

# Power Stone 2 FAQ/Move List

by Rena Chan

Updated to v0.5 on Sep 23, 2000

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| Powerstone 2 |
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| Information |
#+-----+
| Type      - Game Info/FAQ/Move List |
| Game      - Powerstone 2, NTSC/JAP  |
| Developer - Capcom Co.              |
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| Version   - 0.5 (01/08/2000)       |
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| 1. About The FAQ |

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| 1.1 - Disclaimer \

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| 1.2 - FAQ Description \

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This FAQ was written by me, Alucard, mainly because I found it annoying having to constantly translate the menus every time I played the game. So really it just started out as a list of translations made, and then it just went into an FAQ. Its my second attempt at making one - my first attempt is

at Resident Evil Code: Veronica, which is a work-in-progress incomplete and can be downloaded at my website (<http://saturn.sega-zone.com>).

NB. The latest versions of this FAQ can always be found at GameFAQs (<http://www.gamefaqs.com>), GameWinners (<http://www.gamewinners.com>) and at <http://www.cheatcc.com>

NB2. My website is currently located at <http://www.shiningforce.freeseve.co.uk> due to server troubles, but you won't be able to download anything, so you can only get this at the above mentioned sites for the time being.

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| 2. History |  
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| 2.1 - Version History \  
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| 2.1a - v0.1 (24/07/2000) \  
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Began writing out some translations of options and menus. Visited <http://www.gamefaqs.com> and found that there was only one other FAQ for the game, so decided to make my own. Add disclaimer and FAQ Description, as well as translations for the options.

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| 2.1b - v0.2 (26/07/2000) \  
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Added descriptions of what each option will do. Added the opening speech and my opinion of the story, as well as a description of the game system, and the games' controls. Added this Version History section too...

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| 2.1c - v0.3 (27/07/2000) \  
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Decided on a layout for the FAQ and implemented it. Added a contents section (which also displays sections I plan on adding soon. Began writing out stage descriptions and speeches. Also wrote character select section so I can begin adding character details.

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| 2.1d - v0.4 (28/07/2000) \  
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Completed most of the character details, and added descriptions for the major stages. Created the Secrets section and the Notes section, and added in the methods for gaining the extra characters and options, and my first credits. Took a big step and released this to GameFAQs.

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| 2.1e - v0.5 (01/08/2000) \  
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Completed the character descriptions and the stage descriptions, including the extra stages. Updated the secrets and credits, and completed the Basic, Arcade and Versus descriptions. This FAQ can now also be found on (<http://www.gamewinners.com>) and <http://www.cheatcc.com> - lots of people

asking for it :) Finally, i've added translations for the menus in the Item Shop.

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| 2.2 - In the next update... \  
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In the next release im hoping to have a lot more translations done for the item shop, and i will be making more corrections and changes. I've also been adding bits and pieces about the Sound Test etc - I want this to be the most thorough FAQ I can :) Im also going to begin writing in the items and their uses/descriptions. I'll put each one in as I get them!

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| 3. Prelude |  
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| 3.1 - Opening Speech \  
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Without warning, a dark cloud fills the sky, and then a huge shadow blankets the entire world, with a roar that shakes the entire planet. Suddenly, a mysterious floating castle appears out of nowhere. In the blink of an eye, the Powerstone heroes are caught, and are transported to the floating castle. What will happen to our heroes..? Welcome to the Powerstone world!

NB. The opening speech is in Japanese, but if you leave the game to play the demo and then start the intro again, the speech is in English.

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| 3.2 - My Opinion \  
‡-----‡

Yeah, I know. It sounds very far fetched - I mean, how unlucky can these guys get? Another thing that got me is that they are all caught when Fokker (Falcon over here in the UK) flies into the castle? How'd they all fit on his plane?! Weird...

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| 4. General Game System |  
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Powerstone 2 is a strange, but immensely fun fighting game. It still holds true to many fighting games; characters beat each other up until one of them runs out of "energy" and is knocked out (KO'ed). Powerstone 2 is no different in that respect, but then it has so much more to it then that.

The game is in full 3D. The play area is usually a large rectangular area, which sometimes has platforms and raised areas. Your character has full freedom to move around this area. This allows for some great tactical play - you can circle around your opponent and attack them from all sides, even from above or below. The play is fast and frantic, with many of the characters having good speed to traverse the area.

The arenas themselves are packed full of different objects, some good or bad. There are many boxes and other objects which you can pick up to throw at your opponent, causing significant damage. There are also item boxes, which look like chests - these contain items which you can use, either to damage your

opponent with, or to help you regain some of your energy. Also, each arena has a small task (such as escaping from a boulder or climbing a tower), which will move the fight onto a different arena...

Fighting is a simple process. You can throw your opponent by either pressing the throw button next to them or when you are over their heads. You can even throw in mid-air. There is only one attack button, which you can use on the ground or in mid-air. You can also keep on pressing the attack button to create a short combo. These are useful as the final hit is powerful and is capable of knocking Powerstones out of your opponent.

Powerstones. These are vividly coloured gems which appear occasionally from item chests. Each person also starts the battle in possession of a Powerstone. Underneath your energy bar is another bar which shows how many Powerstones you are in possession of. When you collect three Powerstones, this will change into a multi-coloured bar, and your character will transform into a new state. In this state, your character will have new attacks and will be able to perform special attacks called "Power Fusion" moves. These moves are very powerful but will deplete your Powersone bar by nearly 75%! Once this bar runs out (it decreases steadily), one Powerstone will disappear and the other two will burst out of you, causing you to return to your normal state.

One aspect of Powerstone and Powerstone 2 which has been of great debate is the lack of a blocking facility in the game. Your character cannot block any attack, although it is possible to escape an attack by double-tapping in a direction away from the attacker. To be frank, you won't really need to block as you can just run in a direction away from the opponent or jump over the attack. Do try to get used to it though.

There can be up to four players in the game. This can make battles a big frantic mess of attacks, dodging and throwing, but is also the high point of the game. There is nothing better then coming from behind to beat the other three opponents!

If you are unable to beat them all by the end of the time limit, sudden death will occur. Large boulders will fall from the sky, causing you to lose almost all your energy - in otherwords, one hit will KO you - and all your Powerstones will burst out of you. The match will end when one person is left standing. Remember that just a single hit can KO someone, so use this to your advantage and try to throw something at them or use a weapon. Even better, get three Powerstones and use a Power Fusion attack to really hammer home that win!

