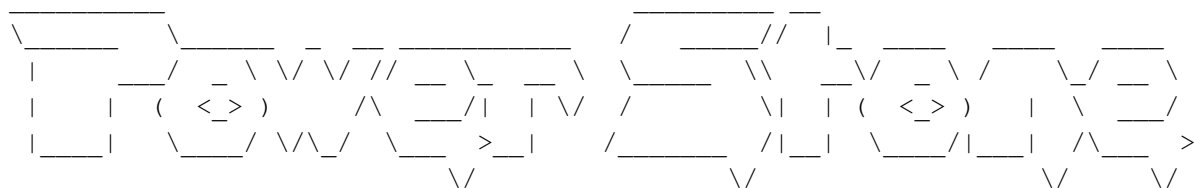


Power Stone FAQ/Move List

by CChan

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Power Stone Guide

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<1> I n t r o d u c t i o n <1>
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Hi, let me introduce myself, as I've done in every of my FAQs so that you'll know better about me :P. I'm Clement Chan, and I've already written a lot of FAQs already, more than 10 all together. This guide is created with helping

intentions to gamers who have problems with Power Stone or seeking more information about it.

Just to let you know, this is my first time writing a fighting-based Guide so the format may not be that good. As I've written FAQs mostly based on RPGs and Action / Adventure, I may not have the experience on writing a fighting-based Guide so please forgive any mistakes I've done.

This FAQ may also contain SPOILERS so beware about that. If you don't want to read further the Guide because of the spoilers, that's fine. As this is a fighting game, I don't really see what spoilers I will reveal but anyway, accidents do happen. So, read at your own risk.

On the side note, you may also want to e-mail to me if you encounter any problems at saigoheiki@gmail.com . I always accept and read thoroughly on every e-mails I receive. Please e-mail me your comments, correct any mistakes that I may make, hints or any tips that may help in adding more information (in that case, your name will be inscribed in the Credits section).

For AOL users, please take note that I may not be able to e-mail you back as some of you may have restricted e-mails and other problems. I've always encountered these problems so please be wary about it, to the AOL users. As for other people, I always check my e-mails DAILY so you can be sure that you will receive your reply quickly.

Lastly, hope you enjoy my first new fighting-based guide and hope you like it.

[1.1] About Power Stone

Power Stone, as you may have already noticed, have a unique type of battle system that allows you to enjoy the whole fight immensely. All in all, it's another Capcom game, a fighting game to be exact.

Now, don't groan yet. Power Stone is not like any Street Fighter or Capcom versus series so you may at least thank Capcom for that. As you progress through the game and finished each character's adventure, you will unlock more items in the game as well as unlock new mini-games for you to play anywhere and anytime.

Simple as it is, Power Stone requires you to collect three Power Stones in the game and you will transform into a huge, double-sized character (well, sort of) and bash your CPU opponents with any of your special attacks. Quite like Ultraman or Power Rangers, don't you think?

Anyway, that's my short and brief review of Power Stone. Thank you for tuning in.

[1.2] Copyright info

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Only Clement Chan Zhi Li can make changes and updates to this FAQ. Any unauthorized changes and updates without my permission is prohibited by law.

If you want to put parts of this FAQ publicly, at least write down the name of this FAQ and the owner's name (mine) together. One more word, don't even send parts of this Guide to other FAQs and write it as your own. I will soon find out.

Power Stone, as well as other Power Stone-related characters and mentioned

names are all Copyright Capcom.

[1.3] How to Best View this Guide

If you view this guide of the Internet and noticed that some words are filled in with spaces and etc., it's because your browser did not view it at the right width. Save the guide and open it up with WordPad (recommended).

Click File, then Page Setup. At the section where they put Margins (inches), look for Right and type 0.8" in it. That way, you could view this guide neatly as it is meant to be!

[1.4] Review

If you have played Marvel vs Capcom 2, Power Stone may not really be the best fighting game ever created as Power Stone only have a measly number of eight characters while Marvel vs Capcom 2 has a whooping 56 characters. But this game has a unique type of battle system, that will simply engross you in the game for hours! Added to that, the extremely simple controls as well as the incredible graphics made this game shines its light in the day.

Graphics - 9

The characters models are recreated perfectly and looked tremendously great with its cartoon looks stayed in. As usual, Power Stone and several other games like Soul Calibur are already in the Sega 痴 Naomi arcade board so the full conversion is definitely not surprising with the graphics more enhanced, brighter and with stunning high-resolution picture. Even the stages have been designed enough with its cool and adventurous looks to make you feel better about them. The animations are done so fluent and efficient that the frames are all steady without a single flaw in them!

Nevertheless, Capcom has not yet passed out and leave us with dull and unentertaining graphics, despite many more games the big company has to create for different platforms. The great flashing light sources are also one of the cool graphics features that are added, and can be seen when your character shoots out his or her magical powers. Mixtures of different millions of colours made this game looks brighter and cheerful and never a character or a stage will look down and dull (with the exception of Jack 痴 stage, of course). The background itself in ten various stages have their own unique appearances from different cultures of different countries.

Music - 9

With ten different stages for you to play, there are different background music for you to hear with their own different rhythm and style in it. Each of them have all sorts of musical beat, especially quick and rapid rhythm when your character transformed after collecting the three magical Power Stones. Moreover, there are also different voices used for optional characters that appeared from time to time to fit in the ending. Even the sound effects on how you draw out a sword and slash your enemy or grab Sun Wu Kong 痴 powerful stick will have their own sound effects. Even the way you punch your enemy will have the effect and even better sound effects will appear when you transform into a powerful form.

Gameplay - 9

Power Stone is definitely an interesting and unique game to be played on cards, and it was a relief after Capcom literally spends its time creating dozens of

Capcom versus series and the totally repetitive and uninteresting Street Fighter series for almost all platforms. So all we want is a guaranteed original and fun game and finally, Capcom answered our prayers by releasing Power Stone, which is also included as the first batch of release games for Dreamcast.

The battle system does not only include button-mashing and releasing power or execute whatever sort of moves the character have. In fact, you^值 need to collect three Power Stones which one of them are already collected by you, one of them at the hands of the enemy and the last will appear after you start fighting with the enemy. Getting hold the three of them will transform you into a much powerful form (sort of Ultraman and Power Rangers to me). And on that time, you^值 be given a short span of time and power for you to hit and kill your enemy with your own strategy.

Indeed, each of your characters have different advantages as well as disadvantages. Ayame, for example, is very quick and fast but have a not-so powerful attacks while Gunrock, which is very powerful but incredibly slow because of his fat. You can easily try out every character as there are only eight of them but remember, there are no Training Mode. Yup, no kidding. I don^稚 know Capcom has successfully released this game without one single Training Mode to practice.

Arcade Mode, of course, will be what you had expected. Fight all characters till the three last bosses and you^值 be stunned with its hardness. Remember, three bosses are simply crazy to play that it will take one hour to complete only one character^痴 adventure. So, add up the seven more up and you^值 get eight hours of gameplay. It may be difficult but simply addicting as you can also play a versus mode against one of your friends.

The Versus Mode has not much difference but just as every fighting games that you have played, have a friend to fight against (or three friends to fight against, as a case of some games allowing them). As you progress along and used a few characters in the Arcade Mode already, you^值 unlock a few modes which will unlock the Extra Items mode. In there, you can easily select whether you want to collect 3 or 5 Power Stones to transform, have extra items for you to choose while you fight and other useful modes. You can even choose whether to make your transforming attack to 200% which, in this case, you can kill an enemy immediately while the enemy can do the same to you, so be careful what you choose.

You can take lots of items while fighting in the stage, and lots of obstacles which can easily knock out a few health bars from your life. You can take out a sword after destroying a treasure box and slash the enemy to make him throw out all the Power Stones he have. Or you can climb up the net on Ayame^痴 stage and throw down lanterns that are hanging on top, acting like flying bombs. Or even use a flame thrower which can reduce your enemy to ashes (well, not really). You can even kick a box or throw it towards the enemy to knock him out! All together, you can find a nice collection of items to use, if you don^稚 fancy all the kicking and punches all about.

The whole stage is your whole fighting battle. You can continue your fight against your enemy even up on the rooftop, or climbing up on a net or even at the side of a ship! That^痴 the coolest thing about playing in Power Stone^痴 stages, you have complete freedom and style on the way of defeating your enemies. You can choose to use the various items that appear from time to time or just jump, attack, kick, attack, jump and use whatever moves that pleases you. You can also throw your enemies if you like but this move are unlikely to be used as it will only consider that you are going to be beaten. One more thing, you can^稚 even defend yourself. Run and avoid it. Remember, run and

avoid.

After you have played for a long time, you can download three VMU mini-games (which cost a whole memory card!). To download them, you ^值 need to progress through the game and the mini-games will allow you to open more extra pages to the Power Stone book. You can play Falcon ^痴 airplane game which is basically avoiding the bombs and birds that fly around, Gunrock ^痴 slots and lastly, Ayame ^痴 ninja star throws. All of them exciting and addicting, which allows more replay value.

