiles.

- The 'Flowers' tiles have no doubles in the set and can be matched directly to each other.
- The 'Seasons' tiles have no doubles in the set and can be matched directly to each other.

The Shisen-Sho Handbook

- Tiles can only be removed if they can be connected with a maximum of three connected lines that do not cross any other tile. Lines can be horizontal or vertical, but not diagonal.

NOTE:

You do not have to draw the lines by yourself, the game does this for you. Just mark two matching tiles on the board, if they can be connected by a line with at most two bends, the line is drawn and the tiles are removed.

- Lines may only cross empty areas of the board.
- Some games are unsolvable. If you would like to avoid unsolvable games uncheck the option Allow unsolvable games in the configuration dialog.
- The scores are awarded for the time the player needs to remove all the tiles from the game board. Games with more tiles give more scores.
- If you played with the Gravity setting enabled, the score will be doubled.
- To be eligible for a place amongst the high scores player has to complete a game instance within the shortest period of time possible.

NOTE:

If the player uses the 'Undo' or 'Hint' feature the record will not be considered as a high score.

Chapter 4

Interface Overview

4.1 The Game Menu

The Game menu lets you control the status of the current game:

Game → New (Ctrl+N) Finishes the current game and starts a new session with new tiles.

Game → Restart Game (F5) Restarts the current game with the same tiles.

Game → Pause (P) Pauses the game, especially the timer which affects the scoring. The menu entry is also used for resuming the game.

Game → Show High Scores (Ctrl+H) Shows your top ten charts of Shisen-Sho.

Game → Quit (Ctrl+Q) Quits Shisen-Sho.

Some of the menu items can also be controlled by keyboard shortcuts. See Section [6.1](#) for a list.

4.2 The Move Menu

Move → Undo (Ctrl+Z) Undoes the last step. Same as the Undo button in the toolbar.

Move → Redo (Ctrl+Shift+Z) Redoes the last step. Same as the Redo button in the toolbar.

Move → Hint (H) Shows a hint, which two tiles to remove next.

4.3 The Settings Menu

Settings → **Show Toolbar** Toggles the display of the toolbar on and off.

Settings → **Show Statusbar** Toggles the display of the status bar on and off.

Settings → **Configure Shortcuts...** Opens a dialog which lets you redefine all the keyboard shortcuts.

Settings → **Configure Toolbars...** Displays a KDE standard dialog where you can configure the toolbar icons.

Settings → **Configure Shisen-Sho...** Opens the [configuration dialog](#) to change Shisen-Sho settings.

4.4 The Help Menu

Help → **Shisen-Sho Handbook (F1)** Invokes the KDE Help system starting at the Shisen-Sho help pages. (this document).

Help → **What's This? (Shift+F1)** Changes the mouse cursor to a combination arrow and question mark. Clicking on items within Shisen-Sho will open a help window (if one exists for the particular item) explaining the item's function.

Help → **Report Bug...** Opens the Bug report dialog where you can report a bug or request a 'wishlist' feature.

Help → **Switch Application Language...** Opens a dialog where you can edit the Primary language and Fallback language for this application.

Help → **About Shisen-Sho** This will display version and author information.

Help → **About KDE** This displays the KDE version and other basic information.

