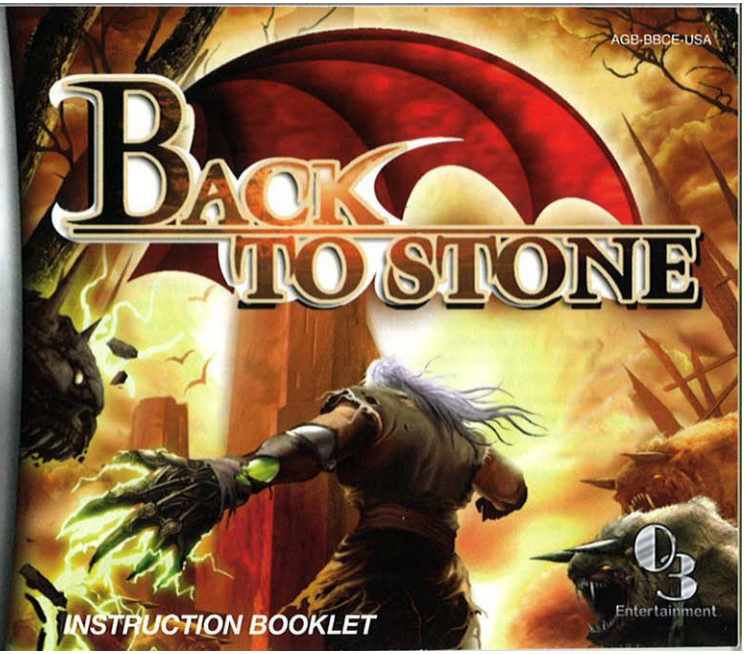


AGB-BBCE-USA

BACK TO STONE

GAME BOY ADVANCE



INSTRUCTION BOOKLET



Entertainment

<http://www.replacementdocs.com>

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Eye or muscle twitching

Loss of awareness

Altered vision

Involuntary movements

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

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Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

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Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

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- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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Rev-D (L)

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North American Distribution, Graffiti Entertainment • North American Executive Producer - Kenneth L. Hurley

I - INTRODUCTION

Back To Stone is, above all else a captivating action game, based on both an **original story** and an **original world**. The game provides at least a **10-15 hours of play time**, peppered with a **few dozens cinematics and dialogues**.

You will not only have to **collect various objects** throughout your quest in order to solve many puzzles, but also obtain **many new overwhelming powers**.



When things get harder, a small friendly helper will show up and guide you through this dangerous world.

Each level has its own specific environment, and with the use of a **4 MB cartridge**, we have provided the player with the quality and the diversity of **20 different environments** (desert, villages, ice lands, mazes, forest, swamp, lost cities...). Each environment has its own characteristics and offers very **different experiences and interactions** (wind, water, sliding, moving pavement...)



Back To Stone is unique because it not only contains an **outstanding quality and artistic variety**, but also offers a **real game experience**.



This vast world is inhabited by some **30 monsters** and many **Master demons** with various behaviours.

You will be fully immersed in **Back to Stone** thanks to the use of **Isometric 3D imaging** which provides 60 frames per second, **amazing special effects** (explosions, superpowers...) and **attractive dynamic effects** (falling down, sliding, wind, projections...)



II - THE STORY

According to the legend, there used to be a peaceful world where technology and nature co-existed in harmony. The humans had long ago gained enough wisdom to forget what war, starvation or illness was. That is all we know about this ancient civilization. One single man managed to plunge this heaven into chaos. His name has long been forgotten, but the traces of his madness are forever engraved on that land. He opened the original book of magic spells. He spoke the forbidden words, and thus he appealed to the new Lord of that world. There was no battle at all : humanity was simply blown out like a candle by throngs of demons.