Controls - 10

Actually, there are not really many buttons for you to press so it ^痴 pretty easy, really. Let ^痴 count: One jump button, one kick button, one grab button and one punch button. One L Button for executing the Jump and Punch move, one R button for executing the Jump and Kick move and a totally full 360 degrees analog stick. So actually, there are not really many combos and moves to remember so it ^痴 just a matter of winning in this game.

Replay Value - 9

With lots of mini-games to play, this game should get you up and running for days, or weeks. Three exciting mini-games for you to download and play should last you for a long time and getting them are even difficult as you need to do something special (no spoilers!) in order to get them. Honestly, the Arcade Mode is a real tough one and what ^痴 really going to be tough is Capcom does not include a Training Mode which makes life difficult. The versus mode will already be one game that should let you fight against your friends for hours without giving up. Just remember, Power Stone is one of the games that has tons of replay value.

Overall - 9

Power Stone is one cool, addicting game but honestly, I feel that it ^痴 still not complete because it has only very few and limited modes for you to play. With the unique fighting style and the cool idea of collecting three Power Stones, you can ^稚 simply dished this game away. One word to say, simply addicting.

Heroes

- + A simply addicting game!
- + Flawless, stunning, brighter and cooler graphics!
- + Mini-games to get you entertained!

Pillows

- Very limited modes, especially that there are no Training Mode. Bugger.
- Tough enemies as they have very high artificial intelligence.
- An addicting game that will make you lose sleep!

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<2> B a s i c S t u f f s a n d M e n u s <2>

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In this section, you'll find all sorts of information that will do good for beginners who start playing this game. The menus and others will be listed here as well.

[2.1] Controls

Well, here's the default controls that you should get used with. These controls are all for the original SEGA Dreamcast controller but you can also change the controls for the Arcade Stick. If you're not familiar with the controls, you can always change it at the Options menu.

Analog pad - Move your characters.
D-pad - Move your characters.
A button - Jump.
B button - Punch + Kick, pick up an item, throw items away, grab poles and throw.
X button - Punch, push items and use the items.
Y button - Kick and use the items.
L button - Jump + Punch, Power Fusion 1
R button - Jump + Kick, Power Fusion 2
Start button - Pause and brings up the menu.

[2.2] Game Menu

The game menu can be seen when you first start up this game.

Arcade - Fight against 9 different characters (including the three bosses!) and you will unlock different things from time to time.
Versus - Play against your friend (2 players only). You can choose your character and the stage that you want to enter too.
Extra Options - This option will be unlocked after you have completed the Arcade Mode for the first time.

- Power Stone [3] [4] [5]
-> Choose between how many Power Stones should be collected in the game.
- Power Gauge Timer [On] [Off]
-> Choose whether to have the timer in your power bar when you transform.
- Extra Items [On] [Off]
-> Enable extra items that are collected in the game.
- Damage Recovery [On] [Off]
-> Choose whether to regenerate the blue health bar in the game.
- After Rounds Recovery [On] [Off]
-> Choose whether to have your health bar full after every round of battles.
- Transformation Damage [0%] [50%] [100%] [200%]
-> Choose how much damage should be when you attack after transforming (for Power Drive).
- Transformation Attack [0%] [50%] [100%] [200%]
-> Choose how much damage should be when you attack after transforming (for Power Fusion).

Powerstone Collections - This mode can only be unlocked after you have

Options

- completed the Arcade Mode for the first time.
- Brings up a list of menu that can be changed as below.
 - Difficulty -> Change between 1 to 8 (easiest to hardest).
 - Time Limit -> Change the time limit in the game (choose between 60, 99 and 00).
 - Round -> Maximum of rounds in the game (choose between 3, 4 and 5).
 - Damage -> Damage that will affect your enemy and your health (I usually left this untouched).
 - Sound -> Select between Stereo and Mono.
 - Vibration -> Select Vibration On or Off.
 - Button config. -> Change your button configurations for your controller.

[2.3] Basic Tips and Advice

When you first start playing the game, you would probably be in a midst of confusion on what's going on. So, give in a listening ear and a looking eye at what I'm going to write. Pick up some useful hints so that your character will last much longer in the game.

Basically, Power Stone is just like its name. You're going to collect three Power Stones scattered in the game (You will get the Power Stone and your opponent will get one automatically in the beginning of the game so you're going to fight for the third one). Collect all three of them will transform you into an unbeatable character, with cool menacing look and destructive power.

Always move and jump about in the game like a monkey on the loose. If you stop even for a few seconds, your opponent will dish out a move and knock you out. All CPU opponents are very good in picking up items and throw it towards you and they will always do this in the beginning of the game.

If you're fighting against your friend, be sure to pick up a quick and powerful overall character (I suggest WangTang). If you're going to use Ayame, be wary about what's going to happen. Ayame is fast but her powers are weaker than the rest so just hope that your friend will be dumb and take good advantage of her.

When you transform by collecting the three Power Stones, there will be a power bar below and by using your character's Power Drive, it will reduce the power bar each time. You have to use all your Power Drives immediately because the power bar will also decrease with time. The Power Fusion will take up your whole power bar so use it immediately when your power bar is about to finish. This is a good strategy to fight against tough bosses but hurt them a lot without wasting it. Your power bar will also reduce when you are hurt by the enemy.

[2.4] Jump + Kick Technique

If you had played Power Stone for a while, you're sure to noticed that this is the most useful technique of all because it could easily kick the Power Stone out of the enemy before knock him or her down. To perform this, all you need to do is to press Jump (A button in default) and then quickly press Kick (Y button).

You can even press the A button and then B button too if you like. Also, you can Jump towards the wall and then Kick which will make your character jump off the wall and attack your enemy from behind! Very sneaky. Master this technique and enemies in front of you will be hard to be defeated.

[2.5] Throwing and Catching

Basically, you'll need to press the B button to carry whatever items in your way, whether it's chairs and etc. Press the X button after carrying it will result your character to throw whatever items he posses. To throw off the item you just carried, press the B button again.

To catch whatever items your enemy has thrown towards you, press the B button. Timing is very important here because it could result yourself easily get knocked by the item. Other than throwing, you can push boxes and items too towards the enemy by pressing the X button.

[2.6] Escaping

When your enemy tries to attack you with a combo, quickly press to another direction or the jump button (A button) to escape. To be honest, I rarely used this technique because I concentrate mainly on attacking. If an opponent tries to throw you, tap the B button and both of you will back out. Press the B button repeatedly and try to throw your opponent back.

[2.7] The Pole Technique

Each stage will have at least one standing pole that is quite useful at all times. Fast and weak attacking characters like Ayame, Falcon and Rouge will simply turn around the pole a few times and attack the enemy a few times. You can jump at it and then grab it will result them in climbing it. Press the B button again and they will let go of it and attack the enemy.

To grab the pole, simply press the B button. Giant-sized characters like Gunrock and Galuda will pull the pole off and whack your opponent hard which will cause some awesome damage and knock off all the Power Stones they have. After transforming, the fast characters can also pull off the pole too!

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<3> M o v e L i s t s a n d S t r a t e g y <3>
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Below will be a move list of characters after they transform, meaning that they have already get the Power Stones. There are not really many moves in this game

so you should be able to master and get hold of one character easily. All of these characters are in alphabetical orders, except for the secret characters which will be at the bottom, after the original ones. And of course, I'll put the default buttons in the normal Dreamcast controller in brackets and the names of the moves are all named by myself.

[3.1] Ayame

Ayame is easily the fastest character of all of the characters in Power Stone. She could jump about very gracefully but her attacks are weaker than he rest. Despite that, if you could master her, there will be no problems in defeating other opponents.

|NAME | Ayame |

|NICKNAME | Cherry Blossom Dancer |

|FAMILY | Father, Mother, Sister, Grandfather, Grandmother, Cat |

|STAGE | Oedo |

|OFFICIAL | Officially, Ayame is a star artiste in a travelling troupe. |

DESCRIB-	Secretly, she is descended from a ninja family and is herself a
TIONS	ninja. Obeying her master's order, she is on a quest to acquire
	the Power Stones. Ayame's attacking power is frail and she is
	weak when throwing heavy objects. To compensate, she runs faster
	than any other fighter. During a power change, her are very
	powerful. Her best strategy is to avoid attacks while collecting
	Power Stones.

|POWER | Triple Shurikens Flash - Punch (X button) |

DRIVE	-----> She'll throw three fast shurikens at the enemy
	and you can move about so she can change the
	location she can throw.

| | Flash Advantage - Kick (Y button) |

	-----> It's a normal uppercut but powerful as well.
	When you are near your enemy, try and use this
	and it will prove useful to you.

|POWER | Shurikens of Death - Jump + Punch (L button) |

FUSION	-----> This attack is quite powerful as Ayame will
	throw a large number of shurikens at you, each
	of them trying to attack you like homing-type.
	If you have quite mastered the game, you'll
	noticed that it's easy to avoid all of these
	shurikens completely by jumping about. Although
	this move is powerful, it's also weak compared
	to other character's Power Fusions.

| | Intense Flower Hit - Jump + Kick (R button) |

	-----> If you want to use this attack, make sure that
	the enemy is in close range and if you can
	connect the attack, sit back and watch how your
	enemy gets bashed up by her while she deliver
	the shuriken blow. As all of her attacks, this
	one is also quite weak but enough to damage your

enemy.

