## **Power Stone 2 Mini-Book FAQ**

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*~POWER STONE 2 - POWER STONE MINI BOOK FAQ~*
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                  Best Viewed At Full Screen by 800 x 600
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11. ACKNOWLEDGEMENTS
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*-*-*  1. LEGAL STUFF
*_*_*_*_* *_*_*_*
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http://www.gamefaqs.com
If you feel that there is an error, please e-mail me at
ryudohazuki85@hotmail.com
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2. ABOUT
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This FAQ is about the mini book. The mini book is an efficient, portable way to trade items and such. The mini books is very useful and might have some frustationg options. This FAQ will help you use this.
*_*_*_*_* *_*_*-*
3. HOW TO
*_*_*_*_* *_*_*_*
To view this program, you need some items before you do so. You need:
<ul> <li>Official Sega Visual Memory Unit (with LCD screen and Battery Life)</li> <li>128 Free Blocks and no other games in VMU</li> <li>Controller</li> <li>Power Stone 2 Video Game</li> </ul>
To download this file, load Power Stone 2 and go to SAVE/LOAD in the menu and go select "MINI BOOK" and download it. Simply press "A" amd download it. When downloaded, turn off your Dreamcast. Remove the VMU from your controller and press the "Mode" button to get to the two cards with spades. Push "A" and select it and press "A"+"B" when it prompts you to
do so.
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*-*-* 4. MINI BOOK

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This little section will tell you about the Mini Book from the menu and all of it's contents. This section will give you a brief description of what there is.

Item - Displays Items and how many of those items you have.
Card - Shows Materials and Essenses and how many you have.
Goods - Shows how many texts and coupons and presents you have.

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4a. ITEM

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This section shows a rough picture of the items you own and how many you have. This is a list of all of them. (If you collected them all). If you want the item mixes, go to the ITEM MIXES section. Note: You will see a Power Stone on the description of the item if you registered it.

1. GUN	11.	POWERFUL BUSTER	21. AD	HESIVE SPRAY	31.	HARISEN
2. MACHINE GUN	12.	ARM GUN	22. TR	UMPET	32.	FROZEN TUNA
3. BAZOOKA	13.	FLAME ROD	23. FI	RE-BOTTLE	33.	METALLIC BAT
4. FLAMETHROWER	14.	ICE ROD	24. SM	ALL BOMB	34.	BIG RACKET
5. RAY GUN	15.	THUNDER ROD	25. ME	DIUM BOMB	35.	MAGIC STICK
6. SOAP BUBBLE GUN	16.	MAGIC ROD	26. LA	RGE BOMB	36.	LANCE OF LAVA
7. TRANQUILIZER GUN	17.	MYSTIC ROD	27. LE	G WEIGHT	37.	DEVIL SICKLE
8. HOMING MISSILE	18.	WEIRD ROD	28. FI	RE CRACKER	38.	MORNING STAR
9. 3-WAY SHOTGUN	19.	MEDUSA	29. HA	ND GRENADE	39.	SWORD
10. 5-WAY SHOTGUN	20.	LOUDSPEAKER	30. IR	ON PIPE	40.	POWER SWORD
41. FLAME SWORD	51.	GIGANTIC HAMMER	61. BA	TTLE FIELD AXE	71.	MEAT
42. ICE SWORD	52.	UMBRELLA	62. VI	CTORY AXE	72.	RICE BALL
43. THUNDER SWORD	53.	DELUXE UMBRELLA	63. LU	MBERJACK'S AXE	73.	BANANA
44. BEAM SWORD	54.	CHEAP UMBRELLA	64. BR	AVE MAN'S AXE	74.	HAMBURGER
45. DRAGON SLAYER	55.	SPEAR	65. SK	ATE BOARD	75.	CHEESE
46. LEGENDARY SWORD	56.	DELUXE SPEAR	66. IN	LINE SKATE	76.	ROAST CHICKEN
47. HAMMER	57.	TRIDENT	67. SC	OOTER	77.	ROAST PORK
48. TOY HAMMER	58.	DELUXE TRIDENT	68. AP	PLE	78.	WEDDING CAKE
49. PICKAXE	59.	FORK	69. SH	ORTCAKE	79.	ANGEL WING
50. MAGICAL MALLET	60.	SPOON	70. ME.	AT	80.	DEVIL WING
81. POWER SHIELD	91.	THUMBTACK	101.	RABBIT EAR		111. BRACELET
82. DELUXE SHIELD	92.	LEG TRAP	102.	CAT EAR		112. PUNCHING
GLOVES						
83. PETRIFIER	93.	PITFALL HOOP	103.	CROWN		113. RABBIT TAIL
84. TRANSPARENTIZER				SILK HAT		114. CAT TAIL
85. KITTEN	95.	STICK BOMB	105.	STRAW HAT		115. DEVIL TAIL
86. PANTHER	96.	TYPHOON	106.	PARTY HAT		116. WIND-UP KEY
87. FIRE DRAGON	97.	FIREWORKS	107.	FLOWER		117. RABBIT PAW
88. ICE DRAGON	98.	METEOR	108.	3. EMPEROR'S CROWN		118. CAT PAW
89. THUNDER DRAGON	99.	EXCITING BOOK	109.	RABBIT ARM		119. SHOES OF
ACHILLES						
90. BAMBOO SHOOT	100.	POWER STONE MAGAZIN	IE 110.	CAT ARM		120. PLASTER

