# Stones Help Index

The Index lists all Stones Help topics.

To learn how to use Help, choose Using Help from the Help menu, or press F1.

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# Overview
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Stones is a game loosely based on the ancient Chinese game of "Mahjong."    Your success depends partly on strategy, but also on luck.   You are given 90 stones and a 10-by-10 board, and your objective is to place all the stones on the board according to their matching <u>attributes</u>.   If you place all the stones on the board, you win.

Initially there are 6 stones on the board.   You must place the remaining 84 in the order they are presented to you.   The <u>stone set</u> consists of regular stones and wild stones.   A regular stone can be placed next to any other stone that shares two of its three <u>attributes</u>.   A wild stone can be placed next to any stone.


## Related Topics
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- ◆ <u>Playing the Game</u>
- ◆ <u>Rules of the Game</u>
- ◆ <u>Scoring</u>

# Playing the Game

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The object of Stones is to place all 90 stones on the board as quickly as possible.   The following section explains how to play the game:

**To Choose a Stone Set:**

➡     From the Options menu, choose Stone Styles.   The wild stone from each set is displayed along the top of the dialog box.   See the rest of the set by clicking the wild stone.   When you find a set you like, click OK.   You may choose a new set at any point during the game.   All the sets are functionally equivalent.

**To Start a New Game:**

➡     From the Game menu, choose New.   Or press F2.

**To Place a Stone:**

➡     Your cursor is the next stone that you must place.   To put it on the board, hold it where you want to go and click the left mouse button.   If it is a legal move, it will "stick" and the next stone will become your cursor.


## Related Topics

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◆     <u>Rules of the Game</u>
◆     <u>Overview</u>

# Rules of the Game

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## Stones Rules:

The game of Stones consists of a 10x10 board and 90 stones.   The object is to place all the stones on the board as quickly   as you can.    You may place a stone on the board only according to the following rules:

➡    It must be next to another stone.

➡    It must match each of the adjacent stones in at least two underline attributes underline.

➡    Any stone may be placed next to a wild stone.


## Related Topics

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◆        Playing the Game
◆        Strategy and Hints

# Scoring

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- ➮   Each time you place a stone, you score:
- ●   Two points for placing the stone.   If the stone is wild you receive only these two points.
- ●   Two points for each stone that it was placed next to that is not exactly like it.
- ●   Extra points for placing next to multiple stones: 3 extra points for placing a stone next to two others, 5 extra points for placing a stone next to three others, and 10 for placing next to four others, ie "filling a hole."
- ➮   Each time you try to place a stone incorrectly, you lose one point.
- ➮   Each time you revert position, you lose two points.
- ➮   Each time you undo a move, you lose two points.

# How to Play

This section contains information about how to play Game.

Overview
Playing the Game
Rules of the Game
Scoring
Strategy and Hints

# Commands

This section contains information about the commands in Stones.

Game Menu Commands
Options Menu Commands

# Strategy and Hints

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This section contains helpful hints for playing Stones successfully.

## General Strategy:

*     Find an easily recognizable attribute and group stones around it.
*     Watch the edges of a "group," and make sure that it will match with another group in some other attribute so that you don't create "holes" that can be filled only with wild stones.

## Cluster Approach:

*     Start piling stones in clusters of two matching attributes, trying to stay within an imaginary boundary so that other groups can grow into them.   This creates a low score but makes it easy to place all of the tiles.

## Linear Approach:

*     Use the horizontal or vertical axis and line up one group of attributes.   Line up another group of attributes on the other axis.   Place stones in vertical or horizontal rows.   This creates a high score but takes more time to place all of the tiles.
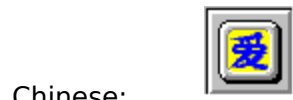
## Random Approach:

*     Place stones wherever they can go.   This usually ends a game before all the tiles have been placed, but it can sometimes create a high score.
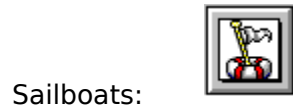
## Related Topics

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    ➤    <u>Playing the Game</u>
    ➤    <u>Rules of the Game</u>

The **Stone Set** has 90 stones.    There are 5 sets of Stones to choose from:

Chinese:                Psychedelic:



Sailboats:                Black and White:



Marbled:    
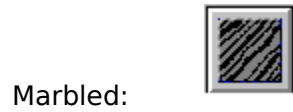
There are 84 regular stones and 6 wild stones.   The 84 regular stones have 3 **attributes**, for example a Chinese stone can have the following attributes:

 **1)** Foreground color is green.   **2)** Background color is   black.   **3)** Character is West.

A sailboat stone can have these attributes:

 **1)** The Boat color is blue     **2)** The sail leans to the left     **3)** The flag is red.

The 6 wild tiles share no attributes with the regular stones.

# Game Menu Commands

### New Game

Starts a new game of Stones.   You can start a new game at any time, even in the middle of a game.

### Pause

Pauses the timer and covers the playing board.   Pressing F3 will restart the game where you left off.

### Save Position

Saves the current board position so that you can try moves and then go back to that position if your game doesn't work out.

### Revert Position

Returns to the most recently saved board position.

# Options Menu Commands

**Stone Styles...**

Lets you pick which <u>stone set</u> you'd like to view while playing.   The wild stones are displayed at   the top. Click on the wild stone to see the rest of the set, then click OK when you've found the one you want.

**Timer**

Displays the timer, or makes it disappear.

**Sound**

Turns the sound on or off.

**Show Grid**

Switches between displaying and not displaying the grid on the board.