Okay, that's a generalised description of how the game works - now its on to the serious stuff.

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| 5. Game Controls |  
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For those of you who played the original Powerstone (who hasn't?) then the controls shouldn't be too much of a problem for you. They are listed as follows:

Analogue stick  
-----

Use this to control your character's direction. In otherwords, push it to the right and your character will run to the right side of the screen. Its a bit

weird - instead of pressing up to make your character run forward ala Resident Evil, pressing up will make him/her run towards the back of the screen, away from the camera point. Trust me, you'll get used to it.

#### Digital pad

-----

Basically the same as the analogue stick, but in digital. This limits you somewhat as it means you can only go in eight directions, so I recommend you use the analogue stick.

#### (A) Button

-----

This makes your character jump. Some characters can also jump again in mid-air, giving you extra height and range. You'll need it too - the stages are far bigger than the original's. You can also jump off objects and walls by jumping into them and pressing (A) again to jump off, and if you are hit you can recover by pressing (A) whilst flying through the air.

#### (B) Button

-----

The (B) button will make your character perform a throw. If you are on the ground then you must be near your opponent to have any chance of throwing them. If you are in the air, you just need to be in the area above them and your character will fall down on them to throw them.

#### (X) Button

-----

Pressing (X) will cause your character to attack. Attacks vary in speed and power. The bigger characters have slow but powerful attacks, whereas the smaller characters have faster but weaker attacks. You need to be pretty near to your opponent to hit them. If you hit them, you can keep on pressing the (X) button to continue into a combo. The last hit of the combo will knock a Powerstone out of them or some money. You can also attack in mid-air, but you will only perform one hit.

#### (Y) Button

-----

The (Y) button allows you to pick up and drop items. Items which can be picked up will have a circle underneath them when you pass near them. Some items don't need to be picked up (like food), but most do. Just press the attack button to use said item. When you have an item in your hands, a small bar appears above your energy. This shows how much more "health" the item has. Each time you use the item this will decline, and when it's all gone your character will drop said item and it will disappear.

#### (L) Trigger

-----

This will cause your character to perform their first special attack (or "Power Fusion"). You can only do this in your transformed state. If you aren't in this state, the (L) trigger will make your character attack.

#### (R) Trigger

-----

This will cause your character to perform their second special attack (or "Power Fusion"). You can only do this in your transformed state. If you aren't in this state, the (R) trigger will make your character perform a throw.

#### (Start) Button

-----

Simple - this will pause the game.

NB. All the controls can be changed in the options menu, and you can also set one of the buttons to Chouhatsu (or "taunt"). I haven't found a way of taunting without this yet. If you know what it is then please tell me and i'll give credit.

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| 6. Menus & Options |  
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| 6.1 - Main Menu \  
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Since just about everything is in Japanese, here are some translations of the menus and options, beginning with the menu on the title screen:

* Basic Game *	*: This option is highlighted
Arcade Game	by two Powerstones.
Versus Game	
Adventure Game	
Item Shop	
Options	
Extra Options	
Save - Load	
Network	

Basic Game  
-----

The mainstay of Powerstone 2, this will start a trip to escape the castle. You can pick from five different stages to start on, and when you win you can choose which stage to continue onto.

Arcade Game  
-----

An exact translation of the arcade game. Standard arcade fighting fare, allowing upto four players to fight against each other - there is also a cooperative on this mode - if a second player presses the (Start) button on the character select screen he/she can play with you.

Versus Game  
-----

Versus mode allows you to have up to four players fighting against or with each other. Different from arcade mode in that you can set the teams, have computer players, and choose your stage.

Adventure Game  
-----

Weird mode which pits you in a load of battles. At the end of each battle you see how much gold you collected and what items you got. You can keep going through this and spend your money on items and other things in the item shop. See section 9 (Adventuring) for more details.

Item Shop  
-----

You can spend your hard-earned moolah here to get extra items for use in the game. See section 9 (Adventuring) for more details.

## Options

-----

Allows you to change the game options. Check below for translations of the options menu.

## Extra options

-----

These extra options change other aspects of the game and even offers a sound test, but you have to earn them by completing the game with seven different characters. See later in the section for translations of them.

## Save - Load

-----

Allows you to save and load your VMU file. You can also download a VMU mini-game too. Once again, check below for translations of the options in here.

## Network

-----

Ah. Trouble. Well, living in England kinda means I can't do anything with this bit. If any of you out there can help me with what you can do and see with this part of the game, please contact me and credit will be given for your contribution.

‡-----‡

| 6.2 - Options \  
‡-----‡

Now here are the translations for the options menu. When you change an option, the text will go blue, indicating that it is not the default choice:

## Difficulty

-----

This goes from 1 to 8 (8 being the highest). The default setting is 4. Use this to make the computer opponents easier or harder to defeat. This setting affects all game modes.

## Time Limit

-----

Use this to turn on or off the time limit that is imposed on battles. By default it is set to "on", and this setting affects all game modes.

## Damage

-----

This goes from 1 to 4 (4 being the highest). The default setting is 2. Use this to change how much damage you do when you attack an opponent. Be warned that this makes your opponent's attacks more powerful too. This affects all game modes.

## Auto Save

-----

This will allow you to make the game save to the VMU every time you leave to the main menu, by whatever method. By default it is set to "off".

## Sound

-----

Allows you to have the sound output in stereo or mono form. Obviously if you don't have a stereo television you should set it to mono so you can hear everything. By default, this is set to "stereo".

## BGM (Background Music) Volume



-----  
This goes from 1 to 15 (15 being highest and the default setting). You can alter how loud the background music is by changing this value. Affects all game modes.

#### Sound Effects Volume

-----  
This goes from 1 to 15 (15 being highest and the default setting). Use this to alter how loud the voices and sound effects are. This affects all game modes.

#### Quick Continue

-----  
When you continue, you will usually have to pick your character again. If you set this to "on", you won't be able to pick your character and will instead start the battle again. By default this is set to "off", and will affect all game modes bar the Versus mode.

#### Button Config

-----  
Press (A) to enter the button config menu. See section 6.4 for more details.

#### Restore Defaults

-----  
Press (A) to change all the settings back to their default values.