Chapter 5

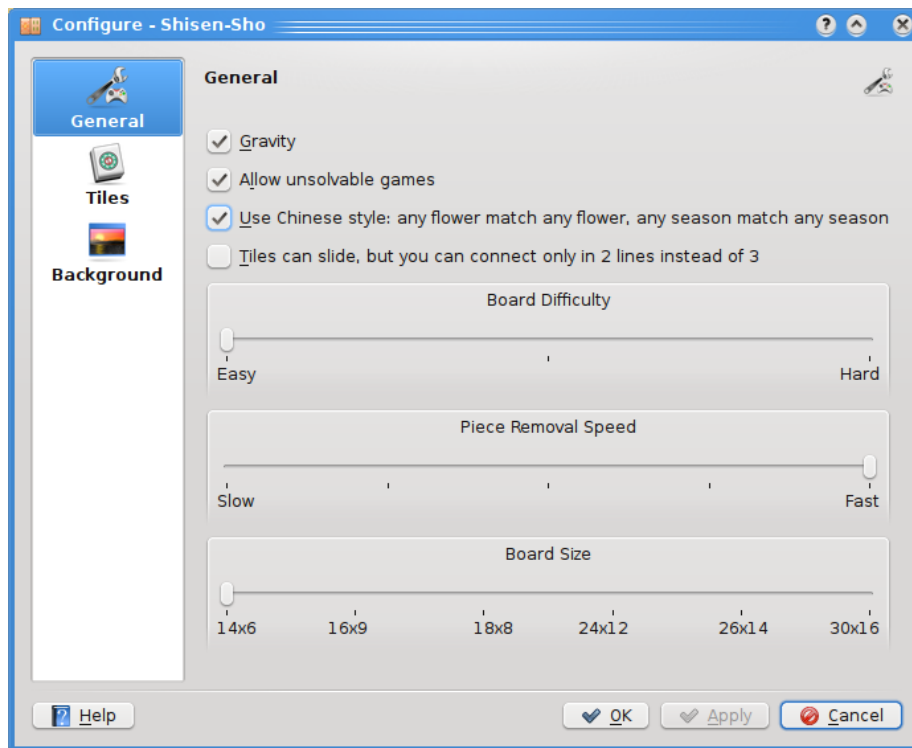
Frequently asked questions

1. *I want to change the way this game looks. Can I?*
Yes. To change the way Shisen-Sho looks use the [menubar](#) to open the [configuration utility](#).
2. *Can I use keyboard?*
No. This game does not feature a keyboard play mode.
3. *I have to quit the game now, but I am not finished yet. Can I save my progress?*
No. This game does not feature a 'Save' option.

Chapter 6

Game Configuration

Selecting the Settings → Configure Shisen-Sho... menu item will open a configuration dialog which lets you alter the behavior of the game.



Gravity Checking this makes the game even harder: If a tile is removed, all tiles lying above it will fall down one step.

The Shisen-Sho Handbook

Allow unsolvable games If checked, you run the risk of being presented with games that are impossible to solve. Note: Even when not checked, you will fail to complete a game if you remove the tiles in the wrong order.

Use Chinese style: any flower match any flower, any season match any season Use the traditional rules for matching the tiles. Previous version of Shisen-Sho used to allow only exact tiles matches, which is inconsistent with Mahjong rules. It is recommended to keep this option checked.

Tiles can slide, but you can connect only in 2 lines instead of 3 This option changes the rules to the point where it almost becomes a completely different game. When it is active, you can only remove the tiles if they can be connected by a line consisting of only two segments instead of the customary three. However, you are allowed to slide the tiles on the board, if the row or column where they are placed has some empty space. To make a sliding move, you have to click on the tile containing the column or row that can slide, and then on the matching tile. If there are two possible sliding moves, you will have to click on one of the two connecting lines to chose your preferred move.

Board Difficulty The slider controls the difficulty of the board (i.e. how much the tiles are shuffled) from Easy to Hard.

Piece Removal Speed Adjusting this slider alters the speed at which the pieces are removed from the screen after a match has been made.

Board Size This slider allows you to can change the number of tiles on the board. The more tiles you have, the harder (and longer) the game will be.

Help Opens Shisen-Sho help pages (this document).

OK Saves your changes and closes the dialog.

Apply Saves your changes but does not close the dialog.

Cancel Discards all your changes and closes the dialog.

6.1 Default Key Bindings

Default shortcuts are:

New	Ctrl+N
Restart Game	F5
Pause	P
Show High Scores	Ctrl+H
Quit	Ctrl+Q
Undo	Ctrl+Z
Redo	Ctrl+Shift+Z
Hint	H
Shisen-Sho Handbook	F1
What's This	Ctrl+Shift+F1

The Shisen-Sho Handbook

Chapter 7

Credits and License

Shisen-Sho Copyright 1997 Mario Weilguni mweilguni@sime.com

Shisen-Sho Copyright 2002-2004 Dave Corrie kde@davecorrie.com

Shisen-Sho Copyright 2009 Frederik Schwarzer schwarzerf@gmail.com

Documentation Copyright 2000 Dirk Doerflinger ddoerflinger@gmx.net

Documentation Copyright 2009 Frederik Schwarzer schwarzerf@gmail.com

This documentation is licensed under the terms of the [GNU Free Documentation License](#).

This program is licensed under the terms of the [GNU General Public License](#).

Appendix A

Installation

Shisen-Sho is part of the KDE project <http://www.kde.org/> .

Shisen-Sho can be found in the kdegames package on <ftp://ftp.kde.org/pub/kde/> , the main FTP site of the KDE project.

A.1 Compilation and Installation

For detailed information on how to compile and install KDE applications see [Building KDE4 From Source](#)

Since KDE uses **cmake** you should have no trouble compiling it. Should you run into problems please report them to the KDE mailing lists.