



QUICK MANUAL



ZOO

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# Installation

Please be aware that Mahjong Pretty Girls Battle requires an installed Steam client.

## MINIMUM:

Make sure your system is appropriate to the required system specifications before installation.

OS: Windows 7/8/8.1

Processor: 1 GHz

Memory: 1GB RAM

Graphics: DirectX compatible card

Hard Drive: 500MB available space

After purchasing, you are able to install the game.

Start installation according to the instructions on the screen.

## Getting started

Japanese Pretty Girls Mahjong #1!

Japanese "Pretty Girls" have been gathered together.  
The heated struggle to determine the world's top Mahjong girl is about to begin!

"Are You Ready?"

Based on authentic Japanese Mahjong rules and presented as an exciting Pretty Girls Battle game.

※ Please note this is an authentic Mahjong game with character images included for visual effect only. No undressing or nudity is included in the game. The game is single player only with additional AI players for authentic Mahjong play.

## Main Menu



Play: You can play the game with a choice of "Start new game".

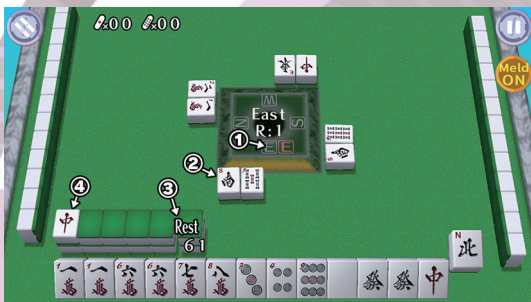
Config: You can change several settings for the game.

Achievement: You can confirm Achievements in the game.

Help: You can confirm Help for the game.

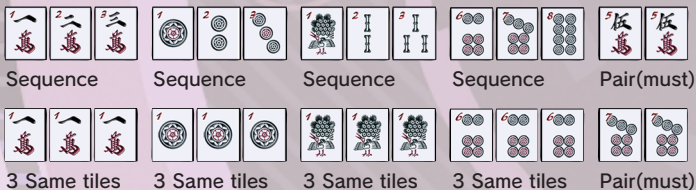
EXIT: Finish the game.

# Operating the Game



- ① Parent(The white east) of the mahjong
- ② Abandoned tiles
- ③ The number of remainder tiles
- ④ Dora or Uradora(A prize tile in mahjong called "uradora")

## ● Example



# Operation

## ● discarded tile operation :

Two kinds of manner of operations can be selected by the Config.

### \* W-Clicks:

It lifts when hand tile is done in the click once. When the same tile is done in the click again, it throws it away to the place.

In this mode, it is also possible to do the slide up as it is by the click of the first time and to throw it away.

### \* released :

When hand tile is released after it clicks, the tile is thrown away.


### ● meld(Pung /Chow /Kong) /Ron win operation :

When meld(Pung /Chow /Kong) is possible, each command button is displayed.

The button is immediately executed for Ron when clicking.

Other meld becomes the tile selections of the object by button clicking.

### ● Meld skip :

There is Meld skip Switch under the PAUSE(  ) button.

Meld is not done in the state of "MELD OFF".



MELD ON: meld(Pung /Chow /Kong) is possible.

MELD OFF: meld(Pung /Chow /Kong) is not executed.

### ● Call /Kong /Pick win operation :

When Call /Kong are possible, "Action" button is displayed.

The Call and the selection of the command of kong become possible by "Action" button clicking.

The command selection is displayed even if not clicking "Action" button when Pick win is possible.

(The command selection is displayed when clicking "Back" button again)

### ● the interruption and the return of the play

A state on the way is automatically preserved when the application is ended while playing or it returns to the title. Please select "Continue" by the title menu when you restart the play.

# Support

If you have any questions after reading this user manual, Please contact the support center below:

E-Mail: <http://ent.zoo.jp/contact/c-steam/>

Website: <http://ent.zoo.jp/steam-mahjongprettygirlsbattle/>

## Visit us on Facebook:

<https://www.facebook.com/MahjongPrettyGirlsBattle>

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# Memo

## ● tiles

Characters



Circles



Bamboos



Wind tiles



Three dragons



Red bonus tiles



## ● suit tiles

Characters, Circles, Bamboos

## ● honor tiles

Wind tiles, Three dragons

## ● terminals



## ● a sequence



## ● three identical tiles



## ● four identical tiles



## ● pair



## ● head

pair



## ● concealed triplet

concealed meld

## ● chow

melded sequence

## ● pung

melded triplets

## ● kong

melded fours

## ● pick win

Win with tile of wall

## ● ron

Win with tile discarded

## ● meld

pung, chow, kong

## ● win

pick, ron