Ishido FAQ

by KeyBlade999
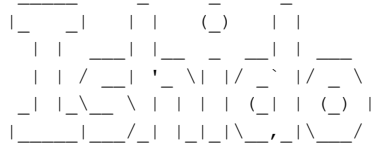
```
 ____   _   _         _
|_   _| | | | |  (_)  | |
  | |  _| |__| |_  __| | ___
  | | / __| '_ \| |/ _` |/ _ \
 _| |_\__ \ | | | | (_| | (_) |
|_____|___/_| |_|_|\__,_|\___/
```

- **Game:** Ishido: Way of the Stones
- **Console:** Famicom Disk System *(though this works well for others!)*
- **File Type:** Formatted Shift-JIS FAQ
- **Author:** KeyBlade999 (a.k.a. Daniel Chaviers)
- **Version:** Final
- **Time of Update:** 12:51 AM 3/22/2015
- **File Size:** 11 KB

Donations

While I do write all of my guides for free, it does take a lot of time and effort to put them together. If you're feeling generous and want to show your appreciation, I am gladly accepting donations. I don't know exactly what the donations will be used for, but just know that you would definitely be helping me make more quality FAQs! Even the smallest donation amounts are appreciated, and they are a great way to say how much you appreciate the work I do. If you do decide you'd like to donate, please send the donations through PayPal at the e-mail address listed below. **Thank you so very much for at least considering this!!**

Donation/Contact E-Mail
keyblade999.faqs@gmail.com

Introduction

Welcome to another FAQ of mine. This FAQ covers another little-known Famicom Disk System game (which one *isn't?*), Ishido: Way of the Stones. ... Okay, only underacknowledged in terms of its FDS port. Originally released in 1990 for the Macintosh, it came to several other consoles (DOS, Amiga, the GameBoy, and the Genesis) in the same year, and then the Atari Lynx and the FDS the following year. It later became a board game published by ASCII in 1992! The game was in general highly rated by many, so why it was ported to the FDS (a relative failure and unpopular even in Japan save for a few key titles) is beyond me. *shrug*

It's been almost twenty-five years since this game's launch in 1990-1991 by the Hinop. And since then, not a single FAQ has been written for it. Well, there's always a first time for everything, no? Ever since the start of the NES FAQ Completion Project on GameFAQs some years ago - a project designed to get a guide out for every single NES game out there - many older, obscurer games have been covered (sometimes only) by GameFAQs, and many people, once stuck, have been aided. This project has been very successful, spawning hundreds of FAQs - indeed, that project has even been expanded to cover games for the Famicom Disk System, the Japan-only peripheral for the NES as the NES FAQ CP neared completion, and now we aim for even *further* completionism!

Well, anyways, my babbling aside, I hope you enjoy this FAQ!

Basics of the Game

Game Controls

Button	Effects
D-Pad	Move cursors.
A Button	Confirm choices.
B Button	Access/exit menu.
Start Button	N/A.
Select Button	N/A.

Gameplay Overview

(Note that the actual sequences of events mentioned here may not apply for all consoles. However, the actual rules of the game do!)

When you first start up the game, you'll soon hit the title screen. There, if you wait some time, you'll be able to see various performances of moves (the 2-way, 3-way, and 4-way) in the game of Ishido, which I'll explain more in-depth later. For now, simply hit the Start Button and then flip the FDS disk to Side B.

When you begin, you will see a blank board. Press B and you'll be able to see a menu consisting of a number of options. From left to right...

- **File (ファイル):**
    - **New Game (ニューゲーム):** Load/start a new game. You'll enter your name as well.
    - **End Game (エンドゲーム):** End current game.
    - **Load (ロード):** Load a saved game.
    - **Save (セーブ):** Save a game to play at a future time.
    - **Replay (リプレイ):** Shows you how a game played out from start to finish. Must end a game before using, however.

- **Game Type (ゲーム):** *(Must end game before changing!)*
    - **Solitaire (ソリティア):** Traditional Ishido, played by yourself.
    - **Challenge (チャレンヅ):** Play against an AI or human player, swapping moves and gaining points to determine the victor.

- **Help (ヘルプ):** *(Using Help forfeits rights to high-scores!)*
    - **Undo (一まもどす):** Undoes the previous move
    - **Show Moves (おき為所を 弄示 (一回)):** Uses a sparkle to show where you may place your next tile
    - **Always Show Moves (おき為所を 弄示 (宙回)):** Same as the previous, but lasts for more than one move
    - **Show Pouch (甥りの石を みる):** Show the tiles remaining

- **Options (オプツョン):**
    - **Stone Set (スートン セット):** Change the set of stones you have: there are Stone, Wood, Air, and Gold, as well as your own hand-made sets
    - **Edit Stones (スートン エディット):** Make a set of stones yourself!
    - **Sound (サウンド):** Alter the sound

- **High Score (ハイスコア):** View the High Scores for the solitaire (ソリティア) and challenge (チャレンヅ) modes

----

In Ishido, you play quite simply. When you begin the game, several tiles will be placed already on a 8x12 board. 6 tiles of a total of 72 will have already been placed, and your goal is place all of the tiles (as according to the rules) in order to place as many as possible, netting you points in the process.