121. LIGHT STONE

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                          4b. CARD
This part of the VMU Mini Book
displays all of the cards. It
leads to a menu that says:
MATERIAL
ESSENCE
Material is used for mixing,
Essence is used for changing outcomes of mixes.
EXAMPLE:
Gun + Gun = FAILED MIX
Gun + Gun + Special Card = Powerful Buster
*_*_*
                      4ba. MATERIAL
Material is used to make weapons as well.
                8. IRON
1. LIGHT ELEMENTAL
                             15. FLAME DRAGON ELEMENT
2. FLAME ELEMENTAL
                9. OIL
                             16. ICE DRAGON ELEMENTAL
3. ICE ELEMENTAL
                10. CARTWHEEL
                             17. THUNDER DRAGON ELEMENTAL
4. THUNDER ELEMENTAL
                11. CLOTH
                             18. BOOK OF LEGEND
5. TRAP ELEMENTAL
                12. GUNPOWDER
                             19. EMBLEM OF THE BRAVE
                13. WOOD MATERIAL
6. MAGIC ELEMENTAL
                             20. DRIVER'S LICENSE
7. GOLD
                14. SCRAP
                              21. ANGEL RING
4bb. ESSENCE
*-*-*
Essences can help a mix or kill the mix.
            5. HORROR CARD
1. FOOD CARD
                        9. SPECIAL CARD
            6. SURPRISE CARD
2. DRESS-UP CARD
3. AFFECTION CARD
             7. PROFIT CARD
4. RETRY CARD
             8. COPY CARD
                      4c. GOODS
These goods are coupons and texts.
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There will be a little menu and you could select the following:  $\ensuremath{\mathtt{TEXTS}}$  OTHERS

Coupons let you play the roulette if you have at least 3 of them. Texts let you learn new mixes.

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4ca. TEXTS

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This section will show you what texts there are and the mixes inside of them.

1. TEXT OF DELUXE SHIELD

Power Shield + Meteor

Power Shield + Deluxe Trident

Power Shield + Gold

2. TEXT OF BEAM SWORD

Magic Stick + Legendary Sword Power Sword + 5-Way Shotgun Beam Gun + Spoon

3. TEXT OF DELUXE UMBRELLA

Umbrella + Gold
Cloth + Cheap Umbrella
Cloth + Magic Element

4. TEXT OF SHOTGUN

3-Way Shotgun + Homing Missile Beam Gun + Gun Ray Gun + SoapBubbleGun

5. TEXT OF DELUXE SPEAR

Spear + Meteor
Spear + Stick Bomb
Frozen Tuna + Spoon

6. TEXT OF DELUXE TRIDENT

Crown + Trident
Wedding Cake + Trident
Fork + Spear

7. TEXT OF PITFALL

Trap Element + Bracelet
Thumbtack + Magic Element
Trap Element + Leg Trap

8. TEXT OF MAG. MALLET

Gigantic Hammer + Gold Spoon + Gold Pickaxe + Toy Hammer 9. TEXT OF STICK BOMB Gunpowder + Harisen Tranquilizer Gun + HandGrenade Flame Rod + Adhesive Spray 10. TEXT OF TRANSPARENT Petrifier + Medusa Petrifier + Devil Tail Petrifier + Exciting Book 4cb. OTHERS OTHERS are coupons and presents you give to Mel. To get COUPONS, mix a mix that you know that you will fail or use a Horror Card on a successful mix. Coupons let you play the Roulette in your Power Stone 2 Game. To get PRESENTS, buy them of Mel and give them to her. Here are the list of presents you can give her (excluding the Food Items). She gives you an Essence for exchange of that present. You can also give her texts to write in the item book and item catalogs and such. - 1 MEL GIVES YOU 1. Horror Book Horror Card 2. Bouquet Affection Card 3. Jack-In-The-Box Surprise Card 4. Food (any kind) Food Card 5. Texts (any) Adds mixes to the selected item Adds knowledge of items into book 6. Catalogs (any) 5. COINS \*\_\*\_\* Coins are basically a section that tells you how much gold you have in the game. It ranges from 0 - 999999999. This section practically tells you how much doe you have in the game. 5a. HOW TO MAKE MONEY You can make quick cash by selling items that you don't need. Remember not to sell them if you only have one unless you really want to or it is a default item.

