

Stone Protectors FAQ/Move List

by RalfLoire

Updated to v0.1 on Aug 17, 2004

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=====Moves=List=====

VERSION 0.1

Updates: None so far

This was brought to you by RalfLoire. Do NOT steal this FAQ, or there will be many a lightning bolt raining down upon you if you do.

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-2- INTRODUCTION -----

Welcome to my Moves List, and such and such for the beat-em-up version of the 1994(?) cartoon Stone Protectors, which was based on the Treasure Trolls liscense. Kemco produced this game out in 1994 and it was seemingly overlooked. Maybe because it is a "Beat-em-up." Anyways, I'm going to provide you with the Charge, Musical, and Special Moves.

-3- CONTROLS -----

START - Pauses the game

SELECT - It has the same function as the D-Pad in menus and options.

D-PAD - Moves you around (duh =P).

A BUTTON - Kick, swing special weapon, throw when you've grabbed an

enemy, pick up special weapons, attack in midair
B BUTTON - Jump, throw when you've grabbed an enemy
X BUTTON - Punch, swing special weapon
Y BUTTON - Weapon, swing special weapon, throw when you've grabbed an enemy, attack with weapon in midair

L and R BUTTONS - These are mainly used for the Special and Musical moves.

You can also hold the A, X, and Y buttons for charged attacks.

SPECIAL WEAPONS - Are weapons different than the Stone Protectors' weapons that you can pick up and use during the game. You'll lose the weapon if you are knocked down.

CHARGED ATTACKS - You hold down a button for these. When they hit the enemy, they will take a bit of life in exchange.

SPECIAL MOVES - These are stronger than Charged Attacks. All of them (excluding Angus') use more Life when they are used.

MUSICAL MOVES - VERY powerful and they cost you nothing! What a great deal.

-4- CHARACTERS -----

Here are the Stone Protectors. All of them have different strengths, weaknesses, Special and Musical attacks. Warning, the special and musical moves listed were done when facing right. If you are facing left, reverse the directions for them.

--A=N=G=U=S--

Hair: Yellow
Stone: Yellow Diamond
Weapon(s): Gun and Grenades
Instrument: Keyboard Piano
Occupation: Soldier

-STATS-

Strength - Medium
Movement - Smooth
Best Special Weapon - Flame Thrower
Cannot pick up... - Whip

Notes: Angus' weapon has very good range, as it reaches far and hits well. He is pretty much an overall character all around, and is well compatible with the Flame Thrower.

CHARGED ATTACKS

A Button - 360 Degree Super Kick
Y Button - Super Uppercut
X Button - Bazooka Missile

SPECIAL MOVE

-Stealth Bomber-

O

O- -O | | R

O

Description: He changes into a color to try and blend in with the background (but not so much as to where you can't see him). This makes

him harder to target by enemies. This will last for a short time.

MUSICAL MOVE

-Keyboard Smart Bomb-

/ | \ L
O O O

Description: Angus jams on his keyboard and three large notes fly out, circling around for a while and zapping any enemies that come within their range. This lasts for a very short time.

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--C=H=E=S=T=E=R--

Hair: Red
Stone: Red Square
Weapon(s): Uh, some strange three-armed weapon
Instrument: Saxophone
Occupation: Wrestler

-STATS-

Strength - High
Movement - Smooth
Best Special Weapon - His fists
Cannot pick up... - Shurikens

Notes: The mohawked one is the best choice for finishing your enemies quickly. He does the most incredible damage with his punches more than his kicks and throws. He can also lift boulders over his head and toss them for a little more range. But makes it harder to aim.

CHARGED ATTACKS

A Button - 360 Degree Super Kick
Y Button - Super Uppercut
X Button - Spinning Clothesline

SPECIAL MOVE

-Thunder Crush-

Hold O-, -O+R

Description: Chester flies like a rocket right at his opponent, tackling them and any other enemies who happen to be hapless enough to be in his path. Can be effective...

MUSICAL MOVE

-Saxophone Twisters-

O
/ -O \ L
O

Description: Chester plays his saxophone and two large tornados appear to blow any on screen enemies.

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--C=L=I=F=F=O=R=D--

Hair: Blue
Stone: Blue Triangle
Weapon(s): Grappling Plunger, Rock Pick
Instrument: Drums

Occupation: Climber

-STATS-

Strength - Medium
Movement - Smooth
Best Special Weapon - Boulders
Cannot pick up... - Hockey Stick

Notes: There's not a whole lot I can say about Clifford. But his weapon has just as good a reach as Chester's, and his Charged Attack with the X button moves him along quickly. His B Button throw is pretty strong.

