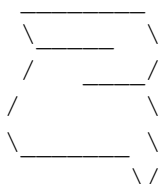
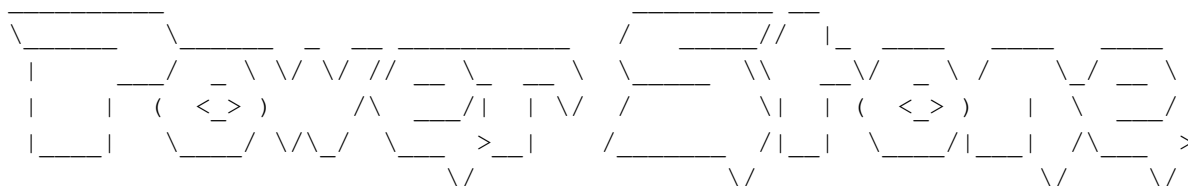


# Power Stone 2 FAQ/Move List

by CChan

Updated to v1.0b on Jul 1, 2004



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|Power Stone 2 Guide                               version 1.0b |  
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<1> I n t r o d u c t i o n <1>  
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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 Power Stones heroes are caught. What will happen to our heroes? Welcome to the Power Stone world!"

Hi! I'm Clement Chan and this is my second attempt on writing a fighting-based Guide, after writing the first one for Power Stone. This guide is created for the simple purpose of helping other people, and also because I'm bored. This Guide may contain SPOILERS so read the rest of the document at your own risk. I know that spoilers aren't likely to happen in a fighting game but some people do not like FAQ writers to reveal anything like the secret characters and such.

On the side note, if you have anything to help my Guide, correct any mistakes that I may make or give constructive comments, feel free to do so at saigoheiki@gmail.com

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

Lastly, hope you enjoy my second fighting-based Guide. Thank you.

-----  
[1.1] About Power Stone 2  
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Power Stone 2 is a much more advanced game if compared to the old version Power Stone so there are much better things to with tons of replay value to keep you coming back.

Basically, Power Stone is released in two parts, one for the Arcade and another for the most advanced console, Dreamcast. As you progress through the game, you will unlock more options for the Extra Options and finally secret stages and characters.

All you need to do is to grab all of those three Power Stones and transform into a super version, meaning that you can use your powerful attacks at that moment.

That's my brief and short review. If you want to know more, read below.

-----  
[1.2] Copyright info  
-----

This FAQ is Copyright © 2000 Clement Chan Zhi Li. You can distribute this FAQ as long as its contents are not changed. No. Not even a single letter. If you ever try to make profit by putting banners on top of it or other money-making schemes you may have in your mind, I will immediately request for my FAQs to be taken down.

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

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

Some of this parts of the FAQ will be copied from my own Power Stone FAQ such as the names for old attacks so I won't sue myself for any copyright matters ;)

Power Stone 2, as well as other Power Stone 2-related characters and mentioned names are all Copyright Capcom.

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### [1.3] How to Best View this Guide

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

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

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### [1.4] Review

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Power Stone 2 is a major improvement than Power Stone, as it has loads of modes to keep you entertained, four different new characters, new type of created stages and more than a hundred items for you to buy and collect for Mel's shop. Thanks to Capcom, we have a new great game to play with a different sort of internal battle system, loads of things to get you entertained and up to four players can play the game meaning four times the fun.

#### Graphics - 9

The models of the characters are almost identical as before as Capcom still maintains its eight original characters plus four new ones that we haven't known yet before. They themselves are re-created perfectly into a true 3D model with four different alternate colours add to them, depending on what number of player you are. The background itself was a great addition to the game as it is almost real; example, the sky was pure blue with a few white clouds flying by occasionally and a brown temple with lots of traps going on in the game.

The light source itself was tremendously cool, especially when you activates a character's Power Fusion and attack them with flames or fireballs or such. The overall graphics are totally nice, with different shades of colors for all sorts of things there and a few new touches that enhanced the graphics even more. And of course, the animations was totally smooth without a single slow-down in the frame-rates, which makes this game great without a glitch in it. Nevertheless, you can see that Capcom has make a good deal in this area.

#### Music - 10

There aren't any noticeable change in the background music, just cool and steady as before but there are times when you reached a monstrous area with eerie music effects and the ghastly last boss... gosh. The music varies from stages to stages, as well from time to time when you may have proceeded far enough in stage, with their own talented musical themes in it that made this game a whole lot better.

While the sound effects are almost same, you can say that as there are more items in the game, more sound effects are made. Explosions, kicks, punches, attacks, Power Fusions, Power Drives and all of sorts of wonderful items that get you going. The voices themselves are nice and suit every single character in the game though all of them would be in Japanese, even in the English version. There are some voices which had been cut, like Mel in her shop where she is supposed to be talking in the Japanese version but completely mute in the English version itself.

Gameplay - 10

This is what I call fun! The game itself stands out superior towards its predecessor as there are many more things which you could do and play, which means that you spent your money on the right thing and believe me, there are too many things to do that you will simply need a day off from school or work! Lots of modes + four characters at once + many items = Power Stone 2, all of those massive features into one disc.

To make it better, you can play up to four players together which means four times the fun against your agitated friends. Plug in four controllers together and race against each other to gain your title as a winner so that you could brag about it. Not to mention that the stages are more interactive than before as you can plainly go anywhere you like in the stage without being restricted to one place. You can say that this is like an action / adventure game.

The stages does not just stay at one point. It moves. Example like the shrine stage, after you had fought a while with your friends, there will be mini-meteors flying down, causing fire which rampages the whole stage and you'll need to jump from platform to platform to reach to the top (it's not really that difficult, if you're stuck at the bottom which the screen will casually moves, you're automatically transported to the top with all of your Power Stones forfeited). You don't just stop there. You'll have to run into a small entrance where it leads you to another stage, which means that would be the last stop you'll have to go. Not too bad.

The new four characters themselves are pretty cool, though one or two looks really quite silly, especially Gourmand. There is Gourmand, a really fat chef which attacks with his knives and bowls of cooking stuffs, Julia, a western girl who always carries an umbrella with her, tiny-tyke robotic Pete, with all of his attacking toys that will hurt your enemies dramatically and Accel, a sort of cowboy which attacks using his guns and is simply mad of them. All of these unique characters are nice to use and easy to play with, but their attacks can be awkward to you so it's better if you try out the original characters first.

To make it fun, there are seven Power Stones in default, scattered across the stage. Seven, all together. Sounds lunatic, isn't it? By collecting only three Power Stones, your character will transform into a silly kind of look just like before and for now, there are only one Power Drive and different type of Power Fusions of certain character. At this form, you are given a short time to attack with powerful attacks and you can use a minimum of two Power Fusions at one time in this game. Cool.

Not to mention that there are new modes added. The one which is completely highlighted in the beginning is 1-on-1 Battle which means you can choose either to fight against your friend or computer, a simple choice which maintains the old Power Stone feature of one against one battle if you still like the idea of it. There are no special things gain when playing this mode, it's just for the sake of fun and you can make it act like Training mode (because there simply aren't one) to get used to the new environment.

The Arcade Mode was possibly the one which you will spend all your time on as it has great stuffs to keep you coming and the more characters you have completed the game with, the more options you will unlock in the Extra Options mode and possibly lead to opening new secret stages and characters. If you've got a friend staying overnight with you, or your brother, or sister, or any other sibling and members of the family, get them to play with you. That's right. If you just played by yourself, you'll fight against only an enemy. If you teamed up with your friend (which requires you an extra controller), you'll have to match against two different characters that will chill you out so it's a two-on-two fight. You can hurt your friend at this point, and your character will always blast against the nearest enemy he sees, be it your friend or enemy. And of course, if your friend is killed, you are given 9 seconds to revive him back with a short life but it's worth it (you can even do it to your computer opponents!).

What keeps the Power Stone to the series tradition is the Original mode, which is basically a Versus battle which can allow you to put in your friends in it or make yourself fight against the computer. While playing this mode, you must finish off all of your enemies, whether you're fighting against two players or three players. You can't team up with any friends in this mode so that means no co-operation. If you fight against computers, you will see that computer opponents will always shoot at the nearest character so be wary about that. As this mode is completely different than the Arcade mode, you can even choose which stages you can go or just make it random.

The Adventure Mode is just a one-on-one battle against your enemy but you'll gain money this time (g) by hitting your opponent so it dropped off some bucks and whatever items that you handled in the stage will allow you to keep it in the Item Book. There are several cards which are scattered in all stages and if you succeeded in getting them, you are great as they're almost impossible to get at certain times. Actually, the one that really adds most of the replay value would be Adventure Mode and the Item Shop (both of them helped one another) as you must get over one hundred items if you want to (which I presume you certainly want).

If you have collected quite a number of money, head to the Item Shop menu where Mel, the shopkeeper would be there. You can mix items (which means combine, by the way) and watch clues from her, whether she thinks it would work or not. You can buy or sell items here, or even talk to her where you can give her presents to make her give you something in return, talk to her or ask for help. If you ever lose in the mixing combination, you can earn a coupon. Collecting three coupons together will allow you to play the Roulette game, where you will play a game which is sort of Wheel of Fortune that requires you to turn the wheel and see whether you earn a prize or not. Pride, Falcon's father will occasionally be there, asking for items and giving you items back in return.

