

Collection Mode

- 1 NEW WEAPON - Extending Stick
Beat the game with one character.
- 2 NEW WEAPON - Gatling Gun
Beat the game with two characters.
- 3 NEW WEAPON - Ray Gun
Beat the game with three characters.
- 4 NEW WEAPON - Shield
Beat the game with four characters.
- 5 Point of View Mode - Single Player
Over the shoulder third person view.
Beat the game with Kraken
- 6 Point of View Mode - Versus
Same as above, but split screen.
Beat the game with Valgas
- 7 MINI GAME - Fokker
VMU mini-game. Fly a plane collecting gems and
coins while avoiding bombs.
Beat the game with five characters.
- 8 MINI GAME - Ayame
VMU mini-game. Throw shurikens to hit the
targets and earn points. This is the best
game to earn up coins in. You can get about
200 per play if you are good.
Beat the game with six characters.
- 9 MINI GAME - Gunrock
VMU mini-game. Standard slot machine game. The
worst to earn up coins is.
Beat the game with seven characters.
- 10 CHARACTER - Kraken
Beat the game with eight characters.
- 11 CHARACTER - Valgas
Beat the game with Kraken.
- 12 CHARACTER - Final Valgus
Beat the game without losing a match. Press
start on the second player controller if you
are about to lose and it wont count against
you!
- 13 ART COLLECTION
View a collectio of sketches and pictures of
the characters.
Get 1000 coins in the Mini Games.
- 14 ENDING COLLECTION
Select this to play any endings you have gotten.

15 SOUND TEST

Play sound clips, and game music.
Get 2000 coins in the Mini Games.

NOTES:

To turn on the extra weapons, go into the extra options menu(one without timer and round info) and change the third option down, which should start on the right choice(No) and turn it to the left choice(Yes).

The mini games take about 180 spaces on the VMU. So it wont fit on a VMU with saves from games like Seventh Cross.

Also, to get credit for the coins in the mini games, reload save data after getting the coins.

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Menu Translations

ARCADE

VERSUS

GAME OPTIONS

- Difficulty (Easy * * * * * * * * Hard)
- Round Time (15,30,45,99,Off)
- Number of Rounds (1,3,5,7)
- Damage (Low * * * * High)
- Sound (Stereo, Monoraul)

Controller Settings

Default Settings(In Blue)

EXTRA OPTIONS

- Power Stones (3,4,5)
- Power Drive Meter (On,Off)
- Extra Items (On,Off)
- Chain Damage (On,Off)
- Round Display (On,Off)
- Attack Damage (0%,50%,100%,200%)
- Special Damage (50%,100%,150%,200%)

Default Settings(In Blue)

SAVE * LOAD

	Save	Load
Choose Memory Card		Choose Memory Card
Confirm: Yes/No		

POWER STONE COLLECTION

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Mini-Game Translations

After downloading the mini-games and removing the VMU from the controller press the mode button till the "Card" icon is highlighted, then press "A".

After the "Power Stone" logo comes up press "A" and "B" at the same time.

The Menus are as follows:

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Play Games-
  Fokker's Airplane Chase
  Ayame's Shuriken Throw
  Gunrock's Slot Machine
High Scores-
  Fokker's Airplane Chase High Score
  Ayame's Shuriken Throw High Score
  Gunrock's Slot Machine High Score
Sound
  On
  Off
```

Once you select a game you get 2 more options:

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Start
Instructions
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"Start" is the shorter of the two options.
"Instructions" is more or less useless unless you can read Japanese (in which case you are wasting your time reading this section of my FAQ...).

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Thanks for reading, I hope this helped you at all!

This document created by Faust (kmfdm@technonet.com).
I also have to give some of the credit for this FAQ to Demonicus/El God. He played through with some of the characters and earned most of our points in the VMS mini-games.

For the most up to date version of this and other FAQs made by me visit: <http://www.gamingwest.com>

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