

# Power Stone FAQ/Move List

by CNICK

Updated to v1.00 on May 6, 2000

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P O W E R S T O N E

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By Capcom for the Sega Dreamcast  
Power Stone FAQ/Move List V1.00  
Last Updated: (5/06/00)  
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I. INTRODUCTION AND REVISION HISTORY

Power Stone is one of those weird fighters that come out every couple of years. Basically, it feels like a 2-D game in a 3-D world, where normal traditional 3-D systems are taken out. The result: One hell of a game. Imagine Super Smash Brothers in 3D and this is what you get.

In battle, you can use almost everything in the enviroment. Chairs, benches, plants, light poles, and boxes are just a few. Then theres items that pop up in treasure chests during game play. These have bombs, swords, bazookas, and even a flame-thrower. Each has its unique way of attacking.

Lastly, what makes this game great, is how you pull off your finishing move. During the game, Power Stones appear in the screen. Collect 3 of them and you turn into a raging superbeing capable of using power fusion.

Since theres already a couple of MoveLists made, I have decided to add something different that would distinguish mine to the others. I have added different combos, said which is best, and why, so that you can take advantage of your character.

\* \* \* \* \*

It is the 19th century ... a Romantic Era...  
Superstitions and legends are alive and powerful.  
With dreamcas of vas fortunes,  
adventurers seel the legendary Power Stones,  
magical stones that will make any wish come true...

[Revision History]

- V0.10 (4/28/00): First Release. Movelist 50% done.
- V0.20 (4/28/00): Movelist done. Item section started.
- V0.70 (5/01/00): Not actually sure where I am in terms of Version, so I gave myself some room to work with. May end up moving to V1.00 rather quickly. Movelists, with combo guides pretty much done. Theres still some room to work with. Need to get a couple more secret items, with explanations on what they are. Stages are done, as well, but I could work a bit more on them.
- V0.75 (5/02/00): Item list, MoveList completely done. Secret section has a couple of things to be worked on.
- V0.90 (5/03/00): FAQ is rapidly coming to an end. Last things to do: Possible VMU mini-game guide, and corrections throughout the FAQ.
- V0.95 (5/04/00): Minor corrections done. Not much left to work on.
- V0.96 (5/05/00): Added Capcoms offical combo move list for each character. Took long enough for me to finish though. Ill finish the guide later tonight.
- V1.00 (5/06/00): Everything is done...I think.

Future Revisions:

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None

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II. GAME BASICS

=====  
=Controls=  
=====

The Sega Dreamcast controller can be customized with 6 different buttons. Buttons A, B, X, Y, L, and R are all used.

- Punch / Push or throw item
- Kick / Use Weapon
- Punch + Kick / Pick Up Item
- Jump
- Kick + Jump (Power Fusion)
- Punch + Jump (Power Fusion)

Power Stone is Arcade Stick compatiable. Buttons A, B, X, Y, C, and Z are all used.

You can change the default control settings in the Option menu.

=====  
=Option Menu=  
=====

Move by using Up or Down, and change by using <- or ->

Difficulty - Change the diff. of Arcade mode from 1-8.  
Time Limit - Change time of match. duh!  
Round - How many rounds max per game  
Damage - Lower=less damage, higher=more damage  
Sound - Stereo or Mono  
Vibration - On or Off  
Button Config - Switch your config. Press <- or -> to reset the button controls

=====  
=Game Mode=  
=====

Arcade - 1 or 2 Players  
Fight against CPU opponents. If you defeat all opponents, you will win the game and will see an ending movie. You can continue after losing.

Versus - 2 Players  
Choose 2 characters and a stage. You can select characters before every match.

Game Rules  
-----

Match Play  
Each round lasts up to 99 seconds max. During the time, the first player to drop the opponents vitality to zero wins the round. You can adjust the time in the Options Menu.

Winning and Losing  
The first player to win 2 out of 3 rounds (default) is the match winner. You can adjust the number of rounds in the Options Menu.

Time Up  
If time runs out and both players still have some vitality remaining, the player with the most vitality is the winner.

=====  
=Abbreviations=  
=====

I don't abbreviate much, but I realized I should add this just in case I start doing it:

P Punch  
K Kick  
K+P Kick+Punch  
J+K Jump+Kick  
J+P Jump+Punch  
PPPP Regular 4-5 hit combo using the P button  
KKKK Regular 4-5 hit combo using the K button

-----  
III. MOVELIST

Each character has his own set of Power Fusion and Power Drive moves. Normal moves are all the same.

Punch / Push or throw item  
Kick / Use Weapon  
Punch + Kick / Pick Up Item  
Jump  
Kick + Jump  
Punch + Jump

Each character however has different combos he/she can pull off by pressing different buttons. For example, if I'm Falcon, pressing 3 punches will do an devastating combo, but Rouge might pull off a weak one. Each one is different, and I'll include which ones you should use for each character.

Remember, Power Fusion moves will eat up your whole power meter no matter what, so make sure you pull it off towards the end of it.

The movelist will follow this guide:

-----  
=====  
=Character Name=  
=====

Combo List:  
P-

```

/ \
P-  P
 \ /
  K-

```

(The combo list art just shows you how I got each 4 hit combo posted for each character. You can ignore the map if you want. You get each combo by using one path. For example, one combo path would be PPP. Remember, you can't go back in a path.)

```

Power Drive
  Super Duper Missile      Punch
  Kick to Face            Kick

```

```

Power Fusion
  Power Kick              Jump + Kick
  Im Going to Win        Jump + Punch

```

Notes:

blah, blah, blah.

