



THE WAY OF



STONES



INSTRUCTION MANUAL

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*Ishidō*<sup>TM</sup>



THE WAY OF STONES

# ISHIDÓ IS...

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## Thank you...

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## WELCOME TO ISHIDÓ!

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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.

You can play a power game to amass points and compete against the clock; or play for elegance, kicking back and meditating over each move with the deliberation of a master. See if you can learn how to empty the pouch, and discover the secret of 4-Ways. Let the Oracle guide you as you play against the computer or challenge your friends.

Design your own stonesets, backgrounds and game boards using Ishidó's sophisticated graphics editors and/or your own paint and draw programs.

As you merge with the game's myriad possibilities, you will have a chance to discover the heart of Ishidó, and why, to some, the Way of Stones is more than just a game.





## User Requirements

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Before you start playing the Macintosh version of *Ishidó*, you should know how to:

- Use the icons on the Macintosh desktop.
- Open and close Macintosh documents and folders using the Finder.
- Point and select with the mouse, and understand basic Macintosh terms and techniques such as click, double-click, and drag.
- Scroll in a window or list box using the scroll bars and the scroll box.
- Pull down menus and choose commands.
- Use the Clipboard and find files in the hierarchical file system.

You should also understand Macintosh terms such as dialog box, list box, folder, and button. For information on any of these items, see your Macintosh owner's guide.

## Installing Ishido

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To install Ishido to your hard disk, insert the CD-ROM disc into your CD-ROM drive and double-click on the "Ishido Installer" icon. Then follow the instructions given in the installer. After you install the game to your hard disk, you won't need the CD-ROM inserted in your CD-ROM drive anymore.

To run Ishido, double-click on the Ishido folder, then double click on the Ishido icon.

## Opening, Ending, and Saving Games

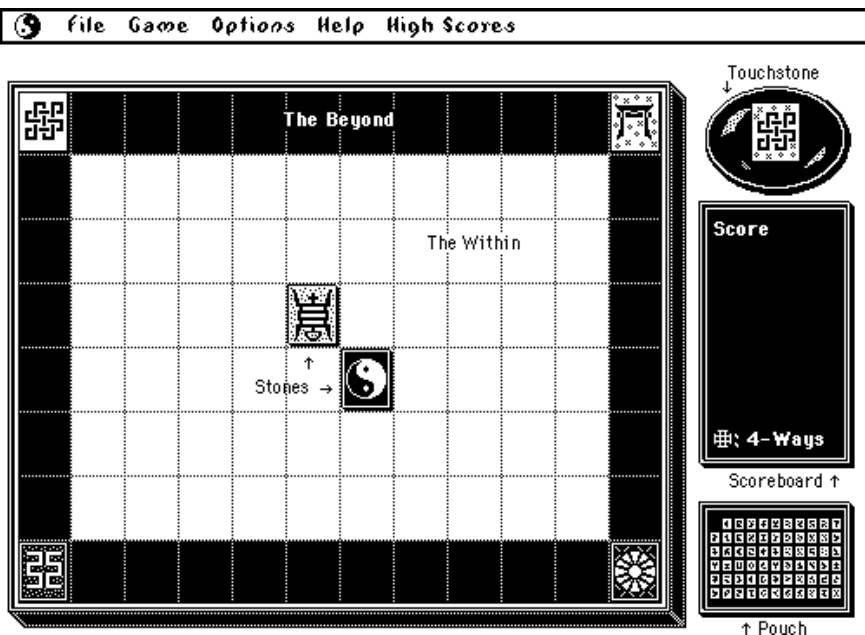
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You can end, save, open saved games, start a game over, or quit Ishidó at any time. Select the File Menu and the appropriate command:

<b><u>Command</u></b>	<b><u>Function</u></b>
<b>New Game</b>	Begins a new game.
<b>Start Game</b>	OverStarts the current game over from the beginning.
<b>End Game</b>	Ends the current game. (Games do notend automatically.)
<b>Save...</b>	Saves a game in progress. At Save game as: type in the . name you want and select Save.
<b>Save As</b>	Saves a game under a new name. At Save game as: type in the name you want and select Save.
<b>Open...</b>	Opens a list of your saved games. Find then choose the game you want. Then select Open or double click on the name of the game you want to open.
<b>Quit</b>	Exits you to the Macintosh desktop.

## LET'S PLAY!

The first step in playing *Ishidō* is getting to know the board.



### Playing Board

- **The Menu Bar** appears when you click on the top of the screen: File, Game, Options, Help, and High Scores. (An Edit menu appears between File and Game whenever a desk accessory requires its use.)
- **The game board** is eight squares high by 12 squares wide, a total of 96 squares.
- **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, creating 36 individual stones. There are two of each stone (a pair of each), thus creating 72 stones in each stoneset.

- **The Within** consists of the light interior squares.
- **The Beyond** consists of the dark squares lining the perimeter of the board.
- **The Touchstone** displays the next stone to be played. You can place a stone on the board two ways: by clicking on it once, dragging it from the touchstone to the board, and clicking it in place; or by clicking directly on the square in which you want the stone to be placed.
- **The Scoreboard** shows both the number of points scored (at the top) and the number of 4-Way matches achieved (at the bottom).
- **The Pouch** shows a representation of the number of stones remaining to play. Double-clicking on it shows you the stones in detail, in the order they will be drawn from the pouch.



## Playing the First Stone

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Now that you're familiar with the board, it's time to cast the first stone. When the game opens and you see the empty game board, select **New Game** from the **File** menu. Every game begins with a new opening tableau of stones on the board, and a pouch of randomly ordered stones. An opening tableau consists of six stones (one in each of the four corners and two in the center squares, as shown on the playing board on page 6).

Every stone has two attributes: a symbol and a color (pattern is substituted for color in black & white versions). All six symbols and six colors in the stoneset are represented in every opening tableau.

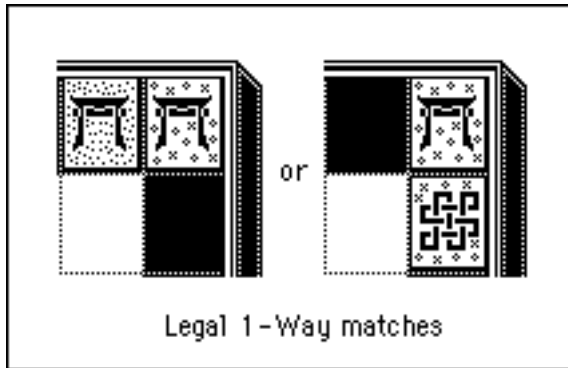
At each turn, the computer draws one stone from the randomly ordered pouch and displays it on the touchstone. You'll place each stone on the board beside a stone of matching color or symbol. You then continue to place stones until either no more legal matches are possible or the pouch has been emptied.

You place a stone by pointing the cursor to a desired square (must be adjacent to one or more stones already on the board) and clicking once. If your move is legal the stone on the touchstone moves automatically to the square you selected. If your move is not legal the stone will not move and a dialog box will instruct you.

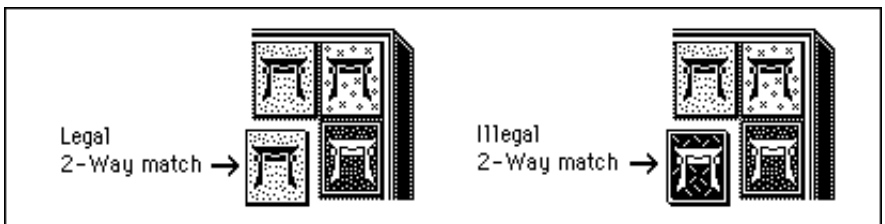
You can also move stones from the touchstone to the board by clicking once directly on the stone and dragging it to a square on the board. Click the mouse button once again to place the stone. This method is especially helpful when first learning to play *Ishidó*, because it enables closer scrutiny and comparison of the stones' attributes.

# Matching Stones

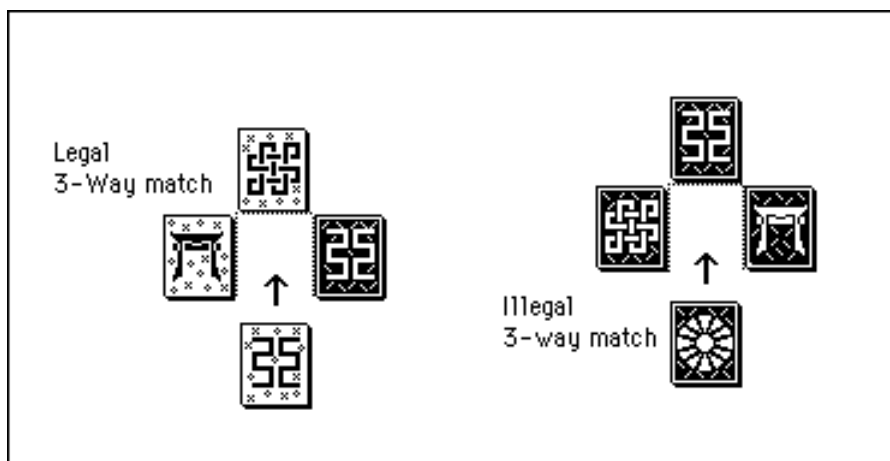
A stone may only be placed on the board adjacent to (above or below, to the left or right of—but not diagonal to) another stone. And it must match either the color (pattern) or the symbol of that stone.



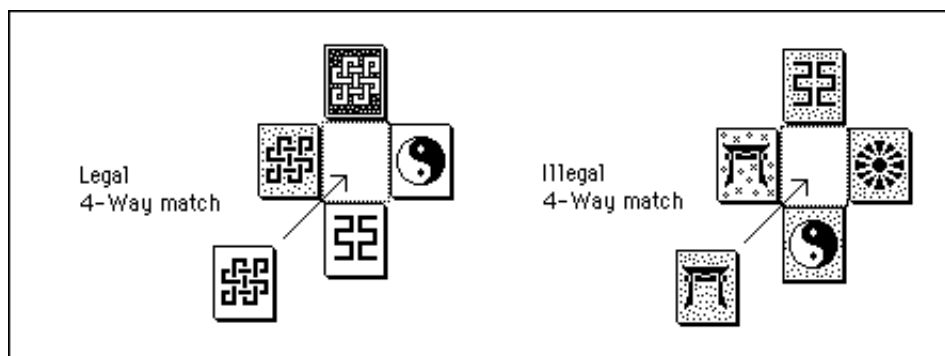
To legally place a stone next to two other stones, your stone must match one stone with the color (pattern) attribute and match the second stone with the symbol attribute. The same attribute cannot be used to match both stones!



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 other attribute. Using the same attribute to match all three stones is an illegal move.



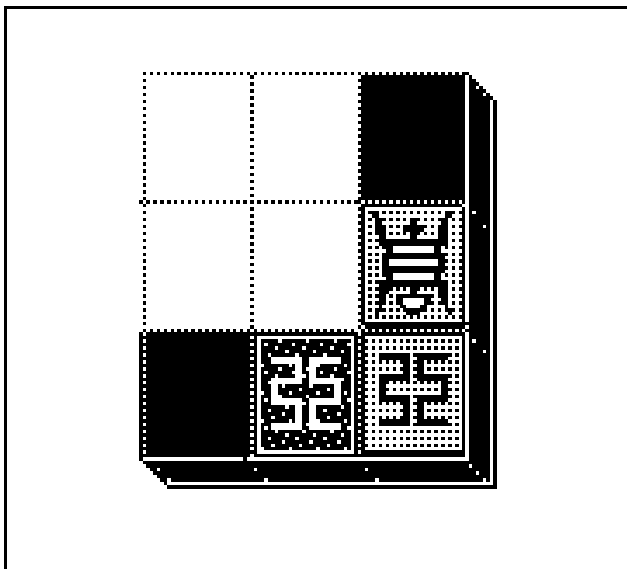
After you gain experience making two-way and three-way matches, try your skill at a four-way match (4-Way). To make a 4-Way, place a stone in the center of four other stones, matching two of the stones on one attribute and the other two stones on the other attribute. Using one attribute to match on more than two stones is not a legal move.



