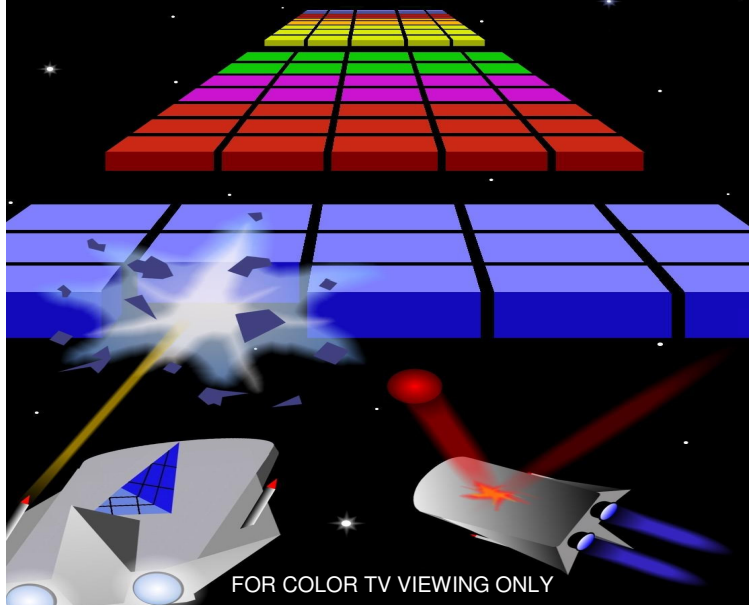


INTELLIGENTVISION PRESENTS

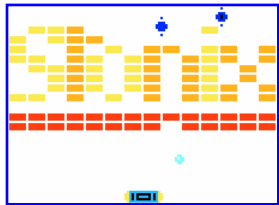
Arnauld Chevallier's

STONIX

CARTRIDGE INSTRUCTIONS
(FOR 1 OR 2 PLAYERS)



You have come head-to-head with the enemy, STONIX! His goal is to exhaust your life energy; yours is to destroy his power source! It will take time to reach it because he has laid many barriers that you need to



penetrate. Lucky for you, your power balls mix with his shields to give you zapping deflectors, larger deflectors and even extra life power! Stay sharp, you have a long journey ahead of you!

MAKE SURE

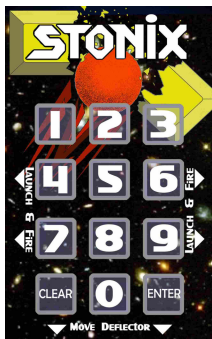
- MASTER COMPONENT is connected to the TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at GAME.
- TV SET is plugged in and properly adjusted.
- STONIX CARTRIDGE is placed in slot, firmly engaged.
- OFF/ON SWITCH is turned ON.

PRESS RESET BUTTON

Title will appear
on the TV screen.

**ARNAULD CHEVALLIER
PRESENTS**

EXAMINE YOUR CONTROLS



Action Keys:

- Launch Ball
- Fire Zapper

Keypad:

- Enter Options
- Enter Pass Code

Control Disc:

- Move Deflector



SELECTING OPTIONS

The title screen will disappear after a few seconds and the **OPTIONS** menu will then appear. All options are selected by using the **KEYPAD**.



SELECTING OPTIONS (continued)

PRESS...

1 to start a **NEW GAME**

You will be taken to the Player Options screen. Select your choice of how many players by pressing 1 or 2.



2 to enter a **PASSWORD**

You are given passwords during play. Enter those codes here to advance to the beginning of the last stage you played.



3 to display the **CREDITS**

Press any button to return to the main options screen.

PLAYER MODE



When "Get Ready" is displayed on the screen, the "1 UP" or "2 UP" heading will flash. This indicates whose turn it is. The Deflector will appear and the heading will stay a bright green meaning play has begun for that player.

Note: In 2 Player Mode, the left controller is player 1 and the right controller is player 2.

STAGES AND LEVELS

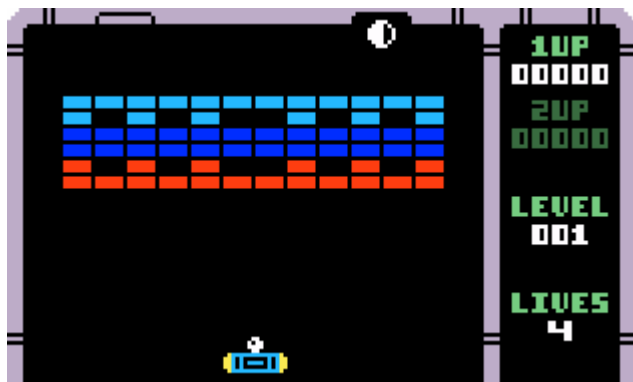
Your advancement to STONIX is broken into STAGES and LEVELS. Each STAGE

PASSWORD GRANTED
STAGE 02
LIVES: 06
141424
PRESS ANY KEY TO
CONTINUE

consists of 5 LEVELS. At the completion of 5 LEVELS, you are given a Bonus Life and a PASSWORD that allows you to start at the stage indicated.

STAGE 01
COMPLETE
EXTRA LIFE

GET READY!



When you select NEW GAME, the battle for the STONIX power source begins! You start the battle with the deflector in the center of the screen and your energy ball on the deflector.