STRATEGY	To defeat Ayame, you'll need to grab all Power Stones before she
	does or it will be fatal to you. If you use an extremely slow
	character like Gunrock, try and knock her down as soon as
	possible. Fast characters like WangTang should not be much of a
	problem, jump and kick her out and use your most powerful attack
	after transforming.

[3.2] Falcon

Falcon is a Ryu and Ken type of character in Power Stone. Despite what people say that he is quite a balanced fighter but as for me, his attack does a lot of damage and his speed is sacrificed a little, making it a little bit unsuitable to fight against the fast and quick Ayame.

| NAME | Falcon |

| NICKNAME | Red Whirlwind |

| FAMILY | Father - Pride |

| STAGE | Londo |

OFFICIAL	Hailing from the town of London, noble Falcon circles around the
DESCRIB-	world in his airplane Hockenheim. He searches for the Power
TIONS	Stones which were revealed in an ancient family legend. Falcon
	has a strong sense of justice. He specializes in boxing and
	destroys evil with his sharp moves and explosive punches. Falcon
	is a balanced fighter with neither flash of outstanding
	strengths or the drawback of outstanding weaknesses. During a
	power change, he gains powerful moves for both close and far
	range combats.

| POWER | Missile Launcher - Punch (X button) |
| DRIVE | -----> A simple attack that can make it quite damaging |

	to the enemy. If the enemy is fast, he will
	easily jump out of the way so be sure to shoot
	a few times. The bad thing is, it will also
	lower down the power bar a lot for a Power
	Drive like this.

| | Tornado Aura - Kick (Y button) |
| | -----> Like Ayame's Flash Advantage, this is also |

	another uppercut but will cause a fiery tornado
	aura surround Falcon in a small range. This
	attack is quite useful against enemy in a very
	close range.

| POWER | Missile Armageddon - Jump + Punch (L button) |
| FUSION | -----> A whole lot of missiles will be shot at the |

	opponent but it's easy to avoid too if your
	enemy is very fast and keeps jumping about.
	This will cause a whole lot of damage so it's
	quite useful on certain conditions.

```
|          | Streak Dash          - Jump + Kick (R button) |
|          | -----> Falcon will fly about in a dash mode and attack |
|          | the enemy repeatedly. For full advantage, it's |
|          | better to go near the enemy and use it while |
|          | your enemy is jumping and running away. By far, |
|          | this is Falcon's best Power Fusion as this is |
|          | almost unavoidable. To avoid it, you can try and |
|          | jump around but you'll surely get at least a few |
|          | hits. |
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|STRATEGY | In order to defeat Falcon, you'll need to avoid all of his |
|          | attacks, especially all of his Power Drives and Power Fusions. |
|          | Try and take the Power Stones first and deliver as many attacks |
|          | as you can and use the right Power Fusion at the end. Fighting |
|          | against Falcon is not really that difficult so you can just take |
|          | this as a practice. |
```

[3.3] Galuda

Galuda is quite powerful and is much faster than Gunrock, despite its big-sized looks. Not really quite a thing to expect but Galuda's Power Fusions are really unique and powerful while the Power Drives are not really that great.

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|NAME      | Galuda |
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|NICKNAME  | Proud Eagle |
```

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|FAMILY    | Wife (Chief's daughter), father-in-law (Chief) |
```

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-----
|STAGE     | Dullstown |
```

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|OFFICIAL  | Galuda lives in the western wilds. He is a shaman with a tender |
|DESCRIB-  | heart and hatchet-sharp intelligence. To save his village from a |
|TIONS     | mysterious infectious disease, he is on a worldwide search for |
|          | Power Stones. Though he is a pacifist who abhors fighting, |
|          | Galuda has sworn revenge on the "one-handed-man" who is a |
|          | sickness to his people. Galuda's offensive and defensive |
|          | abilities are high. He doesn't have any notable weaknesses. |
|          | Get close to an opponent, and aim for powerful throw moves! |
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|POWER     | Spirited Arrow      - Punch (X button) |
```

```
|DRIVE     | -----> Galuda will shoot three of these arrows |
|          | repeatedly, if you tap the X button three times |
|          | quickly. An arrow with light flashing around it |
|          | will be shot and pierce through an enemy. This |
|          | is quite a powerful move but can also be dodged |
|          | easily by the opponents. It's a long-ranged |
|          | attack so use it well. |
```

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-----
|          | Wings of Angel      - Kick (Y button) |
```