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6.3 - Extra Options \

‡-----‡-----

These options have to be earned - see section 11 (Secrets) for details on how you get them. They are all translated as follows:

#### Extra Items

-----  
Any items you gain in adventure mode can be used in other modes. By default, this is set to "on".

#### Number of Powerstones

-----  
Pretty self-explanatory. This allows you to set the number of Powerstones allowed in the battle. By default, 7 Powerstones are allowed.

#### Transform Timer

-----  
When you are in your transformed state, your gauge which displays how much power you have will decrease at a slow but steady rate. By default this is set to "normal", but you can change it to off to stop it from decreasing.

#### Transform Damage

-----  
Allows you to specify how much damage your character takes when in his/her transformed state. By default this is set to "50%". In otherwords, when transformed your character will only take 50% of the damage he/she would normally take.

#### Transform Attack Power

-----  
Allows you to specify how much damage your character gives out when in his/her transformed state. By default, this is set to "100%". In otherwords, when transformed your attack power is at normal. You can make your character

weaker, or even twice as strong as normal!

#### Countdown

-----

When your character is KO'ed, a big HELP appears over them and a countdown will appear counting from 9 to 0. This will remove that counter and thus when KO'ed you will instantly pass away.

#### Target Line

-----

Displays a target line from your character. This shows where you will attack with an item or Power Fusion attack. By default, this is set to "off".

#### Sound Test

-----

Self-explanatory. Allows you to listen to the various music and voices in the game. See section 10.1 for details on this.

#### Restore Defaults

-----

Pressing (A) results in all the Extra Option settings being restored to their default values.

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6.4 - Button Config \

‡-----‡-----

These are the options for the button config menu. From here you can change all the button settings. The menu shows the settings as:

- (A) - Jump
- (B) - Throw
- (X) - Attack
- (Y) - Item
- (L) - Power Fusion A
- (R) - Power Fusion B

NB. Above are the default settings. You can change them how you wish, and even set a button to "Chouhatsu" or "Taunt".

The other two options are:

#### Vibration

-----

If you have a vibration pack, turn this on to feel the attacks and damage you receive. By default, this is set to "off".

#### Restore Defaults

-----

Press (A) to restore the buttons to their default values and turn off the vibration function.

NB. There are more menus in the game, but I haven't translated them yet. When I have I will list them all here.

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6.5 - Pause Menu \

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Whenever you press (Start) to pause the game, a menu will appear. These are as follows:

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* Continue *           *: This is the default choice.
  Button Config       @: Only appears in Versus mode.
@ Change Characters @
  Quit Game

```

I think I don't really need to explain what each of these do.

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‡-----‡
| 6.6 - Versus Menu \
‡-----‡-----
Whenever you finish a match in Versus mode, a menu will appear. These options
are translated as follows:

```

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* Replay *           *: This is the default choice.
  Change Characters
  Quit Game

```

Replay will make you play the match again with the same characters on the same stage. The others are pretty self-explanatory.

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‡-----‡
| 7. Characters & Stages |
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‡-----‡
| 7.1 - Characters \
‡-----‡-----
There are a total of fourteen characters in Powerstone 2 (the original eight
plus four more and two secret ones). On the character select screen, they are
as follows:

```

```

‡-----‡-----‡-----‡-----‡-----‡-----‡
|          |          |          |          |          |          |
| * Pride * | Fokker   | Ayame   | Gunrock  | Ryoma    | * Mel *  |
|          |          |          |          |          |          |
‡-----‡-----‡-----‡-----‡-----‡-----‡
|          |          |          |          |          |          |
|          | Wang-Tang | Galuda  | Rouge    | Jack     |          |
|          |          |          |          |          |          |
‡-----‡-----‡-----‡-----‡-----‡-----‡
|          |          |          |          |          |          |
| Pete     | Julia   | Gourmand | Accel    |          |
|          |          |          |          |          |          |
‡-----‡-----‡-----‡-----‡-----‡-----‡

```

NB. Those marked with an (\*) are secret characters. See section 11 for more details.

Since the Versus select screen is different, you have to cycle through the characters to get to the one you want. They go in the following order:

Fokker, Ayame, Gunrock, Ryoma, Wang-Tang, Galuda, Rouge, Jack, Pete, Julia, Gormand, Accel, \*Mel\*, \*Pride\*, (Random Select).

Below are details about each character, along with their replacement attacks when transformed, and descriptions of their Power Fusion attacks:

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| 7.1a | Fokker \

‡-----‡-----‡

Attributes: Fokker is the kinda default character, with average speed, power, jumping height etc. As such, he is always a good choice to play as. As he's pretty fast, you can do some good attacks and still escape away if they miss.

Power Attack: Fokker will release a missile from his arm which will seek out the nearest opponent.

Power Fusion I: Fokker will burst towards the nearest opponent covered in light, causing damage to them. He will stop moving for a second before continuing to attack them. Keep on pressing the (L) trigger to make a total of five attacks.

Power Fusion II: Fokker will power up for a second before releasing a huge amount of missiles from his body which will automatically home in on the nearest opponents, causing significant damage.

‡-----‡-----‡

| 7.1b | Ayame \

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Attributes: Ayame is a very fast and quite small character. As such, she is quite suited to quick attacks. She can also utilise a double-jump to gain a lot of height. However, she is a weak hitter, and has little defense, so can be easily hurt.

Power Attack: Ayame will let loose three shurikens in a line towards the nearest opponent.

Power Fusion I: Ayame will send out a large number of shurikens, which will home in on the nearest opponents and continue to cross through them. Link two of these attacks to cause massive damage to the opponent - its also virtually impossible to avoid.

Power Fusion II: Ayame will jump in the air and will begin to fire pointed spikes towards the ground. You can direct where she fires these by using the Analogue stick. They can cause a fair bit of damage if used correctly.

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| 7.1c | Gunrock \

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Attributes: Gunrock is the biggest and heaviest character in the game. He is very powerful and is capable of taking a lot of damage. However, he has a very small jump height and is also very slow, which is not very good as it means he cannot avoid most of the attacks in the game.

Power Attack: Gunrock will throw a large boulder across the screen in the direction you are facing.

Power Fusion I: Gunrock will crouch down and then grow in size. He will then curl up and begin rolling around the play area. Whilst like this you can direct him around with the Analogue stick, and can even jump. Just roll into them to cause damage.

Power Fusion II: Gunrock will jump into the air and slam down on the ground,

causing everyone nearby to become dizzy. He will then start stomping on the ground, making large boulders fall from the sky onto your opponents' heads.

