# ISHIDO™

## the Way of Stones

For Use With The Sega® Genesis® System

Ishidó is…

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Legend by: Michael Feinberg

Manual by: Michael Feinberg
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Testing by: Sam Nelson

## WELCOME TO ISHIDÓ

From the first move this ancient game and beautiful puzzle will call upon your deepest powers of strategy and concentration as you match 72 stones on a board of 96 squares.

Play for points, compete against the clock, or kick back and meditate over each move with the deliberation of a Master. Learn the secret of 4-*Ways*.

As your strategy improves you will have a chance to discover what's at the heart of *Ishidó* and why, to some, *The Way of Stones* is far more than a game.

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# GETTING STARTED

1 Make sure the power switch is OFF.

 IMPORTANT: Always make sure that the System is turned OFF when inserting or removing a Genesis cartridge.

2 Insert the *Ishidó* cartridge into the Genesis System by following the instructions in your Genesis System user's manual.

3 Plug a Control Pad into port 1.

4 Turn the power switch ON. If nothing appears on screen, re-check your cartridge to be sure it is inserted properly.

5 Following the title screen, an *Ishidó* game board automatically appears. You can repeatedly press **Button B** to scroll through seven (7) different sets of game boards/stonesets.



Genesis Cartridge

Genesis Control Pad 1
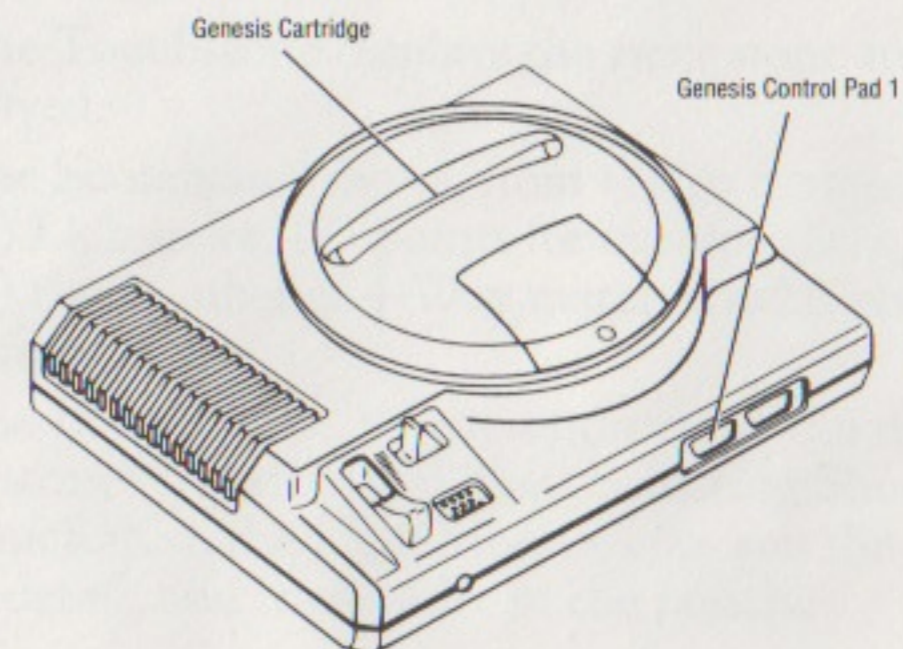
# OVERVIEW

*Ishidó* is a board game where you attempt to match stones according to their colors and patterns.

This section shows you how to play *Ishidó* by giving you a tour of the game board, then discussing how to begin and play a typical game. Afterwards, each of the commands and options available in *Ishidó* is discussed. Hints and strategies are also presented.

If you're impatient with reading rules and want to start playing with a minimum of fuss and bother, read the **Beginning Play** section and go to it. You'll find most of the menu items to be fairly obvious. Your first games probably won't score well unless you read the **Strategy** section, though. Once you have experienced the Way of Stones, come back and read the entire manual. There is much in here to contemplate for you to become a true Master of *Ishidó*.

## The Game Board

The first step in playing *Ishidó* is getting to know the board. Follow the steps in the **Getting Starting** section to load *Ishidó* and make the game board appear.
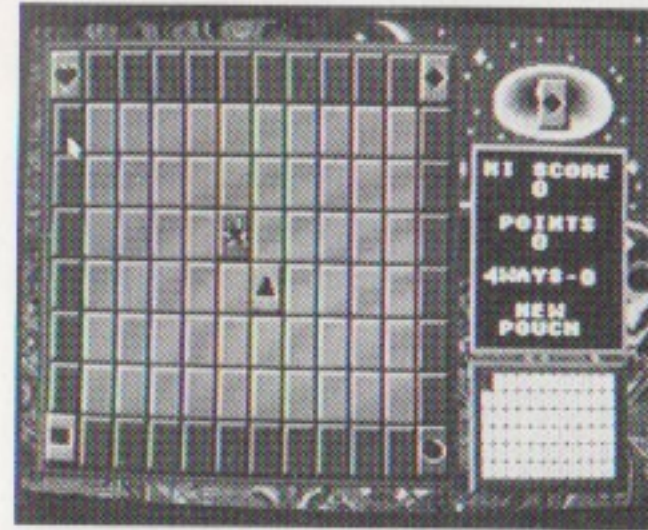