If you have succeeded getting a decoration item, whether by mixing or getting it in the Adventure mode, you can use it at your character! He or she will look incredibly funny with it and it's up to you whether you want him or her to where it. You can also mark up to 5 items as a Handy Item and download the Mini Book into your memory card. If your friend has Power Stone 2 and downloaded the Mini Book, hook up both memory cards together and you can now fight! It's cool and nifty, especially if you are going on a long journey (like in a bus or something) so you can easily use this feature and play it.

Controls - 10

The controls, fortunately, still maintained all of its own action and buttons so there are no real need to change them. Jump, Throw, Punch, Kick, Power Fusion 1, Power Fusion 2 and that's about it. You can also choose whether to use the analog stick or D-pad and if you are not comfortable with the current

buttons, you can change it at the Options menu.

### Story - 9

This is the story taken straight out from the introduction itself. "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 Power Stone heroes are caught, and are transported to the floating castle. What will happen to our heroes..? Welcome to the Power Stone world!" Simple introduction, but nice storyline.

### Replay Value - 10

Power Stone 2 really provides endless entertainment, where you will not be bored from every single thing that are available here. What with the interactive stages, cool new four characters, and you can hook up to four player at once? Plus, there are still many things to do in the Adventure mode and the Item Shop which you can create lots of items and do many things more.

### Overall - 10

Power Stone 2 is a truly perfect game, really, five times better than Power Stone itself. Nevertheless, the modes will get you addicted for a long time, which you can never get bored with it, even with more new games coming up. The mere thought of having a mini-game that can be downloaded is intriguing, even better if you have a friend to fight against with. It's fully recommended that you buy this game, or you'll regret bitterly for the rest of your life.

### Stone

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- + Cool modeling characters and colourful graphics that are nice to the eyes.
- + Simply super gameplay to get you addicted for a long time.
- + Interactive stages with many things to get through which is cool.

### Bone

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- Five stages to go through only, although there are quite a lot of them.
- Perhaps too challenging bosses?
- Simply too addictive.

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

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

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[2.1] Controls

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

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NAME	ACTION

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Analog pad	Use this to move your characters around the stage.
D-pad	Use this to move your characters around the stage.
A button	Jump.
B button	Action, can use to grab items or character.
X button	Attack, push items and use the items.
Y button	Drop items, use this to throw items that you don't need.
L button	Jump + Attack, Power Fusion 1. If your character is not transformed, pressing this button will make your character attack.
R button	Jump + Action, Power Fusion 2. If your character is not transformed, pressing this button will make your character throw.
Start button	Pause and brings up the menu.

## [2.2] Game Menu

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

NAME	DESCRIPTION
*1-on-1*	Play a two character versus game.
Arcade	Play the Arcade version of Power Stone 2.
Original	Play Versus and Team Battle modes.
Adventure	Find original items (single player mode only).
Item Shop	Mix/buy items.
Game Options	Adjust the various game and time setting here.
Extra Options	Change the rules of the game.
Save/Load	Save and load data to and from VMU here.
Network	Japanese version only. Allows you to connect to the official Power Stone 2 website. Anyone who has any information about this mode, please e-mail to me at clemenchan@pd.jaring.my and you'll be credited.

### [2.2A] Game Options

The brackests () will note the default settings of the game.

NAME	DESCRIPTION	SETTINGS
Difficulty	Adjust the difficulty of the game.	1-8 (4)
Time Limit	Adjust the time limit.	(On) Off
Damage	Adjust the amount of damage taken.	1-4 (2)
VMU Items	Use the items registered on your VMU during the game.	(On) Off
Sound	Adjust the sound type.	(Stereo) Monaural
BGM Vol.	Adjust the BGM volume.	1-(15)
SE Vol.	Adjust the SE volume.	1-(15)
Quick continue	Continue the game with the same characters (1-on-1/Arcade).	On (Off)
Button Config.	Adjust the button settings.	Press A
Default setting	Reset the current settings.	Press A

#### [2.2B] Button config.

If you like, you can assign one but these buttons for Taunt which has no purpose at all but to make your character look cool or funny. Below are the design of the screen and the default controls.

1P Controller	2P Controller	3P Controller	4P Controller
A Jump			
B Action			
X Attack			
Y Drop Item			
L Power Fusion 1			
R Power Fusion 2			
Vibration ON			
Default setting			

#### [2.2C] Extra Options

The brackets () will note the default settings of the game.

NAME	DESCRIPTION	SETTINGS
Extra Items	Use your original items saved on your VMU during the game.	(On) Off
Power Stone	Adjust the number of Power Stones that appear in a	3-(7)



	stage.	
Power Gauge Timer	Adjust the amount of time when you are transformed.	(On) Off
Damage during transformation	Adjust the amount of damage taken while you are transformed.	0%-100% (50%)
Attack during transformation	Adjust your attack power while you are transformed.	0%-(100%)
Help Countdown	Turns ON/OFF the HELP countdown. Basically, when your character dies, your character will be given a short time of 9 seconds to be revived with a small amount of health.	(On) Off
Target Line	Shows your target character. If activated, it will show a target line where you will pick up items or attack an enemy. Quite useful in a Team Battle mode in Original mode.	On (Off)
Sound test	Listen to the in-game music.	Press A
Default setting	Reset the current settings.	Press A

## [2.2D] Sound Test

Below is the sound test where you can test out the background music of the game and the character's voices. I used Alucard's FAQ style for this format and changed it slightly. Thanks to him!

BGM:	No. 01 /01	/	-----	\	
			-		
			-		
Title:	Time 00'00"00	\	-----	/	
<	A	B	>	X	Y
Previous	Play	Stop	Next	Repeat	Random

Here's the part for the Character voices:

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|
| .----- .-----
| |Character voice | |No.    01 /01 |           / | | \
| .----- .-----           |< X |Picture|Y >|
|                                     | | | |
| .----- .-----           \ | | /
| |Character: voice| |Time  00'00"00|
| .----- .-----
|
|      <          A          B          >
| Previous      Play      Stop      Next
|
|-----|
|-----|

```

### [2.3] Basic Tips and Advice

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

Basically, Power Stone 2 is just like its name. You're going to collect three Power Stones scattered in the game (You will get the Power Stone and your opponent will get one automatically in the beginning of the game so you're going to fight for the third one). Collect all three of them will transform you into an unbeatable character, with cool menacing look and destructive power.

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

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

When you transform by collecting the three Power Stones, there will be a power bar below and by using your character's Power Drive, it will reduce the power bar each time. In Power Stone 2, you can now use up to a minimum of two Power Fusions at one time, depending on which characters you choose and providing you did not use a Power Drive at all. Your power bar will also reduce when you are hurt by the enemy.

If the time begins to run out, raining meteors will fall down on all of the characters on the screen and Sudden Death occurs. If you had transformed and possess a Power Stone, you will de-transform back to your normal state and the Power Stones will fly out from your body. At this time, you are given only 10 seconds to finish off your opponent or it will be a draw game. In Sudden Death, if you play in the Original mode, you can't revive a player.

There are two types of bar, the first one below the face of your character is the health bar while the second one below it is the power bar, when you had taken the three Power Stones and transform. If you grab any item, there will be another bar above the picture of your character which represents the time limit and weapon usage.

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#### [2.4] Jump + Kick Technique

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If you had played Power Stone 2 for a while, you're sure to noticed that this is the most useful technique of all because it could easily kick the Power Stone out of the enemy before knock him or her down. To perform this, all you need to do is to press Jump (A button in default) and then quickly press Attack (X button).

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

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#### [2.5] Throwing and Catching

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

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

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#### [2.6] Escaping

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

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#### [2.7] The Pole Technique

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

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

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#### [2.8] Interactive Stages

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The stages now are more interactive now, meaning that they won't simply restrict you to one corner but you can move about all around the stage as the

stage now is more like an action / adventure. Just like what my review has mentioned, example in the shrine stage, mini-meteors will fall down and burn the whole stage and you need to jump from platform to platform to reach to the top.

=====  
<3> M o v e L i s t s <3>  
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Below will be a move list of characters after they transform, meaning that they have already get the Power Stones. There are not really many moves in this game so you should be able to master and get hold of one character easily. All of these characters are in alphabetical orders, except for the secret characters which will be at the bottom, after the original ones. And of course, I'll put the default buttons in the normal Dreamcast controller in brackets and the names of the moves are all named by myself.

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[3.1] Accel  
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Accel is a real quick character who loves to shoot with his guns on his side. He's a bit slower than the average but it's Power Fusion could take up the rest. Simple as it sounds, Accel is a bit tricky to control (duh!) so you'll need to take up a few practices against your friends or computer opponents before you start fighting against those evil villains.

-----  
|NAME | Accel |

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|POWER | Dual Trigger - Attack or Action (X button or B button)|

DRIVE	-----> As Accel has already transformed into a sort of
	robot with holes in both of his hands, using
	this move will allow him to use both of his
	hands and shoot bullets from it. It's all right
	as a normal Power Drive and can deal a cool
	damage when your opponent is shot by this
	attack.

-----  
|POWER | Crazy Bullets - Jump + Attack (L button) |

FUSION	-----> Using this attacks will make Accel release a
	a series of bullets tracking the enemy in a sort
	of slow motion way. It's a bit wacky when using
	this attack as your enemy could probably dodge
	this but release this attack for the second time
	will do your enemy good. Damage for this attack
	is very high so use this when possible.

-----  
| | Wild n' Crazy - Jump + Action (R button) |

	-----> Accel will suddenly jump onto a gigantic saw-
	motorcycle and if you ram into the nearest
	opponent, it will fly very high to the sky or
	simply get crushed below the wheels. Whatever it
	is, if the Crazy Bullets cannot hurt your enemy,
	use this attack instead though its damage is
	a bit weaker than Crazy Bullets.

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[3.2] Ayame  
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Ayame is a fast character but her attacks now are slightly stronger than her Power Stone version. She is now the second fastest character and can jump quite high. If you could master her very well, there should be no problems in defeating your enemies.

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NAME	Ayame
POWER	Triple Shurikens Flash - Attack or Action (X button or B button)
DRIVE	-----> Ayame still maintains her old Power Drive and will throw three shurikens flashing through the enemy. This does help stop your enemy sometimes and it only decreases a very short life from the enemy so you might be better off doing two Power Fusions together.
POWER	Shurikens of Death - Jump + Attack (L button)
FUSION	-----> This attack is probably the most powerful one out of her two Power Fusions. This attack is a bit of homing-type and will seek towards the nearest enemy but it will spread itself outwards. Using this against an enemy two times, one after another is a very good idea as even after you have finished using all of your power bar, the Shurikens of Death will continue attacking for a few seconds more, before disappearing in the mist, giving you an extra few seconds to grab all of those Power Stones that have been scattered.
	-----
	Blooming Flower Arrows - Jump + Action (R button)
	-----> Ayame will shoot a whole lot of pink arrows towards the opponent. You can use the D-pad or analog stick and the attack button to control where to shoot. As this attack is not at all a homing-type, does not deliver much damage at all and your computer opponents can easily dodge this attack, avoid from using this attack if possible.

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### [3.3] Falcon

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Most people said that Falcon is a Ryu and Ken type of a character, meaning that he's probably the most powerful and the main star of Power Stone 2. His attacks does a lot of damage and his speed is somewhat average. Falcon is the only character who can double jump by tapping the Jump button twice, so make full use of this move.

-----

NAME	Falcon
POWER	Missile Launcher - Attack or Action (X button or B button)
DRIVE	-----> Falcon will shoot a semi-homing missile towards the enemy which will does quite a good deal of damage for just a missile. If you like, you can

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also shoot a few times in a row which increases the chances to hurt your enemy even more. In my opinion, as Power Stone 2 allows you to use two Power Fusions at one power bar, you're more better off with his Power Fusions.

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POWER	Streak Dash	- Jump + Attack (L button)	
FUSION	----->	Falcon will fly about in a dash mode and attack the enemy repeatedly. For full advantage, it's better to go near the enemy and use it while your enemy is jumping and running away. By far, this is Falcon's best Power Fusion as this is almost unavoidable. To avoid it, you can try and jump around but you'll surely get at least a few hits.	
-----			
	Missile Armageddon	- Jump + Action (R button)	
	----->	A whole lot of missiles will be shot at the opponent but it's easy to avoid too if your enemy is very fast and keeps jumping about. This will cause a whole lot of damage so it's quite useful on certain conditions, especially when fighting with Dr. Erode.	

---

---

#### [3.4] Galuda

---

Galuda is quite powerful and much faster than Gunrock though slightly slower than the average. One of Galuda's Power Fusion is really powerful and can deal damage that will take a huge damage. Likewise, it's recommended that you must be careful while fighting against his guy.

---

NAME	Galuda		
-----			
POWER	Wings of Angel	- Attack or Action (X button or B button)	
DRIVE	----->	This is a short-ranged attack so use it while your enemy is getting up. Galuda will fly towards the enemy but causing only little damage. Try not to use this often as not only you're wasting your power bar, but the attack is quite weak enough that it won't really knock a tiny bit of the health bar off so you're better off with Galuda's Power Fusions.	
-----			
POWER	Arrows of Heaven	- Jump + Attack (L button)	
FUSION	----->	Galuda will take up a bow and shoot down a whole series of arrows downwards. Your enemy can't really avoid it and even if he can, he will get a few hits from it. The downside is, it takes a few seconds to take up the arrow and shoot, making it easier for the enemy to attack you while you do the attack, decreasing your health and the power bar considerably. If this happens, you won't be able to use this attack successfully.	

---

```

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

```

### [3.5] Gourmand

Gourmand is an odd-looking chef who will transform into a fire-breathing dinosaur when it transforms. He is fat enough to take off a pole and body-slam towards the opponent like Galuda and Gunrock (wonder why every character who starts with the letter G are fat?). He's slow and tricky to control at first so practice using him in the beginning.

```

.-----
|NAME       | Gourmand |
.-----
|POWER      | Cooking Barrel           - Attack or Action (X button or B button) |
|DRIVE      | -----> This chef will throw a barrel towards the enemy |
|           | and explodes into three sides of flames (sort of |
|           | like 3-WayShotGun). This attack delivers a high |
|           | damage towards the opponent so if you want to |
|           | try this out, make sure you use this. The only |
|           | bad thing is that it is a little bit hard to aim |
|           | at your enemy so always look towards the enemy's |
|           | direction before you use this. |
.-----

```

```

|POWER      | Maximum Typhoon Degree   - Jump + Attack (L button) |
|FUSION     | -----> Gourmand will surround himself in a typhoon of |
|           | fire so use the D-pad to control where to go. |
|           | If you're near your enemy, this attack promises |
|           | high chances of hitting your enemy and damaging |
|           | it further. This move does less damage if |
|           | compared to his second Power Fusion. |
.-----

```

```

|           | Delightful Dish           - Jump + Action (R button) |
|           | -----> This attack delivers more blow and decreases |
|           | your opponent's health bar dramatically. As |
|           | usual, there will be always a weakness and |
|           | Gourmand's usual one would be hard to aim. This |
|           | attack is homing-type and will fly towards the |
|           | opponent. Executing this move will result |
|           | Gourmand standing on a cooking pot which will |
|           | release cooked animals towards the opponent that |
|           | are near you or in sight. As this attack is much |
|           | more better, try and use this more often. You |
|           | are also fully protected while using this move. |
.-----

```

### [3.6] Gunrock

Gunrock is the slowest and heaviest character of the whole game, meaning that he can't avoid most moves delivered by some of the characters and the massive bosses and the character who can deliver the most damage in a single attack. If you had already mastered the game, Gunrock can give you good fun as his attacks are really damaging so use it when you like.

```
-----  
|NAME      | Gunrock  
-----  
|POWER     | Hard Boulder          - Attack or Action (X button or B button)|  
|DRIVE     | -----> This attack is damaging if you can knock your  
|           | enemy with a giant boulder he's going to throw.  
|           | But getting ready to take a boulder from nowhere  
|           | and throwing it will take a bit of time, making  
|           | your enemy avoid it easily. If you want it to be  
|           | more effective, throw it repeatedly and see  
|           | whether it hurts or not. Overall, this is not a  
|           | useful attack to use.  
-----  
|POWER     | Rock n' Roll         - Jump + Attack (L button)  
|FUSION    | -----> After executing this move, Gunrock will turn  
|           | into a big, enormous rock-creature and will roll  
|           | about the screen, causing massive damage to  
|           | people who are near him. To make full use of  
|           | this move, it is recommended that you use  
|           | Sudden Quake to stun him and quickly go near him  
|           | and use this move.  
-----  
|           | Boulders of Quake    - Jump + Action (R button)  
|           | -----> This is almost the same as Sudden Quake except  
|           | that after using it, you must quickly move the  
|           | Analog or D-pad left and right repeatedly to  
|           | a shower of boulders on your opponent. This does  
|           | a large amount of damage but you'll need your  
|           | opponent to be on the ground and near by you.  
-----
```

### [3.7] Jack

Jack is an all together a mysterious character who crawls on the ground instead of running. Despite his eerie looks and weird sort of attacks, he has some good attacks which can deal some cool damage towards the opponent so try him if you want to play as a cool guy.

