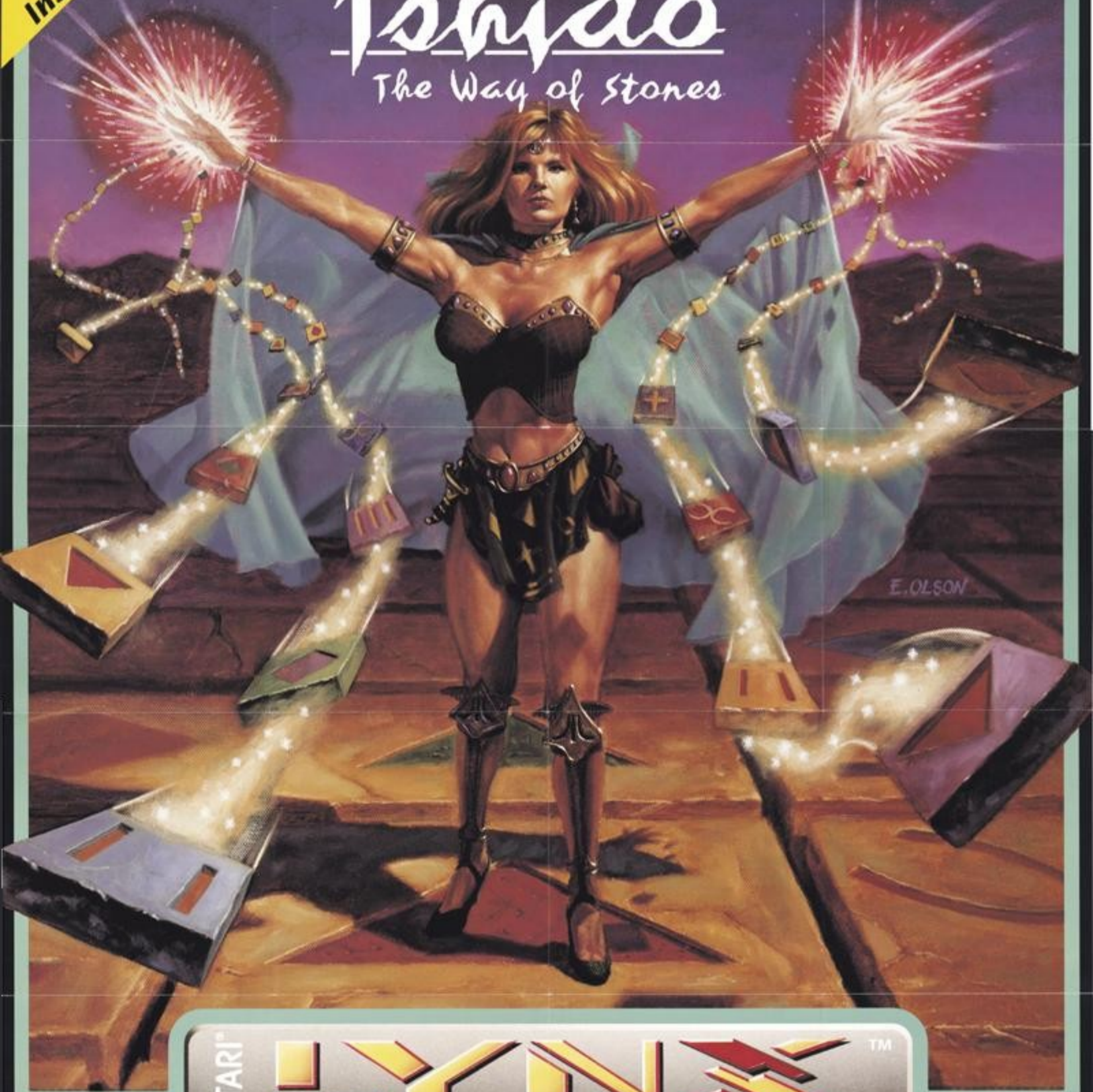


See reverse side for instructions

Ishido™

The Way of Stones



ATARI®

LYNX™

VIDEO GAME CARD • CARTE DE JEU



Ishido™

The Way of Stones



Ishido The Way of Stones



Oracle...

Cooperative

Game...

Start Game ▶

Ishido The Way of Stones

Scoring:

▲ Ancient

◆ Modern

□ Timer: 10 Seconds

□ New

Players:

▶ #1 Computer

□ #2 Computer

Main Menu ▶ Start Game

OUT OF THE DEPTHS OF HISTORY...