```
|          | -----> This is a short-ranged attack so use it while |
|          | your enemy is getting up. Galuda will fly |
|          | towards the enemy but causing only little |
|          | damage. Try not to use this often as not only |
|          | you're wasting your power bar, but the attack is |
|          | quite weak enough that it won't really knock the |
```

whole health bar off.

POWER	Arrows of Heaven - Jump + Punch (L button)
FUSION	-----> Galuda will take up a bow and shoot down a whole
	series of arrows downwards. Your enemy can't
	really avoid it and even if he can, he will get
	a few hits from it. The downside is, it takes a
	few seconds to take up the arrow and shoot,
	making it easier for the enemy to attack you
	while you do the attack, decreasing your health
	and the power bar considerably. If this happens,
	you won't be able to use this attack
	sucessfully.

	Finishing Crash - Jump + Kick (R button)
	-----> This is possibly one of the best Power Fusion in
	the game but you'll need to connect this move.
	Make sure that you're near the enemy and quickly
	use this move. If it connects, the enemy will be
	grabbed and Galuda will fly him off. Then, he'll
	slam the enemy down to the ground, resulting two
	to three health bars to be knocked down. Use
	this wisely and you'll be a terror to your
	enemy.

STRATEGY	To defeat this proud creature, you'll need to be aware of one
	thing: don't ever let Galuda grab the three Power Stones or
	your end will be near. His Spirited Arrow and Arrows of Heaven
	can be dodged easily but one wrong move and you'll go bang down
	to death. Despite its fat and over-sized body, he's quite fast
	too and almost as fast as Falcon, making him a tough opponent to
	fight. But if you know how to defeat him, Galuda is just too
	easy for words.

[3.4] Gunrock

As you see his size, you're definitely going to know one thing: slow. Yup, he's the slowest character of all Power Stones characters so you know what to expect. He's strong for one thing and for his giant size, he's going to be slow. This will be an advantage to the enemy as you can't avoid their Power Fusions as easily as other characters does.

| NAME | Gunrock |
| -----

| NICKNAME | Heavy Tank |
| -----

| FAMILY | Unknown |
| -----

| STAGE | Dawnbolta |
| -----

OFFICIAL	This miner from a town of Dawnbolta has nerves of solid steel
DESCRIB-	and never gets upset. He is journeying from mine to mine to dig
TIONS	the legendary Power Stones. In fighting, he relies on his
	unrivaled strength. Gunrock is a power fighter with a huge body.
	Though he is slow, his power outweighs the weakness. Thanks to
	magnificent strength, he is better at throwing objects than any

| other warrior.

POWER	Hard Boulder - Punch (X button)
DRIVE	-----> This attack is damaging if you can knock your
	enemy with a giant boulder he's going to throw.
	But getting ready to take a boulder from nowhere
	and throwing it will take a bit of time, making
	your enemy avoid it easily. If you want it to be
	more effective, throw it repeatedly and see
	whether it hurts or not. Overall, this is not a
	useful attack to use.

	Sudden Quake - Kick (Y button)
	-----> This is the BEST move for Gunrock, but quite
	difficult to perform as you must have correct
	timing. Your enemy MUST be on the ground to use
	it. When your opponent is stunned by this
	attack, he or she will be dizzy for a short
	while so use this chance and use a Power Fusion.

POWER	Rock n' Roll - Jump + Punch (L button)
FUSION	-----> After executing this move, Gunrock will turn
	into a big, enormous rock-creature and will roll
	about the screen, causing massive damage to
	people who are near him. To make full use of
	this move, it is recommended that you use
	Sudden Quake to stun him and quickly go near him
	and use this move.

	Boulders of Quake - Jump + Kick (R button)
	-----> This is almost the same as Sudden Quake except
	that after using it, you must quickly move the
	Analog or D-pad left and right repeatedly to
	a shower of boulders on your opponent. This does
	a large amount of damage but you'll need your
	opponent to be on the ground.

STRATEGY	To defeat Gunrock, there's nothing easier than keep attacking
	him. As he is tremendously slow, take use of this advantage and
	use the Jump, then Kick button which is very effective here.
	Be extremely careful when he throw things at you or even grab a
	pole to whack you out. Gunrock is not at all difficult to fight
	and you need to keep a sharp lookout at his tricks as he will
	try and bump you down always.

[3.5] Jack

Jack is a quick fighter so his attacks together with his moves are quite powerful too. He doesn't walk or run but crawls pretty fast about the screen. He has all sorts of different and mysterious moves if compared to other characters, making Jack a quite a fun character to play as.

| NAME | Jack the Slayer |

| NICKNAME | Mad Clown |

| FAMILY | Unknown |

| STAGE | Manches |

OFFICIAL	Jack makes no distinction between good or bad. His pleasures are	
DESCRIB-	simple - he likes anything shiny, and he loves to cut with his	
TIONS	knife. In Manches, his hometown, he used to rob strangers of	
	their jewellery. One day, he overheard a tale about Power	
		Stones, the most shining glittering jewellery, power stones
of		
	all. His new hunt has just begun. Unpredictable and mysterious	
	rapid moves are Jack's strength. However, his attacking power is	
	weak. Confuse opponents with tricky moves!	

POWER	Twister Blade - Punch (X button)
DRIVE	-----> Jack will throw out his hand which will
	immediately transform into a vertical blade that
	will slash the enemy a few times. This attack
	can be quite useless because although this is
	also a long-ranged attack, it's hard to knock
	fast enemies that will jump about and this
	attack deal lots of damage. To make a better use
	of this attack, try and corner your enemy and
	quickly lash this out. It's better this way.

	Twining Blade - Kick (Y button)
	-----> This attack has a much better range of attack
	because it's in horizontal, instead of vertical.
	Jack will extends its leg, which will turn into
	yet another blade. Try and experiment with
	Twister Blade and Twining Blade so that you can
	feel the difference and use them more
	effectively against your enemies later on.

POWER	Dance of Death - Jump + Punch (L button)
FUSION	-----> Dance of Death is very powerful but can be
	easily missed. Like other characters, you'll
	need to perform this near an enemy to use this
	attack so that it could connect and deal massive
	damage. After performing this move, Jack will
	extends its hands and will turn so try and catch
	the opponent. If he success, it's a cool 15 hits
	combo to be watched.

	Swordsman Rain - Jump + Kick (R button)
	-----> This is one of the best Power Fusion of all the
	other character's. Jack will get ready and
	launch a series of swords coming down at your
	opponent. This is a bit like homing as it will
	determine the location of your enemy and fire it
	down, no matter how far or how near your enemy
	is. This is useful for attacking and no matter
	how your enemy try to avoid, he'll at least get
	hurt by a small portion of the swords.

STRATEGY	Honestly, Jack's stage, Manches is definitely too eerie and to
	make it worst, Jack looks more like an alienated zombie back to
	life. Not that it's any worse, he's very swift and quick and the
	horrifying moves will make you wanting to kill him quickly. To
	kill him, you'll need to grab all the Power Stones from him so

| that you can use your Power Drives and Power Fusions first. |
| If he collected the Power Stones, go as far as you can from him |
| to avoid all of his terrifying attacks. Be extra careful when |
| you fight against him and you'll skip through this stage easily. |

[3.6] Rouge

Rouge is one of my favourite characters. She is fast and with lots of powerful and fiery moves. Even when you punch or throw your enemy with the right buttons will have her blow fire from her mouth, without getting the Power Stones.

| NAME | Rouge |

| NICKNAME | Scorching Beauty |

| FAMILY | None |

| STAGE | Mahdad |

OFFICIAL	Rouge, the Gypsy fortuneteller, is both mysterious and graceful.
DESCRIB-	Guided by signs in her crystal, she travels the world collecting
TIONS	the Power Stones. She has a unique ability to control flames at
	will! Her fighting style is mesmerizing: she moves as if dancing
	and chars her opponents' body and soul with her flames. Though
	her normal attack and defense abilities are relatively low,
	Rouge's flame attacks have long range and inflict severe damage.
	She can run faster than most of the other characters.

| POWER | Breath of Fire - Punch (X button) |

DRIVE	-----> The most damaging Power Drive for Rouge and with
	a decent range of attack is the Breath of Fire.
	Rouge will blow a horizontal line of fire which
	decrease a good deal of damage from the enemy.
	Use this when you're near your enemy to make it
	more effective because fast characters tend to
	escape from this attack easily.

| | Falling Flames - Punch (X button, air) |

	-----> After jumping, quickly execute this move by
	pressing the X button will let Rouge drop flames
	down towards the opponent in a short range. This
	attack looks cool enough and it's even better if
	your enemy is near you. Still, you might as well
	be well off with Rouge's Breath of Fire.

| | Soaring Carpet - Kick (Y button) |

	-----> Not really that powerful because it's rare that
	you will get a chance to hit your opponent. Even
	when you can, it's only a few hits which only
	decrease a little of your health bar. Rouge will
	take out a flying carpet and fly diagonally in
	the air towards the opponent.

| POWER | Holocaust Capture - Jump + Punch (L button) |

| FUSION | -----> Rouge will held a ball of fire on her hands and |
| | throw it down, making the floor lit up with fire |

on the surface. If your enemy is near you or you have just knocked him down, this attack proves useful as it will reduce about one and a half life bars away. Just remember to make sure that your opponent is not jumping very high up or very far away from you because it's not for flying opponents and can't reach the whole screen.

Charming Hearts - Jump + Kick (R button)

-----> Quite a unique move, I must say, and quite laughable too, if you fight against your friend. Rouge will blow kisses of hearts and dances about. You can move about a little while performing this move. The hearts covers a small range of area and if one on this hearts touched your opponents, she will attack him in a covered room for 10 hits of damage. This attack proved very useful after you knocked down an opponent by using Breath of Fire or other attacks. Before your opponent could get up, quickly use this move and look patiently for the rest. Also, opponents that is using a shield cannot avoid this attack, whether they're using the shield or not.

Skull of Flames - Jump + Kick (R button, air)