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| 7.1d | Ryoma \  
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Attributes: Ryoma has speed and jump height equivalent to Fokker, although he has slightly raised attack power. This is mainly due to the katana (sword) he carries around, which also gives him a little bit of extra range.

Power Attack: Ryoma will send out a glowing slash mark towards his nearest enemy.

Power Fusion I: Ryoma will begin swing his sword around really fast, causing large curved slash pieces to head towards the nearest opponents.

Power Fusion II: Ryoma will spin around vertically with his sword, catching anyone nearby and bringing them up with him. As he reaches his highest point he will stop and slash on the ground, causing a huge explosion.

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| 7.1e | Wang-Tang \  
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Attributes: Wang-Tang is my personal favourite. He's fast, has some good attacks, and has excellent Power Fusion attacks. However, he is a bit weak and can't take damage too well.

Power Attack: Wang-Tang will shoot out a fast beam of energy in the opponents' direction.

Power Fusion I: Wang-Tang will hold his hands above his head, and a huge ball of energy will begin to form there. When big enough he will throw this ball at his nearest opponent for multiple hits.

Power Fusion II: Wang-Tang will cause a plume of fire to rise up, catching anyone nearby. He will then begin to fly extremely fast through this fire, kicking anyone inside, before returning to the bottom and sending a huge dragon made of fire up to finish them.

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| 7.1f | Galuda \  
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Attributes: Galuda is large and powerful, almost like Gunrock. However, Galuda is a bit faster than Gunrock, meaning he can attack and dodge faster, as well as jump higher. Once again though, he is still too slow for the fast action of the game.

Power Attack: Galuda will grow small wings and shoot upwards at a 45 degree angle, hurting anyone near him.

Power Fusion I: Galuda will make a large bow out of energy, and fire several arrows into the sky. These arrows then fall at great speed towards all nearby opponents, causing a fair bit of damage.

Power Fusion II: Galuda will grab the opponent (you must be near or under

your enemy), fly them into the air, and then bring them smashing into the ground at full speed for some hefty damage.

‡-----‡-----‡  
| 7.1g | Rouge \  
‡-----‡-----‡

Attributes: Rouge is a pretty fast character, with some excellent attacks, but weak attack power. One great high point is that she has an extremely high jumping height.

Power Attack: Rouge will act like a human flamethrower and spread flames from her hand.

Power Fusion I: Rouge will take the fireball floating around her and slam it into the ground, creating a huge wave of flame which spreads out in all directions for a moderate distance, causing some moderate damage.

Power Fusion II: Rouge will start to float in the air, and a huge red skull will appear above her head. Whilst like this, you can control her direction with the Analogue stick, and she will automatically point towards the nearest opponent. Press the attack button to send huge fireballs at your opponent. This attack is almost impossible to avoid.

‡-----‡-----‡  
| 7.1h | Jack \  
‡-----‡-----‡

Attributes: Jack is an incredibly weird character (although admittedly nowhere near as weird as the next few). He runs on all fours and carries two small knives, which gives him excellent reach. He is also very fast, once again with the trade off of low power and suspectability to damage.

Power Attack: Jack will swing his arm around in a huge arc, hurting anyone in its path.

Power Fusion I: Jack will create several small swords out of energy and will release them into the sky to come hurtling at an opponent. If you do this in the air, the swords will head straight for the opponent rather than into the air first.

Power Fusion II: Jack will spread both arms out and begin spinning on the spot. Anyone caught in this is brought up with him, causing multiple hits of moderate damage.

‡-----‡-----‡  
| 7.1i | Pete \  
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Attributes: Pete is a really weird character with glasses and shorts and red cheeks. He is very small and very, very weak. He makes up for it by being the fastest character in the game though, and he has effectively four Power Fusion attacks.

Power Attack: Pete will send out two beams of energy in the direction he is facing.

Power Fusion I: Pete will generate several toy soliders in front of him, which then procede to begin shooting several shots. You can

direct the way they shoot with the Analogue stick.  
If done in the air, Pete will make loads of toy planes appear and fly towards his opponent, causing some moderate damage.

Power Fusion II: Pete will generate a huge electric field around him which will cause anyone who touches it to go flying across the screen. Has the bonus effect of occasionally stunning your opponent. You can move him like this too.  
If done in the air, Pete will generate several electric bolts towards the ground, hurting anyone they touch. You can move Pete whilst he does this.

‡-----‡-----‡  
| 7.1j | Julia \  
‡-----‡-----‡

Attributes: Julia is like the female equivalent of Fokker (figuratively speaking of course). She has moderate speed, attacks, and jump height, but with the added bonus that if you hold jump down her umbrella will open up and she will float down.

NB. This doesn't count for the falling-from-the-sky bit on the Blue Sky Stage.

Power Attack: Julia will send out an energy beam which, on contact with an opponent, will trap them on a cross.

Power Fusion I: Julia will send several energy beams along the ground at fast speeds towards her nearest opponent, causing multiple hits of damage.

Power Fusion II: Julia will create a merry-go-round from nowhere. Anyone caught up in it will be tossed around like clothes in a washing machine. It isn't too powerful though.

‡-----‡-----‡  
| 7.1k | Gourmand \  
‡-----‡-----‡

Attributes: This guy has to be the worst looking character in the game. I mean, a chef! What were you thinking Capcom? Anyway, this guy is much like Galuda (ie. strong), but has the advantage of being fast enough to be worth using in the game.

Power Attack: Gourmand will shoot a barrel out of his mouth which will explode in mid-air.

Power Fusion I: Gourmand will begin spinning around breathing fire from his mouth, creating a tornado of flame which will damage anyone stupid enough to touch it. You can move Gourmand whilst he does this.

Power Fusion II: Gourmand will create a huge cooking pot with some purple coloured liquid in it. Pieces of food will fly out towards the nearest opponents in an attempt to damage them.

‡-----‡-----‡  
| 7.1l | Accel \  
‡-----‡-----‡

Attributes: Probably the most "Normal" of the standard new characters is Accel. He is very fast and has some excellent attacks. He also carries two guns - always handy for a cowboy.

Power Attack: Accel will fire some huge bullets from his guns in the direction he is facing.

Power Fusion I: Accel will fire some bullets into the air. They will stop and then head towards the nearest opponent, stopping every second to change direction to face the opponent.