Out of the depths of history comes the beautiful and ancient game of Ishido, a puzzle requiring skill, strategy, and deep concentration. Place 72 decorated stones on a board of 96 squares by matching intricate symbols and brilliant colors. Meditate carefully over each move and you may find the secret 4-ways which will unlock the Oracle. The Oracle provides wisdom to guide you down the sacred Way of the Stones. Find eight 4-ways around the six opening stones while emptying your pouch of stones and you will become a legendary Master. Do you have the power to master the Way of the Stones? If you do, you will find that Ishido is more than a mere game. It's a way of life.

GETTING STARTED

1. Insert the Ishido game card and turn on your Lynx as instructed in your Lynx owner's manual.
2. Press **A** or **B** to clear the Title screen. The game credits appear.
3. Press **A** or **B** again to clear the credits screen.
4. The Main menu appears.

5. Place the pointer on the stoneset and press **A** or **B** until the desired stoneset appears.
6. Move the pointer to the Mode button and press **A** or **B** until the desired mode appears. There are four modes: Solitaire, Cooperative, Challenge, and Tournament. Each is described under Game Options.
7. Move the pointer to the Oracle button and press **A** or **B**. The Oracle menu allows you to choose whether or not to use the oracle. If you choose to use the oracle you can decide whether you want to be addressed as a male or a female.
8. Place the pointer on the Game button and press **A** or **B**. The Game screen allows you to choose whether to use ancient or modern scoring, whether you want to play against the Lynx, how much time to put on the timer (if you want to use the timer), and whether to start a new game or not. After you make all your choices, put the pointer on the Main Menu button and press **A** or **B**. This returns you to the Main menu.
9. When you are ready to begin, position the pointer on the Start Game button and press **A** or **B**.

GAME OPTIONS

You can play Ishido by yourself in Solitaire mode, or match your skills against either another player or the Lynx in the Challenge or Tournament modes. Two players can also work together to complete the puzzle in Cooperative mode.

In **Solitaire mode**, the player plays alone, trying to beat his or her previous scores. If you select Solitaire (the selection "Players: #1 Computer" from the Game menu), you can watch the Lynx play a solitaire game.

In **Cooperative mode**, you and a partner take turns placing the stones. You can let the Lynx play as either player 1, player 2, or both players, if you want. Or you can play with a friend. The object of this game is to work together to complete the puzzle. In this mode, you earn a single team score.

In **Tournament mode**, you can play against as many opponents as you wish, with each player taking a turn to solve the puzzle. Each player plays an identical game, with the same opening tableau and the same stone order. Each player earns a separate score. If you select "Players: #1 Computer," the Lynx will also take a turn in the tournament. To increase the challenge, set a time limit of from 1 to 60 minutes. After each player completes his or her turn, select New Game from the Game menu to begin the next round.

In **Challenge mode**, you take turns with another player (or the Lynx). Each player tries to outscore the other while both players work to solve the same puzzle. If you play against the Lynx, select either "Players: #1 Computer" or "#2 Computer," depending on whether you want the computer to take the first move or you want the first move.



THE BOARD

The first key to playing Ishido is to understand the board. The board contains 96 squares and is divided into two areas. The outer edge of the board (the dark area) is called the Beyond. No points are awarded for matches made in the Beyond. The lighter center of the board is called the Within. This is where most of the moves are made. The game starts with two stones in the center of Within and one stone in each corner of the Beyond.

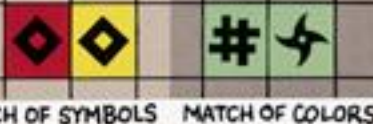
To the right of the board are the touchstone, the scoreboard, and the pouch. The touchstone shows the stone that must be placed. The scoreboard shows the current score and the number of 4-ways made. The pouch shows the number of stones left to play.



PLAYING THE GAME

The object of Ishido is to cast 72 stones onto the board, creating as many matches as possible. To place a stone, place the pointer on the square in which you wish to place the stone. A stone can only be placed if it matches either the color or symbol of all adjacent stones. Stones can be placed above, below, left, or right of adjacent matching stones. Stones cannot be placed diagonally. A move can be taken back with a press of the **B** button, but only the last move may be taken back without disqualifying your score from entry on the High Scores list.