*Fig 1. Opening Tableau*

- The game board is eight squares high by 12 squares wide.
- Stones come in sets of 72 stones. Every stone has two attributes: a color and a symbol. There are six symbols and six colors in each stoneset, thus creating 36 unique stones. Each stone comes in a pair, hence 72 stones in each stoneset.
- The Within consists of the light interior squares.
- The Beyond consists of the dark squares at the outer edges of the board.
- The Touchstone displays the next stone to be played.
- The Scoreboard shows, from top to bottom: (1) high score, (2) points for current game, and (3) the number of 4-Way matches achieved for current game.
- The Pouch shows a representation of the number of stones remaining to play. Selecting **Show Pouch** from the Help Menu shows you the stones in detail, and their order in the pouch.

# BEGINNING PLAY

Now that you're familiar with the board, it's time to cast the first stone. The game begins with a unique opening tableau of six stones on the board and a pouch of randomly ordered stones. The opening tableau consists of stones placed at each of the four corners and on two of the four center squares. Each of the six symbols and six colors are represented in the opening tableau.

## RULES OF PLAY

At each turn, the computer draws one stone from the pouch and displays it on the Touchstone. Every stone has two attributes: a symbol and a color of either the symbol or the background. You'll try to place each stone on the board so that its color/pattern or symbol matches the stone next to it. You then continue to place stones until no more legal matches are possible or until the pouch is empty.

## THE CONTROL PAD

D (Directional) Button

Start Button

Button C
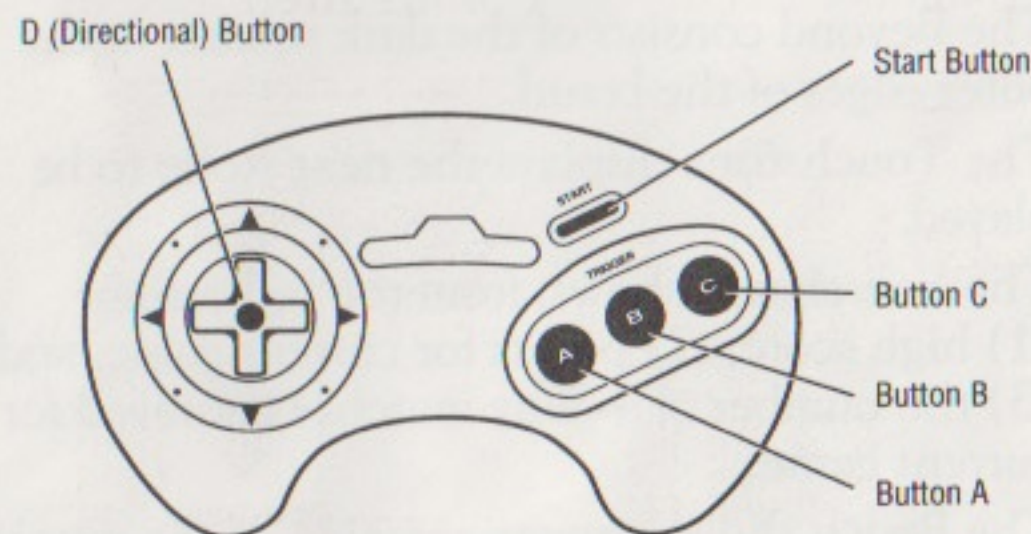
Button B

Button A

## Placing Stones

Use the **Directional Button** to move the arrow to the spot you want to place the stone on the board. Press **Button A**. The stone on the Touchstone moves to the square you selected.

You can also move stones from the Touchstone to the board by moving the arrow onto the stone while in the Touchstone and dragging it to the board. Press **Button A** to set the stone on the board.