The rules are simple: when you place a tile (your tile being in the top-right), you must do so in a manner such that the tile placed matches the others next to it in one of two ways. Either this tile can match adjacent tiles by its color or the symbol on it. There are six symbols in all as well as six colors. Therefore, there are 36 unique stones. Two of each are in a given set. There are several matches:

- **1-Way:** A tile is placed next to only one other tile. It may match in either symbol or color.

----

^l1|Examples of one-way matches. Center tile is the one just-placed.

- **2-Way:** A tile is placed next to two other tiles. One match must be in color, and another in symbol.

----

^l2|Examples of two-way matches. Center tile is the one just-placed.

- **3-Way:** A tile is placed next to three other tiles. Two matches must be in color, and one in symbol, or two in symbol and one in color.

----

^l3|Examples of three-way matches. Center tile is the one just-placed.

- **4-Way:** A tile is placed in the center of four adjacent tiles. Two matches must be in color and another two in symbol.

----

^l4|Examples of four-way matches. Center tile is the one just-placed.

In order to play successfully, you'll need to basically end up with every tile on the board being part of a four-way match except the edges (3-way) and corners (2-way). That's the main and only real tip that can be given: to keep that stuff in mind! When you start extending play, be absolutely sure to place tiles in such ways that every "+"-shaped of your design has two symbols which are the same and two colors, and to fill them up as appropriate as only two tiles will be able to ever fill up the center of that "+". It will take practice, as you will need to exhaustively examine literally every possible match, but that's the primary strategy for success: exhaustion.

When no more moves can be made or the game is complete, and you've received your score in the case of Challenge mode, you can then choose to End Game and then start a new one.

Credits

In no particular order...

- GameFAQs, Neoseeker, and Supercheats:
    - For being the most amazing FAQ-hosting sites I know.

- CJayC, SBAllen, Devin Morgan, & Krystal109:
    - General sucking up to the GameFAQs admins. =P

- Django:
    - An English translation of the game.

- Me (KeyBlade999):
    - For making this FAQ. =P

- You, the reader:
    - For hopefully enjoying this FAQ.

Version History

- **Final:**
    - First and likely only version completed.
    - Time: 12:51 AM 3/22/2015

Legalities

This FAQ may not be reproduced under any circumstances except for personal, private use. It may not be placed on any web site or otherwise distributed publicly without advance written permission. Use of this guide on any other web site or as a part of any public display is strictly prohibited, and a violation of copyright.
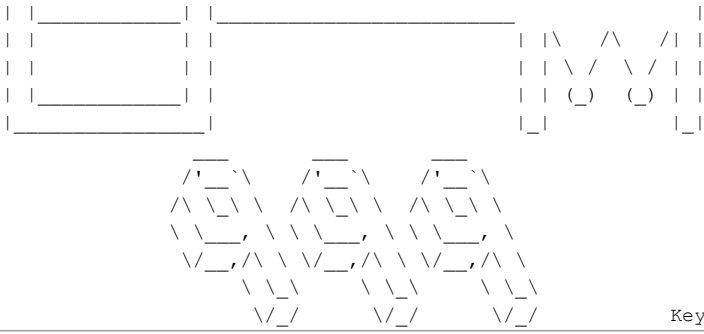
All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders.

© 2015 Daniel Chaviers (a.k.a. KeyBlade999).

If you would wish to contact me concerning this or my other FAQs, use this e-mail: **keyblade999.faqs@gmail.com**, or PM (Private Message) me on the GameFAQs message boards.

Allowed sites for my FAQs	Forever-Banned Sites
GameFAQs (www.gamefaqs.com)	CheatCC (www.cheatcc.com)
Neoseeker (www.neoseeker.com)	Cheat Database (www.cheat-database.com)
SuperCheats (www.supercheats.com)	Cheat Index (www.cheatindex.com)
	Cheat Search (www.cheatsearch.com)
	Cheatstop (www.panstudio.com/cheatstop)
	Game Express (www.gameexpress.com)
	Mega Games
	Cheats Guru (www.cheatsguru.com)

This is the end of KeyBlade999's Ishido: Way of the Stones (FDS) FAQ.

```
              _____
           | _____   |
           | |               | |
           | |               | |
           | |_____| |_____
```

```
    | |_____| |_____            |
    | |          | |                    | |\   /\   /| |
    | |          | |                    | | \ /  \ / | |
    | |          | |                    | |  (_)  (_)  | |
    | |_____| |                    | |            | |
    |_____|                    |_|            |_|
              ___        ___        ___
            /'__`\     /'__`\     /'__`\
           /\ \_\ \   /\ \_\ \   /\ \_\ \
           \ \___,\   \ \___,\   \ \___,\
            \/__,/\ \  \/__,/\ \  \/__,/\ \
                \ \_\      \ \_\      \ \_\
                 \/_/       \/_/       \/_/       KeyBlade999
```

This document is copyright KeyBlade999 and hosted by VGM with permission.