

1A

The enchanted stones of **CAMERONNE**

for the Amstrad CPC

based on the great game
"ISHIDO" for the Gameboy

Code and game GFX by Ingo Werstler

Music by Roald Strauss



www.blue-genie.de

The enchanted stones of **CAMERONNE**

Story

Instructions

2A

3) To create a three-way match you must match your stone using color for one stone and symbol for the other two stones - or vice versa.



4) To create a four-way match you must match your stone using color for two stones and symbol for the other two stones



Today...

On your way home from work, as everyday, you pass by the house of the old strange man in your street. He is sitting on his porch, as usual, ignoring everyone - also as usual.

As you just pass by you hear him saying your name.

Stunned by the surprising event you turn around and say 'pardon?'

He looks up, as surprised as you and answers 'are you talking to me?'. You answer 'Sir, I heard you called me by my name.'

A long, long time ago...

In ancient times in the land of Cameronne a wise wizards' long life finally came to an end. Before his soul left the body, he transferred all his wisdom into magical stones, buried them deep in the mines of a mountain, to be revealed by the truly worthy only..

Through unknown events, the stones have found their way out, and are now seeking for their new master.

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Points

One-sided	2
Two-sided	5
Three-sided	10

Four-sided	25
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plus 25 Bonus
for every previous four-sided
in this game

no points on border fields

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You see how his eyes get small. He snaps at you 'I don't even know your na...'. He stops abruptly and his eyes widen again. His face turns white and a second you think he faints. But no. You feel that something big has happened. His eyes wide open he says 'come in'. This is not an invite, it's an order!

The house is somehow friendly - in a strange way. The old man leads you to a room with a box. You feel warm. He asks you 'can you hear it?' You look puzzled but then you realize that the voice you heard on the street is still there, still calling you...

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Four Simple Rules

1) To create a one-way match you must match your stone with either color or symbol of the other stone.



2) To create a two-way match you must match your stone using color for one stone and the symbol for the other stone.

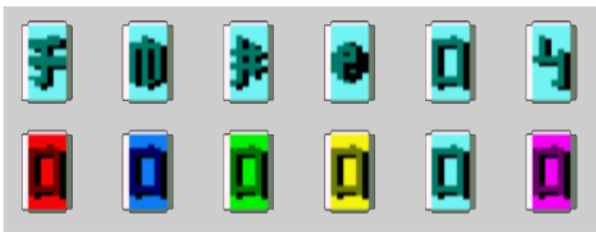


9

Instructions

In this game you have to place 72 enchanted stones on the board. Every stone has two attributes: color and symbol.

There are six symbols and six colors, creating 36 unique stones. Every stone exists twice.



The six symbols and six colors.

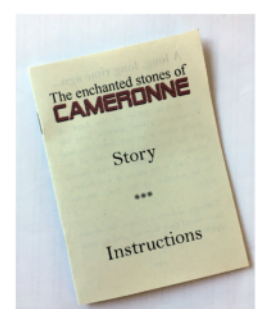
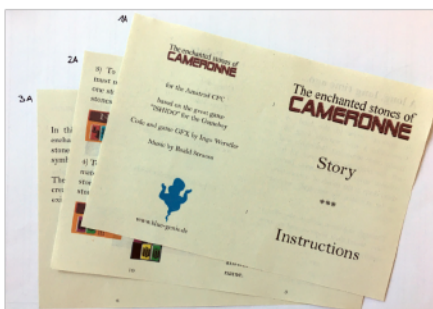
You look into the old mans now bright eyes and respond 'I do!'.

The man mumbles 'as I thought' and opens the box. A set of shiny stones appears. The whispering voice - it comes from them. You cannot resist and take the stones into your hands. All of a sudden the stones start glowing.

The old man looks deep into your eyes and says 'I got them when I was a boy. They called me. Just like they called you - I always knew they had a secret - they never revealed it to me - they were waiting for someone. Their true master. You! They are yours now.

How to create this manual:

- 1) Print out PDF double-sided so that A pages are on one side of a sheet and B pages are on the other side.
- 2) Cut the corners according to the cut marks.
- 3) Put page 1A,2A and 3A on top of each other.
- 4) Staple them in the middle, so you create a little book/brochure.



As you are back home you look at the box with the stones. They seem to talk to you. You try to understand what they are telling you. You can hear them say 'Play with us!'

You take out all stones, and suddenly a spark of light bursts from the stones and runs straight through you. You feel energy flowing through your body and brain. For a fraction of a second the whole wisdom of the ancient wizard ran through you.

You felt it, you knew it, all was clear. And it is gone again.

You look at your stones - stutter 'but?...how?...'

The stones - you hear them loud and clear:

"It's easy. Play with us master - play with us and we will reveal all our secrets to you."

And so you play!