GET READY! (continued)

1) Press any side button to release the ball or wait several seconds and it will release on its own.



2) Move the deflector by pressing the left side (9 o'clock position) or right side (3 o'clock position) of the DISC.

To move the deflector slowly, press the lower side (7 o'clock and 5 o'clock position respectively) of the DISC. Move it faster by pressing the upper side (11 o'clock and 1 o'clock position respectively) of the DISC.



3) Line up the deflector to hit the ball as it comes back down.

4) When the energy ball hits a shield element, it will be destroyed unless the shield is Resistant or Indestructible in nature.

(See **STONIX SHIELDS** section for descriptions)

5) At times, a BONUS will fall after the destruction of a piece of the shield. Learn the different types and decide if you should catch the bonus.

(See **BONUSES** section for descriptions)



6) If the energy ball escapes the playing field, the deflector will disintegrate and your total LIVES count will drop by one. A new deflector will appear in the middle of the screen with an energy ball as long as you have more LIVES.



7) The battle ends when the LIVES count hits 0 and you lose the last ball or you destroy the STONIX power source!

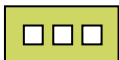
STONIX SHIELDS



Normal shield element - (all solid colors)



Resistant shield element - (gray)



Indestructible shield element - (tan)

A **NORMAL** shield element is destroyed as soon as it is hit.

A **RESISTANT** shield element must be hit twice to be destroyed, except if the 'SUPER ball' bonus is active.
(See **BONUSES** section for descriptions)



An **INDESTRUCTIBLE** shield element is never destroyed and will remain on the screen permanently.

The level ends when all **NORMAL** and **RESISTANT** parts of the shields are destroyed.



FLYING OBJECTS

During the game, flying objects are released from the two trap doors located at the top of the screen. You collect extra points by destroying the objects but they will throw off the path of the ball making it difficult to return at times. Destroy one flying object and a new one will appear at a trap door. Should a flying object go low enough, slam it with your deflector to destroy it!



BONUSES

Bonus capsules are released randomly after an element of a shield is destroyed. It will then slowly fall until it reaches the bottom of the screen. Move your deflector under a capsule to collect it and enable the bonus.

There are 8 different kinds of bonuses which are described below.

50	50 Points – (tan)
B	BONUS life – (white)
D	Slow DOWN – (green)
E	ENERGY – (yellow)
L	LARGE deflector – (pink)
M	MULTI ball – (cyan)
S	SUPER ball – (orange)
Z	ZAPPING deflector – (light green)

BONUSES (continued)

50 Points



Increase your score by 50 points.

Bonus Life



Increase your LIVES by one. Maximum LIVES possible are 9.

Slow Down



Decrease the speed of the ball.

Energy

This makes the energy ball stick to the deflector for several few seconds (the same way it does when you start a new level or lose a life). Press any side button to launch it. The ball will go in the direction it would have gone if it had immediately bounced off the deflector.



Large Deflector

Double the size of the deflector.



Multi Ball


Add a second ball to the playing field. This bonus does not disappear when another bonus is caught, and you do not lose a life when one ball escapes the play area.

Super Ball

The Super Ball goes through normal and resistant shields without bouncing but will still bounce off indestructible shields. Also, its trajectory may still be altered when hitting a flying object. Your energy ball will change colors from white to orange.

BONUSES (continued)



Zapping Deflector

-  Shoot electrical charges from the deflector to destroy the shields and flying objects. It takes time for the deflector to recharge leaving you with the ability to only have one active charge on the screen at a time.


Note: Getting a new bonus disables effects of the previous one. The exceptions are “MULTI ball”, and “slow DOWN” which are not disabled.

SCORING

There are four ways to increase your points.

- 1) Hitting a NORMAL shield element or destroying a RESISTANT shield element adds one point. 
- 2) Destroying a Flying Object by hitting it with the energy ball, hitting it with the deflector or zapping it adds 5 points.
- 3) Capturing a BONUS adds 5 points.
- 4) Capturing a  bonus adds 50 points.

Notes:


- A life is awarded every 500 points. 
- When you reach the Stonix power source, you accumulate points for hitting it even when it is not destroyed.

GAME OVER

When you run out of lives, GAME OVER will be displayed. When the last player runs out of lives, GAME OVER will be displayed along with the highest score played since the console has been on. Press any key to display the Player Options screen. You now have the ability to resume play from the beginning of the last stage passed. Press 1 or 2 players to continue or CLEAR to return to the Main Menu.



HINTS

- Some BONUSES are better than others. Determine which bonus you play best with.
- Hit the 500 point levels for additional LIVES.
- Stay away from the FLYING OBJECTS when they are in the middle or lower part of the screen as you have no idea where the ball will bounce after destroying one.
- The ball goes faster and faster as time passes. Catch the  bonus regularly to slow the ball down.
- Avoid hitting the ball on the lower part of the deflector's side. You will lose control of the deflector and the ball.
- Beware when you come head-to-head with Stonix. He will deploy his ultimate weapon; FIREBALLS!
- Press **1** and **9** simultaneously to pause the game.



CREDITS

Game Design, Music, Graphics and Programming

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Levels Design

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ARNAULD CHEVALLIER**

Hardware Masters

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Manual

DAVID HARLEY

Overlay and Box Graphics

ROGER MATTHEWS

Producer

CHRIS NEIMAN

Director

DAVID HARLEY

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