"I don't know why those creatures spared some humans... Maybe it was a game for them. I am the descendant of one these wretched humans. Without obvious reason, those demons kept me away from the people I knew. They performed black magic experiments on my body until their magic poisoned me to the very core of my being. Now there is something else within me. I do not feel like a human anymore... I have even forgotten my own name. I cannot have any contact with living creatures: my hands transform flesh into stone. Even so, the demons seem to be overtaken by the experiment. They now want to destroy the toy they created. But I don't intend to die as a coward. I will make them pay until I have no strength left in me. Even if I don't manage to gain my freedom, I intend to kill a few of them."

III - THE WORLD

1 - THE HERO



The player embodies a human-being who has forgotten his own name. He has been genetically modified by some demons and consequently has many powers which will help him throughout his quest.

Beware ! If the hero weakens, he will turn into a demon.



If he gets even weaker, he will join the evil forces for good and the quest will be over.



2 - NIF



Nif is a kind demon. The player will get to know him in the fiendish prison and they will escape together. Nif will be grateful and will offer his precious help throughout the adventure.

3 - THE INHABITANTS



Some human-beings still survive in this world wrecked by the demons. They will give valuable pieces of information to the player throughout his expedition.

Beware ! The demons are not welcome among the humans...

4 - THE CREATURES

A - BLOBS



The blobs are monsters with very little intelligence. They merely wander in groups without seeing the hero.

Beware ! Some of them spit out projectiles.

B - LOBOT



The lobots are monsters with very little intelligence. They follow defined paths.

Beware ! Some of them spit out projectiles and some others can be killed only with a stone.

C - SPIDER



The Spiders are aggressive monsters. They rush at the player as soon as he enters their territory. Be careful not to be bitten !

D - MUTANT DOG



The mutants dogs may seem frightened. They may take to their heels and run, but they often come back with renewed violence.

Beware ! Apparently some mutant dogs have acquired the capacity to be invisible.

E - JUMPING RED DOG



The jumping red dogs are exceptionally quick and vivacious. Their lightening attacks are daunting.

F - CRABS AND YETIS



The crabs and yetis are very hard to eliminate. The player will need a stone or some magic power to get rid of them. That is why they usually obstruct important passages.

Beware ! Their firing is awesome.

G - IRON TENTACLE



The iron tentacles cannot be destroyed ! At best, they can be stopped for a few seconds, which will be most valuable.

Tip : if the player jumps onto their back, he can reach spots that might be too high.

H- GUARDING ROBOTS



The guarding robots are some remnants of the ancient world. They still guard their allocated areas and attack any living creature that might approach them. Their multiple firing is awesome and their armor plating is particularly thick.

I - BIG GUARDIAN



The big guardian is quite impressive but he is not very clever ! If the player is cunning and patient enough, he can overcome the big guardian. However the player must avoid hand-to-hand fights at all costs.

J - FLYING GUARDIAN



The demons' underground passages are infested with flying guardians. Their cruelty is only equalled by their foolishness.

K - FLYING DEMON



The Flying demons are much slier than their subordinates : the Flying Guardians. Their complete mastering of the sky is one of their main assets and the hero will have difficulties in reaching them.

L - ROCK SNAKE



The rock snake lives in the wet underground passages. They bitterly defend their territory and are exceptionally tough. However, they never move away from their burrow..

M - EXPLOSIVE DRAGON



The Explosive Dragon is one of the most dangerous evil races. They spit fire and they don't hesitate to sacrifice themselves in a blast if they feel trapped. Few men have survived the attack of an explosive dragon.

N - RANOX



The Ranox is a mystery. Nobody knows if it is an animal, a mushroom or a plant. However, only the small ones are aggressive. Apparently the mother orders the small ones to attack and get food.

Tip : The player must destroy the mother if he wants to get rid of the small ones for good. If not, they will constantly come back.

O - WILD PLANT



Apparently, the wild plant is some sort of vegetable plant which dwells in groups in wet areas. The colonies can be quite extensive.

The female plants do not move and spit out poisonous seeds..

The males can move : they roll at top speed. Watch out for their sharp thorns !

