

# Power Stone FAQ/Strategy Guide

by Professor Revolution

Updated to v2.0 on Mar 13, 2000

Power Stone Strategy Guide v2.0  
by Professor Revolution(ProfRev777@aol.com)  
This FAQ is Copyright(c)1999 by the author  
Power Stone is Copyright(c) 1999 by Capcom

## Revision History:

v2.0--Added Controls Section

- Added some new stuff to the Introduction
- Added "About the Author" section
- Cleaned up the look a bit

v1.0--Converted this doc. from the HTML version that has been up at my site for a while.

## WARNING:

This document is intended for personal use, and may be distributed around the internet freely provided it is not altered in any way, and proper credit is given to the author. You may not publish this document in a magazine or use it as incentive to buy a product.

## Contents:

- A.Introduction
- B.Controls
- C.General Strategy
  - i.Punching and Kicking
  - ii.Throwing and Catching
  - iii.Escaping
  - iv.Using the Arena
- D.Advanced Strategy
  - i.Weapons
  - ii.The Mighty Jump Kick
  - iii.Efficient Use of Power Stones
  - ix.Escaping a Powered Up Foe
- E.Character Strategy
  - i.Fokker
  - ii.Rouge
  - iii.WangTang
  - iv.Ryoma
  - v.Ayame
  - vi.GunRock
  - vii.Jack
  - viii.Galuda
  - ix.Kraken
  - x.Valgas
- F.CLOSING/NEXT REVISION
- G.ABOUT THE AUTHOR

## =====

### A. INTRODUCTION

## =====

Welcome to my Power Stone Strategy Guide. I created this after many hours of playing this fun and amazing game. I translated the super moves as best i could, any help on the ones I couldn't get are very welcome^\_^

Power Stone is a bit simpler than other fighting games. It's more of an action movie really. The emphasis is on fast-paced action rather than intricate skill ala Virtua Fighter, but even so there's still a fair amount of strategy involved. It's nothing too deep or involving, just some fighting game basics with a slightly different tilt. You still want to play to your character's strengths and use their most powerful moves when you can. Like I said, nothing major but knowing these little details can make the difference when you're trying to keep the controller in your hands in a roomful of players.

At the start of each round, you and your opponent each start with 5 bars of energy(near your character's name and picture). Your goal, obviously, is to drain the other fighter of all of their energy before they do the same to you. Just like every other fighter right? Well, in Power Stone you can drain their energy in many different ways. You can use the good ol' up close combo of punches and kicks, or you can throw any of the chairs, tables, boxes, etc that are lying around at them, you could also pick up one of the various and varied weapons that pop up from time to time and fire at them, but the best way to defeat your opponent is to collect the 3 Power Stones and "Power Up." When Powered Up you gain access to your fighter's devastating and flashy Fusion moves, as well as the ultra-powerful and mondo cool looking "Super Fusion moves." Every Fusion move drains your Power Energy a bit, and performing a Super Fusion move will drain all of your Power Energy regardless of how much you have left. When you use up all of your Power Energy your character releases the 3 Stones back into the arena. The concept may sound a bit simple but it's really a blast to play, and the fight to control the stones can get hectic. The beauty of the game is that sometimes both you and your opponent will spend most of their time in Powered Up form lobbing Fusion moves at each other, and other times neither of you may collect all 3 stones at all till the very end.

This game, and this FAQ, are kinda special to me. Mainly because Power Stone was the first game I got with my import Dreamcast, and this was the first FAQ I really tried to write to help people with a game. Needless to say I spent plenty of time playing this game to death when I first got it, alone or with friends. It was the start of the DC phenomenon for me, and most of the people I know. The downside to this though, was the fact that after I had played this game for weeks straight, and after putting together this little FAQ I was pretty burned out on the game. I'd play it now and then, but never really got the urge to play it for more than a few games. However, with the impending release of Power Stone 2(which I'm planning on covering as well) I figured I'd give ol' PS1 a try again. And lo and behold, I got hooked all over again. Sure, there are better looking games, more involving fighting games, etc etc, but for me Power Stone is still one of the greats.

So, once again I'll be working on this long neglected FAQ and try to breathe some new life into it. If you have anything you'd like to add, or any type of suggestion, feel free to drop me a line.

=====  
B. CONTROLS  
=====

The controls in Power Stone are pretty simplistic, which is good for this type of game because you don't want to have to think about what button to press, you need to be able to act on instinct. Luckily, it doesn't take too long to get familiar with the controls.