**Note:** You can take back a move by placing the arrow over the Touchstone and pressing **Button A**. The piece last played on the board will be returned to the Touchstone, where it can be moved again.
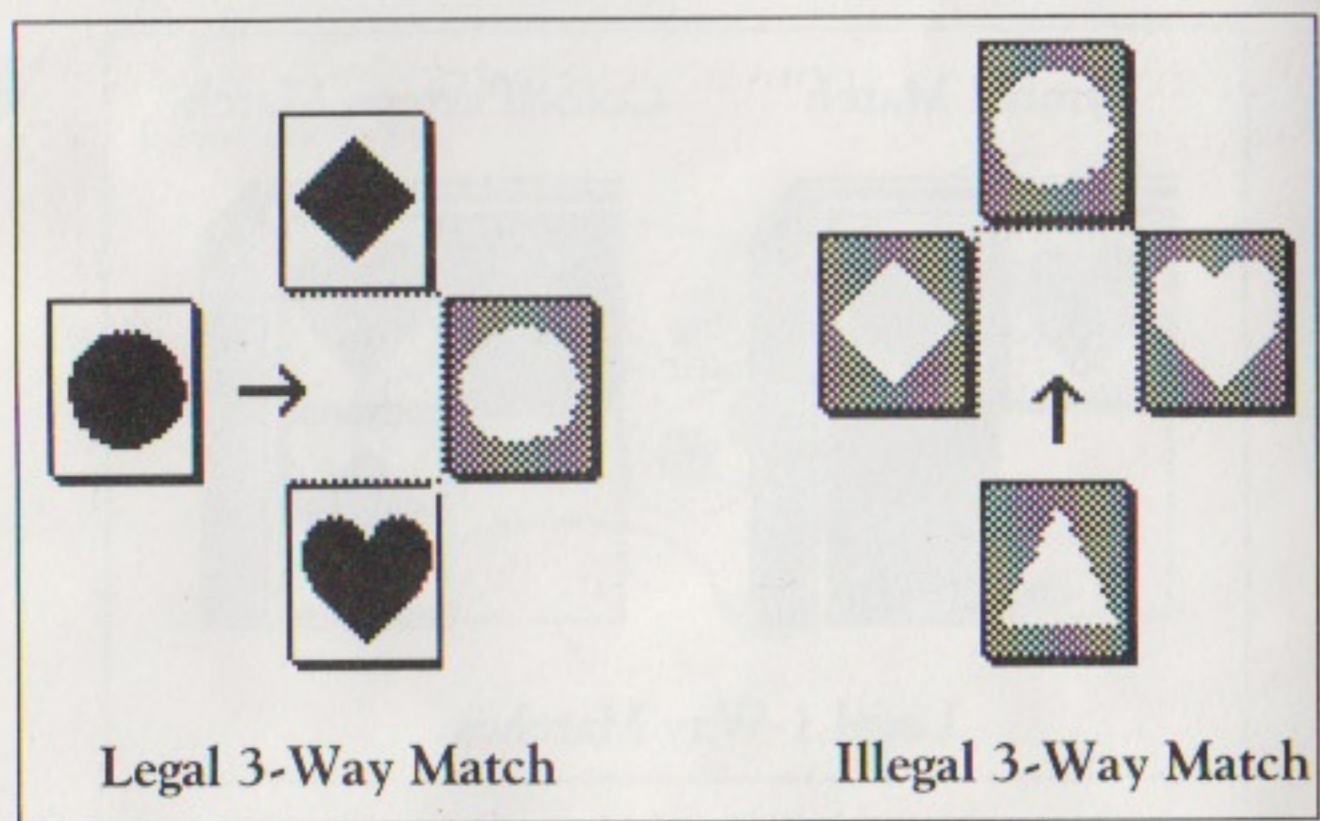
## Matching Stones

Place each stone next to (above or below, to the left or right of – but not diagonal to) another stone, matching either the symbol or color/pattern with the adjacent stone:

**Symbol Match**          **Color/Pattern Match**

or

**Legal 1-Way Matches**
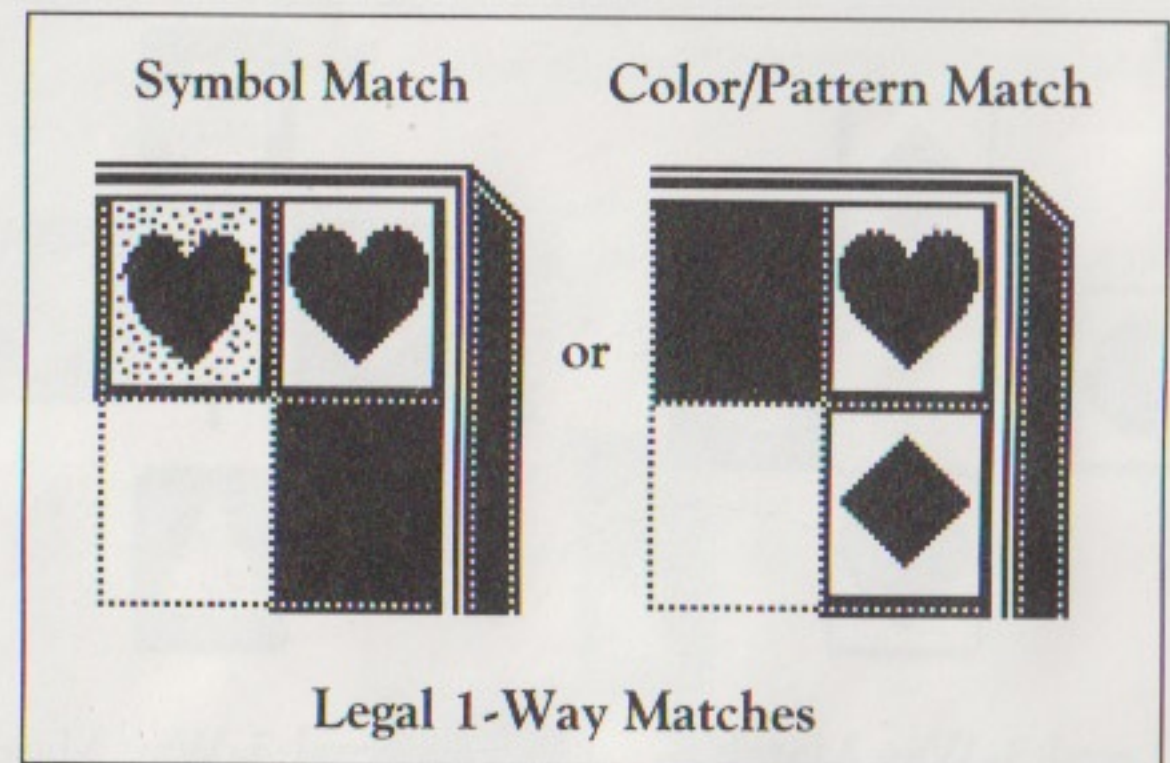
To legally place a stone next to two other stones, your stone must match one stone with the color/pattern attribute and match the second stone with the symbol attribute:



