Power Stone Weapon FAQ Final

by nm14 Updated on Aug 2, 2006

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Power Stone
Weapons FAQ
Written By: Androgynous
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On the SEGA Dreamcast
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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.

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.

	EFFECTIVE: Not Very
TYPE: Explosive	+
Small bombs are basically timed bomb One disadvantage of these bombs is to you basically have to hope your enemy explosion radius of the bomb when it second time limit before these bombs a couple of feet in every direction,	hat they do not explode right away. So y is distracted enough to be in the ticks down. There will be about a 5 explode. The radius explosion is only so don't expect these things to blow 11, come on). Basically, you are going these are ticking down. Try to lure then quickly jump out of the way. It
WEAPON: Large Bombs	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
TYPE: Explosive	+ Weapon #2
Large bombs are basically timed bomb One disadvantage of these bombs is to you basically have to hope your enem	s that you can throw across the room. hat they do not explode right away. So

| 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 |

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weapon: Flame Thrower	EFFECTIVE: Very
TYPE: Gun	+
The Flame Thrower does some SER this weapon, you will nearly kill will be knocked out for you to give pretty hard to aim. If your egoing to be staying as high as preserved.	IOUS damage. If you can hit your enemy with them. Also, all of there Power Stones grab. The catch, however, is that the gun enemy has one of these, you are probably possible, jumping constantly. So, you are aim with these. They can swipe the horizon in, so watch out for that.
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	
WEAPON: Six Shooter	EFFECTIVE: Very
TYPE: Gun	+
The Six Shooter is very similar lot of damage, but also knocks at the difference between the Six Six Shooter takes about 25% less aiming for the Six Shooter is at	to the Flame Thrower because it causes a all of the Power Stones out of your enemy. Shooter and the Flame Thrower is that the s damage away from the enemy. However, the pout 50% easier. So, if you like a more ably want to pick one of these items up
The Six Shooter is very similar lot of damage, but also knocks at the difference between the Six Six Shooter takes about 25% less aiming for the Six Shooter is all assured hit, then you will probable when you are battling.	to the Flame Thrower because it causes a all of the Power Stones out of your enemy. Shooter and the Flame Thrower is that the s damage away from the enemy. However, the bout 50% easier. So, if you like a more ably want to pick one of these items up
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The Six Shooter is very similar lot of damage, but also knocks at the difference between the Six Six Shooter takes about 25% less aiming for the Six Shooter is all assured hit, then you will probable when you are battling. WEAPON: Sword TYPE: Melee This melee weapon is pretty difference weapons is incredible. It stones from an enemy, all for you knock out a huge majority of you	to the Flame Thrower because it causes a all of the Power Stones out of your enemy. Shooter and the Flame Thrower is that the so damage away from the enemy. However, the bout 50% easier. So, if you like a more ably want to pick one of these items up EFFECTIVE: Very
The Six Shooter is very similar lot of damage, but also knocks at the difference between the Six Six Shooter takes about 25% less aiming for the Six Shooter is at assured hit, then you will probate when you are battling. WEAPON: Sword TYPE: Melee This melee weapon is pretty difference weapons is incredible. It stones from an enemy, all for you with a good combo for attacking weapons, you will have no problem.	to the Flame Thrower because it causes a all of the Power Stones out of your enemy. Shooter and the Flame Thrower is that the s damage away from the enemy. However, the pout 50% easier. So, if you like a more ably want to pick one of these items up EFFECTIVE: Very Weapon #5
The Six Shooter is very similar lot of damage, but also knocks at the difference between the Six Six Shooter takes about 25% less aiming for the Six Shooter is at assured hit, then you will probate when you are battling. WEAPON: Sword TYPE: Melee This melee weapon is pretty difference weapons is incredible. It stones from an enemy, all for you with a good combo for attacking weapons, you will have no problem.	to the Flame Thrower because it causes a all of the Power Stones out of your enemy. Shooter and the Flame Thrower is that the so damage away from the enemy. However, the bout 50% easier. So, if you like a more ably want to pick one of these items up EFFECTIVE: Very