D Pad/Analog Stick--Move Fighter  
X Button-----Punch  
Y Button-----Kick

A Button-----Jump  
B Button-----Throw(Punch+Kick)  
L Trigger-----Super Move 1(Punch+Jump)  
R Trigger-----Super Move 2(Kick+Jump)

If you're using the Arcade Stick:

Joystick-----Move Fighter  
X Button-----Punch  
Y Button-----Kick  
A Button-----Jump  
B Button-----Throw(Punch+Kick)  
Z Button-----Super 1(Punch+Jump)  
C Button-----Super 2(Kick+Jump)

=====

## C.GENERAL STRATEGY

=====

### i--Punching and Kicking

In Power Stone there is only one Punch Button( Default X) and one Kick button(Default Y), each character has at least a 3xPunch Combo and a 3xKick Combo. Some of the characters have 5xPunch and 5xKick Combos. Also, varying P and K during a combo will yield different results. Think of Pocket Fighter. Also, Galuda and Gunrock can add a throw as the last hit of a combo(Default B-or P and K together). The last hit in a combo will knock a Stone out of the opponent.While Combos do a good amount of damage, they are easily escaped.

### ii--Throwing and Catching

Throwing chairs, tables, and other items in the arena are a big part of Power Stone. To pick up an item hit the Throw button(Default B--or P and K Buttons together) when you're near the item(it will also have a circle around it). You can also push an item along the ground by hitting punch near it. If you're facing away from your opponent you'll jump over the item while pushing it through your legs(very handy!). Now that you know how to throw, you'll have to know how to catch! When someone's throwing an item at you, just hit the Throw button when it gets near you and you'll catch it. The timing is very critical, and some of the characters throw the items VERY fast( Gunrock!). You can also catch in the air as long as you haven't committed to another move, like a Jump Kick.

Each character also has a throw they can use near the opponent, and a throw move in the air. The Air throw is either a combo hit from above or an actual throw that you must use when both fighters are jumping and near each other. Galuda, Gunrock, and Valgas perform flattening moves as well. Air throw moves can also be performed off of walls.

### iii--Escaping

Escaping is a nice addition to 3D fighting. Basically when your opponent gets near you and tries to start a combo, just tap in a direction or jump to escape. The timing isn't as strict as Catching but still important. Sometimes when you jump to escape you'll perform a neat little switch-a-roo move to land behind your opponent leaving them wide open for a throw or nice combo, it happens very quickly though( just like everything in this game^^) so be prepared or the other fighter can easily escape. Another form of escaping is the Throw Escape, just hit

the Throw button when the other fighter attempts to throw you, again timing is crucial. I have yet to escape an air throw, such as Kraken's, so I don;t know if its's possible. E-Mail me if you have!

#### iv--Using the Environment

Using the Arenas to your advantage is another important factor in Power Stone. Generally, higher ground is better. It gives you more height on your Jump Kick( more on that later), you can avoid pushed items on lower levels, and have a better position for throwing items. Some arenas have small, confined higher levels(DawnVolta, DullsTown) these are good to escape to from time to time but don't stay there too long. You're more vulnerable to Bombs, SuperBombs, Chain Guns, and other weapons.

Climbing the poles around the arenas is another good escape tactic, and good positioning for a quick Jump Kick, Air Throw or Squash if you're a big guy. The smaller fighters also have a cool spinning move they use when near poles, just hit the Throw button( Note: you must be on the ground). While these spin moves look cool, they're hard to pull off and leave you wide open for a Jump Kick, Weapon Attack, or Item Throw. The big guys don't bother with the fancy stuff, they just grab the pole and swing it(Knocking whatever Stones their opponent has out!). In most arenas their are hanging bars you can grab on to and move around on, just jump to them and hit the Throw button. These are good for quick escapes and leverage but not much else IMHO, looks cool though.=P If you have any other tips feel free to send them in, full credit will be given.

=====  
D.ADVANCED STRATEGY  
=====

#### i--Weapons

Aside from the chairs and tables scattered about the arenas, you'll also find quite a number of weapons appearing from time to time. Sometimes they're in chests, sometimes just they just appear without them. These are the weapons I have so far:

##### Extend-O-Stick:

This is a cool little weapon, slows you down as much as a pipe or sword but extends nearly 3/4 way across the arena. If you hit the other fighter with this whatever stones they have will fly across to your side, very nice indeed!