-----> While in the air, quickly press the R button and you'll automatically execute this move. You can move about while in the air for a better target but beware, opponents could easily grab and throw you in the air. She will held her hands in the air a skull will grow bigger and bigger while spitting Breath of Fire-like flames towards the enemy.

STRATEGY | Rouge is quite fast so it might be quite a problem to defeat, |
| especially as she has long-range of Power Drives and Power |
| Fusions. Try and prevent her from getting all of those nifty |
| Power Stones and try to get them yourself. Jump + Kick attack |
| is one of the most useful ones so try and do this against her. |
| Throwing her helps a lot too. If by any chance she got the |
| Power Stones, try and get away as far from her as possible. Just |
| beware that if you are far away from her, she will most probably |
| use Skull of Flames so try and jump out from this attack. |

[3.7] Ryoma

Ryoma is quite cool enough with long-ranged attacks. If you are annoyed with characters like Ayame and Falcon which always seemed to jump away from your attacks, try Ryoma instead. His attacks is quick, long-ranged and powerful enough to kill your enemy immediately.

NAME | Ryoma

NICKNAME | Master Swordsman

| FAMILY | None |

| STAGE | Mutsu |

OFFICIAL	Ryoma's original home is an island country. Since no islander
DESCRIB-	could compare with his skill, he tours the world seeking tougher
TIONS	opponents. When he faces an opponent, he cuts the enemy down
	instantly! Thanks to his katana, Ryoma has a long reach, but he
	is open to attack if he misses the target. Ryoma is weakest when
	picking up and throwing objects. He can beat an enemy with one
	stroke of his katana.

POWER	Streak of Lightning (Raijinken) - Punch (X button)
DRIVE	-----> Ryoma will slash down vertically, unleashing a
	circular electric wave from the ceiling to the
	ground. This move is especially useful when you
	had cornered an enemy or your opponent is just
	nearby you. This attack is not really that
	powerful but combining the two Power Drives
	together could prove useful at times.

	Lightning Energy (Raijinken) - Punch (X button, air)
	-----> Perform this in the air and Ryoma will slash
	a floating and homing electrical ball that will
	slowly dash towards the opponent. This will
	give your enemy a decent damage so use it if
	your enemy keeps avoiding from the Streak of
	Lightning.

	Element Slash (Iaizen) - Kick (Y button)
	-----> After pressing the X button, Ryoma will
	automatically draw down his sword, making a
	horizontal line on the ground that will slash
	through any enemies who happen to be near you.
	This attack prove really useful if the enemy
	is far away from you as you can attack them
	until they fall to the ground, and immediately
	run towards the opponent to perform the Streak
	of Lightning (Raijinken).

POWER	Energy Dividier (Midare zantou) - Jump + Punch (L button)
FUSION	-----> Performing this will result Ryoma surrounds
	himself with a sphere energy which means that
	your enemy won't have a chance to get near you
	and force you to stop the move completely.
	Later, part of the energy will be heading
	towards the enemy. This attack can be avoided
	by running and jumping out of the way. For
	better effect for this move, it is recommended
	that you are somewhere near your enemy before
	you unleash this powerful move.

	Elemental Revenge (Tenchi ryouden) - Jump + Kick (R button)
	-----> You had better be near an enemy if you want to
	perform this move. Ryoma will shot off into the
	sky with multiple slashes and deal the final
	blow by slamming to the ground, with circular
	lightning all around him. Although this attack
	looks quite powerful, it's recommended that you

use Energy Divider (Midare zantou) because it is with better range and can attack your enemy with more damage.

| STRATEGY | Be careful of Ryoma because he is pretty fast too, especially as |
| he can deal attacks with long range, even before transforming. |
| Jump out from his Power Drives and Power Fusions if you can |
| because it can deplete up to two health bars away. Grab all the |
| Power Stones and attack with long-ranged attacks if you have to |
| quickly finish your opponent off. If he is the one who grab them |
| by any chance, keep away as far from him and do not get caught |
in a corner.

[3.8] WangTang

WangTang is a Chinese Kung-fu fighter with decent speed that is as fast as Falcon. Most of his attacks (especially his looks) are too alike from the Dragon Ball series. If you're an avid fan of the comic series, you're sure to noticed that most of his attacks such as Dragon Fireball and Dragon Energy Ball looks as if copied by it. Anyway, you'll be happy to know that WangTang is an all-rounder and is very powerful with his moves and he's my favourite character.

| NAME | WangTang |

| NICKNAME | Agile Dragon |

| FAMILY | His master |

| STAGE | Tong-An |

OFFICIAL	A master martial artist from the town of Tong-An, Wang Tang is
DESCRIB-	following his teacher's advice and seeking Power Stones around
TIONS	the world. Always optimistic, WangTang is second to none in
	Kung-fu skill. WangTang's merit is outstanding agility. His
	successive moves don't allow opponents to catch a breath. He is
	also excellent at special actions such as wall-climbing. He
	floats like a butterfly and stings like a dragon.

POWER	Dragon Fireball - Punch (X button)
DRIVE	-----> WangTang will blast out a fireball towards the
	enemy. This attack is long-range and is the one
	that you will use most of the time. If you're
	fighting against your friend, he could easily
	jump away from your attacks while the CPU
	opponents can be a bit silly and try to run
	away. Running away is quite useless as what you
	really need is to jump away.

	Extreme Dragon Strike - Kick (Y button)
	-----> This attack is much better than Ayame's Flash
	Advantage and as powerful as Falcon's Tornado
	Aura. Extreme Dragon Strike is useful when you
	had just knocked down your enemy or somewhere
	nearby you. WangTang will spin with wind around
	it and will knock your opponent for a couple of

hits. It's only short-ranged, by the way.

POWER	Dragon Energy Factor - Jump + Punch (L button)
FUSION	-----> WangTang will held his hands into the air and
	will form a huge, yes, I mean real HUGE energy
	ball and blast it towards the enemy. This will
	result two to three health bars gone if your
	enemy is right on target. The bad thing about
	this attack is that it is avoidable, despite its
	huge looks. To make use of this attack to the
	fullest, make sure your enemy is knocked down
	and far away from you before you perform this.

	Dance of Dragon God - Jump + Kick (R button)
	-----> This move looks real cool enough and people who
	had mastered WangTang should try this often. Not
	that it is really powerful (only decreases about
	one and a half life bar), I just like how
	WangTang did this and you should make this as a
	final blow towards the opponent. WangTang will
	dash across towards the enemy and you must try
	to connect it. If it connects, he'll hit him
	into the air and deliver 10 hits across the
	screen. Before kicking the opponent to the
	ground, 4 Japanese characters will appear across
	the screen. Cool move, I must say.

STRATEGY	WangTang is incredibly powerful and one of the best fighters out
	there so if you happen to fight against him, be careful of all
	of his moves that are simply damaging and quick (hence his
	nickname, Agile Dragon). Grab all the Power Stones and don't let
	them fall at his hands at all costs or it will be your final
	doom. If he happens to posses them, try and jump away from all
	of his Dragon Fireballs. He will always use the Dragon Energy
	Factor so get ready to avoid it and don't get stuck in a corner.

[3.9] Kraken

Honestly, Kraken is one of the worst boss ever created and even normal characters will easily defeat this pirate. He has the worst Power Drives and Power Fusions, with slow speed (a bit faster than Gunrock and Galuda) and attacks that caused little damage. Overall, Kraken is one character that you should not even use at all.

| NAME | Kraken |
| | -----

| NICKNAME | Unknown |
| | -----

| FAMILY | None |
| | -----

| STAGE | Skullhaven |
| | -----

| POWER | Giant Bomb - Punch (X button) |
| | ----->

DRIVE	Okay, quite a useless attack which is worst than
	Gunrock's Hard Boulder. Basically, he just hurl
	a bomb at the opponent and will decrease a tiny

bit of health from your enemy. For better use of this worthless attack, try and target properly and then shoot at him. It's long-range but silly all the same.

Dragging Hook - Kick (Y button)

-----> This is much more worthless than his first Power Drive, Giant Bomb. Although it has quite a long-range, I can tell you that it's simply hard enough to corner your enemy and lash this out. If this does not knock your enemy but on other things, he will automatically drag himself to the direction that he has shot before. Kraken just extends his hands and of course, Jack's Twister Blade and Twining Blade works much better than this.

POWER Spirited Energy - Jump + Punch (L button)

FUSION -----> This attack looks powerful but actually not and can be easily avoided like Falcon's Missile Armageddon. Kraken will shoot 6 spirit-like energy balls and blast them towards the opponent quickly. This attack is totally similar like Falcon's Missile Armageddon because it will target the enemy and attack in only one way. If you can hurt your enemy even for half a health bar, consider yourself lucky because this attack is easily avoidable.

Gobble-Up Meal - Jump + Kick (R button)

-----> Of all the Power Drives and Power Fusions of Kraken, this one seems to be the most powerful of all. You'll need to be near an enemy to execute this and you don't need to connect it at all. After performing this move, Kraken's head will turn bigger into a huge skull and attempt to eat your enemy. If your enemy is slightly further than you, he will try and suck him in. This attack deals 3 to 5 hits and will cut down one and a half life bar away. Damaging.

STRATEGY | Kraken is not at all difficult to defeat and if you lose to him, | shame on you. It's the easiest enemy of all and shouldn't be | a boss for this game. Try and grab all the Power Stones before | he did so you can unleash all of your Power Drives and Power | Fusions at him. If he succeeded to grab all of the Power Stones | instead, take advantage of the stage's design and quickly jump | to the side of the boat on your left. There, keep jumping away | from his Giant Bombs and he'll waste all of them till the power | bar is complete finished. Don't worry about this boss, it's | totally easy and will take very fast to be defeated. |

[3.10] Valgas

What made Valgas the toughest boss of fighting history is his unbelievable powerful and incredibly quick moves with his decent amount of speed. And I mean real UNBELIEVABLE moves as it's the toughest to avoid. If, on the other hand,

you should play as him, make your opponent to say his prayers while you chime in quick attacks to kill him. Simple.