P - WATER PLANT



The Water Plant is a vegetable organism which dwells in water and lives on meat only. When its victim draws near the bank, the water plant spits out some acid venom. The small animals are easily struck down...But it's not unusual that a man is on their menu.

Q - SAND EATER



The Sand Eater is surely the most fearsome of all creatures. It lives in the sand and nobody has ever seen more than its mouth or its fangs...and for a very good reason : nobody has ever killed a Sand Eater. When facing such a monster, the only thing to do is to run away or to perch on a rock.

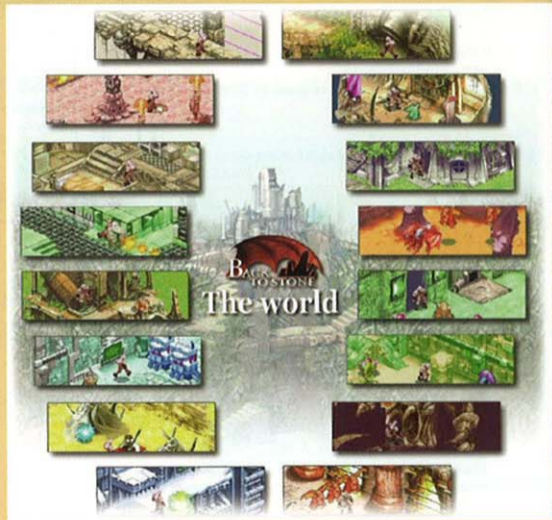
5 - BIG CREATURES



It is difficult to be aware of all the dangers concealed in the world of Back To Stone. Some legends speak of huge creatures created by the demons in order to win the ancient war against the humans. According to more recent stories, some of these terrifying creatures may have survived...

6- ENVIRONMENTS

The world of Back to Stone is vast and includes at least 20 different indoor and outdoor environments. Each of which has its own unique style, wildlife, flora and deadly traps

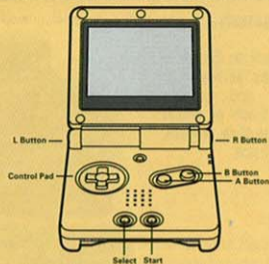


IV - GAMEPLAY

1 - BASICS

A - CONTROLS

On the picture right, the controls of Back To Stone.



B - INTERFACE

On the picture left, the interface In-Game of Back To Stone.



2 - COMMON ACTIONS AND LIFE ENERGY

A - JUMPING

If the player presses the action button (A Button), he can jump.



During the game, it will be possible to upgrade the jumping distance. The player will then be able to get to out-of-reach places.

Collect it !



B - FIGHTING

If the player presses the action button (B Button), he can hit monsters.

If the player presses this action button several times, it will increase the rapidness of the attacks.



The player can also strike while jumping. He just has to jump with the A Button, and then he attacks by hitting the B Button.



During the game, the player can upgrade his hitting power. He will not only gain power but he will also be able to push the stones further (see the Magic Stones Chapter)

Collect it !



C - SAVING



To activate the saving device, simply stand close to it. The device will then begin to glow and the player will be given a code that will bring them back to the spot they received it.

D - ENERGY



The energy gauge is divided in two parts (red and yellow). If the player uses up the yellow energy supplies, he will turn into a half-demon.

Beware ! The humans hate everything that looks like a demon.



To get some energy back, the player can kill small monsters (see the pictures) and thus obtain the precious item they contain.



The player can fill up his life gauge by collecting the Life Rings (☺). Every 100 life ring, he will gain one section on his gauge !

Collect it !



3 - MAGIC ENERGY AND SUPER POWER

A - MAGIC ENERGY



Throughout his quest, the player will come across devices which will convert the energy from a stone into a gem. If the player collects these gems, he will accumulate enough energy to trigger his Super Power.



Depending on the colour and size of the gems, the player will get more or less Magic Energy.

Beware ! Some of them are exceptionally rare.



At the beginning of the game, the gauge of the Magic Energy will include only one section. It will be possible to increase the energy by collecting magic upgrades.

Collect it !