##### Pipes and Swords:

Slow you down some. Hit punch to swipe at the opponent, will knock out whatever stones the other fighter has. Also try jumping then hitting punch for a very nice stab attack that can override a jump kick in many situations.

##### Big Ass Hammer:

The Big Hammer is a cool weapon, but it slows you down a whole lot. Unless your opponent is one of the quicker fighters(WangTang, Ayame) I'd go for it. Hitting them with The Hammer releases all stones they have, and they get flattened for a couple seconds, just enough time to get a head start on those stones!

##### Six-Shooter and Chain Gun:

The Six Shooter slows you down a little while the Chain Gun slows you down ALOT. The Six Shooter is a cool little weapon that does some good damage, but it's hard to hit the other fighter with. The Chain Gun on the other hand is a big powerful weapon that is almost always worth the pick-up. Just face the opponent and hold down punch! Usually, if you hit them once you'll get at least 5 or 6 more shots in. The problem with the Chain Gun is that you're very susceptible to thrown items or jump kicks while firing. But the trouble is worth it if you can trap the other guy in a corner^\_^

Flame Thrower and Missile Launcher:

The Flame Thrower is probably my favorite weapon. Sure it slows you down alot, but you can fill the area around you with so much fire that your opponent won't dare try to attack. it also has nice range and can catch the other guy off guard when he thinks he's far enough away. The Missile Launcher is another matter. It's big, it's slow, it's hard to hit your opponent with and it leaves you wide, wide, WIDE open. I only pick it up if I'm way ahead on energy.

Bomb, Super-Bomb, and Molotov Cocktail:

I never usually pick-up regular bombs since they don't do enough damage for the risk, and the timer is too short for my liking. The Super Bomb however, is one I try to grab whenever possible. it has a longer timer and a bigger explosion. The Molotov Cocktail is the smallest explosive hence it's harder to hit your opponent with, it does however set a small portion of the arena on fire for a few seconds, so if you miss but come close to the other guy, they might accidentally step in the fire.

Shield:

I usually never get the shield. Sure it protects you from all attacks for a limited amount of time or damage(whichever happens first) but you can't attack while you have it. Now you might be thinking,"but what about when my foe has all 3 stones?" It might seem like a good idea, but running away and avoiding is better than hiding behind the shield. The best reason I can think of is that the shield doesn't stand up to Power moves too well, then you're stuck near a powered up fighter with no protection. Not good! Also,when you're holding the shield you're wide open for throws.

ii.The Mighty JumpKick!!

The Jump Kick is one of the strongest and most versatile moves in Power Stone. It's not strong in terms of the damage it does, but strong in the sense that it's quick, can be pulled off instantly and knocks a stone out. If your opponent tries a combo, escape and make him eat foot! If he grabs a big weapon, again make them pay with a quick jump kick. If your foe tries an Air throw move or squash, jump out of the way and, you guessed it, pound him with a jump kick. Now if you're playing someone who knows the power of the jump kick as well, you 'll get into some good ol' SF2 style jump kick battles. Always remember the higher jump kick normally wins except for a few occasions. Just revert back to your SF2 roots and you'll have Jump Kicking down!

iii--Efficient Use of Power Stones

If the name of the game is Power Stone, you better believe that they are an important factor of the game. Power Stones are those Red, Yellow, and Blue diamond shape things you see lying around. The goal is to get all 3 and power up to unleash some major damage on your foe. You'll have a little energy bar at the bottom of the screen showing you how much Power Energy you have left, using a Super Power( Default L or R trigger)

will use up all the Power Energy you have. Each character has 2 Supers and 2 power moves using the Punch and Kick buttons. All characters can grab poles and swing them when Powered up as well. Them's the basics. Once you get the stones however, you have to use their power wisely. Don't just hit a trigger button immediately and waste all that energy! Usually, when you get all 3 stones your opponent will start running like hell. That's alright, you can bide a little time and try to cut them off in whatever direction they are heading. Generally, the Punch Button will unleash a projectile and the kick button will bust out a move good for close-up battle. So if you're opponent starts running away, unlaod a couple projectiles and see if they hit the mark. If so, run in and wait for them to try and roll away and nail'em with a couple Kick Button Power moves. Try to use as much of the Power Energy as you can before breaking out with a Super Power. Note that you can still be attacked and take damage when you're powered up you just won;t fall. Most of the Supers have a charging animation before they are unleashed, while you aren't vulnerable when the camera zooms in on you, you ARE as soon as it pans back out. During this time you can be thrown, thus canceling your super and usually ending your Power time.