## Creating a 4-Way

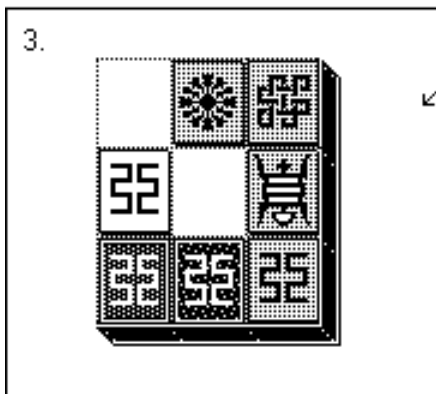
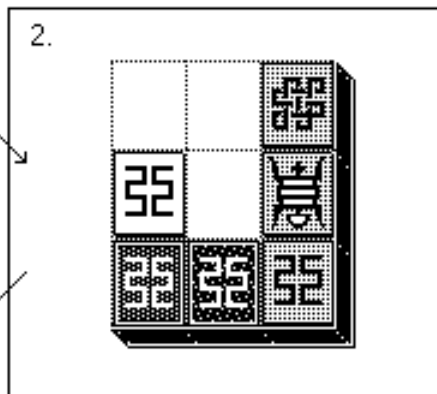
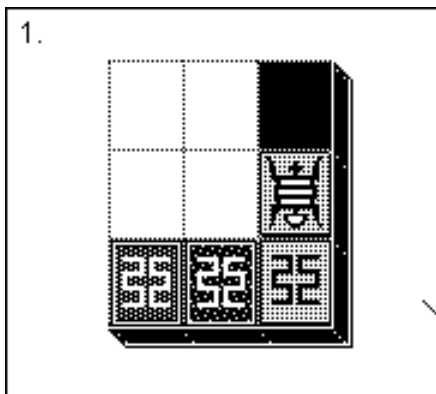
Creating 4-Ways is the way to build a winning strategy. It is also the only way to receive Oracle auguries (readings). You can learn more about the oracle in the section on Using the Oracle and pick up strategy tips in the Strategy section in this manual. For now, here are some basics:


1. Using any chosen stone, start building a 4-Way match by placing a stone that matches the color ((pattern)) on one of its sides and a stone that matches its symbol on an adjoining 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...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. Each stone has two attributes: a color (pattern) and symbol. To create a 1-Way match you must match your stone with the stone on a board using one of your stone's two attributes.
2. To create a 2-Way match you must place your stone using one of its attributes to match one stone, and its other attribute for the second stone. The same attribute cannot be used to match both stones.
3. To create a 3-Way match you must place your stone using one of its attributes to match one of the stones, and its other attribute to match the other two stones. The same attribute cannot be used to match all three stones.
4. To create a 4-Way match you place match your stone using one of its attributes to match two of the stones, and its other attribute to match the other two stones. The same attribute cannot be used to match more than two stones.



## ANCIENT AND MODERN WAYS OF PLAYING

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There are two modes of playing *Ishidō*: the Ancient Way and the Modern Way. Each way uses a different system of scoring and emphasizes a somewhat different strategy.

### **The Ancient Way...Game and Scoring**

The Ancient Way of playing *Ishidō* emphasizes elegance and efficiency. The player wins when he or she efficiently empties the pouch by placing all the stones on the board. The player also creates as many 4-Ways as possible, because 4-Ways provide the eleganceactor (refer to the *Legend of Ishidō*).

The number of 4-Ways created appears on the lower portion of the scoreboard, next to the symbols for 4-Ways ( ).

In Tournament and Challenge games, if several players empty the pouch, the player with the most 4-Ways wins. If no one empties the pouch, the player with the most 4-Ways wins. If no one empties the pouch and everyone has the same number of 4-Ways, the player with the fewest number of stones left in the pouch wins.

### **The Modern Way...Game and Scoring**

The Modern Way of playing emphasizes power. The goal is to score the highest number of points. Players can get high scores by creating 4-Ways as early in the game as possible, as they strive to empty the pouch.

Players receive points by placing stones in the light (interior) portion of the board (*The Within*). These are called scoring matches. The greater the number of sides matched, the greater the number of points earned.

No points are given for stones placed in the dark perimeter squares (*The Beyond*). But strategic use of non-scoring matches is essential.

### **Points for legal matches:**

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 all 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 for each 4-Way match:**

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
Thirteenth 4-Way	<i>If you achieve thirteen 4-Ways matches you can stop worrying about points!</i>

At the game's end, bonuses are awarded when two or fewer stones remain in the pouch.

**Bonuses:**

Two stones left in pouch	100 points
One stone left in pouch	500 points
Empty pouch	1000 points

Since 4-Ways double the points achieved by matches and produce bonus points, a player who scores four 4-Ways without placing all the stones can actually score higher than a player who empties the pouch without creating any 4-Ways.



## GAME MODES

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You can play *Ishidó* by yourself in the Solitaire mode, or test your abilities against others or the computer in the Challenge and Tournament modes. If you're feeling non-competitive, you can settle into a Cooperative game and find out if two heads are better than one!

Select the type of game you want from the **Game** menu. Then follow the instructions for your game mode below. In all games, if computer play is turned on, an hourglass appears while the computer is making its move.

### Solitaire Game

In a solitaire game, the contestant plays alone. Here's how to set up solitaire play.

1. In the Solitaire Game dialog box, select Ancient or Modern scoring.
2. For the selection of players:
  - Leave **#1 Computer** unselected to enable you to play a solitaire game.
  - Select **#1 Computer** to have the computer play a game of solitaire.
3. Choose New Game to begin the game with your designated scoring and player choices. The board appears, set with the opening tableau of six stones. Selecting OK from the Solitaire Game dialog box and then New Game from the File menu also starts the game at the opening tableau.

### Challenge Game

In challenge play, you and one other player take turns placing the stones to complete one game. You can also play against the computer. You can have the computer assume the role of both players, and watch them compete against each other. Whether human or computer, each player earns a separate score within the challenge game.

## **Here's how to set up challenge play.**

1. In the Challenge Game dialog box, you have several choices for player selection:
  - Leave all computer player options unselected to enable you to play a challenge game with another human player.
  - Select only **#1 Computer** to designate the computer as the challenge player making the first move. Select only **#2 Computer** to designate the computer as the challenge player making the second move.
  - Select both computer players to designate the computer as both players.
2. You can also choose to limit time for making a move (from one to 60 seconds) by selecting **Timer**: and moving the timer scroll bar to set the time limit for each move. During a game, the seconds count down on the screen for each player. If the timer runs out before a player places a stone, that player scores zero for the turn and the timer begins again for the other player's turn.

Leave **Timer**: unselected to allow an unlimited amount of time for each move in the challenge game.

3. Then choose **New Game** to begin the game with your designated player and timing choices. The board appears, set with the opening tableau of six stones. Selecting **OK** in the Challenge Game dialog box and then **New Game** from the File menu also starts the game at the opening tableau.

## **Tournament Game**

In Tournament play, you and any number of other players take turns playing entire identical games-every player receiving the same opening tableau and drawing the stones in the exact same order. Each player earns a separate score and the computer can be one of the players in the tournament series. An individual player can use tournament mode to replay one game repeatedly to see how high he can score.

As in regular play, each game in the tournament ends when the player empties the pouch, when there are no more possible moves, or when the timer runs out. Here's how to set up tournament play.

1. Select **New Tournament** in the Tournament Game dialog box.
2. In the Tournament Game dialog box, select **Ancient** or **Modern** scoring. This sets the scoring mode for all games in the tournament.
3. You have two choices for player selection:
  - Leave **#1 Computer** unselected to take turns playing consecutive games with other human players.
  - Select **#1 Computer** to designate the computer as the next player in the tournament.
4. Select **Timer:** and move the timer scroll bar to set the time limit for each game in the tournament. You can set the timer from one minute to 60 minutes. During the game, the minutes count down on screen. Or, leave **Timer:** unselected to allow unlimited time for each game in the tournament.
5. Then choose **New Game** to begin a tournament with your designated scoring, player, and timing choices. The board appears, set with the opening tableau of six stones. Selecting **OK** in the Tournament Game dialog box and then **New Game** from the File menu also starts the first game of the tournament.
6. After the current player ends a game, begin subsequent games in the tournament by selecting **New Game** from the File menu. You can also begin a new game by selecting **Tournament** from the Game menu and then **New Game** from the Tournament Game dialog box.

At the start of each new game, make sure the **#1 Computer** box is not selected if you want a human to play next, or select it to let the computer play next.



7. Select **New Tournament** from the Tournament Game dialog box to begin a new tournament. Starting a new tournament creates a new shuffle (order of stones in the pouch) and erases the current scores in Tournament High Scores.

## Cooperative Game

In Cooperative play, you and a partner take turns placing the stones. You can also play with the computer as your partner. Whether human or computer, players earn a single, team score. Here's how to set up cooperative play.

1. In the Cooperative Game dialog box select Ancient or Modern scoring.
2. You have several choices for player selection:
  - Leave the computer options unselected to take turns placing the stones with another human player.
  - Select **#1 Computer** to designate the computer as a cooperative player which will make the first move.
  - Select **#2 Computer** to designate the computer as a cooperative player which will wait for you to make the first move.
  - Select both computer options to designate the computer as both cooperative players.
3. Then choose **New Game** to begin a cooperative game with your designated scoring and player choices. The board appears, set with the opening tableau of six stones.

Selecting **OK** from the Cooperative Game dialog box and then **New Game** from the File menu also begins the game at the opening tableau.

## Scoreboard and High Scores Display

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Scores can be represented on the scoreboard graphically with tally marks (adapted Roman numerals), or with standard numbers.

Select **Graphic Scoreboard** from the **Options** menu to toggle between tally marks and numbers. You can also double-click on the scoreboard to toggle between the two representations.

With Graphic Scoreboard turned on, these tally marks represent the following numbers of points:

I	1 point
IIII	5 points
L	50 points
C	100 points
D	500 points
M	1000 points

High scores appear on the Today's Scores, All-Time Highs, and Tournament High Scores scoreboards. Select **Modern Scoring**, **Ancient Scoring** or **Tournament High Scores** from the High Scores menu to see these scoreboards.

**Today's Scores** displays the highest scores of the day, from all game modes. Click on Clear to erase the ...scores. The scoreboard will clear automatically when the computer's internal clock indicates that a new day has begun.

**All-Time Highs** displays the highest scores from all game modes. Click on Clear to erase the scores from the board. If your score qualifies, a dialog appears when you end the game which allows you to enter your name.

**Tournament High Scores** displays the highest scores from tournament games. Starting a new tournament erases game scores in Tournament High Scores. Tournament game scores also appear on the Today's Scores scoreboard and are eligible to appear on the All Time Highs scoreboard.

**Show High Scores After Every Game** lets you see high scores whenever you end a game. Select Preferences, from the Options menu, then select **Show high scores after every game** to make high scores appear automatically at the end of each game.

In Tournament play **Show high scores after every game** makes the Tournament high scores scoreboard appear.

Scoreboards for *Modern Way* keep track of points, the number of 4-Ways achieved and the number of stones left remaining in the pouch. For *Ancient Way* they show just the number of 4-Ways achieved and the number of stones left in the pouch.

## Helpful Hints From Your Favorite Guru

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Four types of assistance are available to help you place stones or plan your strategy. To get these hints, select the Help menu and then choose:

- Undo Previous Move to put the stone you just placed back on the touchstone to be played again.
- Show Possible Moves to see all legal moves for the stone currently on the touch stone.
- Always Show Moves to automatically see all legal moves each time a new stone appears on the touchstone.
- Show Pouch to look at the stones remaining in the pouch.

**Caution:**

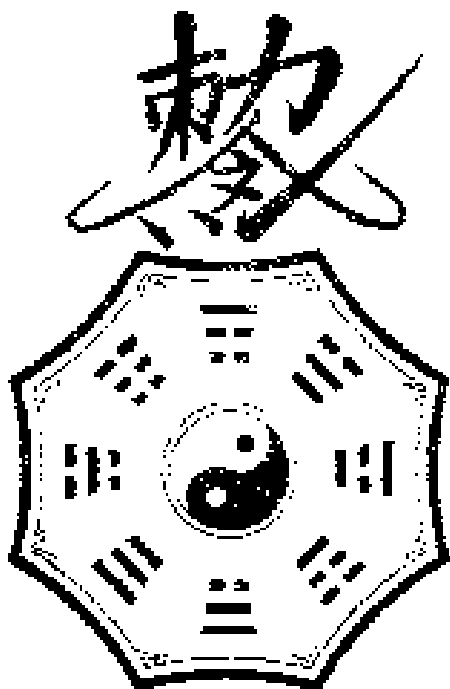
Selecting **Show Possible Moves** when there still is a legal move left to play disqualifies you from making the All-Time Highs scoreboard.

Turning on **Always Show Moves**, or looking at the pouch also disqualifies you from making the All-Time Highs scoreboard.

When you select **Show Possible Moves, Always Show Moves, or Show Pouch**, however, you are given the option of returning to the game without peeking and without risking your chance to make the All-Time Highs scoreboard.

(There is no penalty for using Undo Previous Move.)

Note: Show Possible Moves, Always Show Moves, and Show Pouch are not available in Tournament play. Undo Previous Move is not available in Challenge play.





## STRATEGY

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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. Utilizing all four corners as well as the center of the board increases your chances of emptying the pouch and creating 4-Ways.

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

### **Ancient Way Strategy**

In the Ancient Way of playing *Ishidō*, the primary goal is to empty the pouch by placing all the stones on the board. The secondary goal is to create as many 4-Ways as possible. When competing against other players (or against your own personal best)

and both players empty the pouch, the player with the most 4-Ways is the winner. If neither player empties the pouch, the player with the most 4-Ways wins. If neither player empties the pouch and each player has the same number of 4-Ways, the player leaving the fewest number of stones in the pouch at the game's end wins.

When playing the Ancient Way solitaire, your games are ranked on the high scores display using the criteria stated above.