(I won't explain what each Drive or Fusion does. I'll leave it to you to figure out; it takes 10 seconds =)

-----

Couple things to note: Power Fusion will take your whole Power meter, so use it with just a little left. Nail your opponent with Power Drive moves, and with just a little power energy left, get him with the Power Fusion. The meter:

```

+-----+
|\|\|\|\|\|\|\| |
+-----+

```

At here:

```

+-----+
|\| | |
+-----+

```

Pull off your Power Fusion. One more Drive attack will eat the rest up.

-----

A. NORMAL CHARACTERS

-----

=====

=Falcon=

=====

Combo List:

```

      P <--PPPP
      /
P---P-
 /      \   PPPK
p-      K <--PKKK
 \      /   KKKK
  K---K-
 /      \   KKKP
K-      P <--KPPP
 \      /
  P---P-
      \
      K <--KPPK

```

```

Power Drive
  Power Missile      Punch
  Power Hurricane    Kick

```

```

Power Fusion
  Power Rocket       Jump + Kick
  Power Explosion    Jump + Punch

```

Notes:

Well, Falcon is the Ryu or Ken of Power Stone. He overall has everything. Pretty good strength, and decent speed. He's great for a first character, and can really tear opponents to pieces once you master his Power Fusions.

You probably want to get your power mode as fast as possible, but you could probably last and win without. His P, P, P, P and K, K, K, K are pretty good,

but they lack range and you can really pay for not using it correctly. Try to dodge his attack, and then use it.

Once in Power Mode, you are left with some choices. If hes jumping around like crazy, hoping to dodge your attacks, then answer with Power Missiles. Only do it a couple of times, and make sure you fire ahead of him, so theres a greater chance of it hitting your opponent. If he does get hit, stand right near him, wait until he is off, and Power Hurricane him for 5+ hits. At this moment of time, you should just be running out of your Power Mode, and you need to make a critical decision: If your opponent is near you, you want to go with Power Explosion. You want to make sure you hit him a couple of times, however. If you arent sure you can hit him with it yet, wait till hes a little further away, and Power Rocket him. Hopefully you can take off half a bar of energy off.

Defeating Falcon can sometimes be a bitch. Hes fast, and his Power Mode moves are one of the better ones in the game. What can you do? Well you can race for those stones, and have a Jump Kick match, because thats will end up happening. Of course, theres nothing wrong with that, it involves plenty of skill, trying to escape after you have missed. You can also try to overpower him with the items in the stage. Falcon is one of the tougher kills.

=====  
=Rogue=  
=====

Combo List:

```
      /K <--K K K K
      K-
      / \P <--K K K P
      K-
      / \ /K <--K K P K (or) K P P K
K-      P-
      \ / \P <--K P P P (or) P P P P (or) K P K P
      P- /
      / \ |
P-      K-
      \ / \K <--P P K K (or) P K K K (or) P K P K (or) K P K K
      K- /
      \ |
      P-
      \P <--P K P P
```

Power Drive

Hellfire Sign	Punch
Dream Temptation	Kick

Power Fusion

Fiery Trap	Jump + Kick
Secret Heaven	Jump + Punch

Notes:

Rogue is fairly fast with an OK attack. Her KKKK out beats the P P P P so I suggest kicking moves over punching. Her throw is fairly good, taking off a whole bar, by hitting the opponent up into the air, and then shoot fire out of her mouth. These attacks arent good enough to win however, and you will probably rely on Power Mode to win.

Rogues Power Mode moves are pretty predictable, and you can really only use each one in certain situations. One combo: Hit your opponent with hellfire sign, run up to him and do the Dream Temptation move to take off some more energy. As he gets up, use Fiery Trap and get that nice 10 hit combo. Overall, this is probably her most damaging. In the situation where your opponent is close, but not next to you, use the Secret Heaven move. It causes the area to explode with fire, and cause some nice damage. Fiery Trap does take off the most, so I suggest you use that more often.

Rogue is probably the fastest character in the game, maybe a tad bit slower than Ayame. That means she will be able to out manuever you and she can grab power stones quicker. If you are real slow, go for the power stones as fast as you can. Thats where you do your damage, not being killed by quick throws and wall jumps. Since Rogue is quick off poles, make sure you stay clear away from those at all costs.

=====  
=WangTang=  
=====

Combo List:

```

    P---P <---PPPP
  /
P---P-
 \
  K---P <---PPKP

    P---P <---KKPP
  /
K---K-
 \
  K---K <---KPPP

```

```

Power Drive
  Dragon Fang Bomb      Punch
  Dragon Storm          Kick

```

```

Power Fusion
  Big Dragon Ball      Jump + Kick
  Dragon Dance         Jump + Punch

```

Notes:

K, K, K is more powerful, but a tad slower than the punches. Hard call on which one you should use, I'll leave that to you. WangTang is one of the faster characters in the game, and you need to use that speed to win. You want to rely on getting Power Stones as quickly as possible, so that you can do some great combos that will win you every match. His throw is one of the best in the game, taking off more than one bar of energy.

WangTang is awesome in Power Mode. His best combo so far is to use the Dragon Fang Bomb 6 times, and as your opponent gets up from that last set of 3, nail him with the Big Dragon Ball. This causes over 2 bars of damage, and is one of the better Power Mode combos in the game. The downside? Getting the Dragon Fang Bomb to hit the dang guy so you can get the Big Dragon Ball off. Take your time, and make sure all 6 of them count. Try using the Dragon Storm if your opponent is constantly jumping around, dodging and projectile attack.

With that in mind, his worst fear is not getting those power stones. While WangTang is pretty good at regular attacks, he will get killed by other characters, like Gunrock, or Ryoma. To solve this problem, dodge like crazy and don't initiate any attacks. Jump Kick your enemy, grab his power stone, get the one that appears and you're all set. Of course this is rather cheap, and if you play with friends, you are going to get plans on how to stop the jump kick, so save this for only the arcade mode.