When you use all of the Power Energy you will release the Red and Blue stones back into the arena and you won't be able to move for a few seconds. This is a bad time for you, especially if you failed to knock down the other fighter. If not, he will be free to nail you with a combo, throw, or collect both stones. Which leads me to:

#### iv--Escaping a Powered Up Foe

You know what to do when you have the Stones, now what about when your opponent has all 3? Well, in a word: Run! Most of the Power moves can be avoided, for Projectiles just keep moving. Long, straight runs seems to work the best. When you're running in a straight line your foes projectiles will seem on target but jumping at the last second will leave you unscathed. The same goes for homing projectiles. Running in circles or bad angles will leave you burned. Again, straight lines and jumping at the last second will usually be enough, changing direction between firings is also a good idea( but never run towards the Powered Up foe unless you're really sure of you Dodging skills!). Also try escaping up to a higher level. Now what about those pesky Super Powers? Well, there's basically two kinds, a projectile Super and a range Super. Avoiding a projectile Super is thetrickiest, they usually fill most of the arena and once you're hit, you in for at least 5 more( not good!). The best way to avoid these Supers is to run and jump like crazy, but in a good pattern. Try not to back track, and jump from level to level if possible. Just remember to keep moving! The range Supers are a bit easier, just stay away! Some, like WangTang's, Ayame's, and Kraken's, are very easily dodged while others( Ryoma and GunRock's) are harder. No matter what the case, when you're opponent is powered up, just run! Lately, I've been trying to get in good throwing position to cancel some Supers, when I get better at it I'll add some strategy about that.

When your foe uses all his Power Energy, he's wide open for some damage. I usually go for the Stones, sure a combo or throw is tempting, but the opponent can recover or escape the throw( and the computer ALWAYS does after the 3rd round) and strike you back and collect the stones again! Argh! The only exception is when the other fighter is low on energy. If they're down to one gem/bar/whatever left, go ahead and lay some damage on them!

=====  
E.CHARACTER STRATEGY  
=====

The first two moves are the Fusion moves, performed by hitting P and K respectively. The next 2 are the Super Fusion performed by hitting P+Jump(L Trigger on DC) and K+Jump(R Trigger on DC) respectively. The translated name of the move is in CAPS, and the original Japanese name of the move is in (parenthesis).

i.FOKKER

Fokker is the well-rounded chap of the bunch. Not too quick, but not too slow, is pretty strong, and a decent thrower. His supers are pretty good as well:

POWER MISSILE(pawa-misairu)--When you hit punch( Default X) Fokker will shoot a single missile at his opponent. It seeks fairly well, but can be avoided pretty easily so let 3 or 4 go one after the other.

POWER HARIKEN(pawa-harikeen)--A sort of Dragon punch surrounded by flames. This is a cool move, but it must be performed near the opponent( and when battling a good "Stoner" this can be tough). A good strategy is to unleash a few missiles at your foe to get him running so you can set-up them up for this more powerful move. Or if they get knocked down, run in and wait for them to try and roll away then Bam! give'em a 6 hit dinner! Default is the Kick button( Y).

POWER EXPLOSION(pawa ikusupuroojan)--20 or so missiles fly out of Fokker after he charges for a second. This is an average Super, and can be avoided by a skillful opponent. I generally use this somewhat close to the opponent, and when they're low on energy since Fokker's other Super is much better

POWER ROCKET(pawa roketto)--Now we're talkin! Fokker will fly at his opponent leaving a bright trail, bouncing off walls 4 or 5 times. This is a great Super and can usually deliver 10 or so hits. It's best used when the opponent is jumping around avoiding missiles. This is the Super you should use most of time!

ii.ROUGE

Rouge is quick and has some real "fire" power(sorry!). Her Supers are some of the best looking in the game, and they can do some nice damage as well.

????????(kooka no toika)--Rouge blows a deadly kiss of fire with wicked range. This is a great move and you should use it often! There is also a jumping variant. When in the air, Rouge will drop a ball of fire that spreads on the way down. Effective when your foe has been knocked down.

DREAM OF ?????(yume he no izanai)--Rouge flies on her magic carpet at the opponent. This is a decent move, useful when your opponent is trapped in the air, but your Power Energy is usually better used on the other move.