**Legal 2-Way Match**    **Illegal 2-Way Match**
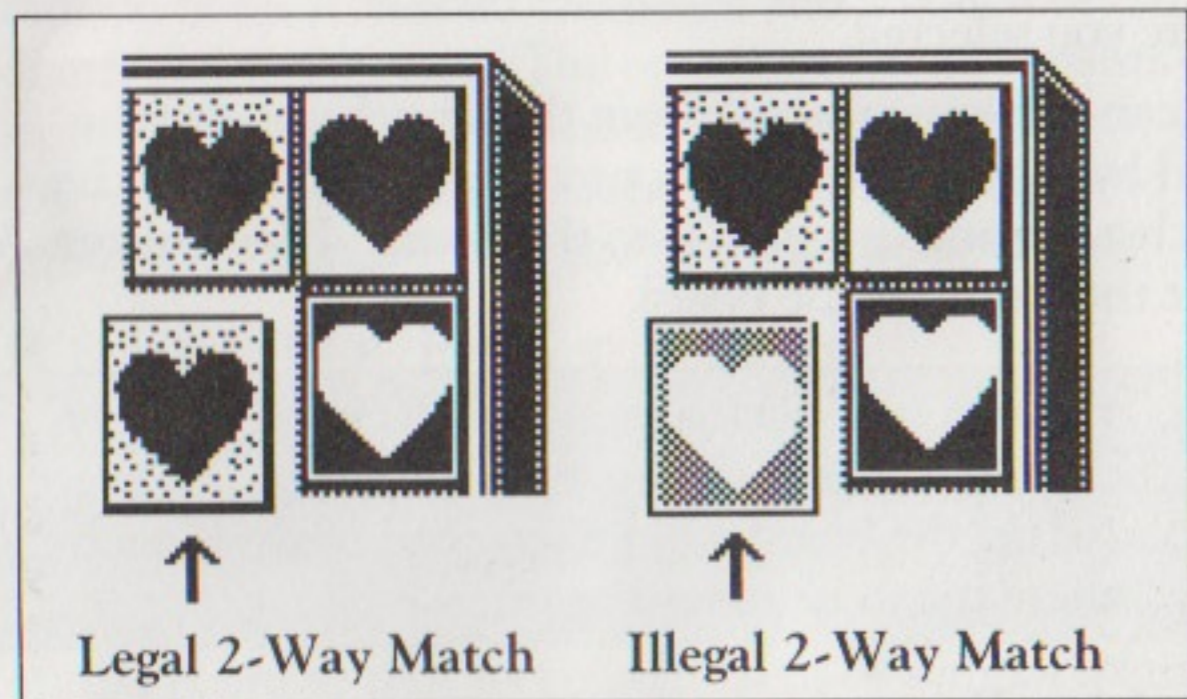
To legally place your stone so that it adjoins three other stones, you must match two of the stones with one attribute, and the third stone with the second attribute:



**Legal 3-Way Match**    **Illegal 3-Way Match**

After you gain a little experience making two-way and three-way matches, try your skill at a four-way match (4-Way). To make a 4-Way, place a stone in the center of four other stones, matching two of the stones on one attribute and the other two stones on the other attribute:



**Legal 4-Way Match**    **Illegal 4-Way Match**
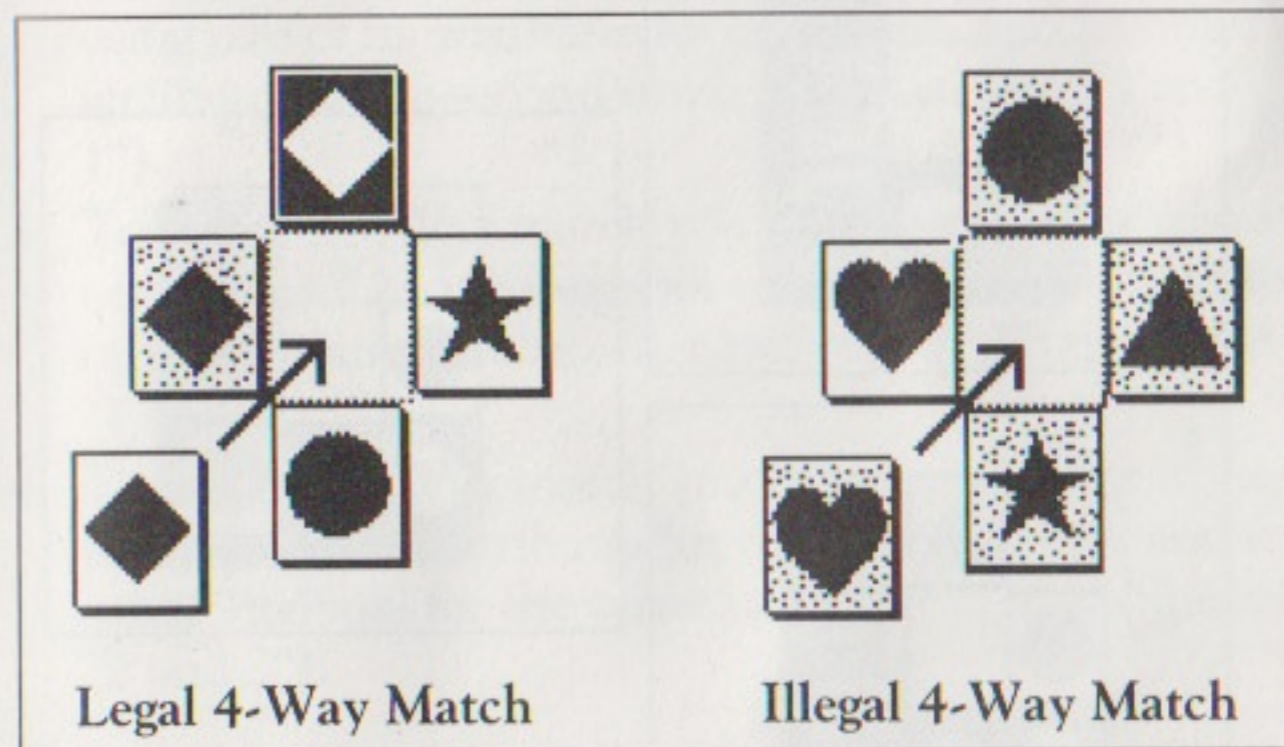
## Creating a 4-Way

Creating 4-Ways is the best way to build a winning strategy. The following are some basic maneuvers, but you can pick up other tips in the **Strategy** section later on in this manual:

1  Using any chosen stone, start a 4-Way match by placing a stone that matches the color/pattern on one side and a stone that matches the symbol on the other side:
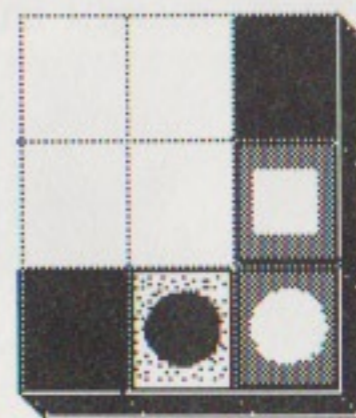
2 Then draw other stones from the pouch and add to the 4-Way:
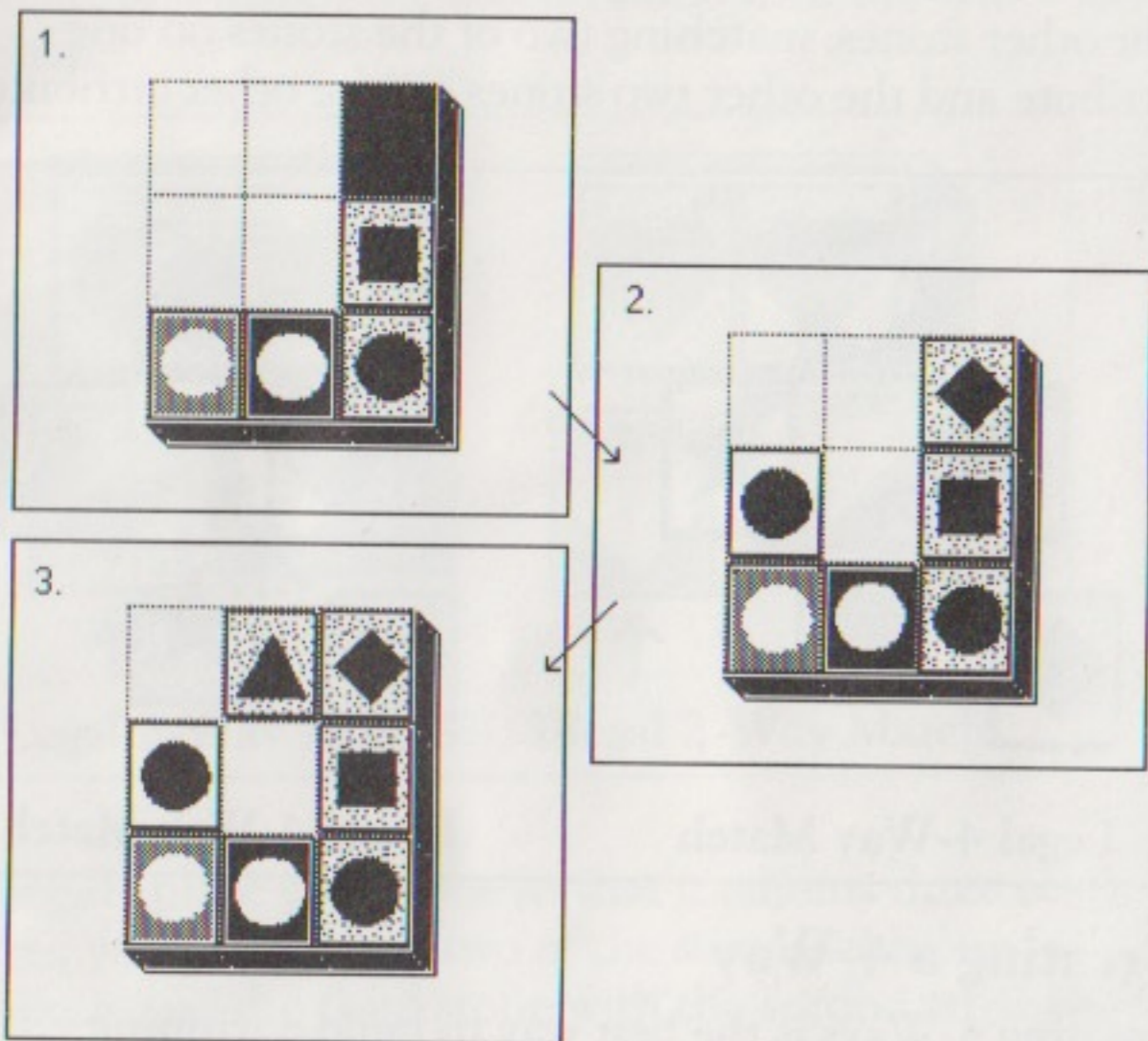