| stones from an enemy, all for yourself to gain an easy KO. Also, it will

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TYPE: Explosive	Weapon #7
The Molotovs come in packs, hare explosive bottles that withese is very minimal, not to hit your opponent with one of time and energy to spare, I wasoon as possible. If not, qui	out are not very effective. Basically, they ill catch on fire. The damage caused by one of mention, the chances that you will actually f these bottles is unlikely. If you have the would recommend looking for a better weapon as ickly use them up, hoping you can create a by shock, hopefully knocking out a lot of the m your enemy.
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WEAPON: Hammer	EFFECTIVE: Medium
TYPE: Melee	Weapon #8
	vantages and disadvantages, to the extreme. If nt, you will take more damage away from them
then any other weapon listed. Stones from the enemy, which that the swing of the hammer is pretty small. Unless you a probably not hit them. Your ogiving you small punches before	
then any other weapon listed. Stones from the enemy, which that the swing of the hammer is pretty small. Unless you a probably not hit them. Your of giving you small punches before	nt, you will take more damage away from them Also, you will knock out all of the Power is always a plus. One of the negatives is is rather slow, and the range of the hammer are very close to your opponent, you will opponent will likely tease you, as well, by ore you can complete the Hammer attack, which
then any other weapon listed. Stones from the enemy, which that the swing of the hammer is pretty small. Unless you a probably not hit them. Your of giving you small punches before an get extremely annoying! Unless that the store is a second set of the second second set of the second	nt, you will take more damage away from them Also, you will knock out all of the Power is always a plus. One of the negatives is is rather slow, and the range of the hammer are very close to your opponent, you will opponent will likely tease you, as well, by ore you can complete the Hammer attack, which
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then any other weapon listed. Stones from the enemy, which that the swing of the hammer is pretty small. Unless you a probably not hit them. Your of giving you small punches before can get extremely annoying! The series of the	nt, you will take more damage away from them Also, you will knock out all of the Power is always a plus. One of the negatives is is rather slow, and the range of the hammer are very close to your opponent, you will opponent will likely tease you, as well, by ore you can complete the Hammer attack, which Use this weapon at your own risk.
then any other weapon listed. Stones from the enemy, which that the swing of the hammer is pretty small. Unless you a probably not hit them. Your of giving you small punches before can get extremely annoying! Unaccessful the state of the s	nt, you will take more damage away from them Also, you will knock out all of the Power is always a plus. One of the negatives is is rather slow, and the range of the hammer are very close to your opponent, you will opponent will likely tease you, as well, by ore you can complete the Hammer attack, which Use this weapon at your own risk. Bonus Weapon Details EFFECTIVE: Medium

few advantages and disadvantages. Fix other weapon in the game. At the same so don't expect to knock out the power	
	hy if you consistently use this. Note ith 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 goo	
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	
TYPE: Melee	
This long stick is insane. It can realevel. If you do hit your enemy (whick knock all of their power stones out, on your enemy is pretty good as well save up. Of course, you cannot use it	ch is almost inevitable) you will allowing you to power up. The damage
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WEAFON. Ray Guii	+
TYPE: Gun	Weapon #11
I don't particularly like this gun, so beat the Arcade for the third time with	relatively close to your enemy, which egardless, if you do hit your enemy, r Stones, allowing you to power up.
Some people master the aiming method still possible. Never say never.	
still possible. Never say never.	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
still possible. Never say never.	EFFECTIVE: Medium
still possible. Never say never.	EFFECTIVE: Medium

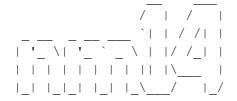
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4. Version History / E-Mail Policy
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Aug. 2, 2006 - Version Final: FAQ Complete
nm14.faqs[at]gmail[dot]com
Hey everyone. This is the e-mail policy portion of this FAQ. I am going to list what I believe to be "acceptable" or "unacceptable" e-mails. Of course, it would be very wise of you to correctly e-mail me if you are hoping for a response. Also, if you have made a mistake when e-mailing me, it is very likely I will block you so that you cannot send me any more messages. So, now that you all know what will happen if you incorrectly e-mail me, you have to find out what is acceptable and what is unacceptable. Please read below.
Do you have information that we have not covered in this FAQ? Well, read below. If you happen to know something in the FAQ please e-mail me. I am always interested in adding information from readers, but there are a few exceptions. If this FAQ is NOT labeled "Final" as its version, your added information may not neccessarily be used. I could possibly already know your information, but have not gotten to that section yet. So, do not guarantee that I will post your comments just because you were nice enough to e-mail us.
Now, for a little more about an "acceptable" e-mail, let's talk about the subject of the e-mail. I get a lot of e-mails about other FAQs that I have written, so I can easily miss your e-mail unless you identify it. So, in the subject line, please include the words "Power Stone" in your subject line. This makes it a lot easier to sort things out in my e-mail. If you do not refer to what game you are commenting/asking for help on, I will most likely ignore the entire e-mail.
The last aspect that we would like to talk about is reading the FAQ. If you are in doubt, check around the entire FAQ before coming to us for direct help. It is likely that information is in other parts of the FAQ, and not neccessarily the part that you are looking at during that very moment. Any comments that are already answered in this FAQ will simply be ignored and blocked, as I have taken a lot of time to write this guide for you, you can do a little something for me as well.
If any of the above guidelines are not followed correctly your e-mails will be considered "unacceptable" and I am sure you know what that means. I personally think that it will be simple to follow the guidelines, and you will not have to worry very much about the process. Thank you, again, for your cooperation.

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5. Final Words

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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!



All of my work can be found at:

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

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