LEGAL 1-WAY MATCHES

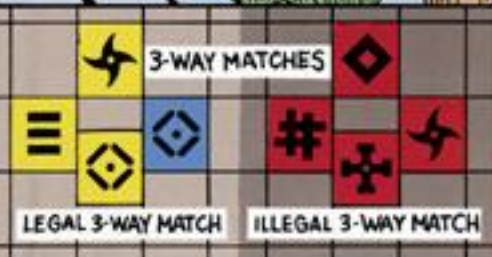


To complete a 2-way match, you must match one stone with two adjacent stones. Your stone must match one stone with the symbol and the second with the color.

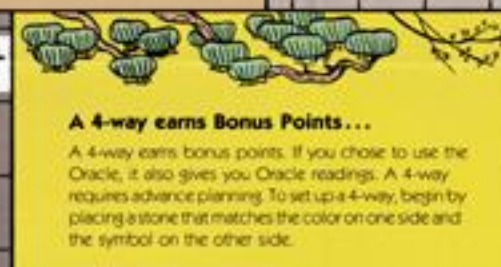
2-WAY MATCHES



A 3-way match occurs when you match your stone with three adjacent stones. The stone must match either the color of two stones and the symbol of the third or the symbol on two stones and the color of the third.



Truly skillful players will be able to complete a 4-way. To complete a 4-way, you must place your stone in the center of four other stones, matching two by color and two by symbol.



A 4-way earns Bonus Points...
A 4-way earns bonus points. If you choose to use the Oracle, it also gives you Oracle readings. A 4-way requires advance planning. To set up a 4-way, begin by placing a stone that matches the color on one side and the symbol on the other side.

Next, add to the 4-way as shown to the right.



With the 4-way set up in this manner, only one stone can be placed to complete the match. In this case, it is the stone shown to the right.



To Become a Master...
To become a Master, you must complete a number of 4-ways in specific ways. To be a Center Master, you must complete four 4-ways around the two center stones. To be a true Ishido Master, you must become a Center Master, plus complete 4-ways around each of the corner stones.

PLAY MENU

At any time during play, press the Option 2 button to view the Play menu. This gives you five options:

Show Moves—places a dot on each square in which you can legally place the current stone. You can select the Show Moves option as often as you wish, but it is good for one turn only. This is a good option for beginners, however, selecting this option disqualifies you from the High Scores list.

Always Show Moves—places a dot on each square in which you can place the current stone. This option stays active for the entire game. Selecting this option disqualifies you from making the High Scores list.

Show Pouch—shows the stones remaining in the pouch, in the order in which they will be played. This option is good for planning ahead. Like the other options, Show Pouch disqualifies you from the High Scores list.

Start Game Over—restarts the current game with all game options and stones unchanged.

End Game—ends the game.

THE ORACLE OF THE STONES

HIGH SCORES LIST

At the end of each game, the High Scores list appears, showing the current high scores. This allows you to compare scores in tournament or challenge play, or to see how you do against your previous scores, in solitaire or cooperative play. When you finish looking at the score, press **A** or **B** to return to the Main menu.

THE ORACLE OF THE STONES

The Oracle of the Stones speaks to the stoneplacer whenever a 4-way is completed. The Oracle does not believe such things happen by chance—rather that they are a result of meaningful coincidences which occur for some purpose. In this case, the purpose is to allow the stoneplacer to receive wisdom from the Oracle. The Oracle says challenge the stoneplacer to apply the words to the question or problem that was on his mind when he approached the Oracle. The ancients believed that meditating upon the Oracle's auguries will provide a fresh perspective—and often a solution—to the problem.

Because the Oracle's answers are too long for a single Lynx screen, you must press down on the joystick to see the next line. After reading the entire saying, press **A** or **B** to return to the game. Of course, if you have no need of sacred enlightenment, you can always leave the Oracle turned off. With the Oracle off, you will not receive any answers.

SCORING

Ishido allows you to choose one of two different scoring methods. The strategy you use in the game depends upon the scoring method of your choice.

The Ancient Way

In the Ancient Way, a player wins by emptying the pouch and completing as many 4-ways as possible. If several players in an Ancient Way tournament empty the pouch, the player with the most 4-ways wins.

The Modern Way

In the Modern Way, the goal is to score as many points as possible. Points are earned by making matches in the Within and by completing as many 4-ways as possible. Emptying the pouch earns bonus points. In a Challenge game, Modern scoring is the only choice.

Points are earned as follows:

Matches	Points
1-way	1
2-way	2
3-way	4
4-way	8

In addition, bonuses are awarded for each 4-way, up to 50,000 for the twelfth one. More bonus points are given if fewer than three stones remain in the pouch.