TRAP OF ?????(shakunetsu no wana)--This Super has decent range and does some nice damage, but your opponent must be some-what close and on the ground for the full brunt of this attack to hit them. Rouge forms a ball of fire above her head and slams it into the ground causing small explosions all around her. This is best used when your opponent is

down to 1 life bar, maybe 2 since it's more of an area attack that you hope your foe is still in range for.

????? OF PARADISE(himatsu no tengoku)--One of, if not, the weirdest Super in the game. Rouge blows kisses and hearts and they fly around her as she dances, if one of the hearts hits the opponent they are dragged into Rouge's "parlour" where nails them with 10 or so quick hits. The range on this is very short since the hearts don't stray too far from Rouge and she moves very slow while she's dancing. Best used after you've nailed them a few times with the fire kisses and they are trying to roll away. The alternate of this Super is when you try to perform it in the air. A huge fire-god head( or something to that effect) appears over Rouge and spits fireballs at the opponent( by pressing the K button), you can control where Rouge aims and floats around with the head. This is a nice Super to use on a wiley foe who seems to juuust escape the hearts or explosions of the other Super.

### iii.WANGTANG

WangTang is probably the most fun character to use in this game. He's the next-to-quickest fighter but also has some devastating moves that can drain an opponent's life bar pretty fast. His supers are sweet, and look really good. As for his super armour, think Son of Clockwork Knight^\_^

DRAGON ???(ryuu ga dan)--WangTang shoots out a large fireball that semi-tracks the opponent. This is the move you should use most often with a powered up WT, they can be thrown 3 in succession before you must pause and you can pull about 3 sets of 3 shots before you start running low on Power Energy

DRAGON FIRE PUNCH(?) (ryuu tai fuu)--WangTang performs a spinning Dragon Punch and is surrounded by wind, or something. I only throw this move in to confuse the opponent after a barrage of fireballs. I don't like to use it too often as there is a delay in start-up and you can be thrown by a savvy opponent. Overall you're better off sticking to the fireballs. As with every short-ranged power move, it's best use on a recovering or cornered opponent.

????(tai ryuu kyoku)--That's not a projectile, THIS is a projectile! WangTang forms a huge, I mean HUGE, ball of energy over his head and lobs it at the opponent. This Super can be deadly in the smaller, or more confined arenas. It can take off anywhere from 1/2 a bar to 2 1/2 bars depending on how well you aim. It's best to not use this on a running foe as they have a better chance of dodging the massive projectile, yes it can be done! You can get pretty carless with this move though and still score some hefty damage. I'd probably use it alot more if WangTang's other Super wasn't so darn cool.

?????(muten ryuu fu)--This is one of the coolest Supers in the game! WangTang rushes forward a small distance, and strikes the opponent into the air with 3 flip kicks, then as they hang in the air he strikes them about 10 times from varying angles, all culminating in a kick ass freeze frame of his boot buried in the back the opponent as 4 Japanese Kanji flash to each corner of the screen( anyone know what they mean?). The downside of this move is that you must connect with the initial kick for it to work, and sometimes you won't get the full Super even if you do connect. Sometimes all you get is the flipkicks, which aren't bad mind you, but the laser kicks or whatever they're called are simply awesome.



A little trash-talking after you've pulled off this move is in order, especially if you finish someone off with it.

#### iv. RYOMA

Ryoma is a well-balanced fighter, he's not the fastest but certainly not the slowest. He also deals some good damage with that sword of his. Not to mention his fusion armour is the coolest looking in the game.

?????(raijin ken)--This is a nice move, abuse it whenever possible( the opponent lets you get too close). Ryoma swings his sword in a verticle strike and a streak of lighting comes down from the ceiling. Can be used 3 times in a row. Also try jumping with it, a semi-seeking lighting ball shoots out of Ryoma's sword. This is helpful against a skilled dodger. Just shoot a couple of these into the arena, even if they don't panic into a mistake their "free-space" is smaller, giving you a better chance of cornering them.

?????(iaizen)--A decent move but easily avoided by jumping. Ryoma stops and charges for a half-second or so, then a streak of energy flys across the floor at the opponent. This move can be charged for greater power and more "streaks." As I said, this move can be easily avoided. You might be able to catch the opponent off guard every now and then when they're expecting the raijin ken, but usually you're better off using the Power Energy on that.