Another fast character, you will have to remember that he will have more Power Modes than you. Look at the tips for beating Falcon and Rogue, they play just like WangTang, and I'm too lazy to repeat myself.

```

=====
=Ryoma=
=====

```

Combo List:

```

    P---P <---PPPP(or) KPPP
  /
P---P-
 \ / \K---P <---PPKP(or) KPKP
  X
 / \ /P---P <---KKPP(or) PKPP
K---K-
 \
  K <---KPP(or) PKK

```

```

Power Drive
  Raijinken            Punch
  Iaizan               Kick

```

```

Power Fusion
  Midare Zanto         Jump + Kick
  Tenchi Ryoudan      Jump + Punch

```

Notes:

Ryoma is a great character. He probably has the best normal attacks in the game, and he has some decent speed. What does this mean? It means he doesn't need Power Mode to win, which makes him extremely dangerous. Your best bet against him is projectile attacks, since he has one projectile move, and has his Iaizan.

Ryoma has a lot of different kinds of combos. You can use Iaizan over and over again (once you got him hit the first time) to take off reasonable damage. Its his only long-range move, and its helpful if your opponent is keeping his distance. Raijinken just about sucks big-time, and it almost has no use. Experiment if you want with it, but I tried and I didnt get much usefulness from it. Your best combo? Nail him with Iaizan a couple of times, run up to him and use Midare Zanto. Its a beautiful melee attack, but it does require some skill in getting it off at the right time. Tenchi Ryoudan is good, but its lack of long-rangeness (is that word? no, but I like it) makes it weak compared to Midare Zanto.

Ryoma doesnt really have a weakness in this game. His PPPP, and KKKK are somewhat slow, but they do so much damage that you will forget about it as fast as you kill your opponent. Ryoma is one of the better and maybe best character in the game.

To beat Ryoma you must take advantage of his weak power mode moves. They are fairly easy to dodge, and its almost required for you to dodge them since his normal melee moves are so quick and fast. Use projectile attacks and you shouldnt have too much trouble killing him, unless you are really slow, then rely on your stomp attack.

=====  
=Ayame=  
=====

Combo List:

```
      /P <--PPPP
      P-
      / \K <--PPPK
      P-K <--PPK
      /   /P <--PKKP(or) KKKP
P-   K-
      \ / \K <--PKKK(or) KKKP
      K-
      / \
K-   P <--PKP(or) KKP
      \ /
      P-
      \ /P <--KPKP
      K-
      \K <--KPKK
```

Power Drive

Flower Shuriken	Punch
Cherry Blossom Hide	Kick

Power Fusion

Hundred Flower Bloom	Jump + Kick
Cherry Blossom Dance	Jump + Punch

Notes:

Ayame is the fastest character in the game. With that, however, she tends to be the weakest of them all. I disagree with that statement, if you know how to use her right. Her PPPP is better then her kicks, as they are a bit faster and speed is key to victory.

Ayame overall has some of the best Power Mode moves in the game. The Flower Shuriken move is OK, its hard to hit people with it, and it should not be part of your overall Power Mode combo. Its ok, to set up for the Cherry Blossom Hide, which is what sweet uppercut type move. Nail your opponent with that, step away to get a little distance and unleash Cherry Blossom Dance which nearly takes 2 bars of life if you get around 80% of the attack on your opponent.

There really isnt a huge disadvantage to Ayame. Her speed can give her time to grab those Power Stones, and her melee attacks are fairly decent. Since they give almost no range, you do need to be careful. The larger opponents like Gunrock can eat you alive by making sure you dont get the power stones. Spend some time trying to solve this problem, work a way to get around it, and Ayame becomes of the best characters in the game.

Trying to hit Ayame with Power Mode moves is a bitch. Shes so fast she will have too much trouble with her. Just try and catch her with a jump kick or stomp, to make sure she doesnt get her Power Mode off. Try to get a air throw off her, because users tend to jump around a lot with her. Shes one of the harder opponents to kill.

=====  
=Gunrock=  
=====

Combo List:

```
      /P          <--PPP(or) KPP
P---P- /P        <--PPKP(or) KPKP
\   / \K-
 \ /   \K        <--PPKK(or) KPKK
  X
 / \
/   \ /P---P---P <--KKPPPP(or) PKPPP
K---K-
   \K           <--PKK(or) KKK
```

Power Drive

Gun Gun Rock	Punch
Rock Crush	Kick

Power Fusion

Rock n Roll	Jump + Kick
Earthquake	Jump + Punch

Notes:

Gunrock is one slow guy. Its hard to use him as a character since hes soooo slow, and its real hard to beat faster opponents. His PPPP and KKKK are the worst in the game. I guarantee you that your opponents will escape from you every time you try to use them. To put it simple: Gunrock sort of... sucks.

He does have some reasonable Power Mode moves. Gun Gun Rock has a fairly good projectile attack that can set up your Rock n Roll attack. Rock Crush, however, its pretty weak and you should avoid using it. If your opponent times your attack, and jumps right when you hit the ground, he doesnt get hurt. Nail him with the Gun Gun Rock, get close to him, and use Rock n Roll. If you plan it right, you can take off close to 3 bars of life. But hes so slow its extremely hard to do this.

Gunrock is just too damn slow. Theres nothing you can really do about it, other then choosing another character. He does have the cheapest move in the game however. Jump into the air, and press the Kick+Punch button. He will do a butt attack. Its harder then hell to stop him from hitting you, and all he has to do is jump, do the attack, jump, and do the attack over and over and over again. Overall: Skip him.

This guy is so slow I shouldnt even add this. Stomp, stomp, stomp. Take his power stones, get into Power Mode and kill him. Its as simple as that. His slowness will not allow him to catch up to anyone with reasonable speed. The easiest person in the game to beat.