```
-----  
|NAME      | Jack the Slayer  
-----  
|POWER     | Twining Blade        - Attack or Action (X button or B button)|  
|DRIVE     | -----> This attack has a much better range of attack  
|           | because it's in horizontal, instead of vertical.  
|           | Jack will extends its leg, which will turn into  
|           | yet another blade. Try and experiment with  
|           | Twister Blade and Twining Blade so that you can  
|           | feel the difference and use them more  
|           | effectively against your enemies later on.  
-----  
|POWER     | Swordsman Rain       - Jump + Attack (L button)  
-----
```



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

| Dance of Death - Jump + Action (R button) |

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

### [3.8] Julia

Julia is one of the slowest character and always carries an umbrella around, meaning that if you jump from a high place, you can hold the A button to float downwards in the air. Her Power Fusions are quite unique and laughable, but is very powerful so use it all the same.

| NAME | Julia |

| POWER | Puppet's Cross - Attack or Action (X button or B |  
| DRIVE | button) |

| -----> Julia will shoot out an energy beam which will |  
| trap the opponent if it touches the enemy. The |  
| enemy that is shot will be trapped in a cross |  
| for a few seconds so take the opportunity either |  
| to attack him with the Power Fusion. If your |  
| trapped opponent is shot again, it will only |  
| release him so be careful while shooting your |  
| enemy. |

| POWER | Happy Ground Energy - Jump + Attack (L button) |

| FUSION | -----> This attack is, once more, very hard to aim if |  
| your enemy keeps jumping around. The only way |  
| to keep your enemy still is to blast him with |  
| Puppet's Cross and use this attack immediately. |  
| Julia will fire at the nearest enemy and shoot |  
| with her hand on the ground with rapid shots. |  
| This attack deals less damage than the |  
| Enchanting Merry-Go-Round. |

| Enchanting Merry-Go-Round - Jump + Action (R button) |

| -----> The funniest attack I've ever seen since Power |  
| Stone has been created. Julia will spin around |  
| and create a Merry-Go-Round surrounding herself. |  
| This attack only have a short range and you must |  
| be near your enemy while using this. Enchanting |

Merry-Go-Round is like Rouge's old attack in Power Stone, Charming Hearts. The only difference is that you can't move about while using this move. Try and shoot your enemy with Puppet's Cross first and use this immediately at him. Sometimes, if you use this and missed your enemy, the computer opponents could be stupid enough to attempt to hit you. This attack deals a whole lot of damage so use it frequently. The only bad thing about this move is that it is vulnerable to long-ranged attacks such as Fire-Bottle and Magic Stick but short-ranged attacks like PowerSword does not hurt it at all. This attack will bump your character around her like a real Merry-Go-Round. Nice.

[3.9] Pete

Pete is the fastest character and overtakes Ayame's crown for being the quickest and weakest character, pushing Ayame to the second. His Power Fusions are by far creates less damaging attacks and have four Power Fusions all together.

NAME | Pete

POWER | Robotic Beam - Attack or Action (X button or B button)  
 DRIVE | -----> Pete will shoot out two twin energy beam towards the opponent, delivering cool damage for a Power Drive like this. The energy beam are just horizontal so it will definitely knock your opponent but jumping enemies can easily avoid this. Try and use this a few times repeatedly and you'll see the effect.

POWER | Toy Festival - Jump + Attack (L button)  
 FUSION | -----> Executing this move will make toy soliders surround Pete a little and fire with their toy guns repeatedly. You can move the analog stick or D-pad to control where they are targeting. To be honest, this attack does not really damage much and the attempt to really shoot your enemy is truly useless as fast characters tend to avoid this easily while slow can easily jump out of the way and even body-slam you!

Hijacked Airplanes - Jump + Attack (L button, air)  
 -----> A swarm of airplanes will fly towards the opponents and if there are more than 1 opponent, it will try and seek out other enemies. This attack is as useless as Toy Festival but this one has better range as the Hijacked Airplanes is a homing-type and seek towards the opponent. It's also a bit unreliable because your opponent can dodge from an airplane but the few rest of them will deal the attack. The damage is as little as Toy Festival, because Pete is

really weak.

Sphere of Particles - Jump + Action (R button)

-----> Now, this attack is surely the best. Pete will form a circular electric around him and those who touched it will be damaged and sent flying away. Sometimes if you're lucky, your opponent will be stunned by it. The damage is quite high if compared to Toy Festival and Hijacked Airplanes so this attack is the one that I suggest that you should use often. You can also move about while performing this move by using the analog stick or the D-pad.

Pillar of Shock - Jump + Action (R button, air)

-----> Use this attack in the air and Pete will surround himself with a high vertical electric pillar whose damage is as powerful as Sphere of Particles. You can see use the analog stick or D-pad to control Pete who will be floating in the air, high enough of anyone's reach. Touching this attack will result your enemy being pushed to the ground so take this opportunity to head toward his direction to damage him further.

### [3.10] Rouge

Rouge has some cool long-ranged attacks and can jump the highest if compared with other charaters. Her fiery attacks are long-ranged and can leave your enemy burning on the ground. She's quite fast too and have pretty decent damage if you attack your enemies.

NAME | Rouge

POWER | Breath of Fire - Attack or Action (X button or B button)

DRIVE | -----> The most damaging Power Drive for Rouge and with a decent range of attack is the Breath of Fire. This attack leaves your enemy burning on the ground if hit. Fast characters tend to escape this attack by jumping and running around but slow ones... will be your prime target.

Falling Flames - Attack or Action (X button or B button, air)

-----> While jumping in the air, press the X or B button, Rouge will throw flames falling on the ground. This can be pretty effective than Breath of Fire, if you can keep up with your fast opponent and throw this attack in time. The damage is pretty low but if your enemy fall down after getting hit by this attack, quickly perform the first Power Fusion, Holocaust Capture to give him or her some nice damage.

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

FUSION | -----> This attack can really give some decent damage

and enemies who are nearby will be scorched by this. There are no way to escape this really, as everything happens really fast and the only way to escape this attack is to be far from her. Rouge will use the ball of fire that always circles around her and wreck it on the ground, which sends fiery shockwaves across the ground.

---

Skull of Flames - Jump + Action (R button)

-----> Charming Hearts has been deleted... sadly. And Skull of Flames replaces it, whether it was to be performed on the ground on in the air. When you use this attack, Rouge will held her hands in the air and a red hot skull will shoot flames across the screen, targeting at nearby enemies. This does some nice damage but it only attacks a few times. While performing this, whether on the ground or in the air, Rouge can fly across the screen pretty fast and you can control her by using the analog stick or D-pad.

---

---

### [3.11] Ryoma

---

Ryoma is a bit like Falcon because he has the same average speed and damaging attacks, except that his attacks are slightly long-ranged because of his sword that he always brings about. Ryoma's Power Fusions are nice and always give you promising damages which almost hits your enemy all the time.

---

NAME | Ryoma

---

POWER | Streak of Lightning (Raijinken) - Attack or Action (X button  
DRIVE | or B button)

-----> Ryoma will slash down vertically, unleashing a circular electric wave from the ceiling to the ground. This move is especially useful if you had cornered an enemy. Use this move repeatedly to get your enemy damaged a few times. The most powerful Power Drive for Ryoma that you should use. The only bad thing is that it is sometimes hard to target the enemy.

---

Lightning Energy (Raijinken) - Attack or Action (X button  
or B button, air)

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

---

POWER | Energy Dividier (Midare zantou) - Jump + Attack (L button)

FUSION | -----> Performing this will result Ryoma surrounds himself with a sphere energy which means that your enemy won't have a chance to get near you and force you to stop the move completely. Later, part of the energy will be heading

towards the enemy. This attack can be avoided by running and jumping out of the way. For better effect for this move, it is recommended that you are somewhere near your enemy before you unleash this powerful move.

-----  
Elemental Revenge (Tenchi ryouden) - Jump + Action (R button)

-----> You had better be near an enemy if you want to perform this move. Ryoma will shot off into the sky with multiple slashes and deal the final blow by slamming to the ground, with circular lightning all around him. Although this attack looks quite powerful, it's recommended that you use Energy Divider (Midare zantou) because it is with better range and can attack your enemy with more damage.

-----

-----  
[3.12] Wang-Tang  
-----

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

-----  
|NAME | Wang-Tang |

-----  
|POWER | Dragon Fireball - Attack or Action (X button or B button)|

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

-----

|POWER | Dragon Energy Factor - Jump + Attack (L button)

|FUSION | -----> Wang-Tang will hold his hands in the air and a huge, I mean HUGE, energy ball will be formed. He will then throw it towards the nearest enemy's direction. This attack CAN be avoided if you're far away from the enemy or use the other character as a trap. This attack does huge damage so, for better effect, use it if you're near your enemy and when your enemy had fallen down. If you had chosen other character and your enemy is Wang-Tang, you can interfere the process of this attack by using a Magic Stick or any other long-ranged attacks when he hold his hands in the air. Easy.

-----

| Immortal Dragon Combat - Jump + Action (R button)

-----> Dance of Dragon God has been replaced by this move, which I think, is better than the old one |

as you do not need to connect this attack at all. Wang-Tang will throw a ball of flames into the ground and while in the fire, whether your enemy has been trapped in it or not, he will fly zig-zag kicking your enemy in the air and fall your enemy to the ground, making a huge image of a dragon within the fire where he will be burned. Like Dance of Dragon God, this attack delivers less damage than Dragon Energy Factor but if your enemy has little life, this attack can kill him immediately while brightening up your life a little. For better effect of this move, make sure your enemy is near you before you use this.

[3.13] Mel

Mel is basically like Julia and she carries an umbrella with her, except that she is slightly weaker than Julia as her Power Fusions can rarely hit enemies in sight. If you had mastered Julia already, Mel should be no problem to control but you might also want to take advantage of her umbrella, like Julia by holding down the A button while in the air. The only bright side I can see by using her is that she can use up to four Power Fusions at one time.

NAME | Mel

POWER | Circular Essence Cards - Attack or Action (X button or B button)  
 DRIVE | -----> Mel will surround herself with cards that will hit your enemy for damage. This attack is only short-ranged and you might want to have attack him first to make him fall down before you perform this. This attack is one of the weakest Power Drive of all of the characters but try and make full use of this.

POWER | Coins Spread - Jump + Attack (L button)  
 FUSION | -----> This is possibly the worst attack I've ever seen...ugh... and the worst range ever. All Mel does is to throw a few coins spreading themselves outwards that will knock your enemy for a tiny damage, if it ever hurt them. Your enemy do not even need to try to avoid, it's almost long-ranged but a very pitiful attempt to win if you use this repeatedly.

Surprise Rain - Jump + Action (R button)  
 -----> Between Coins Spread and this, Surprise Rain turns out to be much better. It's almost the same like Galuda's Arrows of Heaven as it can also track the location of enemies so that you can drop the attack on them. Mel will summon money bags raining down on your opponent in a pillar-type motion and does better damage and certainly has a better range. Use this attack more often than the rest and you'll see the light of the day.

-----  
[3.14] Pride  
-----

Pride is almost the same as Falcon in almost every aspect, speed, attacks and range except that he can't double-jump while his son can. Pride has slightly less powerful attacks as in range but as he is similar as Falcon, he shouldn't be much problem to use.

NAME	Pride
POWER	Tornado Turbulence - Attack or Action (X button or B button)
DRIVE	-----> Pride will shoot a horizontal tornado that will deal your enemy for a certain amount of damage. It is not homing-type in any way as Falcon's Missile Launcher are but if you use this attack correctly, you should be able to hurt your enemy more than you would expect.
POWER	Extreme Tornado Aura - Jump + Attack (L button)
FUSION	-----> This is basically Falcon's old Power Drive, Tornado Aura in Power Stone which has been enhanced into Pride's Power Fusion. Pride will make a fiery uppercut very high which will knock enemy who would be jumping about. This attack is quite useful against certain enemies such as Pharoah Walker and Dr. Erode as well as other normal characters.
	-----
	Directional Missiles - Jump + Action (R button)
	-----> This attack is a weaker version of Falcon's Missile Armageddon. Pride will shoot missiles that are non-homing in eight directions two times, giving you a chance to hit enemies that may surround you. As the attack do not even seek towards opponent, it may be quite useless to use against enemy especially when the damage is not at all that threatening, nevertheless, it's one of Pride's speciality.

=====  
<4> M o d e s <4>  
=====

This section will explain into detail the various game modes that appear around here.

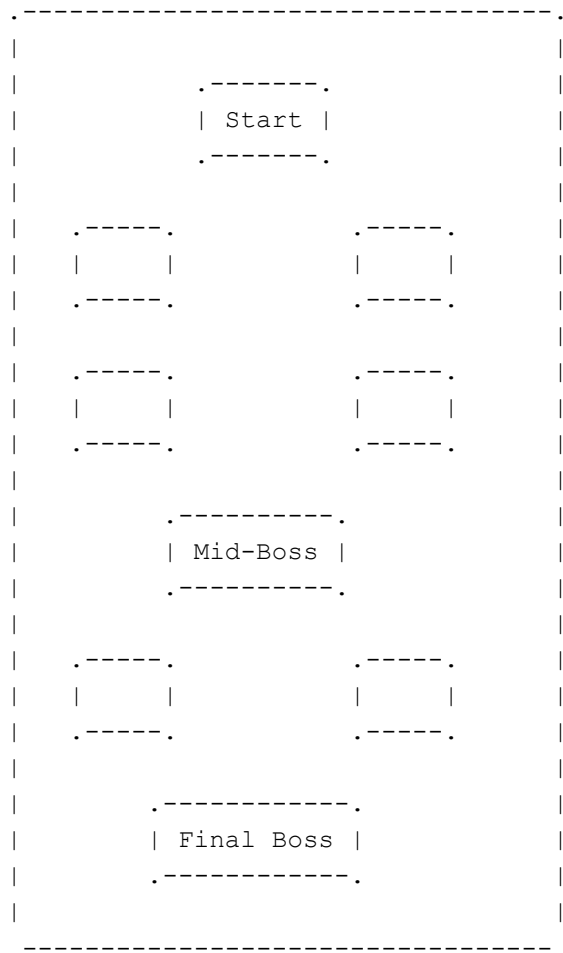
-----  
[4.1] 1-on-1  
-----

The name itself pretty explains all, you fight against one character which Capcom made the original mode of the Power Stone intact. At the character selection screen, you can also fight against your friend by pressing the Start button on the second controller.

On this mode, you can select whether to fight against other character or with your friend. This mode goes through everything like the Arcade mode, except that you fight with only one character through the game and you can't co-operate with your friend.

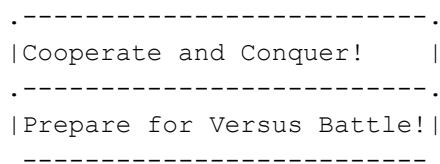
-----  
[4.2] Arcade  
-----

There are many stages here to select but you can only go through five stages only, fighting with the mid-boss and with the final boss.



In the beginning, you can choose where to go for the first five levels and later, you can only choose between two. Defeating the mid-boss, the Pharoah Walker will allow you to proceed to choose two more levels to go. Finally, you'll reach the final boss which will simply drive you mad for hours.

If you press Start at the controller two at the character selection screen, you can even co-operate with your friend to fight against all enemies which provides more fun and you can unlock the secret characters and more Extra Options faster :P Here's what option will appear when you press the Start button on controller two.



Choosing 'Cooperate and Conquer!' will make you co-operate with your friend and fight against two other characters while the 'Prepare for Versus Battle!' is just like its name, you'll fight against your friend in a 1-on-1 Battle.



-----  
[4.3] Original  
-----

Original mode can allow you to choose whether to fight against computer, friends on a Team Battle! Here's the layout on how it would look like:

```

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

```

From there, you can choose your character or make it random and then choose your respective stage or make it random too. You can choose whether to have computer or human players to join you. You can make a character to have the same colour as your team, meaning that he will co-operate with you.

```

.------.
| Blue Sky area | Dark Castle area | Tomb area |
.------.
< Iceberg area | Space Station area | Random Select >
.------.
| Desert area | Pharoah Walker area | Chaos area |
.------.

```

The Pharoah Walker area and Chaos area for the Original mode will only appear if you select only two characters for the fight.

The < area represents the Extra Stages in the following order: Extra Stage 3, Extra Stage 2 and Extra Stage 1 while the > arrow represents the following stages in this following sequence: Extra Stage 1, Extra Stage 2 and Extra Stage 3. Desert area will only appear if you had completed using all of the characters in Arcade mode.

-----  
[4.4] Adventure  
-----

In Adventure mode, you'll fight against all of the enemies exactly like the Arcade mode except that you can't co-operate with your friend. Here, you can take those coins and treat them like money and every item that you take and use will be recorded down and can be re-used in the Item Shop.

After finishing a stage, you will find a treasure box in front of you. Go through it and lots of coins will come out, sometimes even coin bags! The difficulty level will affect the characters that you fight against and the higher the difficulty level, the more money you'll obtain. Successfully in finishing the whole Adventure will earn you a Special Item, which is usually around Level 6 or so.

The higher the difficulty level, the more chance that will let you enter a 1-on-2 battle.

DIFFICULTY LEVEL	BATTLES
1	1-on-1 Battle
2	1-on-1 Battle
3	1-on-1 Battle. Rarely 1-on-2 Battle.
4	1-on-1 Battle. Occasionally 1-on-2 Battle.
5	1-on-1 Battle. Occasionally 1-on-2 Battle.
6	1-on-1 Battle. Occasionally 1-on-2 Battle.
7	1-on-1 Battle. Occasionally 1-on-2 or 1-on-3 Battle.
8	1-on-1 Battle. Most of the time 1-on-3 Battle.

Here's the items that will give you money in this mode.

ITEMS	MONEY
Bronze Coin	100g
Silver Coin	500g
Gold Coin	1000g
Money Bag	2000g
3 Gold Bars	3000g
5 Gold Bars	5000g
Gold Treasure Box	8000g

In the Adventure mode, you can obtain Ingredient cards in several stages by hitting the boxes to reveal what they show underneath. Some stages contain a whole lot of Ingredient cards. To know more, go to <5> Stages <5> for more information that will be covered.

Mel, the shopkeeper will greet you here and inform you of any new items to be bought. Pride will occasionally appear here and sometimes asks you for an item and give you something special back in return.

