

Power Stone Weapon FAQ Final

by nm14

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Power Stone
Weapons FAQ
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On the SEGA Dreamcast

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1. Introduction

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Hello and welcome to this In-Depth Weapons FAQ for Powerstone, written by myself, Androgynous. Basically, I want to cover all of the goods, bads, and stats of all of the weapons in Power Stone. The weapons play a huge role in this game, so I think more detail must emphasize this great importance. If you have any questions/information for me, just e-mail me. See the E-Mail section for more information. Hope you enjoy the guide.

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2. Weapon Details

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For this section, I will list all of the weapons in the game. I will also provide the effective rating. It will be rated as follows.

Least Effective

-
1. Hardly
 2. Not Very
 3. Medium
 4. Very
 5. Ultimately
-

Most Effective

I will also provide the type of weapon that each is. There will be a few different categories, such as melee, explosive, random, stage, etc. I will finally provide a detailed strategy for each weapon. Enjoy the FAQ.

Also note that there are a total of weapons. The Bonus Weapons are all found through beating Arcade mode successive times. If you beat it four times, you will gain all the extra weapons in the game. I did not include standard stage items, because they have no special use, and are more there just to make the game slightly more realistic. Finally, the effective rating is my personal opinion of the weapons, and is not the game's opinion or yours. So, if you disagree, then fine. See what works for you. I tried to tell you what I have heard from others, as well as my own thoughts. If you have any extra strategy that worked for you, please e-mail me and I will add it to the FAQ. Hope you like it.

WEAPON: Small Bombs	EFFECTIVE: Not Very
TYPE: Explosive	Weapon #1

Small bombs are basically timed bombs that you can throw across the room. One disadvantage of these bombs is that they do not explode right away. So you basically have to hope your enemy is distracted enough to be in the explosion radius of the bomb when it ticks down. There will be about a 5 second time limit before these bombs explode. The radius explosion is only a couple of feet in every direction, so don't expect these things to blow the entire level (the levels are small, come on). Basically, you are going to want to distract your enemy while these are ticking down. Try to lure them towards you, into the bomb, and then quickly jump out of the way. It takes some patience and skill, but eventually you can master the bomb.

WEAPON: Large Bombs	EFFECTIVE: Medium
TYPE: Explosive	Weapon #2

Large bombs are basically timed bombs that you can throw across the room. One disadvantage of these bombs is that they do not explode right away. So you basically have to hope your enemy is distracted enough to be in the explosion radius of the bomb when it ticks down. There will be about a 10 second time limit before these bombs explode. The radius explosion about 1/4 the level in every direction, so don't expect these things to blow the entire level (the levels are small, come on). Basically, you are going to want to distract your enemy while these are ticking down. Try to lure them towards you, into the bomb, and then quickly jump out of the way. It

| takes some patience and skill, but eventually you can master the bomb.

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| WEAPON: Flame Thrower | EFFECTIVE: Very

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| TYPE: Gun | Weapon #3

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| The Flame Thrower does some SERIOUS damage. If you can hit your enemy with
| this weapon, you will nearly kill them. Also, all of there Power Stones
| will be knocked out for you to grab. The catch, however, is that the gun
| is pretty hard to aim. If your enemy has one of these, you are probably
| going to be staying as high as possible, jumping constantly. So, you are
| going to have to practice your aim with these. They can swipe the horizon
| of the room very quickly, though, so watch out for that.

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| WEAPON: Six Shooter | EFFECTIVE: Very

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| TYPE: Gun | Weapon #4

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| The Six Shooter is very similar to the Flame Thrower because it causes a
| lot of damage, but also knocks all of the Power Stones out of your enemy.
| The difference between the Six Shooter and the Flame Thrower is that the
| Six Shooter takes about 25% less damage away from the enemy. However, the
| aiming for the Six Shooter is about 50% easier. So, if you like a more
| assured hit, then you will probably want to pick one of these items up
| when you are battling.

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| WEAPON: Sword | EFFECTIVE: Very

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| TYPE: Melee | Weapon #5

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| This melee weapon is pretty difficult to overcome. The strength in one of
| these weapons is incredible. It will literally knock out all of the power
| stones from an enemy, all for yourself to gain an easy KO. Also, it will
| knock out a huge majority of your opponent's health. If you can come up
| with a good combo for attacking your opponent with one of these melee
| weapons, you will have no problem defeating them.

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| WEAPON: Pipe Stick | EFFECTIVE: Very

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| TYPE: Melee | Weapon #6

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| This melee weapon is pretty difficult to overcome. The strength in one of
| these weapons is incredible. It will literally knock out all of the power
| stones from an enemy, all for yourself to gain an easy KO. Also, it will

| difficulty level. Once you obtain this, you will notice that there are a
| few advantages and disadvantages. First, it can shoot much faster than any
| other weapon in the game. At the same time, the bullets are pretty weak,
| so don't expect to knock out the power stones so easily. Not to mention,
| your opponent will stay pretty healthy if you consistently use this. Note
| that you will have little mobility with the machine gun, which is not good
| against fast opponents. Again, they will try to tease you by constantly
| punching you before you can get a good shot off, which can get annoying.

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| WEAPON: Nyoï-Bo | EFFECTIVE: Ultimately |
| TYPE: Melee     | Weapon #10            |

| This long stick is insane. It can reach enemies from totally across the  
| level. If you do hit your enemy (which is almost inevitable) you will  
| knock all of their power stones out, allowing you to power up. The damage  
| on your enemy is pretty good as well, so its not something you want to  
| save up. Of course, you cannot use it for very long, but for when you can  
| make it as useful as possible. If you want to obtain this weapon, you must  
| beat the Arcade once with anyone.

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WEAPON: Ray Gun	EFFECTIVE: Medium
TYPE: Gun	Weapon #11

| I don't particularly like this gun, so I hardly ever use it. But, you must
| beat the Arcade for the third time with any difficulty/player. It has a
| pretty bad range, so you have to be relatively close to your enemy, which
| is pretty crappy for a gun weapon. Regardless, if you do hit your enemy,
| you will knock out all of their Power Stones, allowing you to power up.
| Some people master the aiming method with this weapon, which is rare, but
| still possible. Never say never.

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| WEAPON: Power Shield | EFFECTIVE: Medium |
| TYPE: Protective     | Weapon #12        |

| This is more of a defensive weapon. Once you beat Arcade for a FOURTH time  
| you can obtain this extra item. Basically, it protects you from all hits,  
| which is useful, but you cannot hit anyone yourself, which is not so good.  
| However, when your opponent is completely charged up with power stones,  
| this shield comes in handy, as they will be wasting their extra power.  
| Other than that scenerio, this is pretty much useless.

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Well, this is all I can offer you for this game. I have tried my best to cover all the aspects of the game so that your life is a heck of a lot easier. My contributor name is nm14, so be sure to use my other walkthroughs for other games. I hope this has helped you in what you were looking for, and if it has not, I would encourage you to e-mail you. I will always e-mail you back if you ask a worthy question that is not in my FAQ. Remember, you can look in my e mail section for more information. Take care, and g'night from nm14 headquarters!

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All of my work can be found at:

<http://www.gamefaqs.com/features/recognition/32285.html>