Another way is to play Adventure Mode and grab as much money as you can while not

dieing to keep your money.

You can spend money at Mel's Shop for some rare items she might hold.
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6. HANDY ITEM
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Handy Items help you when you are in the midst of a good fight. A VMU appears and the announcer says "Behold, the treasure" and it will be one of your registered items. Other registered items dress up your character. You can select up to six items for a Handy Items and some Decorative Items for your character. When this part is selected, you will come upon a menu:
REGISTER CANCEL ITEM LIST
Select any of them to begin.
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Registering Items are very useful. When registered, it will instantly take effect when you play your Power Stone 2 Game. On the VMU you will see the six registered items if you registered. If you didn't you will come upon a blank screen. Go to ITEM LIST to register your items.
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6b. CANCEL
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This feature allows you to Cancel the registered items that you have. You will come upon a menu:
ITEM DECORAT.
Since it would be pointless to add two more sections, I'll add them right here.
<pre>Item - Cycle through your registered items and push "A" to cancel it. Decorat Cycle through these outfits and push "A" to cancel the one you don't want.</pre>
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6c. ITEM LIST
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The item list is used for registering items if you don't have it. Cycle through the items you have and push "A" to register them. Use the Control Pad to find the

item you want and push "A". If you already registered items, choose to overwrite

one for another if you want.

7. TRADE ITEMS \*-\*-\* Trading Items can be an essential part to getting all of the items. The only downside is, that you must have another VMU to connect with yours with battery life and an LCD screen. There is also a trick to get 99 of every item is you have two VMUs. When VMU's are connected, go to TRADE ITEMS and select "TRADE" or "PRESENT". If your TRADE, both VMU's must be connected and you select an item and agree on it. For PRESENT, you can recieve a present from the other person or give a present. For the 99 of any item trick you must have the following: - 2 Official Sega Visual Memory Units (with LCD screen and Battery Life) - Controller - Dreamcast - Mini Book - Power Stone 2 Video Game 1. - Insert the two VMU's in to the controller slots. 2. - Insert the Power Stone 2 Game and go to SAVE/LOAD on the menu screen. 3. - Download the Mini Book for each one. 4. - Save the current settings. 5. - Now you have two duplicate files on two different VMU's. 6. - Turn off your Dreamcast. 7. - Take out the two VMU's out of the controller. 8. - Select the "game" file. 9. - With both VMU's go to TRADE ITEMS. 10. - Have one VMU give the other a PRESENT of the item that you want. If you have more than one, be sure to give them all to a VMU. 11. - Turn on Power Stone 2 Again. 12. - Be sure to delete the Mini Book of the VMU you took the items from. 13. - Keep on doing this process and get rich (well kinda). EXAMPLE You have \_5\_ Exciting Books. You duplicate the files. You have one give 5 Exciting Books to the other VMU. Play Power Stone 2 again and save the Status again.

You now have \_10\_ Exciting Books.

Continue and it will quickly double up to higher, allowing you to get more items.

8. SOUND TOGGLE

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The Sound Toggle toggles sound. Whether on or off. The mini book has some really

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annoying chirping noises and you might want to turn it off. Also, sound is the
thing that saps battery power the most so you might want to keep it off.
On - All sounds
Off - Mute
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                               9. FAQ
*-*-*
Q: I need a lot of the items!
A: Refer to my friend's FAQ, "Item List" which can be found at www.gamefaqs.com or
my website at http://www.angelfire.com/dc/powerstone/index.html
Q: How can I get some items?
A: Get them at the Item Shop, Pride, or off a friend.
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8. UPDATES
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8 / 5 / 01 - Finished all the needed information
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9. ACKNOWLEDGEMENTS
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CJayC - for making the best video game site in the world.
UltraSuperSaiyan - for posting a Battery Pack FAQ which helped me greatly
through this FAQ.
Capcom - for making a great game and the VMU thing.
Sega - for making the Dreamcast and the VMU.
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