?????(madare zantou)--A glowing ball of energy surrounds Ryoma and a bunch of quarter-moon shaped projectiles start flying out at the opponent. This is one of those Supers that you're better off not being too close to the opponent since you want those projectiles to spread as much as possible, but you also don't want to be too far away or they're easily dodged. About a half-screen away is fine. I mainly use this Super when the opponent is down to 2 or less Energy Bars since you can get a little sloppy with it and still get almost a whole bar of energy of damage. If you connect well though, a little or 2 bars will be depleted from your foe's life, not bad!

?????(tenchi ryouden)--I like to use this Super when the opponent still has most of their energy as it does decent damage but can be avoided if you get reckless with it. Ryoma spins into the air surrounded by white energy hitting the opponent multiple times, finally ending in a quick drop to the ground where a column of light is shot up into the sky. As flashy as this Super is, it just doesn't do enough damage IMO. If you hit it well though, you should get near 2 bars of damage dealt, not overwhelming but good enough I guess.

#### v. AYAME

Ayame is the smallest, quickest, and weakest character. She's your typical cutesy, butterfly and bunnies, high-pitched voice Japanese girl fighter. Not really my cup tea, since I prefer well-balanced fighters over fast but weak ones, but a skilled Ayame can be tough. Her supers are below average in my opinion, easily avoided and don't do much damage when they DO hit.

?????(hanashu riken)--The weaker of Ayame's power moves, but not hard to avoid. Ayame thows three large Shurikens at the opponent in a single line. The good news is that they barely use any Power Energy so you can let loose a good 5 sets or so before you have to worry. If you do nail them with this move run in for:

????(oukagakure)--Another Dragon Punch type move with the character surrounded by some sort of colored energy. Needless to say Ayame's is the weakest but quickest to pull off, and like the Shurikens it doesn't use much Power Energy so you can let loose a couple before the need to worry arises. Run in on a fallen or just landing opponent for maximum effectiveness, and use whenever hit the opponent with the Shurikens.

????(hyakka ryouran)--I don't really care for either of Ayame's Supers since they're weak and not that visually impressive( hey, it's that type of game!). This is the more useful of the two though, it has great range and a good chance of hitting even the best escape artist. Ayame spins and throws many large shurikens into the arena which spread and whirl at the opponent from all sides.

????(ouka no mai)--Much like WantTang's [muten ryuu fu] you must connect with the first hit of this Super for the rest to happen. Piss poor range and damage make this one Super to pull off only when the opponent is down on their last leg( less than 1/2 bar) or really bad. Ayame flies at the opponent and unleashes a quick combo of punches and kicks that end in her shooting some sort of projectile from her wings up at the opponent. Fallen opponents and beginners are the only ones that will get caught in this move.

#### vi.GUNROCK

Yeah! Gunrock! For some reason I'm always drawn to become skilled at the big guys in fighting games. Zangief, Jeffry, Gun Jack, I love using them all! Gunrock is the slowest but most powerful fighter in Power Stone. This is a significant disadvantage in this fast-paced game, but with time and practice you'll see Gunrock has some great advantages as well. His moves drain so much energy that if you just nail the opponent with a couple items and then grab all the stones, the round can be over in just 10 seconds or so! Really! Needless to say Gunrock's Supers are the most powerful in the game, and there's just something so cool about controlling a big Golem-looking guy^\_^

GUNROCK GUN(gan ganrokku)--Gunrock thows a huge boulder at the other fighter. This is a pretty good move, but you have to time it well. A good opponent can dodge the boulders easily if you just lob them all crazy-like. Take a little time to set-up and see if the other guy starts panicking, or until you see a good opening, then let a few go.

ROCK CRASH(rokku ze kurasshu)--This is a very nice move best used as a set-up for the Gunrock Gun or the Rock n Roll. Gunrock jumps into the air and slams back down causing the opponent to get dizzy if their touching the ground( on any level!). Opponent avoiding your Gunrock Gun? Lob one out, wait till they jump out the way, then as they're landing start the Crash. Just like all of Gunrock's Powers/Supers, timing and set-up is crucial to utilizing his Power Energy.

ROCK N ROLL(rokku n rooru)--This could be the best Super in the game! Gunrock growls and grows at least 3 times his normal size,if your opponent is near than they can say goodbye to 3 of their Energy bars. This move can be dodged, but it's hard to do. If you're using Gunrock, knowing this move is key.