=====  
=Jack=  
=====

Combo List:

```
      P--P <--PPPP(or) KPPP
      / \
P---P-   K <--PPPK(or) KPKP
\   /
 \ /
  X
 / \   P--P <--KKPP(or) PKPPP
/   \ /
K---K-
   \
   K   <--PKK(or) KKK
```

Power Drive

Rolling Slash	Punch
Round Slash	Kick

Power Fusion

Killer Dance	Jump + Kick
Misery Rain	Jump + Punch

Notes:

Jack has average speed and strength, which makes him an average character. I noticed he only had a one button for melee attacks. Was my controller messed up? Not sure on that, but his KKKK was pretty slow, and didnt do much damage



wise, so I suggest you use something else to attack with. His throw is just like the majority, a simple 2 or 3 hit attack that takes off one bar of life.

His Power Mode moves are decent to great. Rolling Slash and Round Slash are both long-range moves, and are awesome to set up his Power Fusion attacks, which cause severe damage by doing 15+ hit combos. Monster! Misery Rain is a somewhat long-distance attack thats reasonably good, but the Killer Dance is his best. The difficult thing is trying to get your opponent right near you. If you do connect, say hello to a 17 hit combo.

What are Jacks disadvantages? Hes a little slow, and thats about it. Hes one of the those extremely average characters, where he has no disadvantages or advantages. Learning the Killer Dance can make him one of the better characters, but other then that, theres really nothing that distinguishes him better then then Falcon, or Ayame.

I cant say much on how to beat Jack, other then to make sure he doesnt get three power stones because he has one of the deadliest Power Fusion moves in the game. Your best strategy is to use the walls a lot, because Jack is a little slow.

=====  
=Caluda=  
=====

Combo List:

```
      /P <--PPPP(or) KPPP
      P-
      / \K <--PPPK(or) KPPK
P---P- /P <--PPKP(or) KPKP
\ / \K-
\ / \K <--PPKK(or) KPKK
X
/ \ /P <--KKPP(or) PKPP
/ \ /P-
K---K- \K <--KKPK(or) PKPK
      \
      K--K <--KPKK(or) PKKK
```

Power Drive

Light of Judgement	Punch
Heavens Cry	Kick

Power Fusion

Light of Vengeance	Jump + Kick
Heavens Victory	Jump + Punch

Notes:

Caluda is another big man, but he has some speed to back him up. The last sentence is rather scary to say the least, but since this is a fighting game, theres gotta be a catch. There is, read further =) Caludas PPPP attack is sweet, taking off serious damage at reasonable speed.

Well... Caludas Power Mode moves suck like crap. Its like Capcom got bored and decided to screw it and get the game done as fast as possible. Light of Judgement is his best, a normal long-range attack. Heavens cry is a piece of crap. Your opponent has to be directly in front of you, and even then, its hard not to fly right past him. The 2 Power Fusions are even worst. Light of Vengeance seems and looks like a good one, but it isnt. As long as your opponent is moving, this WILL NOT hit him. Not one hit, and Heavens Victory is the same as Heavens Cry, only you waste a whole meter.

Caluda could have been awesome, but Capcom made him crappy as hell. You need reasonable Power Mode moves and he doesnt have them. Ive really tried to find some way to work around this and I havent. He has that one projectile attack, and those are extremely easy to dodge.

Wow, I didnt think anyone could be worse then Gunrock, but here he is. Keep away from him so he cant get his throws off on you and victory to yours. Yawn...come on Capcom, create some better characters

-----  
B. S E C R E T C H A R A C T E R S  
-----

=====  
=Kraken=  
=====

Combo List:

```

      P      <--PPP(or) KPP
    /  /P   <--PPKP(or) KP KP
P---P---K-
\  /      \K <--PPKK(or) KP KK
\  /
  X
 /  \      /P <--KKPP(or) PK PP
/  \ /P-
K---K-   \K <--KKPK(or) PK PK
      \  /P <--KKKP(or) PK KP
      K-
      \K <--KKKK(or) PK KK

```

Power Drive

```

Cannon                Punch
Claw                  Kick

```

Power Fusion

```

Power Spirit          Jump + Kick
Power Chomp           Jump + Punch

```

Notes:

Kraken is a weird character. He seems to be pretty good, but in reality he really isnt. His PPPP and KKKK combos are extremely slow, and are escape prone. He isnt too quick, which doesnt help very much. His strength is his throws, the jump kick, and stomp, but then again, isnt everyones best moves these?

Krakens Power Mode moves...suck. Ive played a couple of hours with this guy, so dont think Ive played him once and didnt like him. His cannon is reasonably good, if you can frikkin hit someone with it. Only an idiot would get nailed by more then one of these, and the claw is just as bad. The Power Fusion moves dont get much better either. His Power Spirit move requires a lot of luck, because you need all 6 to hit your oponent to cause damage. Of course, that rarely happens. The Power Chomp is his best move, but you need to be close up to your opponent. Make sure you are close enough!

Kraken is a weak secret character. His Power Mode moves suck, and hes too slow to take advantage of the throws/jump kick/wall moves. If you want a strong big character, look at Caluda, or even Gunrock (of course you can try Valgas, who is considered a big guy).

Kraken is another slow guy, so throws and stomps are your best bet, and of course, beat his ass down once you are in Power Mode. nuff said.

```

=====
=Valgas=
=====

```

Combo List:

```

      P---P <--PPPP(or) KP PP
    /  \
P---P-   K <--PPPK(or) KP PK
\  /
\  /
  X
 /  \   P---P <--KKPP(or) PK PP
/  \ /
K---K-
      \
      K---K <--KKKK(or) PK KK

```

Power Drive

```

Energy Beam          Punch
Homing Green Ball    Kick
Triple Homing Green Ball Kick (air)

```

Power Fusion

```

Power Beam           Jump + Kick
Power Shock           Jump + Punch

```

Notes:

Valgas is probably the best overall character in the game. Hes got a quick attack, and has armor like no one else. A throw doesnt take off one full bar off, making him super tough to beat. His P and K combos are decent, but again, his stomp and throw moves are awesome. They take off a lot too.