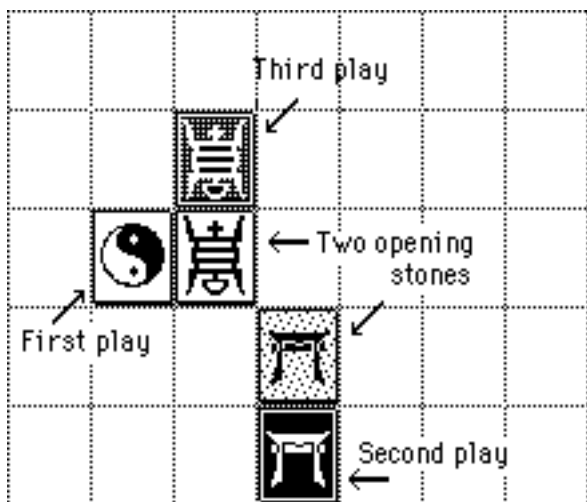
## Modern Way Strategy

In the Modern Way of playing, 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.

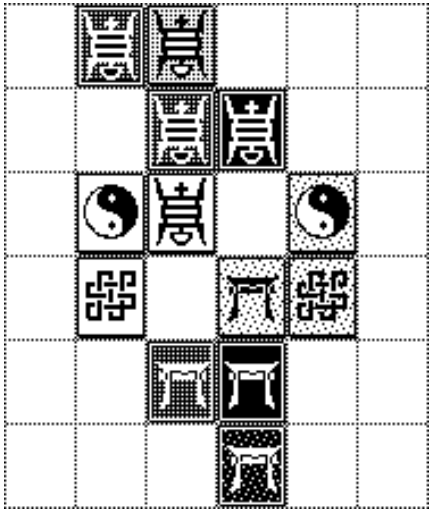
## Center Master Play

In Center Master Play, you build upon the two center stones of the opening tableau to create four 4-Way matches. Here are the steps for creating a Center Master Play.

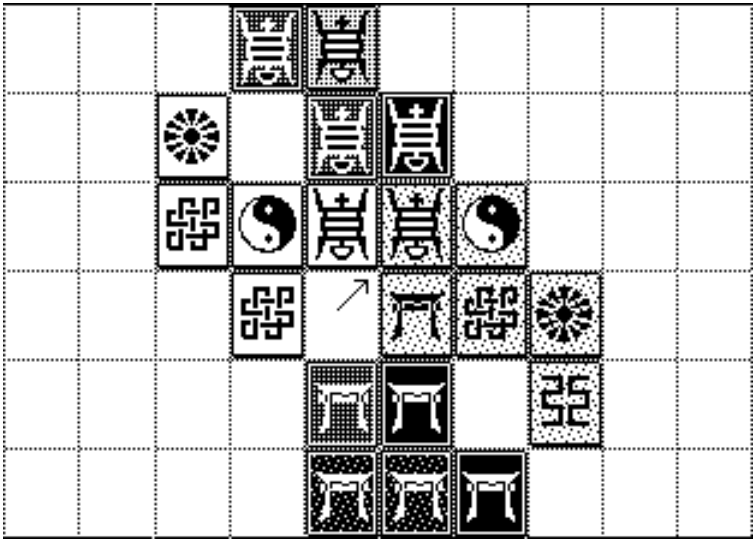
Beginning:



Progressing:

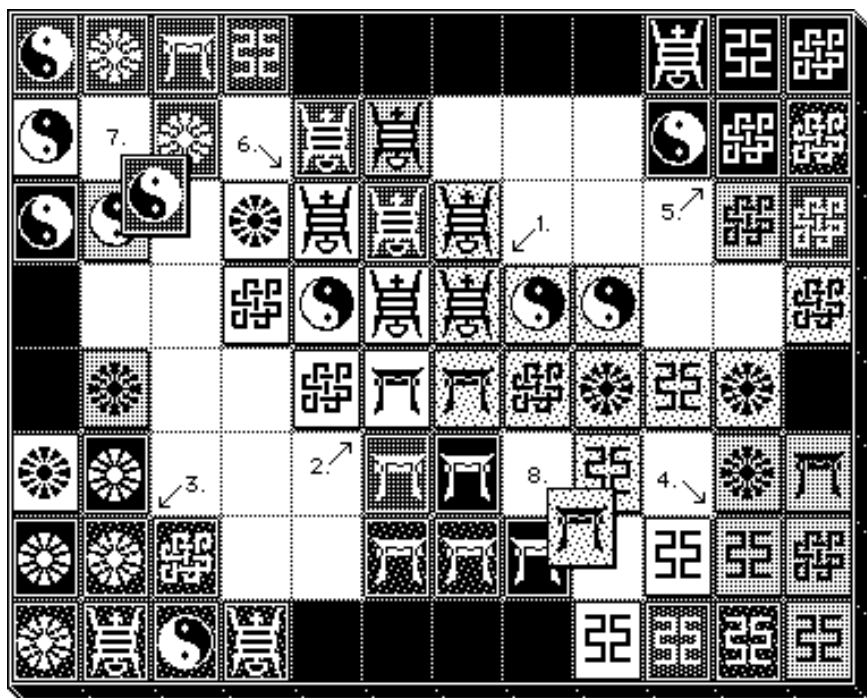


Center Master Play with the first 4-Way stone already played:



## Master Game

You have played a master game if you emptied the pouch and created eight 4-Way matches around the six opening stones (four 4-Ways around the center stones and one at each of the four corners). 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 the first six 4-Ways already played (indicated by the arrows) and two more set up:





## Using On-Line Help

You can get quick information about playing *Ishidó* from its on-line help. To use Help, select **Help...** from the Help menu. Scroll down the list of topics and select the topic you want by double-clicking on the heading or highlighting it and selecting **Help**.

When you select the topic you want from the Help list, information on it appears in a Help information dialog box. Scroll through the text to read the information in the box.

- Topics returns you to the list of topics in the Help Topics dialog box.
- Next or Previous makes the next or the previous Help Information dialog box appear.
- Done lets you exit Help and return to the game.

Reading about one Help topic may spark your interest in a related topic. Terms which are further explained in related Help topics are underlined in the Help Information dialog box text. Click on the underlined text to go directly to the appropriate spot in the related Help Information dialog box.

Looking at a related help topic makes Previous change to Go Back. Select **Go Back** to return to the help topic you were reading before you chose the related topic.

## Font, Sound, and Message Preferences

*Ishidó* lets you change the font used for menu and dialog boxes, turn sounds on or off, and turn messages on or off. Select the **Options menu** then follow the instructions below:

### Fonts

Select **Preferences...** then select The *Ishidó* font or The System font to use in menus and dialog boxes.

### Sounds

Select **Sounds** to turn off the special effects sounds in the game: gongs, wind chimes, and harp. Select Sounds again to turn the sounds back on.

When you're not playing *Ishidó*, you can play the wind chime sound continuously as

background music by opening *Ishidó* and selecting About *Ishidó*... from the Yin/Yang menu (Apple menu if using the system font). Click once to close About *Ishidó*... and turn off the chimes.

Note: The Apple menu symbol is a yin/yang symbol if you are using the *Ishidó* font.

## Stone Click

Select **Stone Click** to turn off the stone click sound that accompanies each move. Select **Stone Click** again to turn stone clicks back on.

## Messages

The *Ishidó* Guru-in-a-Dialog-Box is ever ready to help when you commit errors during gameplay. There are no penalties for getting these messages. Select **Messages** to silence the guru and remove the checkmark beside the menu item. Select Messages again to benefit from the guru's wisdom. Most of the stonesets provided with the game invoke their own individual guru.



## CUSTOMIZING ISHIDÓ

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Variety is the spice of *Ishidō*. You are provided a variety of stonesets, backgrounds and playing boards to choose from and play with, in both the black & white and color versions of *Ishidō*.

### Choosing a Stoneset

Follow these steps to view and choose an *Ishidō* stoneset:

#### For Black & White Version

1. Select **Stoneset...** from the Options menu. The Choose a stoneset: dialog box displays a graphic sample of six stones from the current stoneset.
2. Click on the button for one of the other *Ishidō* stonesets to see a sample of its stones. Double click on any stone icon to see all 36 unique stones in the stoneset. Select **OK** to close the View Stoneset dialog box and return to the Choose a stoneset: dialog box.
3. Click on **OK** to close the Choose a stoneset: dialog box and return to *Ishidō*. Your stoneset of choice appears on the board if you have a game in progress.

Select **Cancel** to close the Choose a stoneset: dialog box without selecting another stoneset.

Note: You can change a stoneset at any time, even while a game is in progress.

#### For Color Version

1. Select **Stoneset...** from the Options menu. The Choose a stoneset: dialog box displays a graphic sample of six stones from the current stoneset.

2. Click on the scroll bar arrows to view one of the other *Ishidó* stonesets. Double click on any of the stones or select **Edit** to view all 36 unique stones in the stoneset. Select **OK** to close the View Stoneset dialog box and return to the Choose a stoneset: dialog box.

Important: If using the color version of *Ishidó* with Multifinder you will sometimes find that the color palette will shift. This can easily be corrected by selecting **Stoneset..., Background... or Board...** and clicking **OK**. Also, the sample of six stones in the Choose a stoneset: dialog box sometimes will display an incomplete color palette. Thus you are not always viewing an accurate representation of the stoneset's full range of colors. However, the entire color palette will be loaded in if you view the whole stoneset as described in #2 above, or if you load the stoneset into the game.

3. Click on **OK** to close the Choose a stoneset: dialog box and return to *Ishidó*. Your stoneset of choice appears on the board if you have a game in progress. Select **Cancel** to close the Choose a stoneset: dialog box without selecting another stoneset.

Note: You can change a stoneset at any time, even while a game is in progress.

## Choosing a Background

More spice! You can choose among dozens of *Ishidó* backgrounds to use behind the game board in both black & white and color versions.

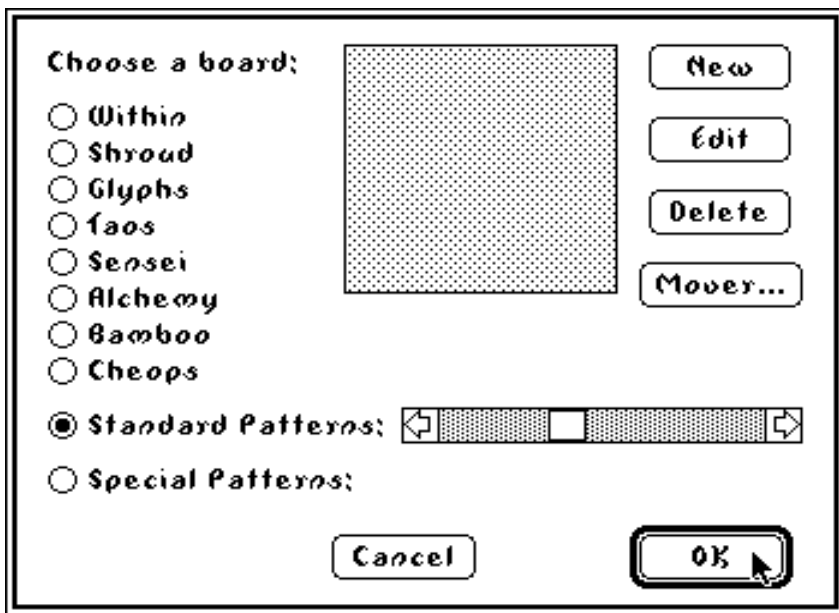
### Black & White Version

1. Select **Background..** from the **Options** menu. The Choose a board: dialog box displays the background currently in use.

2. Click on the name or button for one of the other backgrounds to see it in the pattern view box.

You can also click on **Standard Patterns:** or **Special Patterns:** and move the scroll bar to see a sample of additional backgrounds.

3. With your background selected, click on **OK** to close the Choose a board: dialog



box and return to *Ishidó*. Your pattern appears as a background behind the board. Select **Cancel** to close the Choose a board: dialog box without changing the current background pattern.

Note: You can change a board background at any time, even while a game is in progress.

## Color Version

1. Select **Background...** from the **Options** menu. The Choose a background: dialog box displays the background currently in use.
2. In the color version you can choose either Picture backgrounds or Color backgrounds. Picture backgrounds use objects of any size and then repetitively pieces them together to form the entire full screen background. Color backgrounds utilize a color wheel and enable you to choose any of thousands of different colors to use as your

background.

Click on the scroll bar arrows to move through the selection of backgrounds. Click on either the Color or Picture radio buttons to move between the two types.

3. With your selected background showing in the box, click on **OK** to close the Choose a background: dialog box and return to *Ishidó*. Your pattern appears as a background behind the board. Select **Cancel** to close the Choose a board: dialog box without changing the current background.

Note: You can change a background at any time, even while a game is in progress.

### **Choosing a Board (available in color versions only)**

In color versions you have the option to choose from a variety of boards to go with your stonesets and backgrounds.

1. Select **Board...** from the **Option** menu. The Choose a board: dialog box displays a reduced graphic example of the board currently in use.

2. Click on the scroll bar arrows to view one of the other *Ishidó* boards. Select **OK** to close the Choose a board: dialog box and return to the game. Select **Cancel** to close the Choose a board: dialog box without changing the current board.

Note: You can change a board at any time, even while a game is in progress.