```
.-----.  
|Mix          |  
.-----.  
|Shop         |  
.-----.  
|Talk         |  
.-----.  
|Item Book    |  
.-----.  
|Fitting Room|  
.-----.  
|Exit         |  
.-----.
```

Mix  
-----

Mel will direct you to a place and you can combine items in this way:

```
.-----.  
|Item 1 + Item 2          |  
|           or           |  
|Item 1 + Ingredient 1   |  
|           or           |  
|Ingredient 1 + Ingredient 2 |  
|           or           |  
|Item 1 + Item 2 + Essence Card|  
.-----.
```

While combining, there are certain times that your items will be doubled and transformed to another item and even fail when it should work! This is all based on luck and also the type of item that you are using that will make the whole process random. Hint: Instead of tapping the left or right button, you can press L or R button to skip the screen of items.

The Essence Card can be bought or given by Mel and Pride but cannot be found in the Adventure mode. This cards are optional to add as they will affect the items that it will produce. If you want to look at the complete list of items, head to <6> Item List <6> or see what Mel has to say about the combinations:

```
.-----.  
| MEL'S COMMENTS          | DESCRIPTION          |  
.-----.  
| Hmm... This combination doesn't seem | Follow her advice. That combination |  
| to work...                | will not work at all.          |  
.-----.  
| I suppose this combination would      | She's a bit unsure about this      |  
| work.                                | and it could work or fail. Try this |  
|                                     | at your own risk.                |  
.-----.  
| Interesting. I can't imagine what     | The chance of the combination to   |  
| will be created.                    | work is more than the chance to   |  
|                                     | fail.                             |  
.-----.
```

```

| How interesting... This combination | This combination will surely work! |
| holds promise...                   |                                     |
.-----
| I assume that <name of item> will  | If you had make the item before   |
| be created.                        | using this combination, that     |
|                                     | particular item will be created.  |
.-----
| Maybe this will work if you have the| This combination will only work if |
| Text.                               | you have the Text.               |
.-----
| This combination seems to work fine.| This comments will replace the    |
|                                     | 'Maybe this will work if you have |
|                                     | Text' once you have given it to Mel.|
.-----

```

## Shop

```

-----
.-----
|Buy |
.-----
|Sell |
.-----
|Exit |
.-----

```

Buy is pretty obvious what it will do, together with Sell which will sell items at a lower price than the 'Buy' price and Exit, well, is to exit the place.

## Talk

```

-----
.-----
|Present |
.-----
|Chit-Chat |
.-----
|Explanation|
.-----
|Roulette |
.-----
|Exit |
.-----

```

Present is for you to give items to Mel, example, giving her a certain Text for her to register it in the Item Book and Item Catalog is for her to register un-collected items or giving her other items will gain you an Essence card.

Chit-Chat is not really anything. It will give you random advices.

Explanation will let Mel explain to you about the various modes in the game. Quite useful for beginners but does not really explain enough of certain things.

Roulette is a game that can only be entered if you have 3 Coupons. A Coupon can be obtained from Mel if you failed your mix so if you want to get many Coupons, purposely lose at a mix :) Inside the game, there will be several colours

representing several items (if you don't find item that you want, you can always exit and re-enter again, they're all random).

You can hold down the A button and press left or right at the D-pad. This will extend the area of the particular colour and the maximum area would be 12 areas and you'll have to pay 60000g for it. Quite worth it as it increases your chance to win. Load back if the Roulette fails or you don't find the item that you want.

Exit, well, is exit.

-----  
Item Book  
-----

This will be the place to view the items that you got, ingredient cards as well as Essence cards and Texts that you obtained.

```
.-----.  
|Item          |  
.-----.  
|Ingredient    |  
.-----.  
|Essence       |  
.-----.  
|Text          |  
.-----.  
|Exit          |  
.-----.
```

You can view items and weapons that you had got by mixing or found in the Adventure by looking at the Item. You can skip items by 10 by pressing the L or R button.

Ingredient are special cards that can be used to mix things such as Flame Element and Light Element while the Essence are cards that will affect the combination of items that it will produce.

For Text, you can view the combinations to make the item if only you have the Text and given it to Mel.

-----  
Fitting Room  
-----

This is where you can decorate your characters with Decoration Items. You'll need 128 blocks to download the Mini Book which this mode requires.

```
.-----.  
|Item Select   |  
.-----.  
|Character Select|  
.-----.  
|Color Select  |  
.-----.  
|Exit         |  
.-----.
```

You can choose which items to decorate your characters by heading to Item Select:

```
.-----.  
|Head |  
.-----.  
|Arm  |  
.-----.  
|Waist|  
.-----.  
|Leg  |  
.-----.
```

And the following characters for the Character Select:

```
.----- .-----.  
|Falcon |Rouge  |  
.----- .-----.  
|Ayame  |Jack   |  
.----- .-----.  
|Gunrock|Pete   |  
.----- .-----.  
|Ryoma  |Julia  |  
.----- .-----.  
|Wang-Tang|Gourmand|  
.----- .-----.  
|Galuda  |Accel  |  
.----- .-----.  
|Pride   |Mel    |  
.----- .-----.
```

Here's the following modes for the Color Select:

```
.-----.  
|Player 1|  
.-----.  
|Player 2|  
.-----.  
|Player 3|  
.-----.  
|Player 4|  
.-----.
```

-----  
[4.6] Save/Load  
-----

Here's the place where you can save and load your game, as well as downloading the 128 blocks Mini Book that provides lots of entertainment for you.