EARTHQUAKE(aasukueiku)--A good move if you( you guessed it!) time it right. Gunrock leaps into the air and slams back down ala the Rock Crash but this time Gunrock continues to stomp his feet and boulders fall from

the sky all around him. The timing is key because the radius around Gunrock that the rocks fall is pretty small. Basically use the same strategy as the Rock Crash and you should be fine.

#### vii.Jack

Jack is the toughest character to get the hang of, but he has some of the best looking moves in the game. He crawls around on all fours instead of walking, and turns into a sort of pirate-robotic-bug thing when he's powered up.

ROLLING SLASH(rooringu surasshu)--Jack throws a "punch" and his arm extends, revealing that his hand is now a giant whirling blade! The downside of this move is that it only reaches straight out in a thin vertical line making it easy to avoid, the upside is that if you hit the other fighter with it, you're guaranteed 5 or 6 hits that take a nice chunk of energy. The best way to use this move is to mix it up heavily with:

ROUND SLASH(raundo surasshu)--Jack's leg extends, and his foot is now a giant guillotine-like blade. Like I said, mixing up Jack's P and K super moves are the key to his succes. Just as the Rolling Slash, the Round Slash reaches out in a thin line, only the Round Slash is horizontal.

KILLER DANCE(kiraa dansu)--A very cool looking move, but only useful if you're VERY close to your opponent. Jack pauses and extends both his arms as some cryptic symbols and such glow under his feet, then he starts whirling like a helicopter and shoots into the air. If you catch the other fighter with one of Jack's arms then you're good to go, it's 15 hits easy. If you don't strike them at first, then you most likely will only get a couple hits, if you're lucky. don't be predictable with this move or you'll be wide open after a miss.

MISERY RAIN(mizari rein)--The better of Jack's Supers. Jack extends his arms and twirls, but instead of flying into the air large swords fly from Jack's arms and track the opponent. Using this move is best just after a knock down as the swords themselves aren't that great in number, but if you get the opponent standing still(yeah, right) or just as they're getting up( but not while they're rolling) then you can deal some good damage.

#### viii.Galuda

Galuda is my favorite character to use, he's powerful but not too slow. Slower than, say, WangTang sure but not too bad. His powered up moves have long range and are deadly!

?????(sabaki no hikari)--A bow of light appears in Galuda's hands and he fires three "spirit" arrows at his foe. Use this move often! The arrows are large and spread out a great distance. While avoiding one 3 shot may be fairly easy, dodging 3 in a row, to say the least, isn't. So blast away often for some nice damage, and maybe you'll get close enough to try:

?????(tenkuu no sakebi)--A pair of wings appear on Galuda's back as he jumps toward the opponent. This move does does great damage but has poor range because you must "catch" the other guy with your hands to accomplish anything. Usually the only way you can catch the opponent is if they confuse themselves while jumping away from your arrows, or while they are getting up. Use the "spirit arrows" the most, and throw this

move in occasionally if you see the chance.

?????(tenbatsu no hikari)--Galuda pauses and a HUGE bow appears on his arms as he leans back, then he unleashes a barrage of arrows at the opponent. This is the easier of Galuda's two Supers in terms of hitting your foe. You have a better chance at getting SOME kind of damage even if you don't connect with most of the arrows. This is the Super I would suggest you use more often if the other one wasn't so damn cool.

????(tenkuu no otakebi)--Yes! The best Super in the game! Talking trash if you kill the other fighter with this move is definitely a must! Galuda grows his wings and flies upwards at the opponent. If you miss, you get nada, but if you manage to hit the opponent Galuda grabs them and flies off the screen, then a second later he flies downward slamming the opponent into the ground. This move takes off an incredible 3 whole energy bars, yeah! Since you have to actually catch the other fighter for this Super to work it can get frustrating, just take your time and fire off a few rounds of the spirit arrows and see if the opponent panics or leaves themselves open in some way.

#### ix.Kraken

Kraken is the sub-boss of Power Stone and he's a crazy looking pirate with a giant hook for one hand and an old-fashion gun in the other. He's a little too slow for my liking but he has good power and one of the best Jump Kicks( err..Claw) in the game. Not to mention he looks very badass when he's "stoned," and his supers are the most powerful in the game. Note that since Kraken and Valgas aren't in the manuel I just made up names for their moves, these are by no means official in any way.

CANNON FODDER-- Kraken's gun is now a mini-cannon! It shoots out bombs with a large blast radius, but you can't fire them rapidly. Try to lead the opponent a little with your shots, even if you don't come too close the explosions have very good range. Like Jack, Kraken's moves are best utilized by mixing them up.