Power Fusion II: Accel will morph into a huge big machine with a spiked wheel. You can control Accel and drive him anywhere, and even jump. The spiked wheel can cause some pretty hefty damage too.

‡-----‡-----‡  
| 7.1m | Mel \  
‡-----‡-----‡

Attributes: I think Capcom were running out of ideas now. Mel is the shop owner in the Item shop mode. Basically she is just like Julia (she even carries an umbrella sometimes), so treat her as such. One useful aspect is that her Powerstone bar decreases only slightly when a Power Fusion attack is used, meaning she can string together four Power Fusion attacks before she transforms back.

Power Attack: Mel will create several cards (see section 9) which spin around her, damaging anyone who comes near.

Power Fusion I: Mel will shoot out loads of coins along her field of view, damaging anyone they hit.

Power Fusion II: Mel will throw several money bags into the air and they will come down again on the heads of her nearest opponents, causing some significant damage.

‡-----‡-----‡  
| 7.1n | Pride \  
‡-----‡-----‡

Attributes: Pride is Fokker's dad (whom Fokker blamed in the original game for making him drop the Powerstone). He is so much like Fokker its unbelievable - Think of Ryu and Ken from Streetfighter.

Power Attack: Pride will create a whirlwind of air in front of him, sending anyone nearby flying across the screen.

Power Fusion I: Pride will shoot up into the air in a tornado of wind, taking anyone nearby up with him and causing multiple hits of damage.

Power Fusion II: Pride will power up for a second and then release several missiles which will go hurtling through the air, and then will release a second pair which will go in slightly different directions. Unlike Fokker's missiles, these do not home in on the opponents.

‡-----‡-----‡  
| 7.2 - Stages \  
‡-----‡-----‡

There are ten stages in Powerstone 2, although only five are available at the start. See the secrets section for information on earning the extra stages.



Below are descriptions of the stages along with the opening speech by the narrator:

#### Blue Sky Area

Opening speech: Hey now, watch your step. Don't fall off, 'cause its a long way down from here.

Description: You will start off on a huge airship, which has three turrets. There are several boxes and item chests for you too. Over time, parts of the airship will fall off - first the left side, then the right, and eventually the middle will collapse. You will be free falling through the sky now - a counter in the top-right corner will display how far away from the ground you are, and will of course be constantly going down. Use the attack button to boost your character forward. Item boxes will also usually give out health items. As you fall, umbrellas (they look like blue poles) will fall - grab these quickly. When the counter reaches zero, you will fall to the floor. If you didn't get an umbrella, you will crash to the floor and lose some health. However, if you managed to get an umbrella, you will float to the floor and not lose energy. In this area there are several raised and lowered areas. At one end is some flowing water which brings some bombs and item boxes. There are some large doors which will occasionally open to produce a large tank for you to use. On the other side are some stepped platforms leading to two catapults, which will catapult boulders down to the lower levels when hit.

#### Dark Castle Area

Opening speech: What's going on here? I have a very bad feeling about this place - you'd better stay alert.

Description: In this are you'll start off on one side of a large pool of water. There are many items around, such as boxes and targets. There are also some lily pads in the water which you can stand on, albiet not for too long. After some time, some GO> arrows will appear, and the side you started on will begin to be lined with fire which is coming from some flaming arrows being shot towards you. You will have to jump from platform to platform to reach the top of the tower. Be warned, as some platforms are unstable and will crumble beneath you (this can damage people below you too). When you reach the top there is a door have to get through. You pop out of a giant lion head to arrive in this room. There is a slightly raised platform at one side which has some reels on it. You can hit these to cause various effects, such as food appearing, dropping bombs on the play area, or causing a beam to come from the lion's mouth. There are also a few pillars and item boxes for you too.

#### Tomb Area

Opening speech: What's going on here? You'd better watch out for traps.

Description: You'll start off in a large room with two pillars, each with boulders on them. Next to each pillar are small platforms. At one end of the room is a raised area with several caskets on - these can be thrown to trap your opponent. The pillars can also

be knocked to make the boulders drop off and flatten your opponents. Also a small revolving block will occasionally stop and whatever picture is displayed will cause an action (eg. if spikes are displayed, spikes will shoot out of the ground). After some time, the floor will collapse and you will fall into a linear path. You must run away from a boulder, and there will be pitfalls you must avoid. Go through the door at the end to reach the next area.

In here is another large room. A huge bell is at one end (which can be knocked about with a hammer), and some jars are also present which can be thrown on your opponents' heads. Some statues will also emerge from the walls occasionally too, which can harm your character.

#### Iceberg Area

-----

Opening speech: An aquatic adventure... don't forget to take advantage of those subs.

Description: You begin this area on two large submarines. There are three subs in total, each with different objects on them. They will be constantly submerging and raising again. The yellow sub has a small trigger device which will activate some large missiles housed in the submarine. The blue one has several turrets, including a large turret at one end. The green one has several platforms which usually have item boxes on them, and sometimes have flying vehicles which you can use to drop bombs. Whilst you fight, small ice floats will pass by, which contain item boxes for you. Eventually, the sub will crash into an iceberg, and the fight continues. Watch out here as the ice floor can easily be destroyed by explosions.

#### Space Station Area

-----

Opening speech: Remember, don't miss the elevator, or else you'll be sorry!

Description: You start off in a large room, with a lit green floor at one end (it's actually an elevator). One side of the room has a red window with a conveyor belt behind it. This can be destroyed to gain access to the item boxes behind it. After some while, the elevator will begin to rise, and you must get on it. It will stop at a larger area with several small moving platforms. These generally lead to more item boxes, and on some are small green teleporters, which will transport you to another teleporter in the area. Soon though the elevator will begin to rise again, so once more you will have to board it. At the top you discover a huge alien which you will have to avoid whilst you defeat your opponents. The alien doesn't move from its position but has various attacks that can do a fair bit of damage.

#### Special Area #1: Desert Area

-----

Opening speech: What a massive enemy! But it's not unstoppable - aim for its head.

NB. Even if you are in Versus mode when the mid-boss isn't here, the narrator still says this quote...

Description: This area is just a large open plain, littered with cacti, both

large (which you can grab onto, or if your character is big enough, swing around) and small (which you can pick up and throw). Apart from that, this area has nothing special going for it.

#### Special Area #2: Pharoah Walker Area

-----

NB. Only TWO players can fight on this area - it is not available for three or more.