```
.----- .-----.  
|Save      |  
.----- .-----.  
|Load      |  
.----- .-----.  
|Create a Mini Book|  
.----- .-----.  
|Exit      |  
.----- .-----.
```

-----  
[4.7] Network  
-----

As I don't stay somewhere in Japan and don't even have a modem, I can't possibly know what's this mode is all about as I've already traded my Japanese version of Power Stone 2 for English version. This mode is only for the Japanese version. If you have information about this mode, even though only a little, please e-mail to me at saigoheiki@gmail.com and you'll be credited for it.

=====  
<5> S t a g e s <5>  
=====

Below will describe every single stage of the game fully, including technique on defeating the bosses.

-----  
[5.1] Blue Sky area  
-----

"Hey now, watch your step 'cause it's a long way down from here."

In the beginning, you would be on a flying ship and there will be a giant propeller that will knock you down if you happen to be going towards it, and three places for you to sit and shoot. Press the B button in default in order to sit in the machine, X to shoot and A to get out from it. If you accidentally fall down, you will be automatically transported to the ship back but your life will decrease a little as well as removing all of your Power Stones that you had obtained. As time increases, the ship will tear apart, pieces by pieces and lastly, you'll fall from there.

"The sky is falling!"

While you're falling down, take note of the meters that are decreasing as it will indicate that you are reaching the ground. There will be treasure boxes floating about and you can press any buttons to make your character go forward sharply. After a time, Umbrellas will start falling down depending on how many characters on the screen so go towards it in order to grab it. The enemy attempt to attack you and if they touch you, you will start spinning in the air for a while. If you had successfully get the umbrella, when you start to drop, your character will automatically float down and you can use the D-pad or analog stick to control the movements of your character for a while. Down there, a tank will appear behind the doors and you can quickly take the opportunity to jump into it and start shooting. If you head to the higher part, you will see two rock throwers so pressing the B button near it will let your character to throw the rocks down. There will be a river on the top as well as the right side. The top area is hard to obtain items so I suggest you head to the right side. There will be lots of treasure boxes floating down if you wait, and all of this will continue to repeat. In the Adventure mode, you will find lots of Ingredient cards instead of those treasure boxes.

Here, quickly finish off your enemy or you'll end up in Sudden Death mode.

-----  
[5.2] Dark Castle area  
-----

"What's going on here? I've a very bad feeling about this place. You'd better stay alert."

At this area, there will be two types of groups depending how many characters are there. Players 1 and 2 will be on the left side while Players 3 and 4 will be on the right. You can also jump on the roof by jumping off the wall and onto it.

There will be lily-pads appearing occasionally on the water and a bridge that can be destroyed on the left. After fighting for a while, the screen will zoom out and loads of mini-meteors will come firing down, burning the place slowly from the left to the right.

Quickly jump onto the platform and continue to jump higher as the screen will slowly go upwards. Once you had reached the top, jump onto the roof and quickly run to the door as it opens. As only two people are allowed to go in there, you must run into the door quickly.

If you enter the door first, you'll come running from the left. If you went in second, you will appear on the right at the trap door which can be re-entered again by pressing the B button at it which will make you appear at all sort of places.

There will be a bell in the middle which can be knocked to move to and fro with a hammer. Ghosts will appear occasionally and if you attack it, it will throw a certain item to the back. That's pretty much about this area.

And here's an info from Hui Chi Hang:

"At the dark castle area, when you enter the room with a bell, head for the left corner and kick the black object, a sword will appear and it can be used to throw projectiles. If you jump to the door which you have entered and attack, a spear will drop and this spear can throw people twice. They are special items and can only be used at that place."

-----  
[5.3] Tomb area  
-----

"What's going on here? You'd better watch out for traps..."

Tomb area is my personal favourite area as it provides lots of fun and entertainment with all of its sudden traps. In the beginning, you can grab the nearest mummy container to throw towards your enemy where your enemy will be trapped in it for a while.

The pillar on your left can be hit to drop a giant boulder that will roll away so watch out for it! There will a horizontal kind of a thing that will continue to turn until it stops at a certain picture where disasters will happen.

After a while of fighting, the floor will slowly shake like an earthquake and you and your character will finally fall into an endless pit...

"The chase is on!"

...or not. A giant boulder will be rolling and if you accidentally bang into it, your character will fly to the front. You will also find many speed-up items such as Skateboard so try and grab one and skate away. Food can be found a lot at this place. There will also be holes at certain parts and food that will heal your life a bit.

At the end, quickly run to the direction that was pointed to a door. Only two people to the maximum can enter there so the rest will be unfortunate and jump to the bottom. There will be a lion head which will do no harm unless you activate it. There will be a jackpot reel on the left and items or attacks will appear if you successfully match the three. To make it move, attack it.



If you press the B button at the pots near the lion head and then the X button, your character will drink it and start to get dizzy. There are four pots in all, and one of them restores a large amount of your life. Use the poles a lot or make your enemy hit by the lion's attacks. It's not at all hard to win at this place.

-----  
[5.4] Iceberg area  
-----

"An aquatic adventure. Don't forget to take advantage of those subs."

There will be two submarines in the beginning and there are three all together. The blue submarine will have the shooting machine which can be ride on while the yellow and green one are plain and have boxes popping up now and then. If you are quick, when you see a flying machine appearing, press B button at it to sit in it, X to drop bombs and A to jump out. Boxes will be scattered around and there are plenty of danger here. Sometimes, one sub will submerge and you need to swim for the other sub. An iceberg will also occasionalyl float by with two treasure box on it.

"Iceberg... dead ahead!"

The submarine that you are riding on will crash into a couple of icebergs. The frozen cube will contain bomb so be careful not to hit it. Here, you'll need to quickly finish off your opponents or you'll find it difficult to kill them. The ice will be very slippery, making it hard for you to move about.

-----  
[5.5] Space Station area  
-----

"Remember, don't miss the elevator or else you'll be sorry."

This is probably the stage that I hate the most as it has many traps and tricky to move. In the beginning, there will be a glass door on your left and successfully in destroying it will reveal a converter belt. A red button can be hit once to make it move very fast and hit it once will restore it to its normal speed.

After fighting for a while, the elevator will go up so quickly jump onto it. You'll then stop at a place for a while. Boxes will be all around at certain places and at a platform, there will be a green-like thing hanging on top. Press B near it and you'll be transported to the top where the screen will zoom out.

After for a while again, the elevator will start moving where it finally reaches the top.

"I don't believe this. It's an alien!"

As the narrator says, there willll be a huge giant alienated insect that cannot be hit. Instead, it is the one that will hurt you as it will occasionally spew out some kind of liquid and its baby insects will attack you and its tail swiipe. Throw the eggs at your enemy to hurt him and make another insect appear. There will be lots of treasure boxes around you that contain mostly Power Stones so quickly grab it and defeat your opponent.

-----  
[5.6] Pharoah Walker area  
-----

-----  
"What a massive enemy! But it is not  
unstoppable. Aim for its head."

There are two type of tactics that can defeat this over-sized boss and depending on how well you play and experience, there will be conflict on whether that particular technique is the easiest.

His attacks ranged from laser (which would kill you instantly if you go directly at it, whether you have full life or not), his jumps which will cause you to go dizzy for a while when he lands and his tongue-swipe which will eat you if you go too near to its head from the front. Occasionally, he will move about with his legs. His favourite includes to crouch down and turn repeatedly to give you enough damage. To avoid this, quickly throw off whatever items you are holding and jump to the side of the wall and jump again.

You'll need to beware if he got too near to the edges because the laser could touch the leg and if you are hitting it there, you will suffer from severe damage.

Okay, technique number one:

First, hit two of his legs to make him drop off. While hitting his legs, you can also hurt him but only a small amount while his head will be your prime target. Avoid his attacks which would be easy and always go underneath him. When you destroy the two of his legs, he will slump and fall down so take this opportunity to hit his head. Occasionally, some kind of strange people (possibly Arabians, no offense to them) will appear and shoot electric ball. This will take for a long time if you're a beginner and it's also un-safe if you use this technique at a higher difficulty level as he will always crouch and turn quickly.

If you keep yourself exactly in the middle of his body underneath him, wait until he crouch down to spin and your character will get sort of squashed underneath and no harm will come to your character.

Technique two is my favourite:

In the beginning, hit his leg like technique one and wait until he crouch down. Use your character and quickly jump on top of his body. Stay there while he turn and try to avoid the electric ball that he will shoot.

Hit the person who control the tail once (you will hear some kind of strange sound and the Pharoah Walker will try to shake you off) and press the B button at it. Tap the X button repeatedly to use the tail and shoot the Pharoah Walker. This delivers huge damage and the maximum you can use is three times. Follow this technique for a few times and Pharoah Walker will be defeated easily.

-----  
[5.7] Chaos area  
-----

"It's do-or-die time now. Defeat the monster and  
escape from the castle!"

This is the place where you'll fight against the final boss but before that, you will confront with his minor friends. These are creatures which I called golems, which have different sort of sizes and carries different weapons that you had obtained.

Originally, you can try and hit them repeatedly and wait until the time runs out where you continue for three more areas. These golems are very solemn and will walk like a robot towards you and attack.

I have recorded down the time where the area will end. The first area will end at 45 seconds, second area would be 1 minute and 19 seconds and the third area would be 2 minute and 22 seconds.

If you want yourself to be safe from those golems, you can easily jump onto

the pole and tap the up button the highest. Fat characters like Gunrock can be hurt by the enemies' attacks occasionally while light characters cannot be hurt at all.

For the second area, there will be no poles for you to hand on so you'll need to jump from places to places to avoid the attacks. The third area has poles so hand on to them. Make sure you have collected only two Power Stones and do not transform.

When the wall begins to crush in, head towards the two treasure boxes and look for one more Power Stone. If you have one more, you're lucky but if you do not have one, never mind.

"You've reached the final battle. Now show no mercy."

Here, you'll see face-to-face against the final giant boss, Dr. Erode. He has a range of quite nasty attacks, especially if you have played in a higher difficulty level.

Sometimes, he will swing his hand and attempt to grab and eat you so try and jump to the front out of the way. He will also spit out some nasty insects that will home towards you so lure them towards any direction (possibly left or right) and jump off the wall.

He will also use his fork and try to stab you and there will be an arrow to show where he will be stabbing at. This attack is quite powerful and hard to avoid and the best way is to jump off the wall when you see him attacking. He will also take a teacup and spew some poisonous liquid so stay away as far as you can.

He also will fire electricity using either one of both of his hands so time your jump and jump off his away. You can grab his food or anything (these food will reveal cards in Adventure mode if destroyed) to throw at his face. Better still, look for Power Stones and transform. Use your most powerful attacks (you'll know by experimenting for a while).

If the time runs out, Dr. Erode will use both of his hands and all of his fingers to launch a massive giant voltage of electric towards you so game over.

-----  
[5.8] Desert area  
-----

"What a massive enemy! But it is not unstoppable. Aim for its head."

The narrator will still say that even though Pharoah Walker is not there. Basically, Desert area is Pharoah Walker's area only that Pharoah Walker is not there.

This is not an interactive stage and can only be accessed by using Original mode after you have unlocked it. You can throw cactuses or swing around the thin one but this is normal and can be quite boring.

-----  
[5.9] Extra Stage 1  
-----

This is in Mel's shop! This place is quite small and non-interactive making it quite hard for you to run away from attacks. There will be a tree in the middle and you can climb on top of it. Again, you can only access this stage in Original mode after you had unlocked it.

-----  
[5.10] Extra Stage 2  
-----

This area takes place on a high place with only a few beams for you to jump and run about, making it easy for you to fall down. It can be quite dangerous in here but characters like Julia and Mel who can float with umbrella should be safe here if you want to jump from beam to beam. You can only access this stage in Original mode after you had unlocked it.

-----  
 [5.11] Extra Stage 3  
 -----

This area is quite unique in an odd shape with tons of boxes around to support you. To reach higher places, jump off the wall and then jump again to the top. This place has many treasure boxes located in most awkward places that can make you fall. Again like other stages, this stage can only be accessed in Original mode after you had unlocked it.

=====  
 <6> I t e m L i s t <6>  
 =====

Here, you will find the complete list of all the items that can be mixed with the exact combinations. Sometimes, there are more than three combinations that can be combined but won't show up in the Item Book of the game. You don't really need to choose which item to combine first in order for the process to work.

There are few items that are not yet found (well, by me anyway) so if you can give the exact descriptions of it from the game itself, plus the combinations (if there are), please send them to me at saigoheiki@gmail.com

Before you start reading any further, I hope the below layout designed by me should be easy to understand. Here would be a plain example on what it is supposed to be. Please note that sometimes, when mixes does not work, it's either because I have wrote it down wrongly or because of certain times when it would fail.

```

.------.
| I T E M   N o .       ?           | Item Name                               Level ? | |
|---|---|---|
| Item 1           + Item 2           | Buy:      None           Sell:   None |
| Material  1     + Item 2           | Received: None           |
| Material  1     + Material  2       | Requirements: None       |
| Item 1           + Item 2           |-----|
|                   + Essence 1       | Official Description copied straight |
|                   |                   | from the Item Book in the game.     |
.------.
  
```

Okay, that's the plain and basic layout of the game. And below is the real list of items in the game.