## THE ART OF STONES

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As the "Legend of Stones" relates, *Ishidó* has always been much more than a game. The following sections will provide you entrée into the world of the **Art of Stones**, where-in you customize and create your own stonesets, backgrounds, and (in the color version) playing boards. If you have a sense of adventure and/or a creative bent, you'll find these graphics editors surprisingly powerful.

Experiment. This aspect of the game can be very satisfying and will provide hours of entertainment in a form you probably didn't expect when you acquired your edition of *Ishidó*. These instructions are just the beginning. Before long you could be creating *Ishidó* graphics using methods that we hadn't even envisioned.

### **Creating and Editing Stonesets**

If you get tired of using the ready-made *Ishidó* stonesets or simply desire a more personalized set, just create your own! With its sophisticated graphics editors *Ishidó* lets you create entirely original stonesets or copy and edit those that came with the program.

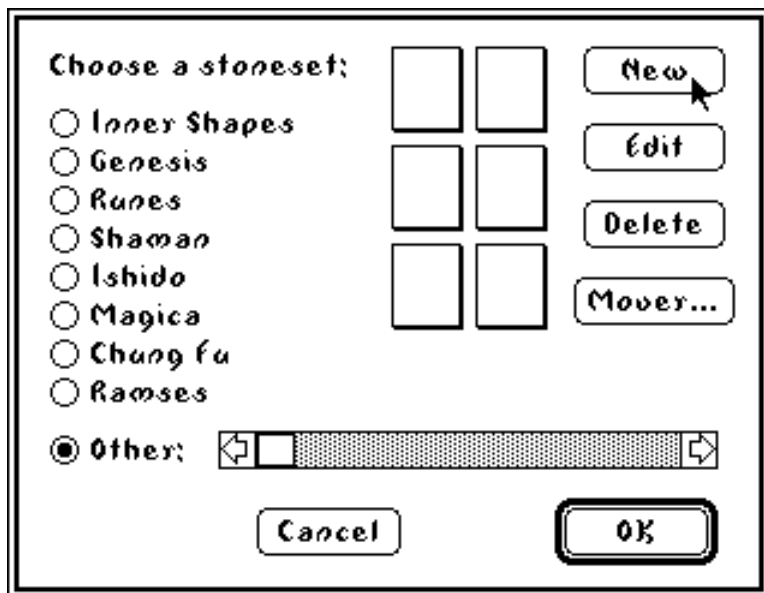
## What is a Stoneset?

An *Ishidó* stoneset must have six different symbols and six different colors or patterns. Each symbol repeats across one of the six rows in the stoneset. Each color (pattern) repeats down one of the six columns in the stoneset. Applying the six colors or patterns to six symbols creates 36 unique stones. These 36 stones are one set in the pair that makes up a stoneset of 72 stones.

## Black & White Versions

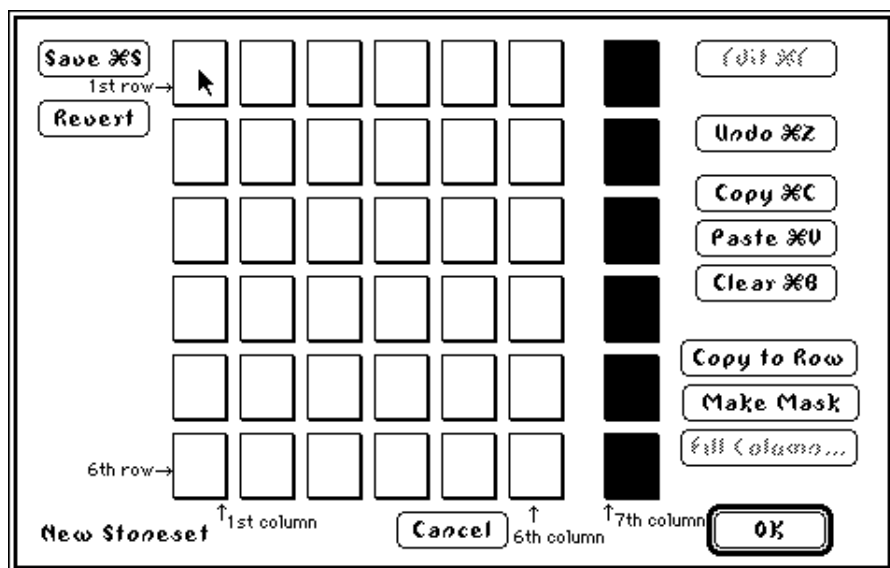
Let's start from scratch to make an original stoneset. Follow these steps:

1. Select **Stoneset...** from the **Options** menu. The Choose a stoneset: dialog box appears.
2. Select **Other:** to make the scroll bar appear. Scroll to the far left to select the blank stoneset.

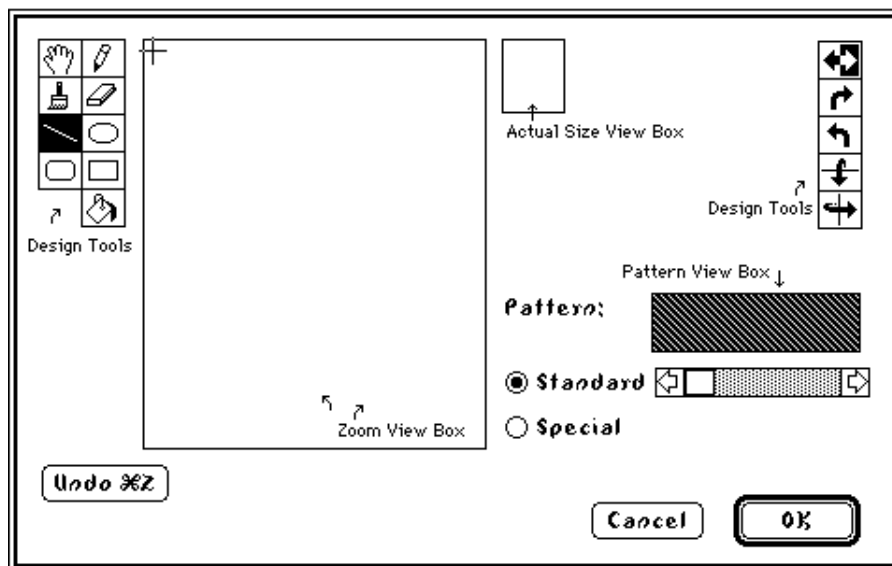




3. Select **New**. The New Stoneset dialog box appears



4. Click once on the stone at the upper left (first row and first column). Double click on the stone or click on **Edit** to see the Stone Editor.



## Stone Editor

**Zoom View Box** - Create your stone drawing here.

**Actual Size View Box** - Shows the actual size of your design as you draw.

**Pattern View Box** - Shows current Standard or Special fill pattern used by the paint bucket. Select **Standard** or **Special** and scroll to select the pattern you want.

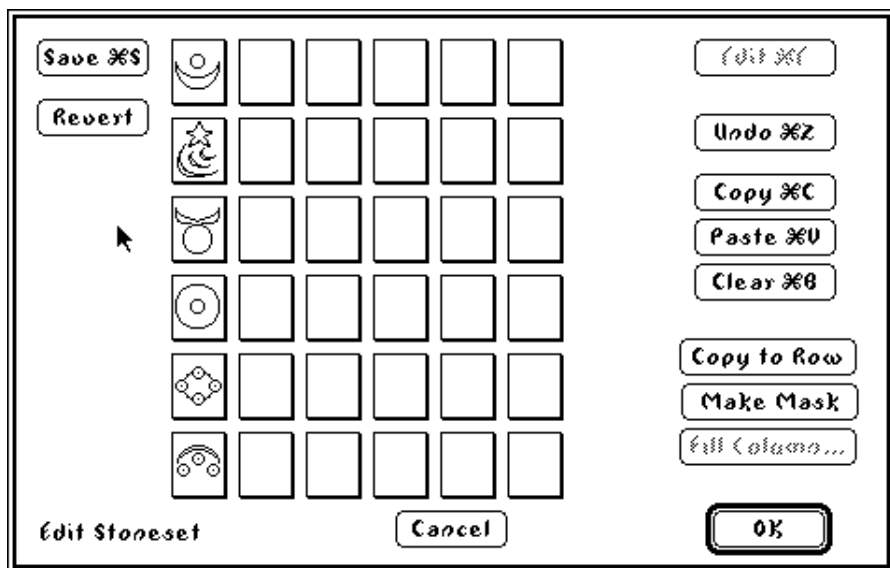
**Design Tools** - Select these to create your drawing. See the Design Tools section for a description of how each tool works.

5. Select any design tool and place the cursor over the stone in the Zoom View Box to work on your drawing. Please see the **Design Tools** section for information on using each tool.

6. When you're satisfied with your drawing, select **OK** to save the drawing to the selected stone and return to New Stoneset.

Selecting **Cancel** returns you to the New Stoneset dialog box without saving your drawing.

7. Select the first stone in the second row. Double click on it or select **Edit** to open the Stone Editor again, and follow steps five and six above to draw a different design. Continue down the column, drawing designs on the first stones in the third, fourth, fifth and sixth rows.



8. Click on the white space to the left of the stones (this deselects all the stones), then select **Copy to Row**. Each drawing is duplicated across its row, filling the stoneset.

Selecting an individual stone and then selecting **Copy to Row** copies only the drawing on that stone to all the other stones in that specific row.

9. Once again, click on the white space to the left of the stones. Then select **Make Mask**. The area in the stone appears as a solid block, or mask.

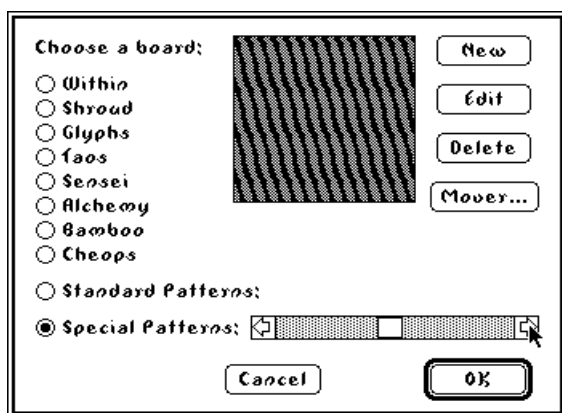
Note: The mask is necessary in black & white versions to provide a background for each stone so that it appears opaque when placed upon the board or touchstone. Without the mask the stones would be transparent wherever they are white. This apparent limitation of b/w graphics can actually be used to create interesting effects. See Creating Transparent Stonesets later in the manual.

10. Click on any stone, then select **Fill Column....** The Choose a board: dialog box appears. Select the pattern you want by clicking on named patterns or scrolling through the list of Standard or Special patterns. The pattern you select appears in the pattern view box.

Note: You must create your mask before you can use Fill Column... to fill your stoneset with background patterns.

Note: You can create a new pattern or edit an old pattern whenever the Choose a pattern: or Choose a board: dialog box is open. See the **Creating and Editing Backgrounds** section to find out how to make new patterns or edit existing patterns.

Note: The **Fill column...** command is an expedient way to place background patterns on your stones. An alternative and more precise method is to fill stones individually using the paint bucket from the Edit Stone screen.



11. When you see the pattern you want in the pattern view box, select **OK**. The Choose a pattern: dialog box closes and the pattern appears over all the stones in the column.

Note: It is standard to place the stones with the lightest color background in the first column and the stones with the darkest color background in the sixth column.

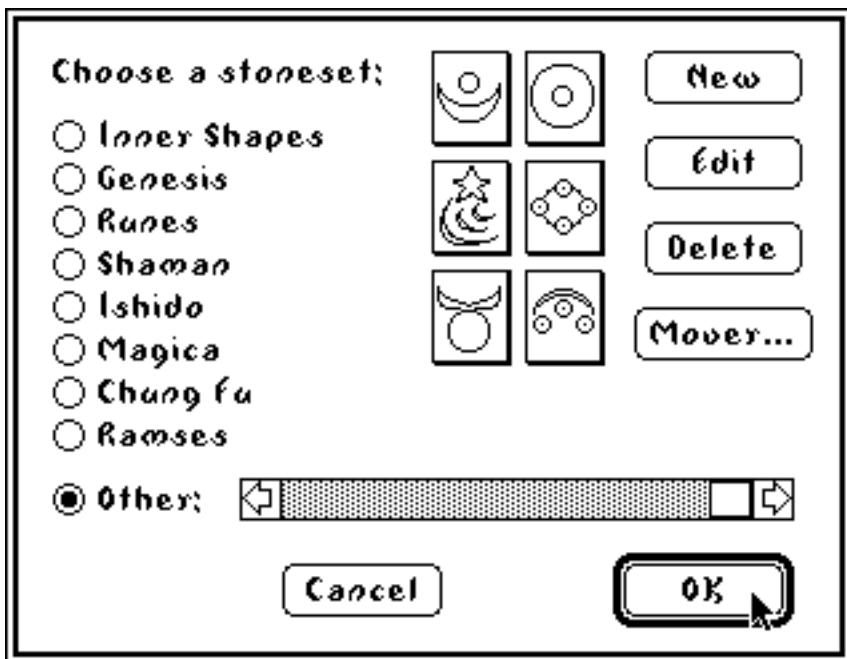
12. Repeat steps 10 and 11 above to fill in background patterns for the stones in the remaining columns.