B - SUPER POWER



When one section of the Magic Energy gauge is full, the player can release destructive power thanks to the trigger on the right.

This action will use up an entire section of the gauge.



The destructive potential of the Super Power can also be upgraded. The player will thus discover new powers.

Collect it !



4 - MAGIC STONES

A - HOW A STONE WORKS



The hero has been altered by demons and he has now the power to turn the living into stone.

When the hero punches a creature to death, it will be turned into stone.



A stone does not last very long...When cracks appear on the stone, the player can estimate the time left before the stone collapses and is turned into dust.



During the game, it will be possible to get a hitting upgrade. The hero will not only be more powerful but it will increase the potential of the stone (projection distance and stone duration).

Collect it!



The stone are very useful to block passages. They can also be used as a ladder or as a weapon or to trigger off mechanisms, etc... The player will have to be shrewd to discover all the uses of the stones.

B - DISPLACEMENT



If the player aligns himself with the stone and moves forwards, he will automatically push the stone.



If the player presses the action button (B Button) when he is next to a stone, the stone will be thrown off. With this action, the stones can easily be used as projectiles or can be moved very quickly.



To unblock a stone which might be against a wall, the player has to press the action button (B Button) when he is next to the stone. It will become unstuck.

C - MAGIC SLABS



Those slabs often come with pillars and enable the hero to get precious gems (see the chapter about Super Power). Put a stone on a slab and a gem will show up.



Beware! The slab will be deactivated for some time after that.



Those timer slabs are associated with mechanisms. Put a stone on one of them to activate the mechanism



Beware! After the activation of the mechanism, it will be effective for a short time.



These slabs enable the player to push the stone at full speed in the direction given by the arrow.



Beware ! Only an obstacle can stop the stone once it has been pushed.



These slabs can be used to throw a stone. It is very handy when the hero wants to reach remote places with the stone.



Beware ! If this slab is located next to a wall, the stone will jump up and down for ever. It is very useful because it can be used as a lift...



This slab turns the stone into a small monster that will follow the hero and attack his enemies.



Beware ! Some of those slabs are cursed...



The stones do not last very long. This slab can make them last indefinitely. It is very useful if the player wants to take the stone with him on a long distance.



Beware ! This power works for only one stone at a time.



This slab turns a stone into a terrible bomb which destroys all the enemies near-by. Luckily, only your opponents are sensitive to that magic power.



This slab casts a spell which freezes all your enemies. It is all the more useful if the hero wants to take over by force.



5 - THE QUEST A - THE INHABITANTS' HELP



During his quest, the hero will meet many characters with whom he will be able to talk. It will make his progression easier.

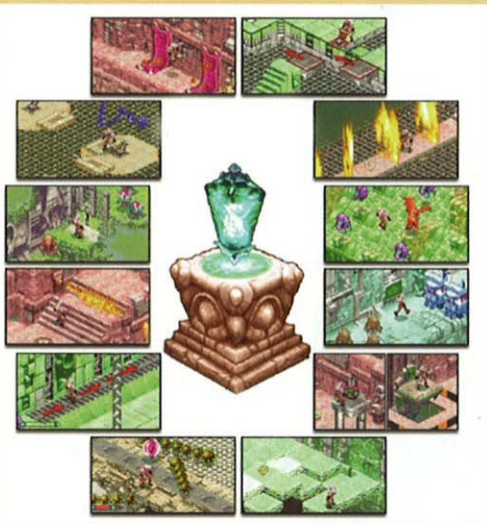


He will also have to accomplish missions for some of these characters and he will have to bring them various objects.

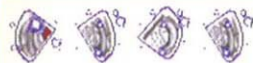
B - KEYS AND TRAPS

The player will also have to foil many traps throughout his quest...

His dexterity will be greatly tested !



C - SURPRISE AT THE END!



A mysterious wizard will unveil the existence of a necklace made of four fragments. This necklace enables the player to master his evil side...



The player will then be able to reach the final level : a shoot'em up...



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