Valgas power mode moves rock. The energy beam is decent, awesome if you can master hitting your opponents. Take advantage of the Homing Green Ball move

and jump each time you use it. You get 3 balls off instead of one, and its easier to hit your opponent. The Power Beam is exactly the same thing as the energy beam, only slightly more powerful, and you can rotate a little as you shoot. The Power shock move is sweet. As long as your opponent is in front of you, he will get nailed by this move, and it hurts a lot. Anyone who has played against Valgas knows its a pain in the ass. His best Power Mode combo is the Triple Homing Green Move and then finish your meter off with the Power Shock Fusion move.

Like I said earlier, Valgas is overall the best character. He isnt as fast as others, which tends to make people pass him up after a couple of tries with him. I recommend working with him a lot, and you will soon become the master of this game. Anyway, the only downside to him is that you need to beat the game 9 times...yawn.

Wow, this guy is tough. Throws take off 3/4 life bars off, and Power Mode moves, rarely take off more then 2 bars. Just keep hacking away and hope to god he doesnt get the power stones first.

=====  
=Final Valgas=  
=====

Normal Swipe w/ hands	Punch
Normal Shooting Spikes	Kick
Grab	Kick+Punch
Strong Shooting Spikes	Jump + Kick
Power Lazer	Jump + Punch

This is rather interesting... this is pretty cool to check out but considering Final Valgas is a piece of crap, it will get boring fairly easy. If you are using him, theres a 99% chance you know how he attacks, and moves, so I dont want to go into too much detail with that. When using him, you have one primary goal (other then killing your opponent). You must keep him away from those Power Stones. Final Valgas is screwed once your opponent is in Power Mode, because you cant dodge anything.

Use the Strong Shooting Spikes move the most, considering your opponent will be running around you trying to get those stones. If hes fairly slow, you can get him with them, but if hes fast like Falcon or Ayame, you dont have much of a chance to stop them.

The best way to defeat Final Valgas is simple. Get into Power Mode, find an item like a hammer or sword, and hack away. Dont use your meter, you are more then likely to take off more damage just using an item. And since you are in Power Mode, you cant be hurt.

-----  
IV. ITEMS

(items grouped together are basically the same thing)  
Rating out of 5 stars

[Swords/Pipes] - 4/5

These are pretty nice items. They slow you down a bit (nothing huge, you still run) and they take off a whopping one bar per hit. What does that mean? One deadly item. You are going to get jumped attack up the ass when you have one of these, so pay attention to what your opponent is doing. My suggestion, try to determine where he is going to land so that you will be right there to meet him with a nice swipe of a pipe or sword.

[Sixshooter]- 4.5/5

Probably the best normal item in the game. As the name hints, you have 6 shots with a gun. Each shot is worthy of knocking a power stone off your opponent, so you can guess what this item's best purpose is. Each shot takes off about half of a bar off.  $.5 \times 6 = 3$  bars of life.

[Flame Thrower]- 5/5

Another great item. This one slows you down to a walking motion, but who the hell cares. This item shoots a long fiery of fire towards your opponent, and you can quickly rotate 360 degrees. Each hit takes off 3/4 of a bar of life. This one is awesome, because unless your opponent has learned the art of jumping, you should hit him a couple of times with this.

[NormalBombs/BigBombs/Motolov Cocktails] 2/5

Bombs are kind of weak in the game. The Normal bomb begins with a countdown at 5. When it drops down to 0, it blows up, causing a small blast-radius. The Big Bomb has the same effect, only theres a bigger blast radius. I dont really like these, its extremely tough to hit someone with these, and they take

off less than one bars worth of life. The Motolov Cocktail rocks though. Take one of these bad boys and strut around as your opponents runs away. Nail him, and he has one less bar. As with most projectile attacks, this misses often, so make sure you get yourself a reasonable shot.

[Hammer] - 5/5

As good as the Sixshooter, and maybe even better. The hammer doesnt slow you down at all (if it does, I havent noticed). You have a total of 3 swings, each taking off 1 and a half bars of life. Wow! With one of these, you can simply bring your opponent to his knees. Since its a melee weapon, you do have to be careful from jump kicks, but since you are moving as your fastest speeds, those can easily be avoided as long as you detect them. Cherish every moment you have one of these bad boys and try to get at least one hit off.

[Benches, Signs, Chairs, Plants, etc.] - 3/5

Each one takes about one half of a bar, and theres tons of these per stage. They are best used when you are runnign away from your opponent. Press P or K, and you will leap frog over the item, pushing it back against your opponent. Not bad at all. When you are holding one, you slow down to a waling motion.

=====

## V. TECHNIQUES

=====  
=Throwing=  
=====

Kick + Punch, Button commonly used: B

Unlike most 3D fighters (Tekken, Dead or Alive), throwing isnt too important in Power Stone. Most dont use it, which isnt really a mistake, but learning to master the art can make you almost unstoppable.

Theres 2 kinds of throws. Ground and Air. To perform a ground throw, simply press the K+P button when you are relativity close to your opponent, and bam. Theres goes one bar of life. Air throws are a little tougher to pull off, but they do look a lot nicer. Some take off a little more then their ground counterparts, and some dont. They sure look a hell of a lot nicer though!

One final note: Make sure you are pretty close to your opponent. If you arent, you will just do a regular punch when you press the K+P, and that just sucks, since theres only a few times in each match that you are in the situation where you can actually throw.