13. When you have finished your stoneset, select **OK** in the New Stoneset dialog box to save the stoneset to the Other: menu. The Choose a stoneset: dialog box appears with a sample of your new stoneset.

Note: The sample area in the Choose a stoneset: dialog box shows only the stones from column 1, not the entire stoneset.

Selecting **Save** saves the stoneset without exiting the Choose a stoneset: dialog box.

Selecting **Save** and then **Cancel** saves the stoneset and returns you to the Choose a stoneset: dialog box without selecting your stoneset from the Other: menu.



## Editing Your Stonaset

After you have created a stonaset, you may want to go back and make changes to it. Follow these steps to edit your stonaset:

1. Select your stonaset from Other: then select **Edit** in the Choose a Stonaset dialog box.

Selecting **Edit** lets you make changes to the stonaset and replace the old version with the changed version.

Selecting **New** lets you make changes to the stonaset and save the new version as an additional stonaset, keeping the old version intact.

2. Select the stone you want to edit and choose **Edit** to open the Stone Editor.
3. Use the Design Tools to make changes to your drawings and background patterns.

**Note:** When you select a stone to edit its drawing, the old background pattern on the stone becomes part of the new drawing. **Copy to Row** replaces the old drawing and background pattern of all the stones in the row with the new drawing, which now includes a background pattern.

**Note:** When you change the background pattern on a stone, **Fill Column...** replaces the old background pattern of all stones in the column with the new background pattern, but does not erase the current drawing.

**Note:** If you want to change both the drawing and the background, select a stone, edit the drawing on it, and use **Copy to Row** to copy the drawing across the row. Then use **Fill Column...** or the paint bucket to restore or change the background pattern down each column.

4. When you are satisfied with your changes, select **OK** in the Edit Stoneset dialog box to save the edited stoneset to the Other: menu. The Choose a stoneset: dialog box appears with a sample of your new stoneset.

Selecting **Save** saves the stoneset without exiting the Choose a stoneset: dialog box.

Selecting **Save** and then **Cancel** saves the stoneset and returns you to the Choose a stoneset: dialog box without selecting your stoneset from the Other: menu.

## **Copying & Editing a Ready-Made Ishidó Stoneset**

Instead of creating a stoneset from scratch, you may want to modify one of the stonesets that come with *Ishidó*. Since these stonesets are locked and can't be directly modified, to do this you must copy and paste the *Ishidó* stoneset you want to the Other: menu and then edit the copy of the stoneset.

### Follow these steps:

1. In the Choose a stoneset: dialog box, select the named Ishidó stoneset you want to copy.
2. Select **View**.
3. In the View Stoneset dialog box, select **Copy** then select **OK**. The Choose a stoneset: dialog box reappears.
4. Select **Other:** and scroll to the empty stoneset.
5. Select **New**. The New Stoneset dialog box appears with the blank stoneset.
6. Select **Paste**. The stoneset you selected appears pasted over the blank stoneset.
7. Select OK to save your stoneset to the Other: menu. Now you're ready to edit your copy of the original stoneset.

### Creating a Stoneset Template

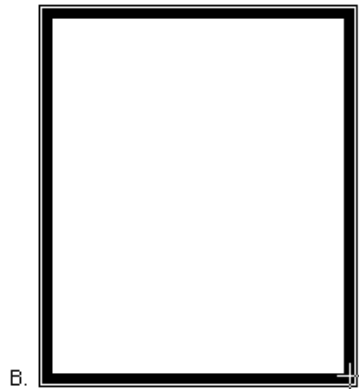
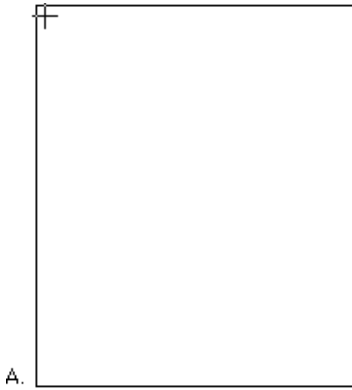
In the black & white game the first two stonesets in the Other: menu are blanks (one is rectangular, the other is oval). They are provided to use as templates for creating new stonesets. In a burst of enthusiasm you may accidentally select **Edit** instead of **New** to draw a design, then save the new stoneset over the template. The template, of course, will then be lost. Follow these steps to restore the template:

1. In the Choose a stoneset: dialog box, scroll to any stoneset in the Other: menu.
2. Select **New**. The New Stoneset dialog box appears, showing the selected stoneset.
3. Select **Clear**. The entire stoneset disappears.
4. Click on the spot where the stone in the first column and row usually appears. The selection box appears.



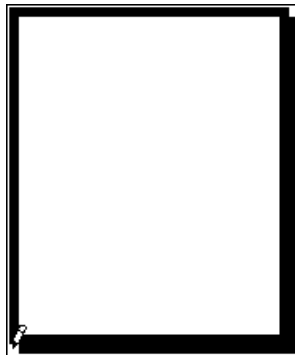
5. Now select **Edit** to make the Stone Editor appear.

6. In the Stone Editor, select the rectangle tool and place the crosshair cursor at the top left pixel of the zoom view box (illustration A.). Click and drag the crosshair until it makes a border in the zoom box (illustration B.).



7. Select the pencil tool. Click on the top right and lower left pixel of the border to erase them.

8. Select the line tool. Draw a line along the right and lower edges of the border.



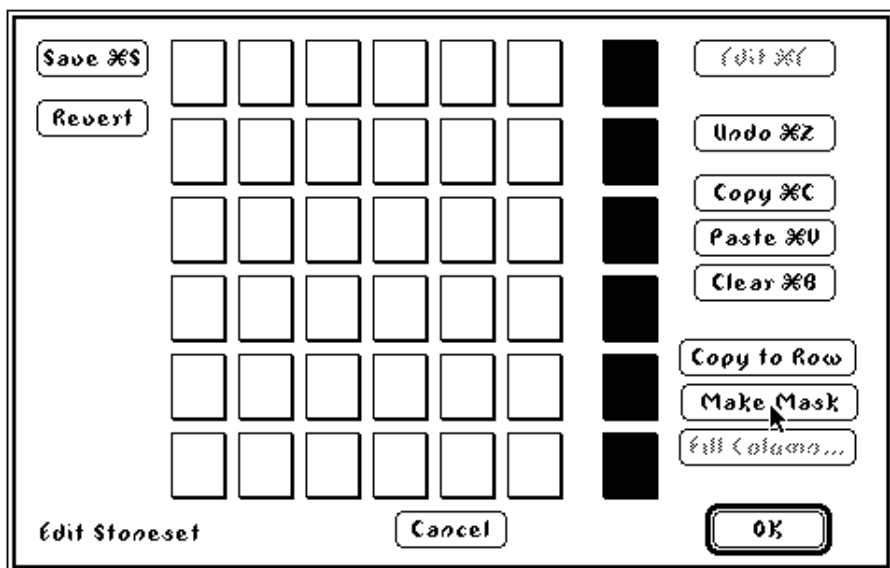
9. Select **OK**. Your empty stone appears at the top left of the Edit Stoneset dialog box. With the stone still selected, select **Copy**. Select the spot beneath the stone, then select **Paste**. Select and paste four more times, creating stones all the way down the first column.

10. Click to the left of the first column of stones, outside the stones, then select **Copy to Row**. Your blank stones appear across each row.



11. Click on white space outside to the left of the stones (under **Revert**), then select **Make Mask**. The area in the stone appears as a solid block, or mask. The mask enables the stone to appear opaque against the board and touchstone. *(Always create the mask before you fill with background patterns.)*

12. Select **OK** to save the stoneset template to the Other: menu and return to the Choose a stoneset: dialog box.



## Creating a Partially Transparent Stoneset

Although the stoneset template is a useful tool for creating stonesets, you don't have to stick to solid, rectangular shapes for the stonesets you create. Of the stonesets that come with *Ishidó*, Genesis, Runes, Magica, and Ramses have shaped stones. The Genesis stoneset even has holes in several of its stones.

To modify the shape of a stone and create "holes" or transparent places in it, you need to modify the mask, or opaque layer beneath the stone. Follow these steps to reshape the mask as you create a new stoneset:

1. Using the stoneset editor of New Stoneset, "chisel" away at the stone border by redrawing it. Create the drawing on the stone; copy it across the row. Complete the drawings for the other stones in the stoneset.
2. When you make the mask for each row, the mask takes the same shape as the "chiselled" stones in the row.

3. To put a "hole" in a stone, select the mask for the row with the hole in the design. Use the eraser or pencil to erase the portion of the stone which corresponds to the hole in the stone.
4. Save the stoneset. When you play a game with the stoneset, notice that the "chiselled" portions of the stone or holes are transparent against the touchstone and the board.
5. Feel free to experiment with your masks. Try gray or patterned masks instead of black ones...for semi-transparent stones. And remember, the masks can be edited exactly as the stones are edited when you double click on them. You can create some very mysterious effects by altering the masks.

### **Using Other Paint Programs to Design Stonesets**

You can use other paint programs to create and enhance your stonesets. Follow these steps:

1. Select the stoneset you want to enhance and copy it. Copy one of the templates if you want to create your stoneset from scratch using your paint program.
2. Under the desk accessory menu, open the scrapbook. Paste the stoneset into the scrapbook. (Or, if you are using Multifinder, paste it directly into your paint program.)  
Note: Under some b/w configurations the stoneset will not be visible in your scrapbook. Rest assured, however, it is there. Simply assume the blank appearing page is your picture and continue.
3. Close the scrapbook, quit *Ishidó* and open your paint program.
4. Open the scrapbook (see note above) and paste the stoneset into your paint program.

Note: As you work on the stoneset in your paint program, do not separate or move stones around. This can create havoc when you paste the stoneset back into the program.

5. When you finish enhancing the stoneset, copy it back into the scrapbook (or go directly to the next step if you are using Multifinder). Close your paint program and open *Ishidó*.
6. Select a stoneset in the Other: file and select **New** in the Choose a stoneset: dialog box, then Clear the stoneset.
7. Select **Paste** to paste the enhanced stoneset over the cleared *Ishidó* stoneset, then save the stoneset.

## Creating a Stoneset for Color Versions

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### Using *Ishidó's* Stone Editor

Creating and editing stonesets in the color version is very similar to the method used in the black and white version. However, there are some differences:

1. You are now working in color rather than B&W, so you have one additional tool: the eye dropper. Choose the eye dropper, point its tip to a color which you wish to work in—either from the palette of available colors to the right of the dialog box or from the drawing of the stone itself—and click the mouse button. Now your pencil, paint bucket, line draws, etc. will all be drawn in that color. You can conveniently access the eye dropper any time when using another design tool by toggling with the Control Key. Colors also can be selected with the arrow cursor by clicking on the color of your choice in the color palette .
2. There is no need to create masks in the color version. All colors, except transparent white, are opaque.

3. Empty stoneset templates are not provided with the color version, so you'll either have to choose an existing stoneset to use as a template or make one yourself. You choose an existing stoneset to use as a template by scrolling to the stoneset you'd like to begin with, then selecting **New**.

4. You can give your new stonesets names in the color version, or change the name of existing stonesets.

Note: Stonesets provided with the original versions of *Ishidó* are locked and cannot be directly altered. However, you can simply choose **New** to create a copy to work on.

Note: The stone editor within *Ishidó* does not enable you to change the color palette from within the program. To do this you must use a color paint program as described in the following section.

## **Creating Color Stonesets With Your Own Paint Program**

There are many effects and tools which most color paint programs have which make creating stonesets a delightful experience. Follow these directions to create stonesets using your own color paint program.

1. Select **Stoneset...** from the **Options** menu. The Choose a stoneset: dialog box appears. Scroll to the stoneset you would like to use as a template.

2. Select **Copy**. Select **Cancel**. Then paste to your scrapbook, quit *Ishidó*, open your paint program, copy the stoneset from the scrapbook and paste it into the paint program (if you are using Multifinder, paste directly into your color paint program). At this point you are free to create, change, play and add color within these limitations:

- Do not alter the format; use the stoneset you've copied as your template. This is to ensure that when you copy the stoneset and place it back into the game it fits properly.