Opening Speech: What a massive enemy! But its not unstoppable - aim for its head.

Description: Basically this is just like the Desert Area. The one difference here is that you have to fight the boss!! See section 8 for tactics on beating the Pharoah Walker.

#### Special Area #3: Chaos Area

-----

NB. Only TWO players can fight on this area - it is not available for three or more.

Opening Speech: It's do-or-die time now - destroy the monster and get out of the castle!

Description: This is just one long corridor separated by metal gates, with a wall at one end of the room. Here the idea is to survive up to the end of the corridor. After a short time, the metal gates will rise so you can procede to the next room, but don't hang around because spikes will come out of the wall and it will start moving towards you. In the first room, you can survive by just grabbing onto a pole and climbing to the top. In the second room you'll just have to avoid the enemies, and in the last one just grab the pole again. Eventually you'll climb up some stairs to reach the final boss! See section 8 for tactics on beating him.

#### Extra Stage 1

-----

NB. This is only available when you have completed the game as Mel. See section 11 for more details.

Opening Speech: N/A

Description: Hmm... this looks familiar... wait a minuite! This is the Item Shop!!

Well anyway, this place is a pretty small L-shaped room. I can't emphasise how small this room is - its far too frantic in 4-player mode. There is a large tree in the middle which you can jump on. There is also a pole at one wall, and some boxes around too. There is also the counter desk at one end, and a small place by there which you can just about fit two people in. Its not much in the way of being special, but in four player mode its great fun!

#### Extra Stage 2

-----

NB. This is only available when you have completed the game as Pride. See section 11 for more details.

Opening Speech: N/A

Description: Now this is an interesting area! It is set in a city on some beams that are interconnecting two buildings. All the players start off on the central (and widest beam). There are five beams in all - the main beam and two either side. This is great fun as players jump to and from beams - watch your shadow to make it easier. You can also go to the end and walk across, but this can be dangerous as the walkways are much smaller than the beams. There are several item boxes on this stage, so expect frantic attempts at dodging Power Fusion moves from everyone! Huge fun.

Extra Stage 3

-----

Opening Speech: N/A

Description: This stage is a big collection of blocks piled together in a weird geometric shape. It is very high, and has several item boxes and wooden boxes for throwing. In order to get to the higher levels, there are small platforms and several poles that you can climb. Can be fun, but it can also be hard to see what's going on because of all the blocks in the way!

‡-----‡

‡-----‡  
| 8. Gameplay |  
‡-----‡

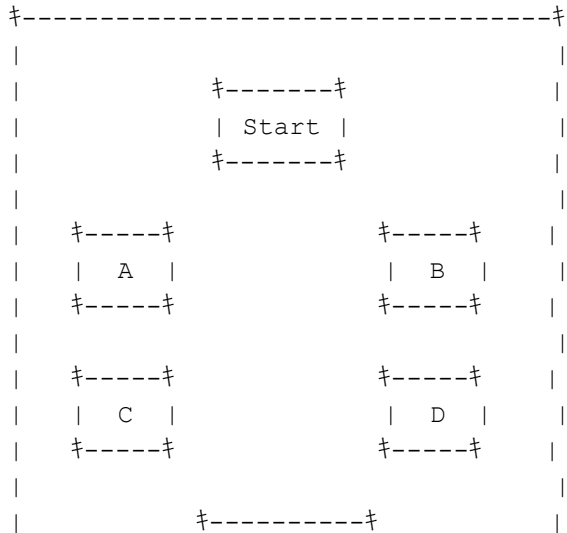
‡-----‡  
| 8.1 - Basic & Arcade Game \

‡-----‡-----

The Basic and Arcade games are virtually identical, so i've put them together into one section.

This is what the opening speech is about really. You have to escape the castle - simple eh? Well, when you pick a character, you will descend an elevator to the bottom where there are five "teleporters" each displaying a stage. Choose whichever stage you like by running into it.

Once you have completed whichever stage you took, one or two teleporters will appear behind you displaying which route you can take. Once again, choose whichever you want. As your character is running to the next stage, a map will appear showing your progress. The map looks like this:



```

|           | Mid-Boss |           |
|           #-----#           |
|
|  #-----#           #-----#  |
|  | E |           | F |  |
|  #-----#           #-----#  |
|
|           #-----#           |
|           | Final Boss |           |
|           #-----#           |
|
#-----#

```

Taking a different route doesn't result in anything different - it just means you're playing on a different stage.

Anyway, after the first three stages, you'll approach the boss, called the "Pharoah Walker".

#### Pharoah Walker Tactics

The Pharoah Walker is huge (in comparison to your characters that is). It has several weak points - its legs, its main body, and the head. Several beings are hidden inside and will poke out to shoot purple energy balls at you, and its tail can act as a huge laser. The head attacks by shooting its tongue out at you and eating you (!). Sometimes it will crouch to the floor - when it does this, run to the very edge as it will start spinning on the spot. It also has a habit of jumping in the air - jump just before it hits the ground, or it will stun you.

Anyway, I find the best tactics to be to attack two or the legs until they are both destroyed - this will cause the Pharoah Walker to fall to the ground, giving you the opportunity to attack its head. Using Power Fusion moves are a good idea too. Remember what the announcer said - aim for its head!

Once you've beaten the Pharoah Walker, choose your next stage and beat that to head on to the final stage - the Chaos Area!

#### Chaos Area Tactics

With the Chaos Area you have to survive until you reach the final boss. The basic premise is to survive each area for a short while until you move to the next. You can't stay in one area as when you must move the wall to the left will form spikes and begin moving towards the right, forcing you along.

In the first room, you can survive by jumping and grabbing onto a pole and climbing to the top - the enemies in the room will be unable to hit you. In the next room, you should just try to avoid the attacks sent at you, as there are no poles to climb. It is useless to attack and defeat the enemies, as if you defeat one another will appear in its place. When you move on, there are poles in this room, so grab one again and climb to the top until you have to move again.

When you do, the view will change to show the wall approaching from the top of the screen. Grab any Powerstones nearby and run to the bottom of the screen - your character will automatically climb up the stairs and come face to face with the boss.

#### Final Boss

-----  
The final boss is rather annoying in some respects - ie. he takes a literal  
age to defeat. First i'll describe his attacks and how to avoid them:

If he holds his hand in the air whilst saying something...

~~~~~  
Get ready to jump out of the way, as he will send lightning towards you at a  
fast speed from his hand.

If he starts to pull his hand away...