You also have the option of throwing the many pieces of the enviroment. This ranges from benches, plants, and chairs. You have a couple of choices. You can push the bench, etc. by punching or kicking it. It will move towards your opponent. You can pick it up, by hitting K+P, and then you can walk around and throw it whenever you want, by hitting punch or kick. This is a pretty good way to get that power stone your opponent has, since you dont need to be really close to your opponent.

=====  
=Power Mode System=  
=====

What makes Power Stone so unique is the Power Mode System. Think about the Street Fighter Alpha series. When you get your bar powered up, you are allowed to use a more powerful attack. Thats what the Power Mode System basically is, but in reality, thats the only thing in common. Its a power mode.

To get your character in Power Mode, you must collect 3 Power Stones that appear throughout the match. Each character starts with one each, and one quickly appears in the first 10 seconds. Whenever you get a solid hit on your opponent, one power stone (if he has one) will fly out and land somewhere on the stage. Some characters depend on getting these as fast as possible, and some dont. Read the Character MoveList section to find out which ones need the power mode more.

What does Power Mode do? It lets you use more powerful attacks. And makes you invulnerable to any attack your opponent gives you. Your punch and kick buttons become Power Drive moves. They are stronger then you old P and K but arent the strongest of the Power mode moves. These take a small amount of the Power mode Meter, which is located at the bottom part of your screen. The 2nd kind of moves, Power Fusions, are more powerful, and take up your whole meter. These require some strategy, so that you can take the most damage.

Remember: Power Fusion moves take up your whole meter, but they dont require a lot of it. Use your Drive moves until your meter is somewhat like this:

+-----+  
|\| |  
+-----+

I dont believe you can get much lower on this, and you dont want to waste your chance by using another Power Drive. Experiment a little to find the right time.

While in Power Mode, every single character can grab a pole and swing at it, no matter who it is. You also cannot be hit to the ground, but you can still lose energy (at a slower rate however).

=====  
=Escaping=  
=====

A valuable move to learn is the Escape move. Its quite easy to learn, but tough to master the timing. Below are the buttons you can use to escape an attack:

Jump  
D-Pad (away from opponent)  
D-Pad and K+P

Hit the D-Pad in a direction away from the opponent or jump just when your opponent is about to hit you. It doest seem too hard, but when you are in the heat of battle, it gets tough to remember to press it. Its hard to figure out if you have been beaten to get the attack off first, and thats the major problem with getting the escape off.

The final way to get an escape off is by pressing the D-Pad and K+P. Of course, you need to do this just before you get hit, but the benefit of pressing the extra button is that you reverse his move, and get him into a position where you can easily get a PPPP or KKKK or even a throw off. This is by far the toughest escape move in the game, and its not necessary to win matches against the computer and humans. I suggest you dont try to get too frustrated trying to do it. Its sort of diappointing Capcom didnt make this move significant in winning, but what are you going to do. This is a nice move to master for fighting veterans.

=====  
=Jump Kick=  
=====

Although Power Stone is a 3D game, it basically plays like a 2D game. Guess what that means? The Jump Kick is your most useful move.. at least one of them. What can I do? One hit with it and your opponent uses his power stone, and its extremely hard to dodge, once you are coming down. In Power Stone, you have a couple of Jump Kicks. A Jump Punch, Kick, and a Stomp. Press Jump and K+P and you will move staright down, bounce on your opponent, then finish your move off. Cheapness factor= lots. But it sure does work.

Theres also one other kind of Jump Kick type move, and its the most interesting one. Each character and jump off the wall, and then attack, making some great, and surprising moves. When does this work? If your oponent is chasing you, run up to the wall, jump on it, and then do one of the Jump Kick moves. Bam! Stopped him right in this tracks. Of course, like most cheap moves, players devise plans just to beat you, and that means being even cheaper, so dont use this too much.

(NOTE: Im not sure if this is a jump kick, but if you just walk to the side of the wall, and press K+P, you will fly off the wall into a baseball slide kick. Its even more surprising then the Jump Wall move, and will get people more off-guard. Just wasnt sure if its considered a jump kick)

One last thing. When you jump kick and miss, your opponent will most likely try a jump kick of his own, especially if he has 2 power stones. Always remember that, and be prepared to jump out of an attack for the escape.

=====  
=Pole Techs=  
=====

Figured I should add this, since each level has one of these, not counting the boss stages though.

Each character has a special move on a pole by pressing K+P. The smaller characters, like Rogue, Falcon, Ayame, Ryoma, etc. swing around it and do a baseball slide attack. The bigger fellas get the advantage here. Instead of doing some weak swing and slide move, they literally pull the damn pole out of the ground, and swing it across the screen. Yikes! The swing just about takes the whole screen, meaning you need to jump or lights out for you. Luckily, theres few levels small enough to make this REAL successful, so you shouldnt worry about it, and the fact that the big guys just about suck as characters

means you will be taking on weak computer opponents, and thats the only time you would have to worry about this.

=====

## VI. STAGES

Not really much I can say for an advantage to win...

The maps for each stage use a couple of abbreviations that you should take note of:

T	Tables
C	Chairs
S	Signs
P	Pots
B	Box
U	Ummm...what the hell is this =)
[]	Statue, column
( )	Cannon

Also, the | and -- marks represents change of elevation. The \_\_\_\_ shows its stairs.

=====  
=Londo=  
=====

Hmmmm? Shouldnt it be London? Oh well. Anyway, this is a pretty good stage. It has some heights (not a lot to make a huge difference) a large fountain in the middle, 2 poles, and a hell of a lot of items to throw. The walls are extremely close, so use the jump-off-wall technique to your advantage. Watch out for those tables, and chairs located at the far right corner. Its a pain in the ass to get past those to the ledge right near them. Power Stones usually appear there.