- Your color palette is limited to 150 colors (the remaining color slots are reserved for the board and backgrounds). Optimize your color palette before importing your stonset back into Ishidó by customizing your palette and clearing all colors except those used within the stonset. This will minimize the likelihood of experiencing incomplete or altered color palettes when playing the game.
3. When your stonset is complete and you are ready to paste back into Ishidó, copy it using the shrink/transparent option. Paste into your scrapbook or return to the game using Multifinder. Once back in the game select Stonset... from the Options menu. The Choose a stonset: dialog box appears.  
**Important:** Use of the Scrapbook under Multifinder frequently causes loss of the true color palette. Simply select **Stonset...**, then **OK** to reassert the correct color palette within the game program.
  4. Move the scroll bar to the stonset after which you want your new stonset to be placed and select **Paste**. Voila! Your new stonset is now in the game and ready to be played.
  5. Select **Name Stonset...** to enter a name for your stonset.
  6. After playing with your new stonset, you might wish to touch it up a bit. Select Edit to touch it up within the program. *Notice that the new color palette now is the one you imported into the game with your new stonset.*

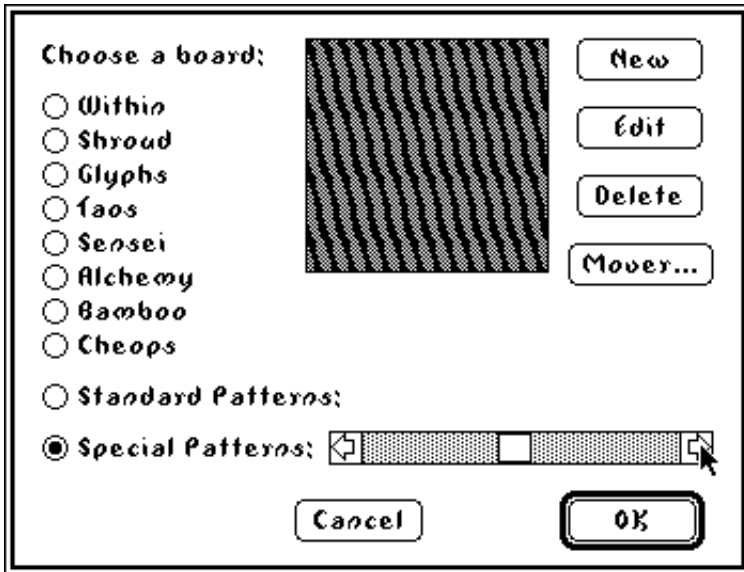
## Creating and Editing Backgrounds & Patterns

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In addition to designing stonsets, *Ishidó* lets you create and edit your own original patterns and colors to use for game board backgrounds, stonset backgrounds, and paint bucket fills.

## Black & White Versions:

1. Select **Background** from the Options menu.
2. Click on **Standard Patterns:** or **Special Patterns:**. Move the scroll bar until you see the background you want to modify.



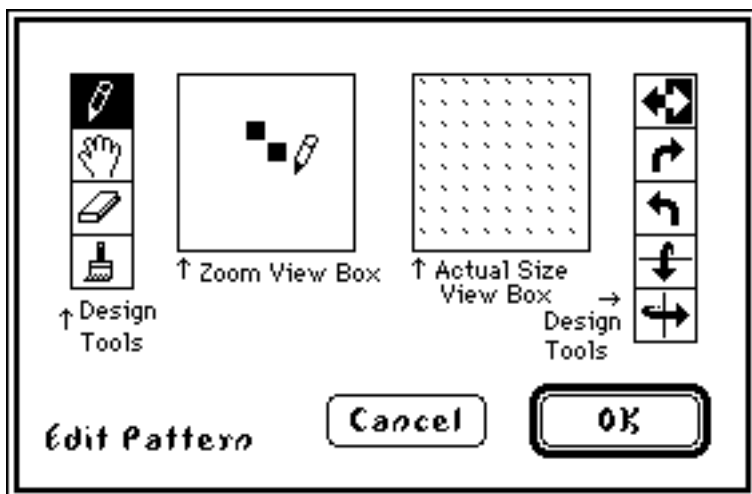
3. Select **New** or **Edit** to open the Pattern Editor.

Select **New** if you want to create and add an additional background in the Standard Patterns: or Special Patterns: menus.

Select **Edit** if you want to change and replace a current background.

You can also edit a pattern while in the process of creating or modifying a ston eset, by opening the Pattern Editor when using Fill column... or filling in stone backgrounds with the paint bucket.



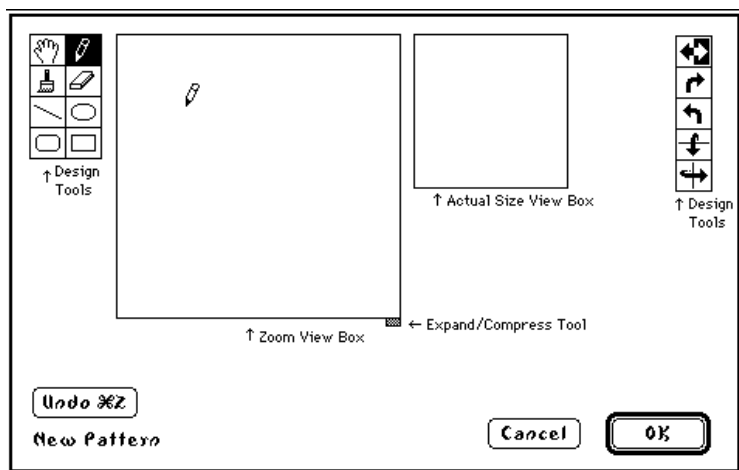


### Standard Pattern Editor

**Zoom View Box** - Create your pattern here.

**Actual Size View Box** - Shows the actual size of your design as you draw.

**Design Tools** - Use these tools to work on your pattern.



### Special Pattern Editor

**Zoom View Box** - Create your pattern here.

**Expand/Compress Tool** - Use this design tool to modify the size of your pattern.

**Actual Size View Box** - Shows the actual size of your design as you draw.

**Design Tools** - Use these tools to work on your pattern.

4. Use the design tools to create the pattern you want in the zoom view box.
5. Select **OK** to save your background design and return to the Choose a board: dialog box.

If you are working in **New Pattern**, selecting **OK** closes the Pattern Editor, saves your new pattern as an additional pattern in the Other: menu, and returns you to the Choose a board: dialog box.

If you are working in **Edit Pattern**, selecting **OK** closes the Pattern Editor, saves your new pattern over the old pattern, and returns you to the Choose a board: dialog box.

Selecting **Cancel** in the Pattern Editor returns you to the Choose a board: dialog box without saving your work.

6. Selecting **Cancel** in the Choose a board: dialog box returns you to Ishidó without placing the new background pattern behind the board. Access your new background by scrolling through the Other: menu.

Selecting **OK** in the Choose a board: dialog box returns you to Ishidó and places your new pattern as a background behind the board.

Selecting **Delete** in the Choose a board: dialog box permanently erases the current background in the pattern view box.

## Color Versions:

The color versions of *Ishidó* allow you to use either pictures or solid color fills as backgrounds behind the playing board.

## Pictures

Pictures are created with your own paint program and then imported into the game. The possibilities are almost infinite. Just remember that *Ishidó*'s graphics editor uses the picture, whatever its size, to fill the entire screen. So that, for instance, if you imported just one black pixel, that picture would be repeated and juxtaposed such that the entire background would appear black. Here's how some of the backgrounds you received with the game were created:

1. All gradient backgrounds (the ones that go from dark to light, or form rainbow-like patterns) use a single picture about 15 pixels wide and 400 pixels high (the exact full height of the screen). Simply choose the colors of the gradient and use a gradient fill function with the rectangle tool to create a tall, thin strip of color.

Then copy this using the shrink/transparent tool (or any method that does not include a black or white outline), paste to your scrapbook (or move directly to the game using Multifinder) and open *Ishidó*, select **Background...** from the **Options** menu, select the **Picture** button, and **Paste**.

If you're curious about how any of the backgrounds were created, select **Background...** from the **Options** menu, select the **Picture** button, and **Copy** it. Paste it into any color paint program and check it out!

**Important:** Use of the Scrapbook under Multifinder frequently causes loss of the true color palette. Simply select **Background...**, then **OK** to reassert the correct color palette within the game program.

## Colors

Ishidó allows you to choose from the Mac's 16.8 million colors to use as your background. Select **Background...** from the **Options** menu, select the **Color** button, then select **Choose Color....** This will take you to the Choose a new color: Color Wheel (which is Apple's standard color picker).

The Color Wheel allows you to modify six variables: Hue, Saturation and Brightness, and levels of Red, Green and Blue to create virtually any color your heart desires. You can do this scientifically by changing the numerical values and moving the scroll bar; or intuitively by moving the cursor over the circle (it becomes a little black circle) and clicking.

Experiment with this tool. It's very easy and lots of fun to use.

## Creating New Playing Boards (Available in color version only)

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*Ishidó* allows you to create new boards in your color paint program and import them into the game.

### Follow these steps:

1. Select **Board...** from the Options menu. This brings you to the Choose a board: dialog box. Select a board to use as a template then select **To disk....** Name it and save it.

Note: It's advisable to start out using the plain black & white tile board as your first template.

2. Open the file you just saved from within your color paint program. You are now ready to create your own board. Remember that the template is used to guide placement of the board's outer dimensions, the placement of the squares on the board, and how you situate the touchstone, scoreboard and pouch.  
Every element of the board as mentioned above is customizable. You might want to experiment with transparent and semi-transparent boards (using transparent white),

and even go beyond the parameters and dimensions of your template.

3. When you are satisfied with your creation save the file. Then reenter Ishidó, select **Board...** from the **Options** menu, and select From Disk.... Find the file you just saved with your customized board in it and Open it. Ishidó automatically imports the board into the game. Choose **OK** and the game is now ready to be played using your new board.

Note: If you wish to view your board without any stones on it after having already begun playing a game, select the Game menu, choose the game mode you are in, then click OK. This will return you to an empty board.

Trial and error and your own ingenuity will show you just how far you can vary from the parameters of the template. We know someone who copied in one transparent white pixel and plays his game against the background with no board visible at all.

**Important:** Importing backgrounds under Multifinder frequently causes loss of the true color palette. Simply select **Board...**, then **OK** to reassert the correct color palette within the game program.



Here are the design tools available in *Ishido's* graphics editors:

### **Tool**

### **Use and Function**



Drag the hand to move the stone in any direction in the zoom view box.



Drag the brush tip across the stone face to paint freehand. The paint flows as long as you hold the mouse button down. Double click on the icon to fill the whole box with paint.



Drag the crosshair from a starting point and release the mouse button at the ending point to draw a line



Drag the crosshair diagonally from a starting point and release the mouse button at the ending point to draw a rounded rectangle.



Drag the pencil in any direction you want to draw freehand. Release the mouse button at the ending point. If you start drawing over a white area, the pencil draws in black. If you start over a black area, the pencil draws in white.



Hold down the mouse button and sweep it back and forth to erase everything underneath it. Double click on the icon to erase everything.



Drag the crosshair diagonally from a starting point and release the mouse button at the ending point to draw an oval or circle.



Drag the crosshair diagonally from a starting point and release the mouse button at the ending point to draw a square.



Place the paint bucket within an enclosed area and click to fill the area with the pattern appearing in the Pattern View Box. Paint flows from the tip of the bucket's spill. If black dots do not completely enclose the area you want to fill, a spill results.



Place eye dropper on any color, click mouse button, and whichever tool you use...pencil, paint bucket, etc....you will be working in that chosen color. You can access the eye dropper and toggle back and forth between it and other tools by holding down the Control key. (Available in color versions only.)



Click on and drag the handle of the Expand/Compress tool to change .. the area for your pattern. The range is from 8x8 pixels to 32x32 pixels. . Notice that increasing the size of the Zoom View Box decreases the number of times the pattern can repeat. Decreasing the zoom box are makes the pattern repeat more often. (Available in black & white versions only.)

## Clicking on these tools has the following effect on your graphic:

### Tool

### Result



Inverts all colors, changes all white areas to black, and black areas to white. Choosing invert again restores the drawing to its original state



Rotates the drawing 90 degrees to the right.



Rotates the drawing 90 degrees to the left.



Flips the drawing so that its top and bottom trade places.



Flips the drawing to a mirror image of itself.

- Undo** Erases the most recent drawing operation. Selecting Undo repeatedly restores or reverses the most recent drawing command.
- Clear** Erases the selected stone or stoneset.
- Revert** Restores the last saved version of your stoneset.
- Copy** Moves the selected stone or stoneset to the clipboard.
- Paste** Moves the selected stone or stoneset from the clipboard to the selected location.



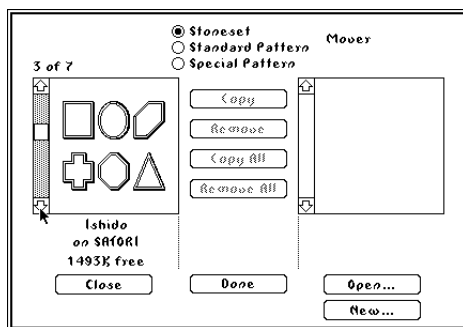
## Moving Stonesets, Backgrounds and Boards



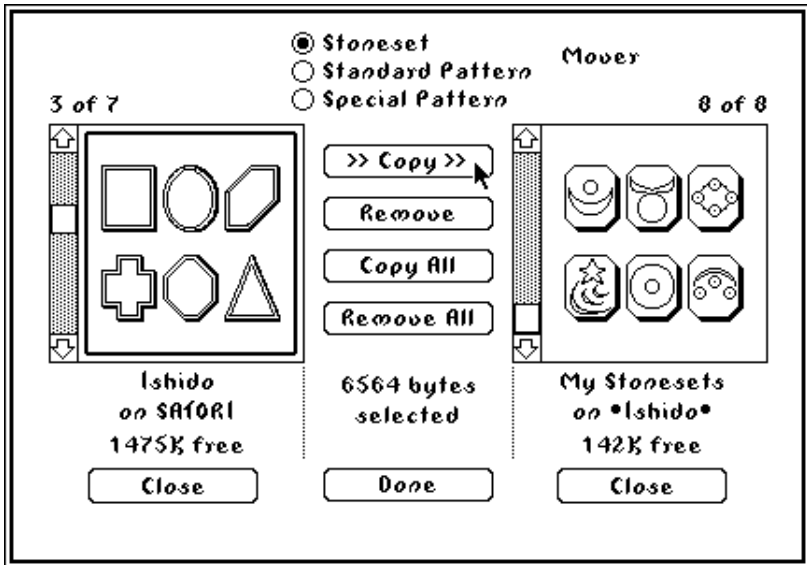
After you create your own stonesets and backgrounds, you can save them to diskette and move them between computers or swap them with friends. We use the black & white version exclusively in the following tutorial. However, the instructions are essentially the same for color as for black & white. The only differences being that with color you move picture backgrounds instead of standard and special patterns, and you can also move playing boards.