~~~~~  
Be ready to jump, as he will swing his hand around to catch you - so you need  
to jump over his hand. If he does grab you he will eat you and your  
Powerstones will burst out.

If he grabs hold of the can on the table...

~~~~~  
Move to the far left or right of the table, as he will spew out the drink  
which will poison you if it touches you.

Now that you know how to avoid his attacks, you can concentrate on attacking  
him. The best way is to pick up the items (fruit, teapot, pepper etc) and  
throw them at his head. Keep doing this whilst checking the item boxes that  
appear for Powerstones. Hopefully you should soon get enough Powerstones to  
transform - when you do, attack his head with any multi-hit attack you have.  
If you do enough hits/damage with this attack, he will bow his head, and the  
chest cavity will open up, revealing his heart. Hit this with as much as you  
can to deal some major damage. Just keep repeating these tactics, and  
eventually you will beat him!

Enjoy the ending of your character's escape. Notice that Fokker's plane can  
still fly with a rotor that spins as fast as a stationary merry-go-round...

‡-----‡

| 8.2 - Versus Game \

‡-----‡

Now we're getting somewhere. The Versus game - easily the best option of the  
entire game. Here you get to face up to three opponents in a huge fighting  
frenzy! You can have a free-for-all, or even have teamplay! Lets take a look  
at what you get when you choose this mode...

‡-----‡

|  |          |          |          |          |  |
|--|----------|----------|----------|----------|--|
|  |          |          |          |          |  |
|  | Human    | COM      | No Entry | No Entry |  |
|  |          |          |          |          |  |
|  |          |          |          |          |  |
|  | Red      | Blue     | Yellow   | Green    |  |
|  |          |          |          |          |  |
|  |          |          |          |          |  |
|  |          |          |          |          |  |
|  |          |          |          |          |  |
|  | Player 1 | Player 2 | Player 3 | Player 4 |  |
|  |          |          |          |          |  |
|  |          |          |          |          |  |
|  |          |          |          |          |  |
|  |          |          |          |          |  |

```
| |-----| |-----| |-----| |-----| |
|
#-----#
```

You will have a small icon which you can control. Pressing up or down will move it between boxes vertically, and left and right horizontally. Press (A) to change each box.

With the top boxes, pressing (A) will cycle through "Human", "COM" and "No Entry". Human means you will control the player, COM means the computer will control that player, and No Entry means no character will play here.

The next box is used to set the teams. If you want to use teams, then the players must have the same colour. In other words, if the match was Players 1 and 3 against Players 2 and 4, P1 and P3 would set their colour to red (as an example), and P2 and P4 would set their colours to blue.

The final box is used to select your player - you will cycle on to the next one with each press of the (A) button. See section 7.1 for how they cycle through.

Once done, a message will appear to tell you to press the (Start) button. If this doesn't appear and you are ready to play, something isn't set right (one character may not have picked a player or something) so make sure everything's in order. Once done, press (Start) to change the screen.

In the top corner are all the stages open to you. There are five at the start, along with a random select button. Three new areas will appear here - the Desert Area, Pharoah Walker Area and the Chaos Area. Note that the Pharoah Walker and Chaos Areas are only open for one or two players - three or more and you can't access them. If you have the Extra Stages up (see section 11), then you can access them by pressing left or right when you are highlighting either the Iceberg Area or Random Select respectively. Choose your stage by pressing (A) and fight to your heart's content! Once the battle has ended, you can choose to retry with the same characters on the same stage or change them (see section 6.6 for a translation of the menu).

```
#-----#
```

```
#-----#
| 9. Adventuring |
#-----#
```

```
#-----#
| 9.1 - Adventure Game \
#-----#-----#
```

In the adventure game, you play it just as you would do in Basic or Arcade modes. The differences here is that when you are hit or you hit someone, money will pop out for you to collect. When you finish the battle, a list will appear showing which items you picked up and how many you used. It will also show the gold you collected during the match. All of this mounts up for use in the Item Shop.

When you complete the game, a huge list of every available item will appear, showing the ones you collected and the ones you didn't. Some are only available through the item shop though, so don't worry if it looks very blank. All of these items will be added to an "inventory" which is basically a book in the Item Shop showing you what you have earned. Any item you get here will now appear in all the other modes too, so in order to get all the items in the game you must pick up as many as you can in the Adventure Game.

You can use the gold to buy or even make items too, which will also appear. Remember that some items can only be gained this way.

In order to make items, you will need "cards", which will spring up occasionally. Walk over them to pick them up - they can come in very useful.

That's all that is really different in the Adventure Game, but all of these changes are for use in the next mode - the Item Shop!

‡-----‡

| 9.2 - Item Shop \  
‡-----‡-----

When you come in here, you will meet the shop owner Mel. I'll have a translation of what she says to you at some point, but just skip through until you get to the main Item Shop Menu, which is as follows:

\* Combine \*                   \*: This is the default option.  
  Shop  
  Converse  
  Book  
  Dressing Room  
  Exit

Combine  
-----

This will bring you into the Combine mode, where you can combine the various items and cards to create new items. See later for a more detailed description.

Shop  
-----

Here you can buy or sell items you have - this allows you to get new items and sell off ones you have too many of. You can also buy items for combining to create even better ones.

Converse  
-----

You can have a chat with Mel here, although it isn't really much use until I get it translated properly. She says different things too, which really doesn't help!

Book  
-----

Like the original, this book shows you what you've gained, including all the items you carry in your inventory.

Dressing Room  
-----

Here you can alter the appearances of the characters, by changing their colours to outfitting them with new clothing!

Exit  
-----

Pretty obvious what this does...

NB. I will begin adding translations of the items in the next release - I want to get as many done in one go as I can. Im also trying to figure out some combinations for item creation, so please bear with me!

‡-----‡



```
#+-----+
| 10. Other Stuff |
#+-----+
```

```
#+-----+
| 10.1 - Sound Test \
#+-----+
```

The Sound Test is the final option you can earn in the Extra Options. It is a lot easier to get than in the original Powerstone (where you had to get about 2000 points in Fokker's mini-game). When you choose it, you will see a screen with some controls and options at the top. These are:

```
* BGM *          *: This is the default choice.
  Voices
  Exit
```

Below these options are a few controls. We'll start off with the Music...

