

Power Stone Jack Character FAQ

by ICEOUT0002

Updated to v2.00 on Sep 16, 1999

POWER STONE (Dreamcast)
Jack Guide

Version 2.00
Updated 09/16/1999 8:15 PM EST
By Charles Grey (iceout0002@aol.com)

This is a quick guide for Jack, for the newest fighting game series, POWER STONE.
I played this game a lot at the game store and it has more than just good looks.

- --

- 1) Update History
 - 2) Secrets
 - 3) Movelist
 - 4) Move Descriptions
 - 5) Combos
 - 6) Victory Icons
 - 7) Objects and Weapons
 - 8) Strategy
 - 9) Credits
- --
-

1) UPDATE HISTORY

2.00 (09/16/1999): Added the rest of the moves
1.00 (08/16/1999): First version

2) SECRETS

2nd color:
To get his alternate color (purple), select Jack with "B" button.

3) MOVELIST

P = PUNCH
K = KICK

UNIVERSAL MOVES

Escape : Direction sideways+P+K
Pick up Object : P+K next to object
(P throws high, K throws low, P+K drops)
Push Object : P near object

Kick Object : K near object
Use Weapon : P/K when holding weapon (also in air)
Climb on Pole : JUMP, then P+K near pole (Up/Down moves)
Ceiling Hang : JUMP, then P+K near ceiling
Roll Recovery : When knocked down, hold any direction then roll directions

SPECIAL MOVES

Sword Spin : Jump, P
Drill Kick : Jump, K
Electric Attack : Jump, P+K
Spin and Slide : P+K next to pole
Wall Jump : Jump at wall, press JUMP again
Shadow Jump : Near wall, P+K (also in air)
Dive Attack : On pole, P+K
Ceiling Dive : Hanging on ceiling, P
Ceiling Kick : Hanging on ceiling, K
Knockout Punch : Back turned, P
Roundhouse Kick : Back turned, K

THROWS

Foot Throw : P+K next to opponent
Air Throw : JUMP, P+K with opponent in midair
Alternate Throw : P+K behind opponent

POWER FUSION MOVES

Get all 3 gems in your possession and Jack changes into a robot-like creature and gets powerful (and cheap) new moves. All of these can be done in the air.

"Rolling Slash" : P
"Round Slash" : K
"Misery Rain" : JUMP+P together
"Killer Dance" : JUMP+K together

4) MOVE DESCRPTIONS

SWORD SPIN

Jack spins his swords in midair for about 2 seconds. This can double as a limited flying tactic. And you can combo off this somewhat.

DRILL KICK

He spins Dhalsim-style towards his opponent.
This will cause them to drop their gems.

"ELECTRIC" ATTACK

He dives straight down and stomps twice.

SPIN AND SLIDE

Jack spins once around the pole then launches towards his opponent with a sliding kick.

WALL JUMP

Jack gets double the airtime with this one. It takes him sometimes over the top of the stage.

SHADOW JUMP

Does a rolling ball attack towards his opponent. Hits up to 4 times.

DIVE ATTACK / CEILIING DIVE

Jumps down at opponent with a powerful single strike.

CEILING KICK

Kicks with both legs while hanging on ceiling.

KNOCKOUT PUNCH / ROUNDHOUSE KICK

This will send anyone coming in from behind across the screen.

FOOT THROW

He juggles them with his feet and tosses them away. Counts as a 2-hit combo.

AIR THROW

Jack grabs them out of thin air and brings 'em down.

ALTERNATE THROW

Jack tosses them over his head.

POWER FUSION MOVES

ROLLING SLASH

Extends his swords into a "wheel" that hits multiple times. This zooms onto his opponents' position at the start of the move.

ROUND SLASH

Does a single revolution with one of his swords and has a nice hit range.

MISERY RAIN

He pauses, glows for about a second, and shoots out 10 sword projectiles towards his opponents' position.

KILLER DANCE

He pauses for about a second, then spins around about 15 times while going upward. This is the "Hurricane Kick Super" of the game.

5) COMBOS

- (2) (corner juggle) P object at opponent,P
- (3) Jump, P, then P,P
- (4) P,P,P,P (punch,punch,sword thrust,backhand)
- (5) K,K,K (kick,kick,triple sword spin)

6) VICTORY ICONS

- D - Win with regular move
- S - Win with Power Fusion move
- P - Perfect win
- J - Win by time out

7) OBJECTS AND WEAPONS

Objects such as pots and chests can be picked up and thrown as weapons. Make sure you have a clear shot before throw, because a second too long in the same place can

be fatal. Inside the treasure chests are weapons such as guns and explosives.
You can pick these up but your walking speed will be slower.

8) STRATEGY

General

If you opponent has two of the stones, try to hit with a drill kick to get them to drop their stones. A good way to get out of the corner is to use his wall jump ability to get away.

Vs. Wangtang

His speed is formiddable and his moves the most "Street Fighter" of the game. Don't let him get all three stones at any cost, because as his street punk form, he has a 13-hit "raging demon". A very unlucky number, indeed.

Who controls center stage controls the round. Make yourself hard to hit.

9) CREDITS

ICEOUT GAME PAGES
POWER STONE (c) CAPCOM
DREAMCAST (c) SEGA