Follow these steps to move *Ishidō* graphics from your hard disk or *Ishidō* diskette to a friend's diskette or from a friend's diskette back to your hard disk or *Ishidō* diskette. Please refer to your Macintosh user manual if you need additional information on the hierarchical file system.

1. Select **Stoneset...** or **Background..** from the Options menu and choose Mover... from the Choose a Stoneset: or Choose a board: dialog box. The Mover dialog box appears.
2. Select either **Stoneset**, **Standard Pattern**, or **Special Pattern**, depending on what type of file you want to copy.



3. Select the Open... button beneath one of the scroll boxes to see lists of files and folders and find Stoneset, Standard Pattern, and Special Pattern files on the current disk or in the current folder. If you don't see Open... below a Mover scroll box, first click Close to close the currently displayed file.



Select and open (or double click on) any folder to see the files or other folders in it (moving away from the disk directory). Press and drag on the directory title to see what other files or folders are on the disk directory (moving toward the disk directory).

To look for stoneset or background files on other disks, insert the disk in the drive. Use the Drive button or use the **Drive** and **Eject** buttons to look for stoneset or background files on other disks or on your disk drive. The name of the disk you're looking at appears at the top of its corresponding list dialog box, soon after you insert the disk.

4. Open the file you want to look at by selecting its name and then clicking **Open...**, or by double-clicking its name. If it contains the type of file you specified (Stoneset, Standard, or Special Pattern), one of the patterns or stonesets appears in the Mover scroll box. If the file or folder you chose does not contain the type of pattern -- Stoneset, Standard Pattern, or Special Pattern -- you indicated above, then the Mover scroll box will appear empty.

You can look at and work with any existing stoneset or pattern file. Both the name of the file you have open and the name of the disk or drive it's on appear below the appropriate Mover scroll box.

5. Once you open a file, you can use the scroll bar to look at all the stonesets or patterns in the file.

The line near the top arrow of the scroll bar indicates the number of stonesets or patterns in the current file and the number of the current graphic. In the figure above, the file on the hard drive (left side) contains seven stonesets. A sample of the third stoneset in the file appears in the Mover scroll box. The file on the diskette (right side) contains eight stonesets. A sample of the eighth stoneset in the file appears in the Mover scroll box.

6. Insert a formatted diskette into your disk drive and select **Open...** underneath the empty Mover scroll box. Select and open the file containing the stonesets or patterns you want to copy to or from, just as you did in steps 3, 4, and 5 above.

7. Click on one of the Mover scroll boxes to select the stoneset or background pattern you want to copy. This is the active Mover box. You can select from the box on the right or on the left. The arrows around Copy point toward your stoneset or pattern's destination.

8. Click **Copy** to copy the stoneset or pattern displayed in the Mover scroll box to the destination diskette. A sample of the stoneset copy appears in the destination

Mover scroll box. The number of stonesets or patterns in the destination file increases by one.

**Copy All** copies all the stonesets, patterns, backgrounds or boards from the file displayed in the active Mover box to the destination file.

**Remove** erases the stoneset, pattern, background or board displayed in the active Mover box.

**Remove All** erases all the stonesets, patterns, backgrounds or boards from the file displayed in the active Mover box.

You can create a new file for storing your own collection of stonesets, patterns, backgrounds and/or boards by clicking **New...**, typing in a name for the file at New stone-set/pattern file:, and then selecting **Save**.



## Specifying Format for Your Graphics Files

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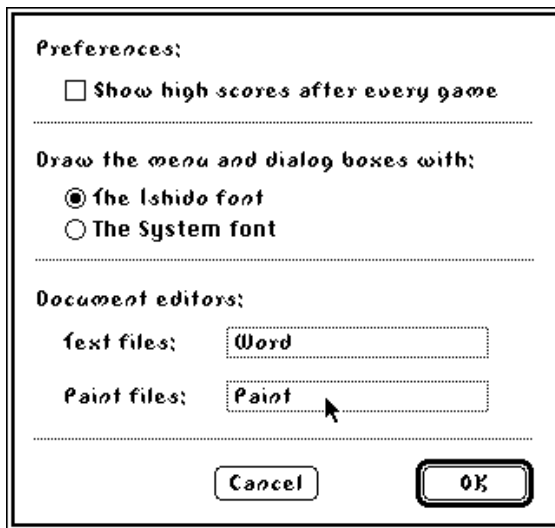
**Save Screen to Disk...** from the **File** menu saves a screen of the game board during play as a paint file on your hard disk or diskette. Select the folder you want to contain the file. Then type in the name of the file at Save screen as: and select **Save**.

Ishido's Document Editors feature lets you save a screen in the application format you specify. Specifying the application you want lets you open the graphics file and the application at the same time. If you don't specify a format, you must first open your

MacPaint compatible graphics processing application, and then use it to open the graphics file.

Follow these steps to select the graphics processing application on your system:

1. Select **Preferences**. At **Document editors**: select **Paint Files** by clicking once inside the rectangular box. A scrollable list box appears, showing the current file or folder.
2. Locate and select the graphics application you want to use and select **Open**. The



**Document editors:** dialog box appears with the name of your graphics application after **Paint files**.

3. Select **OK** to close the Preferences: dialog box and return to Ishidó. Select **Cancel** to close the dialog box without saving your graphics format choice.

*Note:* If you do not select a graphics application, *Ishidó* saves stonaset and background screens as MacPaint-compatible PICT files in the black & white versions, and as PICT files in color that can be opened from within all current color paint programs.



## THE ORACLE OF THE STONES

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The Oracle of the Stones is a system of divination based on the principle of synchronicity\*-the theory that the coincidence of events in time and space involves something more than mere chance. What we take as haphazard or accidental-for example, the arrangement of the stones in the 4-Way pattern from their random order in the pouch-depends not only on the physical reality of the stones available to be played, but on the state of mind and conscious choices of the player as he or she places each stone.

The Oracle of the Stones uses this meaningful coincidence as an instrument for gaining insight into a situation or question posed by the player.

Divination is frequently thought to be an attempt to tell the future. However, authentic divination is not invoked for the purpose of fortune-telling. Instead it is simply a tool—one which, when correctly utilized and understood, allows profound examination of the fullest potentiality of a given situation.

The oracle readings, or *auguries*, produced by the 4-Ways reflect the questioner's state of mind at the precise moment the 4-Way pattern comes into existence. Brief and at times cryptic, the auguries challenge and assist questioners to divine, or figure out by intuition, an appropriate response to the problem or question he or she brought to the oracle's attention. The purpose of this act of divination is to assist the questioner in discovering a fresh perspective on the problem—and, hopefully, to uncover an effective and ethical solution.

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\* The term "synchronicity" was coined by Swiss psychologist C. G. Jung. For an excellent discussion of this concept, please refer to "Synchronicity: An Acausal Connecting Principle," *The Structure and Dynamics of the Psyche* (Collected Works of C.G. Jung, volume 8).



## **Traditional Oracles and Computer Oracles**

Oracles have existed since the dawn of civilization. Consulting one has always required the discipline to learn the appropriate-and frequently intricate-divination techniques, and the patience to execute them conscientiously. These techniques were purposely designed to create an optimized time and space for questioner and oracle to merge, and become as one. Thoughtfulness, sincere intention, a willingness to momentarily suspend disbelief, and a meditative state of mind form the best foundation for consulting oracles.

Webster defines an oracle as "a shrine through which hidden knowledge is revealed." The computer is certainly a most appropriate oracle for our new age. Perhaps the most powerful tool any of us has ever possessed, our computers frequently do seem to reveal hidden knowledge. Some of us are so enchanted by, and enamored of, their power and complexity that we really do relate to our PCs as shrines! Nothing would delight an ancient sage's well-developed sense of life's sublime ironies more than our use of the computer-*the epitome of logic*-to produce results which defy logical explanation.

## **Using the Oracle of the Stones**

So, how do you use Ishidó's computerized oracle? There are four steps: figuring out the question you want to ask, asking it, creating a 4-Way match, and then interpreting the augury that results from the 4-Way.

### **First, Formulate the Question**

Questions that can be answered with a simple "yes" or "no" don't usually work well, because they can't tap the richness of the oracle's response. Instead, try questions like: "What will be the outcome if...?" or "What effect will such an action have on...?" or "What do I need to know about...?" This kind of thoughtful questioning encourages a more lucid state of mind and allows the oracle's response to be both appropriate and comprehensible.

Another technique is to make one to three queries around a specific subject. The ques-



tioning could go something like this:

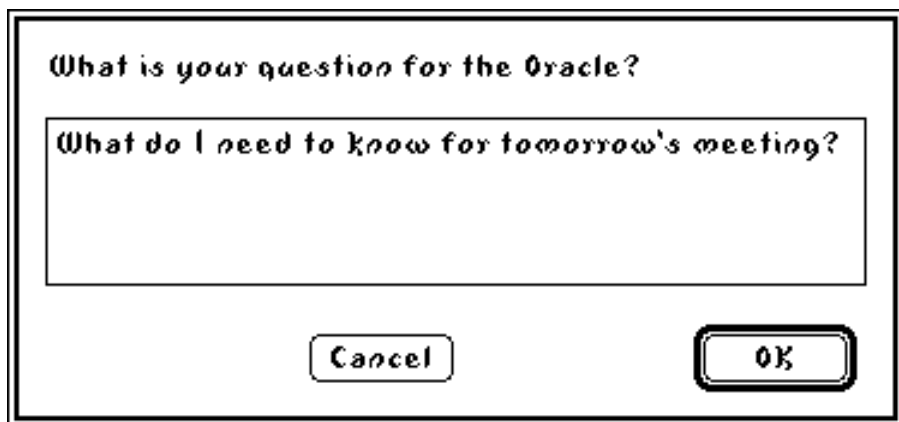
- "Please describe my present situation in regard to..."
- "What is the best path to follow in this situation?"
- "What else do I need to know?"

Experience shows that asking too many questions on a subject frequently muddies the water more than clears it. It is better to ask just one question that is absolutely clear in your mind, than several that are vague.

## Next, Ask the Question

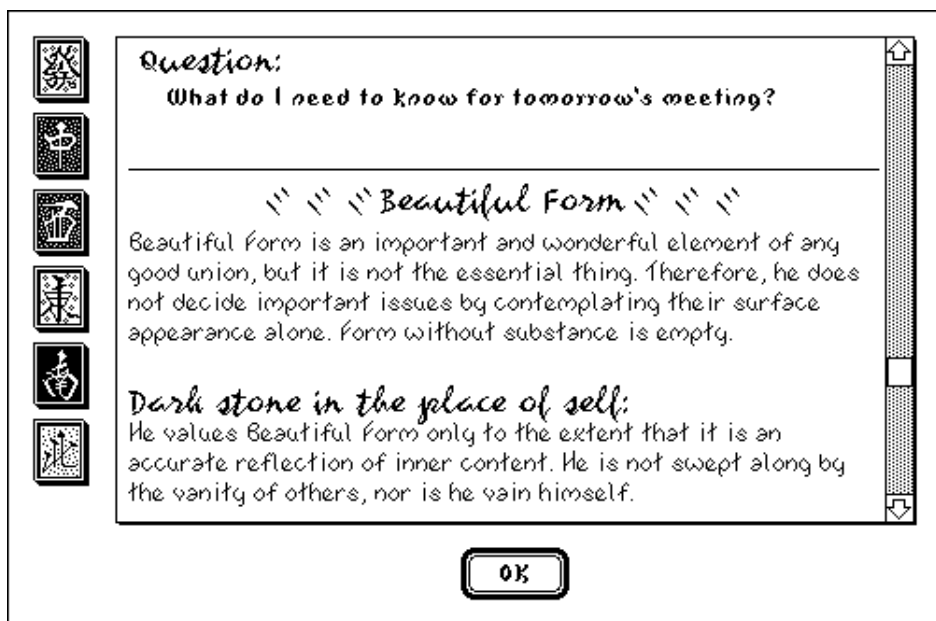
Now that you have your question, begin a game and then follow these steps:

1. Select **Oracle** under **Options** to engage the oracle. If you do this during a game, the "What is your question?" dialog will appear immediately. If you do this prior to beginning, the dialog will appear as soon as you begin a **New Game**.
2. At the dialog box, type in your question for the oracle. Use the delete key, double click on a word, or highlight several words (as you would with any standard word processor) if you need to edit your question. If you want to think some more about your question, select Cancel to close the dialog box without saving the question.