3 Only this stone:  can be placed in the center to complete this 4-Way match.

If you get stuck, take your best guess at placing the next stone…dialog boxes will pop up and help guide you if you make a mistake. (See **Center Master Play** and **Master Game** for more insight into creating 4-Way matches.)

## Just Remember These 4 Simple Rules…

1 To create a 1-Way match you must match your stone with the stone on the board using one of your stone's two attributes.

2 To create a 2-Way match you must match your stone using one of its attributes for one stone, and its other attribute for the second stone. (Remember: "1 and 1").

3 To create a 3-Way match you must match your stone using one of its attributes for one of the stones, and its other attribute for the other two stones. (Remember: "1 and 2").

4 To create a 4-Way match you must match your stone using one of its attributes for two of the stones, and its other attribute for the other two stones. (Remember: "2 and 2").

## SCORING

In *Ishidó*, the goal is to score the highest number of points. Players can get high scores by creating as many 4-Ways as possible, as early in the game as possible, as they try to empty the pouch.

Players receive points by legally placing stones next to other stones in the light, interior portion of the board (The Within). The greater the number of sides legally matched, the greater the number of points earned.

Points earned for legal matches are:

| | |
|---|---|
| Single-sided match | 1 point |
| Two-sided match | 2 points |
| Three-sided match | 4 points |
| Four-sided match (4-Way) | 8 points |

Each 4-Way match earns bonus points and doubles the points awarded for subsequent matches. For example, after the first 4-Way, a single-sided match earns two points, a two-sided match earns four points, a three-sided match earns eight points, and a 4-Way earns 16 points. The next 4-Way doubles the point scheme again, and so on.

Bonuses awarded after each 4-Way match are:

| | |
|---|---|
| First 4-Way | 25 points |
| Second 4-Way | 50 points |
| Third 4-Way | 100 points |
| Fourth 4-Way | 200 points |
| Fifth 4-Way | 400 points |
| Sixth 4-Way | 600 points |
| Seventh 4-Way | 800 points |
| Eighth 4-Way | 1,000 points |
| Ninth 4-Way | 5,000 points |
| Tenth 4-Way | 10,000 points |
| Eleventh 4-Way | 25,000 points |
| Twelfth 4-Way | 50,000 points |

At the end of the game, bonuses are awarded when fewer than three stones remain in the pouch. Bonuses awarded as you place the stones are:

| | |
|---|---|
| Two stones left in pouch | 100 points |
| One stone left in pouch | 400 points |
| Empty pouch | 500 points |

# STRATEGY

To become a Master player, you need to learn the art of emptying the pouch while simultaneously creating as many 4-Way matches as possible. Using all four corners as well as the center of the board increases your chance of emptying the pouch and creating 4-Ways.

Learn how to make 4-Ways and plan ahead. You can build a strong game by anticipating possible moves based on the stones you know are unplayed.

The goal is to score the highest number of points. 4-Ways produce bonus points and double the point value of all subsequent moves. Thus the ability to create 4-Ways often and early in the game is the mark of a power player. A premium (and scoring bonus) is also placed on emptying the pouch of all its stones.

## CENTER MASTER PLAY

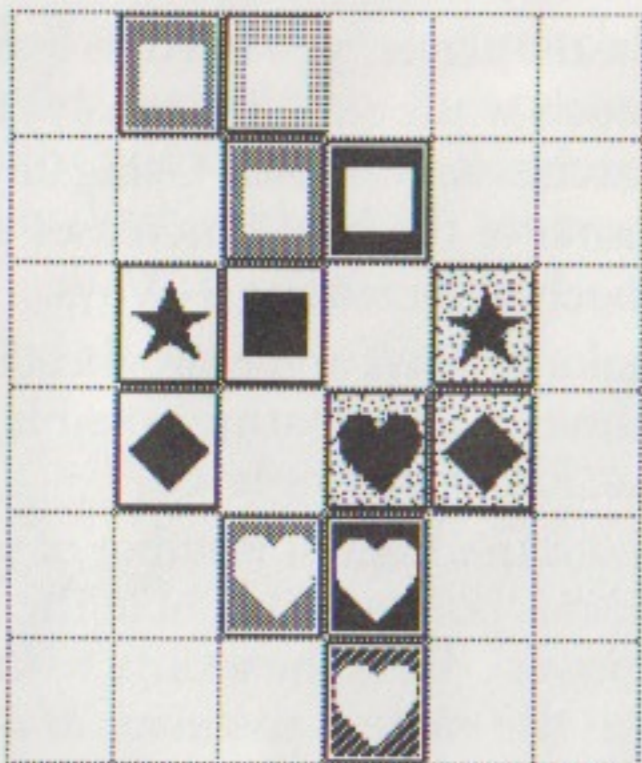In Center Master Play, you build upon the two center stones to create four 4-Way matches.

