

Ishido FAQ

by Less_Minus

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Ishido - Way of the Stone

GENERAL FAQ

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Introduction

Welcome to the world of Ishido, a great little puzzle game from the small little company known as Accolade, Inc. This game, like most puzzle games, tests your mental abilities. I first found this while browsing through a list of puzzle games for the SNES and Genesis, since newer systems don't really have any. After playing it for about two hours, because it's so addicting, I decided to write this because I noticed that a lot of older import games don't have FAQ's, and some could use them.

Controls

This is a list of the simple controller layout.

NOTE - This game does not require a 6-Button controller.

D-Pad - Moves the cursor around the field.

A - Drops stones in place.

- Resets the last move made when cursor is placed over the next stone from the pouch.
- Resumes current game from both menus.

B - Shows the contents of your pouch when menu is active.

- Cycles through different fields to play with.
- Starts a new game from Start menu.

C - Opens menu.

- This menu is used to see the contents of your pouch or see any available moves.

Start - Opens Start Menu

- This menu is for starting a new game or restarting your current game.

NOTE - In order to pick up a stone from the pouch, you need to move the cursor over the stone and back on to the field. You do not need to press any buttons.

Gameplay

The basis of the game is simple: Match up as many stones as you can and shoot for the highest score.

The board is laid out in an eight (8) by twelve (12) grid. The grid is eight (8) vertical (up and down) and twelve (12) horizontal (side to side). If we say one (1) is at the top left corner, then the pre-set stones will be in the following grid pattern:

- 1-1
- 1-12
- 4-6
- 5-7
- 8-1
- 8-12

There are six (6) symbols and six (6) colours. The symbols vary based on the field you are using. The colours are Red, Blue, Green, Purple, Black, and Brown/Yellow. Pre-set stones will always appear as random symbols and colours.

There are a total of 7 different fields to choose from. I'll try to describe them as best I can:

- 1st - Basic Chinese characters with some symbols.

- 2nd - Geometric Shapes.
- 3rd - Egyptian symbols.
- 4th - Native American symbols.
- 5th - Jewels
- 6th - Unknown*
- 7th - Unknown**

* - If anyone knows what these symbols are from, please let me know for the sake of accuracy.

** - While not certain, they appear to be astrological symbols.

In order to score points, you must place stones together starting from the middle of the grid. Stones placed outside the center will not be awarded points. You are awarded one (1) point for each stone placed on the grid, with higher point values for creating combinations. The challenging part of the game comes from the rules of placement. Stones must match either colours or symbols of stones that it's placed next to. Here are the basic rules for stone placement:

When placing a single stone next to only one (1) stone, it must be either the same colour or the same symbol of the stone already on the field.

When placing a single stone next to two (2) other stones, it must match both colour and symbol, but on different stones. For example, your stone is RED X and the two stones on the field are BLUE X and RED Y. This will work because it matches the RED and the X. However, if the stones on the field are RED X and BLUE Y it will not work because it doesn't match up with BLUE or Y.

When placing a single stone next to three (3) other stones, it must match either one (1) symbol and two (2) colours or two (2) symbols and one (1) colour. For example, your stone is RED X and the three (3) stones on the field are RED Y, GREEN X, and RED Z. This will work because it matches two (2) RED and one (1) X. It will also work if the stones on the field are BLUE X, RED Y, and GREEN X because it matches two (2) X and one (1) RED.

When placing a single stone next to four (4) other stones, it must match two (2) colours and two (2) symbols. For example, your stone is RED X and the four (4) stones on the field are RED Y, RED Z, BLUE X, and GREEN X. This will work because it matches two (2) RED and two (2) X. When you successfully match a stone with four (4) stones, you are awarded bonus points. This match-up is also known as a 4Way, which the game keeps track of how many of these you have made. However, it only records the current games streak.

Your pouch contains 65 stones. You can view the order of your stones from the C-Menu. However, viewing the pouch forfeits your score to be recorded as a high score.

Your game is over when you either use every stone in your pouch, or you can no longer make a legal move.

Credits

Accolade, Inc - For making this game.

Publishing International - Also for making this game.

Blank - For always being a friend.

The Internet - Because without it, online FAQ's wouldn't exist.

Questions or Comments?

Contact me by mail - psyclone_beat@yahoo.com

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