3. When you are satisfied with your question, select **OK** to save your question and close the dialog box. If you wish to change your question after selecting **OK**, you must reselect **Oracle** under Options twice (the first time will deselect the oracle, the second time will reselect it). Your question will reappear and you may change it as you please.

4. When you complete a 4-Way, an oracle augury appears in response to your question.



Read the text, then select **OK** to close the oracle augury dialog box and resume playing. Follow steps 1 through 3 above to create another question any time before you complete your next 4-Way.

A 4-Way produces one oracle reading only. You cannot undo your last move after achieving a 4-Way and obtaining an oracle reading. The oracle is not available in the computer play or Tournament modes. Try playing in the Cooperative mode to ask a

question jointly with a friend; or in the Challenge Mode if you and another person are looking for an amicable solution to a dispute.

If you complete a game without having achieved a 4-Way and, thus, haven't received an oracle answer to your question, the "What is your question?" dialog will automatically reappear with your unanswered question when you begin a new game. Simply select OK if you still wish a response to that question.

## **Then, Interpret the Augury**

When you complete a 4-Way, the oracle augury, or reading, appears. If necessary, use the grabber hand with the mouse button down or the scroll bar to see all the text.

An augury is a sign, or indication—a way of discerning a course of action (or inaction) by observing and interpreting. *Ishidó's* auguries are based on the ancient oracle known as the I Ching, the Chinese **Book of Changes**. *Ishidó* arrives at a particular augury by factoring the identities and locations of the five stones in the 4-Way together with the precise moment (to 1/60th of a second) the 4-Way is created.

The language of the auguries is symbol and metaphor. Any answer which responds literally to a question is not so rare as it is fortuitous. Expect to have to intuit the message conveyed by the augury.

Sometimes auguries respond not to the question consciously asked, but to the hidden and unspoken question that may really be confronting the questioner's subconscious. Stay attuned to this possibility, use your intuition, and remain open to the possibility of a surprisingly meaningful response.

Whether the auguries seem clear or confusing to you, keep in mind that the Oracle of the Stones is not a fortune-telling device. It does not absolve the questioner of the responsibility for making choices about the future. It does not determine or predict the future. What the oracle can do is direct attention toward those inner choices that remain unseen until the question is asked, and so aid the questioner in making decisions that are pivotal in determining his or her future.

## Saving Auguries

You can save an individual oracle augury when you read it, or set up an option that automatically saves all oracle readings.

To save an individual oracle reading, follow these steps:

1. With the oracle reading dialog box still open, move the cursor to the top of the screen, and select **Save Stonecast...** from the **Options menu**.
2. In the "**Save Oracle text in:**" dialog box, select **Default file** to save the oracle reading to the default **Stonecast** file. You can rename this file, and/or create new ones as you desire.

Select **Open File...** to save the oracle reading to an existing file. A dialog box appears with a scrollable list of files. Select the file or folder you want to contain the oracle reading and then select **Open**. Select **New File** to save the oracle reading to a new file. Type in the name of the new file at **Create an Oracle save file:** and select **Save**. Select **Cancel** to close any of the dialog boxes without making a selection.

To automatically save all oracle readings, follow these steps:

1. Select **Oracle Preferences**, under **Options**.

The screenshot shows a dialog box titled "Oracle Preferences". It has a horizontal line separating the title from the content. Below the line, there are two radio buttons for "Gender": "Male" (selected) and "Female". Below this is a dotted line. Then there is a checkbox labeled "Show an I-Ching hexagram with the stonecast". Below this is another dotted line. Then there is a checked checkbox labeled "Automatically save the stonecast to a text file". Below this is the text "Current file: Stonecasts". At the bottom, there are two buttons: "New file..." and "Open file...". On the right side of the dialog box, there are two buttons: "OK" and "Cancel".

Note: You can enter this menu even when the oracle augury dialog box is open.

2. In the Oracle Preferences dialog box, select Automatically save the stonecast to a text file. *Ishidó* automatically saves all oracle readings to the current file (named Stonecasts above).

Select **Open File** to save the oracle reading to an existing file. A dialog box appears, with a scrollable list of files. Find and select the file or folder you want to contain the oracle reading and then select **Open**. Select **Cancel** to go back to the Oracle Preferences dialog box without choosing a file.

Select **New File** in the Oracle Preferences dialog box to save the oracle reading to a new file. Type in the name of the new file at Create an Oracle save file: and select **Save**. Select **Cancel** to go back to the Oracle Preferences dialog box without setting up a new file.

*Ishidó's* Document Editors feature lets you save oracle augury files in the application format you specify. Specifying the application you want lets you open the augury text file and the application at the same time. If you don't specify a format, *Ishidó* saves augury files as unformatted text files that can be opened from within any MacWrite compatible word processor. Follow these steps to select the word processing application on your system:

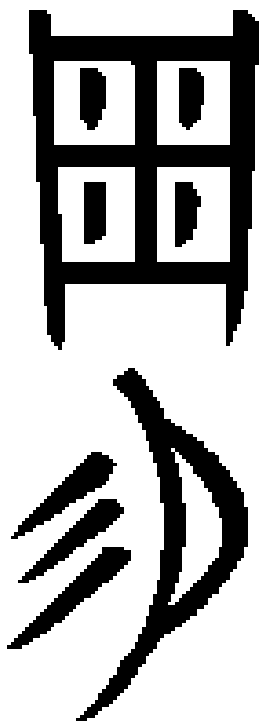
1. Select **Preferences** (not Oracle Preferences). At Document editors: select Text files: by clicking within the rectangular box. A scrollable list box appears, showing the current file or folder.

2. Locate and select the word processing application you use and select **Open**. The **Document editors:** dialog box appears with the name of your word processing application after **Text files:**.

3. Select **OK** to close the Preferences: dialog box and return to *Ishidó*. Select **Cancel** to close the dialog box without saving your text format choice.

## Specifying Gender

The oracle can respond to your questions using either male or female pronouns. Indicate your preference by choosing it from the **Oracle Preferences** section under the **Options** menu.





## The Hexagrams

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The Oracle of the Stones uses the same synchronistic context and mathematical probabilities to produce an augury as does the I Ching. Thus each *Ishidó* stonecast corresponds precisely to an I Ching hexagram. If you are familiar with that ancient and revered oracle, you might like to try consulting the I Ching employing the stones method as an alternative to the customary coin or yarrow stalk methods.

Follow these steps to see the *I Ching* hexagram resulting from your 4-Way.

1. Select **Oracle Preferences**, under **Options**.

Note: You can enter this menu even when the Oracle augury dialog box is open.

2. Select **Show an I Ching hexagram with the stonecast** and then select OK. The I Ching hexagram corresponding to your stonecast appears when you receive an oracle reading.

3. Select the option to **show an I Ching hexagram with the stonecast** again and then select **OK** to make the hexagram disappear. Select **Cancel** to close the Oracle Preferences dialog box without saving your Oracle Preferences choice. You can make this selection before the augury appears or while you are reading the augury.

Note: If you have chosen the Show an I Ching hexagram with the stonecast option, then saving your stonecast to a text file will simultaneously record your hexagrams and changing lines.

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For a fascinating explanation of how the I Ching works, how hexagrams are formed, and an introduction to the concept of synchronicity, please refer to C.J. Jung's foreword and Richard Wilhelm's introduction to and translation of **The I Ching**, or **Book of Changes** (Princeton, N.J.: Bollingen Series XIX, Princeton University Press, 1967).

## QUICK REFERENCE

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### Keyboard Shortcuts

#### File Menu

⌘-N	Start a New game
⌘-E	End a game
⌘-S	Save a game
⌘-O	Open a game file
⌘-Q	Quit Ishidō

#### Oracle

⌘-A	Ask a question of the Oracle
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#### Help Menu

⌘-U	Undo previous move
⌘-M	Show possible Moves
⌘-H	Get on-line Help

#### Graphics Editors

⌘-Z	Undo last function
⌘-C	Copy a stoneset or pattern to the clipboard
⌘-V	Paste a stoneset or pattern from the clipboard
⌘-B	Clear a stoneset or background
⌘-E	Edit a stone
⌘-M	Go to Mover (in color graphics editors only)
⌘-N	Create a New stoneset (in color graphics editors only)
⌘-S	Save a stoneset



# About the Stonesets

## Ishido



=THE RISING SUN



=TORII  
(Shinto, purification)



=THE ENDLESS KNOT  
(Nade-Takara-Mushubi)



=BUDDHA



=SHOU (Long life)



=YIN/YANG (Taoism)

## Runes



=JERA (Harvest)



=ALGIZ (Protection)



=DAGAZ (Breakthrough)



=PERTH (Initiation)



=WUNJO (Joy)



=SOWELU (Wholeness)

## Chung Fu



=NORTHWIND



=SOUTHWIND



=EASTWIND



=WESTWIND



=RED DRAGON



=GREEN DRAGON

## Magica



=NORTHWIND



=SOUTHWIND



=EASTWIND



=WESTWIND



=RED DRAGON



=GREEN DRAGON

## Shaman

### **B/W; Color**

-  =THUNDERBIRD  
(Unlimited happiness)
-  =SUN (Light)
-  =BUTTERFLY  
(Life everlasting)
-  =EYE (Wisdom)
-  =BUFFALO  
(Great Provider)
-  =ARROWHEAD  
(Alertness)

## Inner Shapes

### **B/W; Color**

-  =SQUARE  
(Logic, balance)
-  =CIRCLE  
(Spiritual, wholeness)
-  =TRIANGLE  
(Creative, change)
-  =DIAMOND  
(Prosperity, The 4 Directions)
-  =HEART  
(Love, compassion)
-  =PENTACLE  
(Protection, excellence)







## New Age

### **B/W only**

-  =SHINING BRIGHT  
(Sun & Moon)
-  =HEAVEN ABOVE
-  =THE PROVIDER
-  =SPIRIT
-  =GREAT SPIRIT  
EVERYWHERE
-  =GREAT SPIRIT  
ABOVE

## Astrotech

### **Color only**

-  =THE SUN
-  =THE MOON
-  =URANUS
-  =VENUS
-  =MARS
-  =NEPTUNE

## Ramses

### **B/W only**



=PYRAMID  
(Heavenly fire)



=COBRA  
(Ascension)



=UTCHAT  
(Health)



=HEHA  
(Fox, Divine protection)



=HORUS  
(Falcon, power)



=ANKH  
(Life)

### **Color only**



=OSTRICH FEATHER  
(Truth, justice)



=SCARAB  
(The sun)



=ANKH  
(Life)



=FALCON  
(the God Horus, power)



=UPLIFTED ARMS  
(The soul)

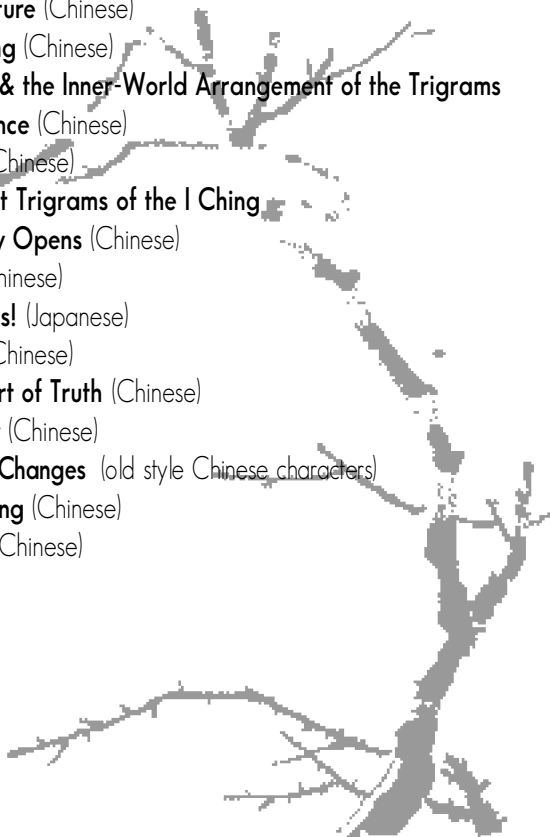


=3 FOX SKINS  
(Wealth)

## About the Calligraphy

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Page 1	<b>Tao</b> (Chinese-the Way)
Page 2	<b>Ishidō</b> (Japanese-The Way of Stones)
Page 3	<b>Joy</b> (Chinese)
Page 8	<b>The Primal</b> (Chinese)
Page 9	<b>Dancing Energy</b> (Chinese)
Page 11	<b>Suchness</b> (Japanese)
Page 18	<b>True Nature</b> (Chinese)
Page 21	<b>Flowering</b> (Chinese)
Page 27	<b>T'ai Chi &amp; the Inner-World Arrangement of the Trigrams</b>
Page 28	<b>Abundance</b> (Chinese)
Page 34	<b>Zenith</b> (Chinese)
Page 38	<b>The Eight Trigrams of the I Ching</b>
Page 61	<b>The Way Opens</b> (Chinese)
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