```
-----  
|NAME      | Valgas |  
-----  
|NICKNAME  | Unknown |  
-----  
|FAMILY    | None |  
-----  
|STAGE     | Avalon Is. |  
-----  
|POWER     | Light Beam - Punch (X button) |  
|DRIVE     | -----> This is pretty useless as it's hard to get a |  
|           | real hit against the enemy as the enemy may be |  
|           | quick and could easily dodge away from this |  
|           | attack. Valgas will only shoot out a light beam |  
|           | which will not be an use as it is not a homing- |  
|           | type. Villain Energy is has much better use than |  
|           | this. |  
-----  
|           | Energy Kick - Kick (Y button) |  
|           | -----> Valgas will kick only one homing energy towards |  
|           | the opponent. Quite harmless compared to Villain |  
|           | Energy which promises 80% chance to get hit. |  
|           | Energy Kick can only be used to maximum |  
|           | potential if you use this three times in a row |  
|           | but this attack is only waste of power bar. |  
-----  
|           | Villain Energy - Kick (Y button, air) |  
|           | -----> Now this is what I call real cool. Jump in the |  
|           | air and quickly perform this move. Valgas will |  
|           | shoot three homing energy towards the opponent |  
|           | which explains why Villain Energy is three times |  
|           | better than Energy Kick. Three energy seekers |  
|           | will track your enemy and deal some expensive |  
|           | damage. Use this attack as often as you could. |  
-----  
|POWER     | Laser of Extreme - Jump + Punch (L button) |  
|FUSION    | -----> Valgas will shoot a huge laser towards the enemy |  
|           | and this will cause a huge damage which covered |  
|           | a small range of area. It's suggested that you |  
|           | should use this from far for maximum |  
|           | effectiveness. When your opponent is hit by |  
|           | this, get ready to see few life bars gone. |  
-----  
|           | Ultimate Destruction - Jump + Kick (R button) |  
|           | -----> Valgas will blast a full range of electrical at |  
|           | one particular area near an enemy which has a |  
|           | better range and served more damage. This is the |  
|           | most useful attack of all as it has a better |  
|           | range of target and covered a larger area of |  
|           | attack compared to Laser of Extreme. Use this |  
|           | attack most often and you'll see the results. |  
-----  
|STRATEGY  | Valgas is the most difficult boss ever existed and it will take |  
|           | a long time before you could really defeat him. In the |  
|           | beginning, do not attack him yet. Jump and avoid all his three |  
|           | boxes and start to use the Jump + Kick technique or punch him |  
|           | away. Remember that he will always try to body-slam you with |
```

| his technique. Using a fast character will mean weaker attacks |
| so you must really try to grab all Power Stones and make use of |
| ths speed. Jumping off the walls worked too. Slow and powerful |
| characters like Gunrock is most useful here as you can easily |
| grab Valgas and throw him. Try and jump out of the way from his |
| attacks should he grab the Power Stones but you must try and |
| prevent him from getting all of the Power Stones. |

[3.11] Final Valgas

This is the final and true form of the worst gruesome boss of the history, Valgas. After humiliatedly defeated, the real red Power Stones shines in the light and combine with his body, resulting a super-giant boss of the history that will knock you out or rather, not. This over-sized creature is incredibly slow, the slowest of the lot but with powerful inner strength. Honestly, this boss is kinda silly to use and very awkward indeed. Because he is completely in power mode, you don't need to collect those scattered Power Stones. You can't really notice whether he's using a Power Drive or Power Fusion so below is a full and complete movelist.

|NAME | Final Valgas |

|NICKNAME | Unknown |

|FAMILY | None |

|STAGE | Avalon Is. |

|MOVELIST | Swift Slap - Jump (A button) |

	-----> If your opponent is right in front of you,
	quickly press the A button and he'll slap and
	whack the enemy over. Not really a powerful and
	important move as there are many others which
	have better effects than this.

| | -----
| | Confusing Whack - Punch (X button, enemy far) |

	-----> This move can only be performed if your enemy is
	in front of you but a little far from from you.
	Use this and Final Valgas will whack him out,
	causing him to stand still and get dizzy for a
	while. You can use this oppotunity to blast
	whatever move that you want, preferably

Homing | | | Icicles.

| | Gnaw of Beast - Punch (X button, enemy far, left hand) |

	-----> Perform the Confusing Whack with the enemy a
	little far from you. If you succeded, you'll see
	the enemy became dizzy with the picture showing
	arcade stick moving left and right. Quickly
	move left and right repeatedly and he will do
	this fine move. If he grab the enemy with his
	left hand, he will put him into his mouth and
	gnaw it a few times before spitting it away.

| | Grand Slam - Punch (X button, enemy far, right hand) |

-----> Just like Gnaw of Beast, perform the Confusing Whack with the enemy a little far from you. If you succeeded, you'll see the enemy became dizzy with the picture showing the arcade stick moving left and right. Quickly move left and right repeatedly and he'll do this move. If he grabs the enemy with his right hand, he will slam the enemy a few times and throw him away, causing massive damage to him.

Acidic Liquid - Punch (X button, enemy near)

-----> If your enemy is right in front of you, quickly press the X button to make Final Valgas throw out a green, slimy acidic liquid which hurt your enemy. Not really that powerful but can be quite useful on certain circumstances.

Homing Icicles - Kick (Y button)

-----> This is probably one of the most useful move of all. This attack will throw off a few icicles towards the enemy near you and act as homing missiles. Quite powerful and efficient and can be used almost immediately after using this.

Laser of Extreme - Jump + Punch (L button)

-----> Final Valgas will shoot a long and thin laser which will deal lots of damage towards the enemy if properly hit. This attack is quite difficult to target properly as your opponent (which will be your friend) will be clever enough to dodge and jump away from it. Not really a good idea to use this attack.

Icicles Charge - Jump + Kick (R button)

-----> A much powerful form of Homing Icicles. This move will blast out six icicles towards your opponent, increasing the chances of getting hit. After using this attack, you'll need to wait for about a second to let those icicles really drop off. This will be the move you will probably use most of all, as it's the only move which will hit in long-ranged style.

STRATEGY | The easiest to defeat without using any strategy at all, guarenteed. All you need to do is to head immediately to the left in the beginning after your CPU opponent shoot out the Laser of Extreme. Hide underneath his arms and whack him out. Ignore his Icicles Charge and the rest of the Power Stones. If you accidentally roll away from his arms, head back underneath. Then, just punch and kick him to death. Easy.

=====
<4> M i s c e l l a n e o u s <4>
=====

This section will describe things that are not suitable in other sections. In other words, you'll find pretty handy things that will help you on in the game.

[4.1] Items and Weapons

Ratings are based on personal experience and opinion and are no way from the official website themselves.

|NAME | Sixshooter |

|RATING | 3/5 |

DESCRIB-	This is by far one of the most useless item. You'll need to
TIONS	carefully at your enemy and your opponent could easily jump away
	from this attack. If your enemy gets hit by this, a Power Stone
	will be knocked out of them and depletes about half of a health
	bar.

|NAME | Flame Thrower |

|RATING | 5/5 |

DESCRIB-	Possibly the best item and most useful of all. The Flame Thrower
TIONS	will slow you down a lot but the fire will knock about 3/4 of a
	life bar and the Power Stone out. Even when your enemy is
	jumping about, he or she will get a taste out of this if you aim
	carefully.

|NAME | Normal Bombs / Big Bombs |

|RATING | 1/5 |

DESCRIB-	Yawn. These normal bombs and big bombs are very hard to aim and
TIONS	only take a small portion of life away. The normal bomb starts
	counting at 5 and blow up at 0 while the big bombs starts
	counting at a more bigger number. These things are only useful
	when your opponent accidentally steps into them, which is quite
	a rare chance.

|NAME | Molotov Cocktail |

|RATING | 1/5 |

DESCRIB-	Almost similar as bombs where it is very hard to aim and only
TIONS	cause very little damage. If your enemy avoids it, this thing
	will fall down and cause flames on the ground which can be
	avoided easily. Chances are, enemies won't be lured into the
	flames which also only cause little damage. Useless.

|NAME | Swords / Pipes |

|RATING | 5/5 |

DESCRIB- | These things are very useful as they will knock all the Power
TIONS | Stones out from your opponent's body and take one life bar off.
| Very useful and just slow you down a little bit. Your hit now
| is changed into slashes and Jump + Kick is changed where your
| character will try and knock your enemy by pulling down the
| sword. Grab them when you have the chance.

NAME | Hammer

RATING | 4/5

DESCRIB- | The hammer does not slow you down at all which is good but you
TIONS | need to be very near your enemy to do this. Each hit will take
| off about one and a half life bar and knock every single Power
| Stones your opponent have. This is quite useful but beware
| against fast-running enemies which will always Jump + Kick you
| when they have the chance. Quite useful at certain times.

NAME | Stage Items

RATING | 2/5

DESCRIB- | The stage items like benches, signs, tables and chairs can be
TIONS | thrown towards the enemy. You can even push them if you like.
| They cause only little damage and are a favourite among the
| computer opponents. Avoid them whenever possible but don't
| hesitate to use them whenever you have the chance. They are not
| really needed if you want to win the game but these things add
| a lot to the game.

[4.2] The Powerstone Collection Book

Every time you finished a character's game, you'll unlock more and more secrets. Use the mini-games too to unlock more things which you will soon complete the mythical book called the Powerstone Collection Book (I know the spelling is wrong but if you looked at the actual game itself, it is spelt like that!). Below is a list of them and descriptions on each of the things available.

NAME | Nyoi-Bo

PAGE | 1

REQUIRE- | Beat the game with any character at any difficulty level in the
MENT | in the Arcade Mode for the first time.

DESCRIB- | Enable On at the Extra Items in the Extra Options menu. Nyoi-Bo
TIONS | basically is like Sun Wu Kong's stick and you can extend it 3/4
| of the screen and knock your enemy's Power Stones off. This
| nifty item is particularly useful so when you have the chance,
| grab this and give your enemy a fright. Even when your enemy has
| transformed, use this and attack one time and half of your

| enemy's power bar will be gone. |

| NAME | Machine Gun |

| PAGE | 2 |

| REQUIRE- | Beat the game with any character at any difficulty level in the |
| MENT | in the Arcade Mode for the second time. |

DESCRIB-	Once you have the Extra Items on, you don't need to return to
TIONS	the Extra Options menu again. The Machine Gun is definitely a
	useless thing and even weaker than the Sixshooter though it can
	shoot faster. You will be very slow, slower than the walking
	version so forget about using this item. It's completely
	useless.

| NAME | Ray Gun |

| PAGE | 3 |

| REQUIRE- | Beat the game with any character at any difficulty level in the |
| MENT | in the Arcade Mode for the third time. |

DESCRIB-	This item is especially useless but at least, much better than
TIONS	the Machine Gun as you are not really that slow. This item will
	let you shoot a ring of rays and it's very hard to hit the
	opponent. It's just a short range and you must be very near to
	hit your opponent and make sure your enemy does not jump about.
	When hit, all of your opponent's Power Stones will be thrown
	out.

| NAME | Power Shield |

| PAGE | 4 |

| REQUIRE- | Beat the game with any character at any difficulty level in the |
| MENT | in the Arcade Mode for the fourth time. |

DESCRIB-	One of the best item ever created out there. You're completely
TIONS	invincible while using this item but you can't attack yourself.
	Long-ranged attacks won't scratch you one bit but if your enemy
	attempts to throw you, they will be successful so beware about
	that. If your opponent has just transformed and if your luck is
	coming, grab the Power Shield nearby and you will be fully
	protected but always run away when your enemy is coming near
	This Power Shield only works for a limited time so prepare to
	jump out from any unexpected attacks coming from your enemy.

| NAME | Virtual Mode |

| PAGE | 5 |

| REQUIRE- | Beat the game as Kraken at any difficulty level in the Arcade |
| MENT | mode. |

DESCRIB-	Totally a useless mode and you need to access it from the
TIONS	Powerstone Collections mode. It's said that this mode will give
	you a first-person perspective mode but it's actually not.
	Sort of useless and hard to get yourself used to this
	environment. You're more well off with the original mode.

| NAME | Dual Mode |

| PAGE | 6 |

| REQUIRE- | Beat the game as Valgas at any difficulty level in the Arcade |
| MENT | mode. |

DESCRIB-	Basically the same as Virtual Mode except that you can use it in
TIONS	the Versus mode. You will fight in a split screen and will make
	the whole screen looks thin, odd and mixed-up. Avoid this at all
	costs.

| NAME | Falcon's Aerial Adventure |

| PAGE | 7 |

| REQUIRE- | Beat the game five times with any five different characters in |
| MENT | the Arcade mode. |

DESCRIB-	Falcon's Aerial Adventure can be unlocked if you play through
TIONS	the Arcade mode five times with five different characters. Have
	128 blocks free from your memory card and press the A button at
	this page. Wait patiently for a few seconds while you wait for
	to be downloaded to your memory card. Access the game from
	there. More explanation about the mini-game can be found below.

| NAME | Ayame's Shuriken Training |

| PAGE | 8 |

| REQUIRE- | Beat the game six times with any six different characters in |
| MENT | the Arcade mode. |

DESCRIB-	Ayame's Shuriken Training can be unlocked if you play through
TIONS	the Arcade mode five times with five different characters. If
	you had already download Falcon's Shuriken Training or any other
	mini-game, you don't need to delete the 128 blocks of file. Just
	come back to this page and download it and it won't take much
	time. More explanation about the mini-game can be found below.

| NAME | Gunrock's Gun Gun Slots |

| PAGE | 9 |

| REQUIRE- | Beat the game seven times with any seven different characters in |
| MENT | the Arcade mode. |

DESCRIB-	Gunrock Gun-Gun Slots can be unlocked if you play through the
TIONS	Arcade mode seven times with seven different characters. This
	mini-game is just another game to entertain you so there's
	nothing much to explain. More explanation about the mini-game
	can be found below.

| NAME | Kraken |

| PAGE | 10 |

| REQUIRE- | Beat the game with all different eight characters at any |
| MENT | difficulty level in the Arcade mode. |

DESCRIB-	Playing through the game eight times with all of the eight
TIONS	different characters will allow you to unlock Kraken. You can
	then select as him by going to the most left or most right at
	the characters selection screen.

| NAME | Valgas |

| PAGE | 11 |

| REQUIRE- | Beat the game as Kraken at any difficulty level in the Arcade |
| MENT | mode. |

DESCRIB-	Beat the game as Kraken and you'll unlock Valgas to be played
TIONS	in the Arcade mode or the Versus mode any time. You can then
	select as him by going to the most left or most right at the
	characters selection screen.

| NAME | Final Valgas |

| PAGE | 12 |

REQUIRE-	Beat the game with any characters at any difficulty level in the
MENT	Arcade mode after you had unlocked Valgas but you cannot
	continue.

DESCRIB-	Beat the game with any characters only after you had unlocked
TIONS	Valgas and you cannot use a single continue. To save your time,
	after you had unlocked Valgas, play as him and don't use a
	single continue (I doubt you'll use it when you play as Valgas).
	After finishing the game, look at your Powerstone Collections
	and you'll notice that you had unlocked both Final Valgas and
	Dual Mode together! The bad thing about Final Valgas is that
	you can only use him in the Versus mode only and only one person
	can choose as him at a time. Bugger.