```
#+-----+
|
| #-----# #-----#
| | BGM          | | No.      01/39 | | ----- (This is | |
| #-----# #-----# | / ----- \ | meant to |
|                   | | -      - | | be a CD |
| #-----# #-----# | | -      - | | but I am |
| | (Track Name here) | | Time  00'00"00 | | \ ----- / | no good |
| #-----# #-----# | | ----- | | at ASCII) |
|
|
| #-----#
| |          <      (A)      (B)      >      (X)      (Y)          |
| #-----#
| |          |          |          |          |          |
| #-----#
| | Previous  Play      Stop      Next      Repeat      Random      |
| #-----#
|
#+-----+
```

As you can see, there are 39 tracks in total, which I will list in the next version (ie. when I can be bothered to go through them all). Use the left or right buttons on the Digital pad to go to the previous or next track. Press (A) to play a track and (B) to stop it (notice the nice spinning CD when you play a track?). Pressing (X) will make it continuously repeat the current track - press (X) again to turn this off. The same with pressing (Y), but instead of repeating the track it will mix them all up and play them randomly (like you couldn't guess that?).

I will list the music titles etc. in a later version - right now, lets head on to the voices. Press down on the Digital pad to highlight the voices option. Now the screen looks like this:

```
#+-----+
|
| #-----# #-----#
| | Voices          | | No.      01/29 | | ----- |
| #-----# #-----# | / |          | | \ |
|                   | | / X | Picture | Y \ |
| #-----#          | | \ |          | | / |
|
```

```

| | (Speech Made) | \ | | / |
| #-----# -----# |
|
|
| #-----# |
| | < (A) (B) > |
| #-----# |
| | | | | |
| #-----# |
| | Previous Play Stop Next |
| #-----# |
|
#-----#

```

Slightly different isn't it? Well, the time counter has gone (you don't really need that now do you?), and some of the labels have changed. There is no Random or Repeat function anymore either. The spinning CD has gone to be replaced by a picture of the character currently selected. Pressing either (X) or (Y) will scroll backwards or forwards through the characters - you can even hear the voices of the bosses.

#-----#

```

#-----#
| 11. Secrets |
#-----#

```

```

#-----#
| 11.1 - Extra Options \
#-----#

```

To gain the extra options, you must complete either the Basic game or Arcade game with seven different characters. Each time you complete it with a different character a new option will be opened up. You don't have to start again if you are KO'ed - you can still continue and the secret will still be opened up.

NB. You can be very sneaky here. If you have two people, choose Arcade mode and have the second player join in before the first picks his/her character. After selecting, an option menu will appear with two choices:

```

* Players cannot hurt each other *      *: This is the default choice.
  Players can hurt each other

```

Choose whichever you wish. Complete the game, and you'll find two options have appeared instead of one! The game counts it as being completed by two separate characters! Just repeat twice and then with a single player to gain all the options in just four games! Thanks goes to Michael Bell (michael@rdwarf.freemove.co.uk) for helping me try this.

```

#-----#
| 11.2 - Characters \
#-----#

```

There are two secret characters in the game - Mel and Pride.

Mel  
----

Mel is the shop keeper in the Item Shop mode. Lord knows why she's a player in this game, but she is actually pretty good, and has some very weird attacks, many involving money bags!

Pride

-----

Pride is Fokker's dad (the one Fokker blamed in the first game for making him drop the Powerstone). He's pretty much the same as Fokker except his attacks are slightly different (although are very similar to Fokkers).

To gain these characters, you must complete either Basic or Arcade mode with nine different characters. Once again, you can use the two-people-in-a-game technique to get this done quickly.

‡-----‡

| 11.3 - Stages \

‡-----‡-----

There are six extra areas I have found. These areas are the Desert Area, Pharoah Walker Area, Chaos Area, Extra Stage 1, Extra Stage 2 and Extra Stage 3...

The first three easy to get. Just complete the game with eight different characters to unlock the Desert Area. To get the other two, you only need complete it once, but they are only available to two players (you cannot play on them with three or more). It took me some time to figure this out because I always play the game with a few mates :)

To get Extra Stages 1 & 2, you must complete the game with either Mel or Pride - completing with Mel will get you Extra Stage 1 and completing with Pride will get you Extra Stage 2. Use the two-people-at-once technique to get these stages up quickly. They will appear in versus mode when you head to the middle line of stages and press left or right at the edges (they are marked by red arrows).

Finally, to get the last extra stage, complete the game with every character, and it will appear.

‡-----‡

‡-----‡

| 12. Notes |

‡-----‡

‡-----‡

| 12.1 - Funny Things \

‡-----‡-----

Although not really related to the actual game, I think you should all know of this. In a recent episode of the latest series of "Bits" (a videogame show over here in the UK, which is presented by three women who can't act), they did a preview of the Playstation 2. During the episode, I was very suprised to find them previewing Powerstone 2 on Playstation 2 (Capcom have stated a Powerstone game will head to Playstation 2 but haven't said whether it will be Powerstone 2). They described the game and how good it was and that it would be a selling point over the Dreamcast (!). Mistake 1 - The game is already on the Dreamcast. Then, and this is a whopper, they stated the game would feature VMU support!! VMU SUPPORT!! Excuse me, were you previewing the Dreamcast game and saying it was Playstation 2? Were you?

Funny that isn't it. At least you would think a television program would get its facts right...

‡-----‡

| 12.2 - Credits \

‡-----‡-----

These are the people whom I just have to thank for helping me to create this FAQ:

Michael Bell (michael@rdwarf.freemove.co.uk)

-----  
Many thanks for perservering with me as I tried many different things, and for helping me in that sneaky way of getting the Extra Options up. Also thanks for lending me your power adapter whilst I waited to get one...

NC2 (nc2@uswest.net)

-----  
Thanks for giving me the methods for gaining the extra stages and telling me what they look like (even if I had already gained them). :)

TyRaNiD (tyranid2@hotmail.com)

-----  
Thanks for promising to help find any mistakes and with translating the bucket loads of Japanese text this game has.

‡-----‡

| 12.3 - Final Thought \

‡-----‡-----

What are you doing reading this? PLAY THE GAME!

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Well that's it. I hope you found this FAQ easily readable and useful. Its taken a lot of my time to write it, but then when you're waiting for your A Level results at least its something to do!

Until next time - Pip pip!