CRAB'S CLAW-- Kraken's hook now looks like the pincers of a crab. The claw extends almost the whole way across the screen towards your opponent as you try to grab them. Throw this at your foe after you've shot off a couple bombs and their shaken. It's kind of hard to connect with this move on a fast-moving opponent, especiallt if their good at escaping. If you DO hit them with the claw then you get 3 hits that take off huge damage.

DEADLY SPIRITS-- 6 or so redish-white ghosts pop out of Kraken and then fly at the opponent. This Super can deal some very good damge, but it's usually avoided. Only use this if you're running out of Power Energy and your foe is near death( or at least down to one Energy Bar). The further away you are from the opponent the better for this move.

SEE YA LATER, CHUM!-- The single most powerful Super in the whole friggin game, folks! And it's also one of the coolest looking, right up their with Galuda's and WangTang's. Kraken's head gets gigantic and he tries to suck in the opponent. If he does, then it's basically good-bye for the other guy. Kraken will chomp on the foe 3 times then spit them back out dealing an insane 4 1/2 bars of damage! If you like to use Kraken, then setting-up for this move should always be your top priority when you have the stones.

x.Valgas

Valgas is one bad ass mofo! He has the strongest set of regular moves in the game, and the deadliest throw. What did you expect from the boss of the game though?( That big stupid-looking mutant thing doesn't count). Valgas' Supers are area-centric so cornering your foe is crucial to their hitting them. Valgas is also quite slow, probably somewhere between Galuda and Kraken.

POWER RAY-- A smaller version of one of his Supers, a ray of energy blasts from Valgas' chest at the opponent. It's better to use this move while jumping because you have a greater chance of hitting your foe. Mixing this move up with the Meteor Kick( explained next) will yield the best results.

METEOR KNEE/KICK--The Meteor Knee is basically useless, Valgas juts a knee out and a single seeker Meteor flys out. Now if you perform this move while jumping, it's a whole other story! Three Seeking Meteor fly out if you perform the Meteor Knee in the air, which I just call the Meteor Kick since it looks more like a kick and all. This move is good to use away from the opponent to confuse them and/or make them panic, and also as a set-up for either of Valgas' deadly Supers, especially the Super Power Ray.

SUPER POWER RAY-- A large ray of energy shoots out of Valgas' chest. This is a very powerful Super that is best used on a cornered or recovering opponent. You can turn slowly in one direction while performing this move, but if you need to than you probably already missed. Knock down the other fighter with the Meteor Kick then time them up for this Super as they are rolling away.

DEADLY ENERGY--Valgas raises his arms and causes the area directly in front of him to spark with electricity and light. This Super has a better reach than the Super Power Ray because it extends slightly to the sides of Valgas as well. Again, this Super is best used on a cornered or recovering foe, or one that is jumping alot as it reeches to the top of the arena.

=====  
F.CLOSING/NEXT REVISION  
=====

That's it for now! I haven't included Valgas' final form as it is very boring to use, except occasionally and there isn't really any kind of skill to it. I hope this Guide helps you enjoy Power Stone a bit more as it is a very fun game and I've seen some people get turned off by it's aparent craziness. If you;re one of those people then hopefully this Guide will give you a better grasp on this game and let you see that there IS a strategy to ths game, as simple as it can be at times.

NEXT REVISION: The next revision I may include a detailed movelist for each character, but I'm not sure just yet. I just started playing this game after a long, loong, hiatus.

I'll probably rent the US version to get some of the Fusion move names and I may add some of the character's story from the manual as well. It's cheating I know, but after classes all day(including a Japanese class) and work, I don't really feel like any major side projects(except for FAQs of course^\_~)

=====  
G. ABOUT THE AUTHOR

=====

My E-Mail Address is: ProfRev777@aol.com

Feel free to E-Mail me if you have any questions or suggestions, but please follow these guidelines:

1. Please don't ask about anything that's already covered in the FAQ
2. Please don't ask me for codes or cheats
3. Please don't ask me when the next revision will be out

Other than that anything is fair game. A quick "thank you" or "you suck" or something. Also, you can find this, and the other FAQs, I've written at my site. It's not updated much right now, but that's because I changed computers and don't have a Web Page Program right now. As soon as I get one though, the updates will commence.

<http://members.aol.com/profrev777/index.html>

====

END

====

This document is copyright Professor Revolution and hosted by VGM with permission.