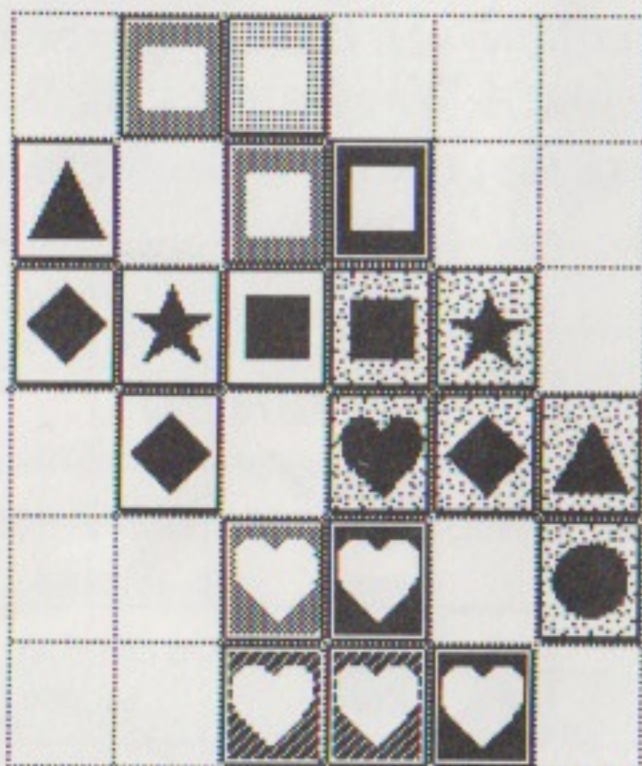Here are the steps for creating a Center Master Play:

**Beginning:**
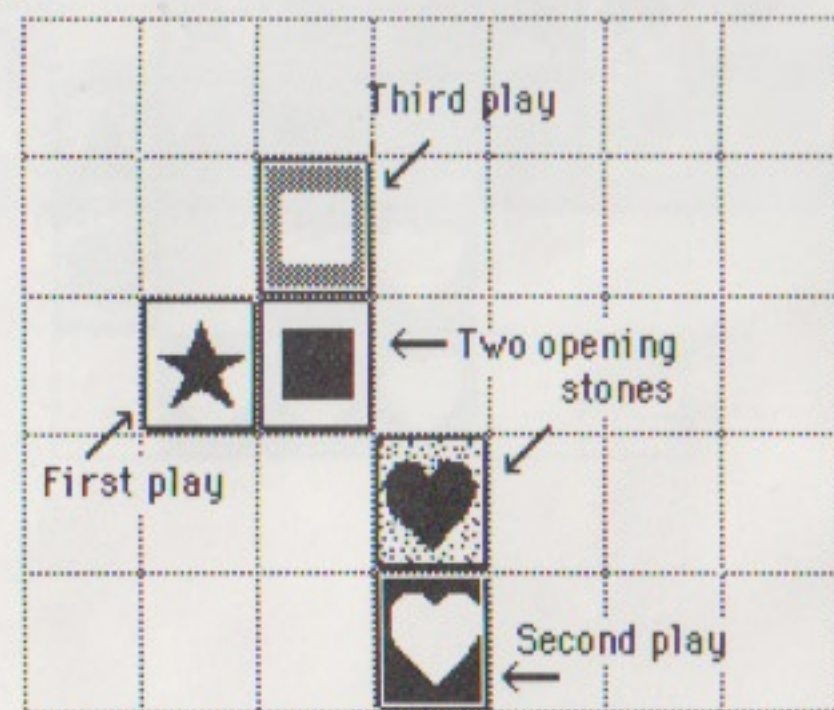
# Progressing:



## Center Master Play with one 4-Way played:

## MASTER GAME

You have played a Master Game if you empty the pouch while creating eight 4-Way matches around the six opening stones (four 4-Ways around the center and one at each corner). If you are playing at this level, congratulations! You're on your way to becoming a legend! Here is an example of a Master Game in-progress with five 4-Ways already played:
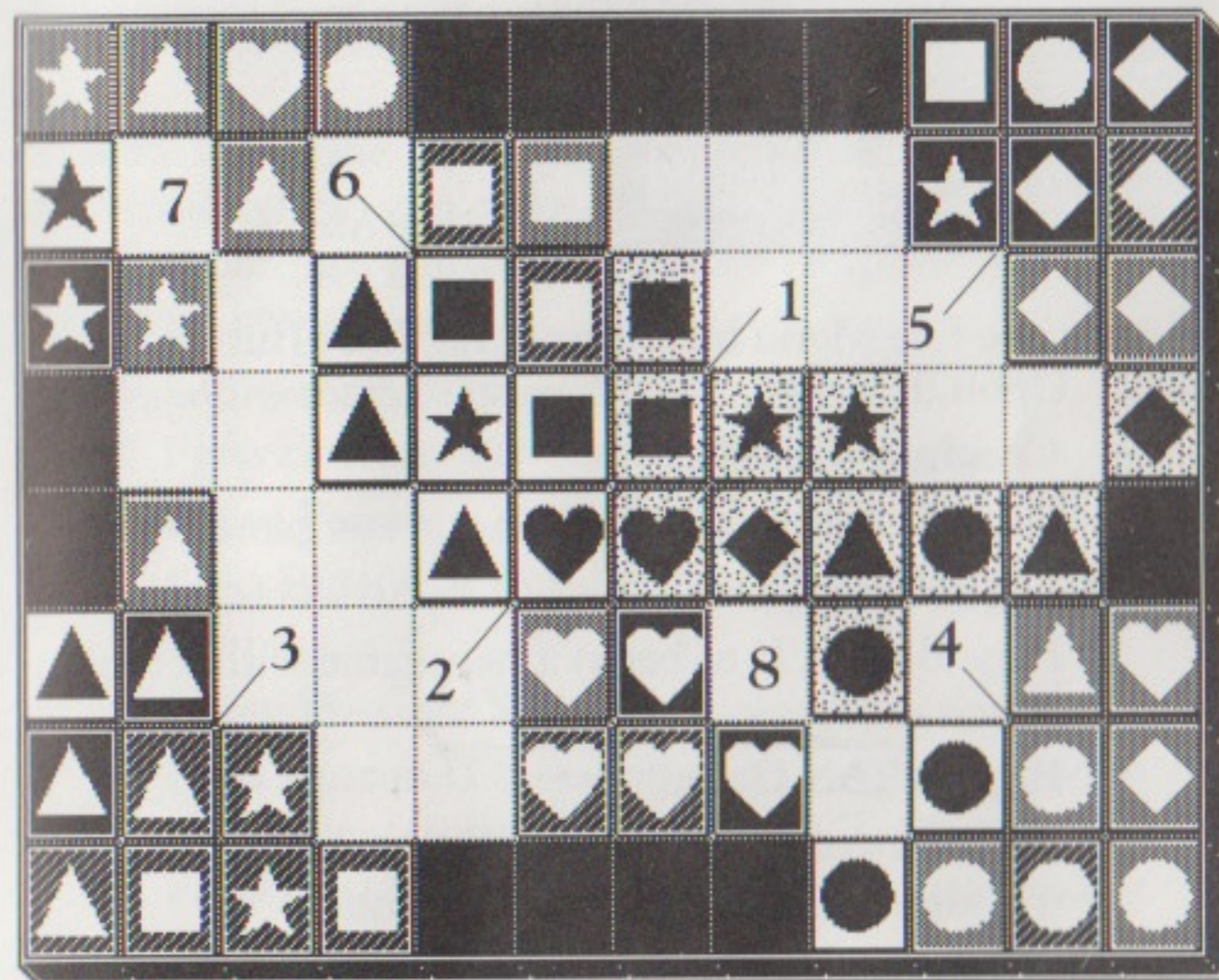
# MENUS

This section describes each menu item in *Ishidó*.

## FILE MENU



*Fig2. File Menu*

Access the File Menu by pressing the **Start Button** at any time. Upon doing so, the following choices will appear:

- **Continue Game**

  Press **Button A** to return to current game.

- **Begin New Game**

  Press **Button B** to begin a new game with a new pouch of stones.

- **Repeat This Game**

  Press **Button C** to restart your current game, using the same order of stones in the pouch.

## HELP MENU



*Fig 3. Help Menu*

You are not alone. Several types of assistance are available to help you place stones. Press **Button C** anytime during a game to access the Help Menu. The following choices appear:

- **Continue Game**

  Press **Button** A to return to current game.

- **Show Pouch**

  Press **Button B** to look at the stones remaining in the pouch.

- **Show Possible Moves**

  Press **Button C** to see all the legal moves each time a new stone appears on the Touchstone. Press **Button C** again to turn off this feature.

Note: Using either **Show Pouch** or **Show Possible Moves** disqualifies you from having the high score.

# APPENDIX: CONTROL PAD BUTTONS

Here's an overview of the Control Pad buttons and their functions:

## Directional Button (D-Button):

- Moves the cursor arrow to desired square on game board.
- Drags a stone from the Touchstone to desired square on game board.
- Removes any menu currently on-screen.

## Start Button:

- Brings up the File Menu.

## Button A:

- Places stone in desired square.
- Selects items from menus.

## Button B:

- Toggles through seven (7) different game board/ stonesets.
- Selects items from menus.

## Button C:

- Brings up the Help Menu.
- Selects items from menus.

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**San Jose, CA 95128**
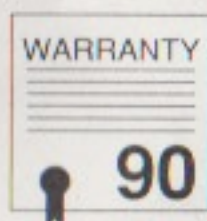
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