CHARGED ATTACKS

A Button - Flying 360 Degree Super Kick
Y Button - Super Uppercut
X Button - Super Cartwheel Flips

SPECIAL MOVE

-Rock Pick Swing-

O
/ -O \ R
O

Description: Clifford spins around while swinging his rock pick. Good for warding off enemies who get too close to you. You can also move around during the special move.

MUSICAL MOVE

-Fireball Drum Solo-

O O
O- | / L

Description: Clifford takes out his drum sticks and bangs them on invisible drums (?) and makes fireballs rain from the sky to fry all on-screen enemies to a crisp.

=====

--C=O=R=N=E=L=I=U=S--

Hair: Yellow
Stone: Green/Purple Octagon*
Weapon(s): Sword (looks more like a knife to me)
Instrument: Microphone (he's the singer)
Occupation: Samurai

-STATS-

Strength - Somewhat Low
Movement - Somewhat Jerkily
Best Special Weapon - Shurikens
Cannot pick up... - Flame Thrower

Notes: What do you get when you combine Elvis with Haohmaru? Well, you'd pretty much get this guy here. Cornelius' walk is a bit awkward, as he moves jerkily, but not too badly. But he's got good speed to go with his movements. His weapon can be pretty strong too.

CHARGED ATTACKS

A Button - 360 Degree Super Kick
Y Button - Super Uppercut
X Button - Spinning Sword Attack

SPECIAL MOVE

-Microphone Toss-

/ | \ R
O O O

Description: Cornelius swings a microphone on a chain around for a second then tosses it at his enemy. It doesn't have too good a range, but it hits HARD.

MUSICAL MOVE

-Ultrasonic Vocal Reverb-

O O O
\ | / L

Description: "WUAAAAOWWW!!! TWIST ME!!!" Cornelius screams into his microphone causing ultrasonic waves to fly out, damaging all enemies in the process.

* - I noticed that in the Player Select screen, his stone is strangely purple. Yet, in the game, it is green. This struck me as something rather bizarre.

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--M=A=X=W=E=L=L--

Hair: Orange
Stone: Orange Circle
Weapon(s): Twin Swords
Instrument: Guitar
Occupation: Accelerator

-STATS-

Strength - Low
Movement - Jerkily
Best Special Weapon - Hockey Stick
Cannot pick up... - Boulders

Notes: Maxwell can kick major butt with the Hockey Stick. He can do a ton of damage with it in a matter of seconds. His jerky movement is more than Cornelius', since this guy skates to move around. He is neither a very strong character nor the fastest, so he's a bit tough to play as.

CHARGED ATTACKS

A Button - Crouching 360 Degree Kick
Y Button - Super Uppercut
X Button - Slice N' Dice Attack

SPECIAL MOVE

-Supersonic Rush-

Hold O-, -O+R

Description: It works just like Chester's Thunder Crush. Except it doesn't hit quite as hard. And moves slightly faster. But it's not a very useful attack.

MUSICAL MOVE

-Shock Rock Riff-

-O | \ L
O O

Description: Maxwell plays his guitar and a bolts from the sky will rain down on the field, causing massive damage to any enemies on the screen.

-5- CHEATS/SECRETS -----

None that I have found so far. If you know of any, please email me at iralfloirei@aol.com. You will be given credit. Promise. ^_~

-6- THINGS TO KNOW -----

In Stage 4, your speed is slowed down a bit since you'll be walking around on sand at that time.

There are alternate endings in the game. Just increase the SKILL option in the Options menu to 5 stars.

Picking up 1 of each gemstone that you find in the stages will get you an extra life at the end of the stage.

For some of the moves I recommend using "substitute" D-Pad motions. For example, Clifford's Fireball Drum Solo. Use this if you have trouble with its default sequence:

 O O O
O- \ | / -O L

That usually works out well. There are others for other moves that you can use, but I'll leave that to you.

You can increase your vitality past the life meter's capacity (although it won't show) by eating some food. That's not to say that you can keep eating food you find without losing any vitality and you'll have a TON of health, but this can help.

-7- SPECIAL THANKS -----

-Kemco
For making the game

-Ace Novelty, Co.
For bringing us the ugly fad known as the Treasure Trolls

-Me
For getting this idea.

-GameFAQs
For putting up with me. =P

-A Sandwich
For the eats.

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