Map:

```
+-----+
| Ledge | _____ | | | | |
|-----|_stairs_____| | |
|       | _____ | | |
|T, C, S|                | | |
|       | /----\       | | |
|       | /        \   |Stairs|
|       | |Fountain|   | | |
|       | \        /   | | |
|       | \----/       | | |
|       |                | | |
|  o-Pole          o-Pole |
|       |                | | |
+-----+
```

=====  
=Mahdad=  
=====

Kind of a plain stage. The level is basically made of 2 parts. The sand pit area, where most of the items are found, and the upper level. This is a bad level to find your opponent in Power Mode, because theres a lot of jumping over ledges, and one messed-up jump could mean a couple of life bars. Overall, a fairly plain level. Note that fast characters can make a ruckus on those 2 poles, especially if you are Gunrock or Caluda. Just stay the hell out of that pit.

Map:

```
      |-----|
      |No Purpose|
      |       |
+-----+-----+
|       | S |   |
|       | A |   |
|       | N |   0-Tree|
|       | D |   |
|       |   |   |
|_____[]-----[]_____|
|       |P   |   |
|       |   |   |
|-----| 0-Col.-----|
| sand |   | sand |
|-----|P 0-Col.-----|
|       |   | P   |
+-----+
```

=====  
=Tong-An=  
=====

Lots of chairs, dont you agree? This ones rather cool, because all the action is in such a small place. 3 poles in the stage, which means bad news if your opponent is Gunrock, or Galuda, cuz a swipe basically takes the whole stage. The table in the middle even makes the stage feel a little small, and with the chairs, you got a small stage for a huge fight. Its easy to get caught up in the chairs, so make sure you dont, especially when your opponent has Power Mode on.

Map:

```
+-----+
|      |      P      | |
|      |      |      |
|      |      |      |
| Pole-o_____o-Pole_|
|      |      |      | |
| C,T  |  /---\   C  |
|      |  |    |      |
| Pole-o \---/      |
|      |      |      |
| C    |  C          |
|  C   |      C      |
+-----+
```

=====  
=Odeo=  
=====

Another simple stage. Basically theres a small ledge that surrounds most of it, and thats where most of the power stones and items tend to appear. If you notice above the characters, you can jump up and hold onto K+P. You will be able to monkey swing around the room. Theres bags on top, and as you walk near them they fall directly down.. hint hint hint. An alright stage. Theres a lot of free room, which makes it interesting when someone is on Power Mode.

Map:

```
+-----+
| U  o-Pole      o-Pole  T |
|  -----|
|  |      |      |      |
|  |      |      |      |
|  |  B   o-Pole  |  U  |
|  |      |      |  U  |
|  |      |      |  |---|
|  |      |      |      |
|  |      |      |      |
|  |      |      |      |
|  |      |      |      |
+-----+
```

=====  
=Mutsu=  
=====

Similiar to Oedo. Actually, to tell you the truth, they are almost the same. The only different might be the size, Oedo seems to be a bit bigger, and Mutsu has a bigger open level space. They still play quite the same, so if you like Oedo you will love this one. If you are a fast character, you can jump onto the roof, while the bigger guys cant. Hehe, bombs away.

Map:

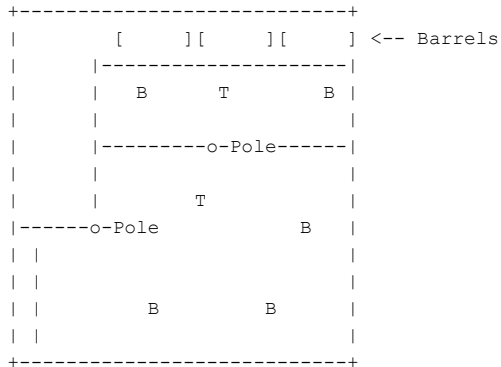
```
+-----+
|      |      |      |
| B |-----|  o-Pole
|  |  B      |      | |
|  |      |  |---|
| B |      |      |
|  |---|      |      |
|  o-Pole  |-----|
|  |      |  H2O    |
|  |H2O|  |-----|
| P |  |[]      |[]  |
|  |---|      |      |
|  |      |      |      |
+-----+
```

+-----+

=====  
=Dullstown=  
=====

Stage is rather dull... just kidding. Lots of action is packed into this relatively small area. The barrels on the top right can be rolled off onto unsuspecting opponents (ive yet to figure out how to do that yet). There's lots of different poles you can jump off too, so remember that for both offensive and defensive strategies. It's a bitch to dodge power drive and fusion moves, so do try to stop your opponent from getting them. If he does, your best strategy is to run on to the higher ground on the top left part of the stage.

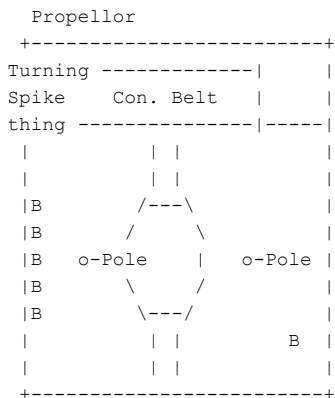
Map:



=====  
=Dawnvolta=  
=====

Rather simple level, with a lot of things that can hurt you. Basically, everything that can hurt you, or that you can throw are on the sides. The middle is all left for fighting. There's some minor things you need to worry about. The huge propellor will hurt you if you get in its way, as well as the rock muncher type thing (what the hell is it called?). Remember, don't stay too long on that conveyor belt. The last thing you need to worry about is the blast of flames that come out of the furnace when the grates open. It's quite obvious when this happens, and it shouldn't be too much of a problem. One last note: You can climb on the grating on top of the stage.