```

|NAME      | Art Museum
-----
|PAGE      | 13
-----
|REQUIRE- | Get a total of 1000 medals in the mini-games.
|MENT      |
-----
|DESCRIB-  | Get a total of 1000 medals in the mini-games, whether you have
|TIONS     | get them by playing all the three mini-games together or one.
|          | Succesfully in unlocking them will allow you to view the arts
|          | that have been done by Capcom.
-----

```

```

|NAME      | Movie Theater
-----
|PAGE      | 14
-----
|REQUIRE- | Beat the game with any character in any difficulty level in the
|MENT      | Arcade mode.
-----
|DESCRIB-  | This mode lets you view the endings of the character that you
|TIONS     | have beaten. Sort of useless but nice if you want to view back
|          | the ending sequences that you have forgotten.
-----

```

```

|NAME      | Music Hall
-----
|PAGE      | 15
-----
|REQUIRE- | Get a total of 2000 medals in the mini-games.
|MENT      |
-----
|DESCRIB-  | Get a total of 2000 medals in the mini-games, whether you have
|TIONS     | get them by playing all the three mini-games together or one.
|          | Succesfully in unlocking them will allow you to view the music
|          | and voices of characters in the game.
-----

```

[4.3] Movie Theater

This section will contain SPOILERS so if you don't want to know the endings of each character, please do not read further. Below are the dialogue copied from every characters' ending and they're without pictures so if they sound confusing, refer to the original game and look at the ending yourself.

Ayame - An Amazing Story?

```

Ayame's mother : So this is what they call "Sutuon" right?
Ayame          : This thing is too good to give to the lord...

```

```

Samurai        : Our lord has arrived...

```

```

Old man        : Let me see. So this is the "Sutuon." It indeed appears to be
                a powerful stone, doesn't it?

```