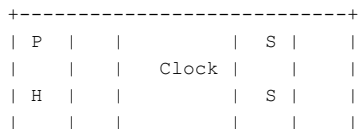
Map:



=====  
=Manches=  
=====

I kind of got a feeling this was like a stop for a train, with the giant clock. Hmm...weird. Anyway, this is a pretty cool level. Another plain one, with almost nothing special about it. Both glass windows can be broken within a couple of hits, revealing some more space, and items. The giant clock and be hit down on the ground. There's 3 poles in the stage, 2 become available after the glass has been shattered.

Map:







Requirement: Beat the game with any character at any difficulty level.

The Nyoi-Bo extends (duh!) across the screen as you press punch. Its pretty good, but its worthless unless you are far away. Remember, this bad boy has one hell of a range, so take advantage of it. Great item if used right.

2: [Weapon]-Machine Gun

Requirement: Beat the game with a different character at any difficulty level.

The machine gun is a weak version of the sixshooter, but it shoots a lot faster. You are extremely slow when shooting, especially when you need to rotate around to get your opponent. Not a great item, and you should probably forget about using it often.

3: [Weapon]-Ray Gun

Requirement: Beat the game with a different character at any difficulty level.

Shoots a hypnotic type beam. Its range is about half a screen or so and it expands as it gets further away. Im not really sure how good this is, Ive never hit someone with it. The range is its weakness, and makes it a crappy item. More info will be given once I hit someone with it.

4: [Item]-Power Shield

Requirement: Beat the game with a different character at any difficulty level.

As you wear this shield, nothing can hurt you, unless your opponent gets close enough to pull off a throw, or you stand right next to an exploding bomb. Theres a catch however. You cant attack either, making this a pretty much useless item. ITs only use, comes when its lying right near you and your opponent just gets the 3rd stone, of course thats one long wait until that power meter goes off...

5: [Game]-1st Person Perspective Mode (1 Player)

Requirement: Beat the game with Kraken

This special mode supposedly gives you a 1st person view as you play, but its really not a 1st person view, but more of an behind the person and a little higher view. Made Falcon move slower then usual too...

6: [Game]-1st Person Perspective Mode (Versus)

Requirement: Beat the game with Valgas

Same thing as above, except the screen is split for both characters.

7: [Mini-Game]-Falcons Aerial Adventure

Requirement: Beat the game 5 times with 5 different characters.

8: [Mini-Game]-Ayames Shuriken Training

Requirement: Beat the game 6 times with 6 different characters.

9: [Mini-Game]-Gunrock Gun-Gun Slots

Requirement: Beat the game 7 times with 7 different characters.

10: [Character]-Kraken

Requirement: Beat the game with all 8 characters at any difficulty level.

Allows you to play Kraken as a normal character,

11: [Character]-Valgas

Requirement: Beat the game with Kraken

Allows you to play Valgas as a normal character.

12: [Character]-Final Valgas

Requirement: Beat the game with any character after you are able to select Valgas as a normal character. You cannot continue.

Lets you use Final Valgas. Only one player can use it per match.

13: [Option]-Art Gallery

Requirement: Get 1000 coins in the mini-games

You can look at art of the characters, stages, etc.

14: [Option]-Ending Collection

Requirement: Beat the game with any character at any difficulty level.

Lets you see all the endings of the characters that you have beaten. Thats pretty much it.

15: [Option]-Sound Gallery

Requirement: Get 2000 coins in the mini-games.

You can listen to the many sounds of Power Stone. Not sure if its worth all the time using the VMU though.

Going through the game once also gives you the Extra Options menu, which is opened in the main screen. You have a number of different things you can do to affect gameplay in Power Stone.

Power Stone [3] 4 5

Determines the number of power stones that are allowed on the screen.

Power Gauge Timer Default [Off]

Determine whether or not you have a timer in Power Mode.

Extra Items [On] Off

Allow the items you have collected to appear in matches.

Damage Recovery On [Off]

Determines whether or not blue bars show up in your life. Whatever part of your bar is blue can be regenerate as time goes by.

After Rounds Recovery On [Off]

Havent noticed what this does. Anyone else?

Transformer Damage [0%] 50% 100% 200%

I guess raises the damage of your Power Mode moves.

Transformation Attack [50%] 100% 150% 200%

Damage of your Power Mode moves are increased.

---

## VIII. IMPORTANT NOTES

Credits (In no particular order):

Capcom

For creating a great game outside the Street Fighter and Resident Evil series. Yay!

Capcom of Japan <[www.capcom.co.jp](http://www.capcom.co.jp)>

For all the different combos for each character

OneWingedAngels Power Stone Arcade FAQ

For item names

Billys Power Stone Collection Guide

For guiding me how to get most of the secrets

CJAYC <[www.gamefaqs.com](http://www.gamefaqs.com)>

For creating the coolest site on the internet (and hosting this guide) and Im also using his FAQ lay-out (sort of). Also (V0.96) guided me to the Capcom of Japans combo list.

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For some self-appreciation [and boasting =)] heres a list of my FAQs:  
about 350k; 13 FAQs

PC and Macintosh:

-----  
Diablo Multiplayer Guide

Brood War Multiplayer Guide

Sega Dreamcast:

-----  
Power Stone Move List

Sony Playstation:

-----  
Gran Turismo 2 License Guide

Mark Henry Move List

Acolytes Move List

Chyna Move List  
Steve Blackman Move list

Nintendo 64:

-----

Hydro Thunder FAQ

Super Nintendo:

-----

Soul Blazer walkthrough

Top Gear FAQ

Top Gear 2 FAQ

Ive gotten some weird emails...so I decided to add this:

Emails I will read:

-----

- Anything to do with the Power Stone
- Contributions (please state what your contributing in the subject)
- Compliments

Emails that I will throw away:

-----

- Threats
- Idiomatic Messages
- Mail asking for this Guide to be put on their site

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-End of FAQ-

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