```

Lord           : Yes, it does. Excellent work Ayame. Please accept my

```

gratitude!

Ayame's sister : So long as they're all happy, there's no harm done.

Ayame's father : You're right! Plus, the whole family will be secure with the
"Sutuon" in our hands.

Everyone : Wa ha ha ha ha ha!

Falcon - Endless Adventure

Falcon : So this is the legendary Power Stone; the legendary stone
my ancestors spoke of...

Falcon : At last, I now hold it in my hands!

Falcon : What?!

Falcon : No! This can't be!

Falcon's father : Grab hold!

Falcon's father : Hold on!

Falcon : No! The Power Stone!! It's gone!

Falcon : I've lost it all because of your lousy piloting!

Falcon's father : What? How dare you! I saved your life!

Falcon : I swear that stone will be mine again one day!

Narration : The Power Stone remains buried deep within the ruins of the
shrine...

Narration : But Falcon will return one day and snatch it away like the
wind.

Narration : Like a red whirlwind...

Galuda - Story of the Brave One

Galuda : It is said this stone can make any wish come true.
But I already know the best way to use this power.

Galuda : Everyone... Wait for me...

Galuda : Rise young lady! Awaken to a new hope.

Village Chief's Daughter : Ugh. Ughhh.

Village Chief : Oh! My daughter has recovered!

Villager : The world's mightiest warrior and the chief's
daughter!

Villager : What a perfect couple!

Narration : And so Galuda saved his village and was married to
village chief's daughter.

Narration : The legend of the heroic Galuda will be talked
about among the people for many generations to
come.

Gunrock - The Great Power Stone!

Gunrock : At last I've found it! Now I can make my dream come true! Ha! Ha!
Ha! Ha!

Gunrock : Ga ha ha ha ha...

Gunrock : Ga ha ha ha ha...

Gunrock : (thinking to himself) I'm depending on you Power Stone...

Gunrock : OK! Let's see what ya got!

Gunrock : Ga ha ha ha ha! Sorry pal, but it looks I've won again!

Partner : What?! That's impossible!

Gunrock : Another round for everyone! Drink up! Today is a good day! (to
himself) With this stone in my hands, I've never have to worry
about payin' for drinks again.

Jack - Who is This Guy?

Jack : So this is the Power Stone. That mysterious stone that grants one
wish. Well then... my wish is...

Jack : Hee hee hee hee...

Headline : Jack the Slayer arrested at last!

Woman : Did you hear? They've finally caught him!

Woman : I can finally go out at night without worrying!

Jack : Hee hee hee hee hee...

Rouge - Do Dreams Come True?

Rouge : At last I've found it! With the power of this stone I can bring
happiness to people all over the world!

Narration : Few years later: The World Fair in Paris.

Barker : Greetings everyone! Come join us!! Enter the Dream House of
Rouge, the one who brings happiness to everybody!

Rouge : Make a wish with all your heart and this crystal will make it a
reality.

Man : Really?! OK, let me think...

Man : Mnnnnnnnnnn...

Man : Wow! It really works! This is fantastic!

Man : This is even better than the real thing!

Rouge : Ah, how could you make such a wish? Shame on you!

Ryoma - The Vast World

Ryoma : This is what we've all been fighting for?
Ryoma : I have no need for such things!

Ryoma : The universe is vast and infinite! My journey has just begun!
Ryoma : The thought of what adventures may lie ahead is invigorating!
Ryoma : Ha ha ha ha ha!!

Narration : And so Ryoma embarks upon another adventure.
Narration : He is ready to slash his way through any obstacles that lie
ahead...

WangTang - Off to Train Again!

WangTang : Could this be the great treasure my Master told me about?
WangTang : Master, I've returned!

Master : WangTang, what is this!?
WangTang : What do you mean? Isn't this the treasure you needed?
Master : What!? No, you fool! Go back and look for it again!
WangTang : Y...yes, Master!

Master : You may not be aware of this WangTang... But you will achieve your
"true strength" through the trials of your journey.
Master : For this will be your ultimate reward, and the real treasure that
I seek. Ha ha ha ha ha...

Kraken - Revival!

Kraken : This is it! This is what I've been searching for!
Kraken : And now to make my wish come true!

Kraken : Ah... Thomson... King... Welcome back, everyone!

Sailor : Captain! Pirate ship approaching!
Captain : What!? Get us out of here! Hurry! It's Kraken!!

Narration : And so dark order was returned to the sea. Order under the name
of Kraken...

Valgas - Darkness...

Valgas : At last... I have the final piece.
Valgas : Success! And now, ultimate power will be mine!
Valgas : Hee hee hee hee hee! Ha ha ha ha ha!

Valgas : Ngh... ngh... Gwaaaaaahhh!
Valgas : The power... It's tearing me apart from inside!
Valgas : Gyaaaahhh!

Narration : Valgas was consumed by his own desires and turned into a monster that lived only for destruction.

Narration : Let the dark age begin...

[4.4] High Score

If you had any high scores for Power Stone's mini-games and fastest time for completing the Arcade mode, feel free to sent them to me at saigoheiki@gmail.com

Please do not attempt to send fake times or scores as time and scores that seemed too high will be disbelieved.

.-----.
| Fastest Time in the Arcade Mode |

RANK	BEST TIME	Sender's Name
First	???	???
Second	???	???
Third	???	???

.-----.
| Falcon's Aerial Adventure |

RANK	BEST SCORE	Sender's Name
First	7069km	Clement Chan
Second	???	???
Third	???	???

.-----.
| Ayame's Shuriken Training |

RANK	BEST SCORE	Sender's Name
First	60	Eugene Chan
Second	???	???
Third	???	???

.-----.
| Gunrock's Gun Gun Slots |

RANK	BEST SCORE	Sender's Name
First	30	Eugene Chan

Second	???	???
Third	???	???
Total Medals		
RANK	BEST SCORE	Sender's Name
First	2131	Clement Chan
Second	???	???
Third	???	???

=====
<5> T h e M i n i - G a m e s <5>
=====

This section will basically help you out in the mini-games with all the explanation on how to play them here.

[5.1] Falcon's Aerial Adventure

Falcon's Aerial Adventure is just an aeroplane mini-game that requires you to avoid obstacles such as birds and rocks. Just move the D-pad on your memory card left, right, up and down to avoid them all. This is possibly the game that provides the most fun so I'll guide you here.

There are three Power Stones on each stage and successfully in getting the three of them will allow you to be invinsible for a short while. To know when you are transforming back, simply look at your aeroplane and notice when it is blinking. Simple. Also, every 100km that you've passed will earn you a medal.

Below will be the list of stages with the rough location of Power Stones based on you getting all three Power Stones successfully in each stage. Memorizing the design of the stages helps too.

|NAME | Stage 1

|LOCATION | Right, right, right

|NAME | Stage 2

|LOCATION | Left, left, right

|NAME | Stage 3

|LOCATION | Middle left, middle right, middle left

```

-----
|NAME      | Stage 4 |
-----
|LOCATION   | Left, right, middle left |
-----

-----
|NAME      | Stage 5 |
-----
|LOCATION   | Left, left, middle |
-----

-----
|NAME      | Stage 6 |
-----
|LOCATION   | Right, left, left |
-----

-----
|NAME      | Stage 7 |
-----
|LOCATION   | Left, right, middle left |
-----

-----
|NAME      | Stage 8 |
-----
|LOCATION   | Left, left, middle |
-----

```

And that's the only eight stages that I've gone through, and there are stage nine and possibly more. If you look at stages 4 and 5, you'll notice that the location of the Power Stones in stages 7 and 8 are the same so stage 9 may be: Right, left, left but that's just my theory. If you could simply help out in the stages beyond, please e-mail to me at saigoheiki@gmail.com and credit will be given.

----- [5.2] Ayame's Shuriken Training -----

Ayame's Shuriken Training is a shooting mini-game that requires you to shoot ninjas and whatever objects that are on your way. If you shot three Power Stones, you will be given a special shuriken that will destroy all objects on screen so save it when you see two or more objects on the screen. Proper manual can be found on the mini-game itself.

Controls

```

-----
D-pad    - To control the target
A button - To shoot with the shuriken
B button - To shoot with the special shuriken
-----

```

----- [5.3] Gunrock's Gun Gun Slots -----

Gunrock's Gun Gun Slots is like a jackpot where you bet your medals that you have won. Betting one medal will allow you to only gain money from the

horizontal line. Example is like this:

```
.-----.  
| | | |  
|--|--|--|  
| | | |  
.-----.
```

Betting two medals will allow you to gain money from all three horizontal lines:

```
.-----.  
|--|--|--|  
|--|--|--|  
|--|--|--|  
.-----.
```

And betting three medals will allow you to gain money from all three horizontal and dioganal lines:

```
.-----.  
|\-|--|-/|  
|--|/\|--|  
|/-|--|-\  
.-----.
```

If you had successfully get a row of line, you can go for another turn which will double your gain but I suggest that you do not enter it and be content with your earnings. There is one useful tip for playing this game which is tested and will work 60% all the time.

Tap the A button repeatedly when you had started the jackpot and keep on tapping the A button in a quick motion until all three reels are stopped.

=====
<6> T i p s , T r i c k s a n d S e c r e t s <6>
=====

This is the section that will provide you nifty tricks for Power Stone, bundled together with the GameShark codes if you have it.

[6.1] Victory Camera

If you win a victory in the Versus mode, press the A, B, X and Y buttons that will zoom in and out of your character and the analog stick and D-pad which can be used to rotate around your character.

[6.2] GameShark Codes

If you have the GameShark, you might want to try out these codes. These codes are at your risk and I am not responsible for any damages that happened while using these codes below.

```
.-----.  
|ACTION | CODES |  
.-----.
```

Player 1 Play as Kraken	5DD76E930000000C	

Player 1 Play as Valgas	5DD76E9300000009	

Player 1 Play as Final Valgas	5DD76E930000000A	

Infinite Health for Player 1	E8070137000000F0	

Infinite Health for Player 2	7E25CAC4000000F0	

50% Health for Player 1	E8040137C070503F	
	E807013700000078	

50% Health for Player 2	7E26CAC4C070503F	
	7E25CAC400000078	

Low Health for Player 1	E8040137C070503F	
	E807013700000000	

Low Health for Player 2	7E26CAC4C070503F	
	7E25CAC400000000	

Infinite Power Up Energy for Player 1	28277AE600000938	

Infinite Power Up Energy for Player 2	9A68133100000938	

50% Power Up Energy for Player 1	28247AE6C0704F66	
	28277AE60000049C	

50% Power Up Energy for Player 2	9A6B1331C0704F66	
	9A6813310000049C	

No Power Up Energy for Player 1	28277AE600000000	

No Power Up Energy for Player 2	9A68133100000000	

Have All Power Stones for Player 1	36813DE400000707	

Have All Power Stones for Player 2	A543485700000707	

Have No Power Stones for Player 1	36813DE400000000	

Have No Power Stones for Player 2	A543485700000000	

=====
<7> C r e d i t s <7>
=====

Clement Chan - saigoheiki@gmail.com

I've been typing this whole Guide for about one week and finally completed it.
The writer and rightful author of this Guide.

Eugene Chan - red_aura@doramail.com

My younger bro. helped me a bit with certain strategy and reminded me about
Ryoma's Lightning Ball (Raijinken) which I had forgotten about.

Capcom - <http://www.capcom.com>

Thanks to the official website of Capcom for having the Official Descriptions
of each character (except for the special ones).

GameShark - <http://www.gameshark.com>

This website was the one that I used the GameShark codes.

=====
<8> H i s t o r y <8>
=====

Version 1.0 - 16th of November 2000

This Guide was finally completed and finished today, after doing it for about a week.

Version 1.0a - 24th of November 2000

Added Ryoma's Lightning Ball (Raijinken) that I had forgotten about.

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