```

.------.
| I T E M   N o .       1           | Gun                                     Level 1 |
|-----|-----|
| Iron           + Flame Element       | Buy:      1500g          Sell:   500g |
| Iron           + Gunpowder           | Received: None           |
| Iron           + Gold                 | Requirements: None       |
|                   |-----|
|                   | This revolver holds up to six shots |
|                   | and has a long range.               |
.------.
  
```

ITEM No .	2	Machine Gun	Level 1
Gun	+ Gunpowder	Buy: 5500g	Sell: 2000g
Gun	+ Iron	Received: None	
Gun	+ Cartwheel	Requirements: None	
		No need to take a break with this rapid-fire weapon.	
ITEM No .	3	Bazooka	Level 1
SoapBubbleGun	+ Machine Gun	Buy: 6000g	Sell: 1800g
Homing Missile	+ Small Bomb	Received: None	
Gun	+ Rice Ball	Requirements: None	
		It holds up to five shots and does lots of damage.	
ITEM No .	4	FlameThrower	Level 1
Flame Element	+ Gun	Buy: 4500g	Sell: 800g
Flame Element	+ Machine Gun	Received: None	
Fire-Bottle	+ SoapBubble Gun	Requirements: None	
		Use it to heat things up. Just remember that it's old.	
ITEM No .	5	Ray Gun	Level 1
Gun	+ Light Element	Buy: 6000g	Sell: 1500g
Iron	+ Light Element	Received: None	
Beam Gun	+ Loud Speaker	Requirements: None	
		This is a high tech weapon that will unnerve your opponent.	
ITEM No .	6	SoapBubble Gun	Level 2
Chemical	+ Light Element	Buy: 20000g	Sell: 400g
Rabbit Tail	+ Machine Gun	Received: None	
Gun	+ Tranquilizer Gun	Requirements: None	
		When inside the bubble, you are very happy.	
ITEM No .	7	Tranquilizer Gun	Level 3
Beam Gun	+ Chemical	Buy: 70000g	Sell: 2000g
Medusa	+ SoapBubble Gun	Received: None	
Medusa	+ Chemical	Requirements: None	
		This animal stun-gun will temporarily paralyze an opponent.	
ITEM No .	8	Homing Missile	Level 4
Bazooka	+ Arm Gun	Buy: None	Sell: 2000g
Devil Wing	+ Fireworks	Received: None	
3-Way Shotgun	+ Fire Cracker	Requirements: None	

Shoots a radar-equipped rocket and  
is impossible to escape.

ITEM No . 9 | 3-Way Shotgun Level 2

Machine Gun + Bazooka | Buy: 8500g Sell: 2500g

Machine Gun + Gun | Received: None

Beam Gun + Trident | Requirements: None

It shoots bullets in three  
directions simultaneously.

ITEM No . 10 | 5-Way Shotgun Level 4

3-Way Shotgun + Homing Missile | Buy: None Sell: 20000g

Beam Gun + Deluxe Trident | Received: None

3-Way Shotgun + Driver's License | Requirements: Text of Shotgun

This fearless gun shoots bullets in  
five directions.

ITEM No . 11 | Beam Gun Level 3

Ray Gun + Machine Gun | Buy: 120000g Sell: 15000g

Ray Gun + Arm Gun | Received: None

Ray Gun + Light Element | Requirements: None

It shoots a beam and needs time to  
recharge between shots.

ITEM No . 12 | Powerful Buster Level 6

Arm Gun + Power Stone | Buy: 1200000g Sell: 69000g

Magazine | Received: None

Arm Gun + Driver's License | Requirements: None

Arm Gun + Beam Gun

Hold the Attack button down to  
charge power.

ITEM No . 13 | Arm Gun Level 6

Powerful Buster + Medusa | Buy: 1500000g Sell: 72000g

Beam Sword + Medusa | Received: None

Powerful Buster + Beam Sword | Requirements: None

With its powerful homing ability, it  
never misses a target.

ITEM No . 14 | Flame Rod Level 3

Flame Sword + Magic Stick | Buy: 50000g Sell: 6000g

Flame Sword + Ice Rod | Received: None

Ice Rod + Fire-Bottle | Requirements: None

Use the active volcano core in this  
rod to burn anything.

ITEM No . 15 | Ice Rod Level 2

Ice Sword	+ Wood	Buy: 30000g	Sell: 4000g
Spear	+ Ice Element	Received: None	
Iron Pipe	+ Ice Element	Requirements: None	
Chemical	+ Magic Rod	-----	
Chemical	+ Mystic Rod	It's from a northen magic kingdom	
Chemical	+ Weird Rod	and creates blizzards.	

I T E M	N o .	1 6	Thunder Rod	Level 5
-----			-----	
Spear	+ Thunder Element	Buy: None	Sell: 12000g	
Thunder Sword	+ Typhoon	Received: None		
Pickaxe	+ Thunder Element	Requirements: None		
-----			-----	
		It uses atmospheric static		
		electricity to shoot at enemies.		

I T E M	N o .	1 7	Magic Rod	Level 2
-----			-----	
Umbrella	+ Magic Element	Buy: 25000g	Sell: 2000g	
Petrifier	+ Roast Pork	Received: None		
Flame Rod	+ Magic Element	Requirements: None		
-----			-----	
		This sorcerer's rod can cast a		
		transformation spell.		

I T E M	N o .	1 8	Mystic Rod	Level 3
-----			-----	
Cloth	+ Hamburger	Buy: 45000g	Sell: 3000g	
Weird Rod	+ Party Hat	Received from: None		
Weird Rod	+ Loud Speaker	Requirements: None		
-----			-----	
		Use this on anyone who wants to live		
		outdoors!		

I T E M	N o .	1 9	Weird Rod	Level 4
-----			-----	
Spoon	+ Rabbit Ear	Buy: None	Sell: 8000g	
Spoon	+ Rabbit Tail	Received from: None		
Spoon	+ Rabbit Arm	Requirements: None		
-----			-----	
		All witches must learn how to		
		construct this rod.		

I T E M	N o .	2 0	Medusa	Level 6
-----			-----	
Transparentizer	+ Deluxe Shield	Buy: 1250000g	Sell: 20000g	
Petrifier	+ Transparentizer	Received from: None		
Dragon Slayer	+ Deluxe Shield	Requirements: None		
-----			-----	
		Cursed by a witch, this shield can		
		turn anything to stone.		

I T E M	N o .	2 1	Loudspeaker	Level 2
-----			-----	
Adhesive Spray	+ Scrap	Buy: 30000g	Sell: 2500g	
Magic Element	+ Scrap	Received from: None		
Magic Element	+ Iron	Requirements: None		
-----			-----	
		This machine lets you speak		
		extremely loudly.		

I T E M	N o .	2 2	Adhesive Spray	Level 4
Oil	+	Wedding Cake	Buy: None	Sell: 9000g
Oil	+	Medusa	Received by: Defeating difficulty 6.	
Stick Bomb	+	Chemical	Requirements: None	
-----				
This adhesive spray has Gulco Gum				
added for strength.				
-----				
I T E M	N o .	2 3	Trumpet	Level 3
Adhesive Spray	+	Gold	Buy: 50000g	Sell: 4000g
Loud Speaker	+	Silk Hat	Received from: None	
Loud Speaker	+	Party Hat	Requirements: None	
-----				
You can't resist marching when you				
hear this sound!				
-----				
I T E M	N o .	2 4	Fire-Bottle	Level 1
Oil	+	Flame Element	Buy: 4000g	Sell: 800g
Oil	+	Flame Sword	Received from: None	
Oil	+	Flame Thrower	Requirements: None	
-----				
This item will leave a trail of				
fire, so use it wisely.				
-----				
I T E M	N o .	2 5	Small Bomb	Level 1
Bazooka	+	Scrap	Buy: 2000g	Sell: 700g
Gunpowder	+	Punching Gloves	Received from: None	
Gunpowder	+	Chemical	Requirements: None	
-----				
This is a handy, moderate bomb, but				
beware of its timer...				
-----				
I T E M	N o .	2 6	Medium Bomb	Level 1
Gunpowder	+	Rice Ball	Buy: 3000g	Sell: 900g
Gunpowder	+	Banana	Received from: None	
Fire Cracker	+	Punching Gloves	Requirements: None	
-----				
This bomb has more power than a				
Small Bomb.				
-----				
I T E M	N o .	2 7	Large Bomb	Level 1
Gunpowder	+	Gigantic Hammer	Buy: 3500g	Sell: 1000g
Gunpowder	+	Wedding Cake	Received from: None	
Medium Bomb	+	Light Element	Requirements: None	
-----				
Powerful, but heavy to use. Don't				
get caught in the blast!				
-----				
I T E M	N o .	2 8	Leg Weight	Level 2
Scrap	+	Scrap	Buy: 28000g	Sell: 2500g
Scrap	+	Gold	Received from: None	
Iron	+	Cartwheel	Requirements: None	



-----  
| These chains with heavy iron balls  
don't let you jump high.

| I T E M N o . 2 9 | Fire Cracker Level 3  
-----

| Gunpowder + Party Hat | Buy: 40000g Sell: 3000g  
| Gunpowder + SoapBubble Gun | Received from: None  
| Fireworks + Cheap Umbrella | Requirements: None  
| Bazooka + Flame Element |-----

| Are used at festivals and are  
thought to dispel evil.

| I T E M N o . 3 0 | Hand Grenade Level 3  
-----

| Gunpowder + Flame Element | Buy: 40000g Sell: 6000g  
| Gunpowder + Fire-Bottle | Received from: None  
| Scrap + Fire Cracker | Requirements: None  
|-----

| A small, but powerful weapon, often  
used by expert soldiers.

| I T E M N o . 3 1 | Iron Pipe Level 1  
-----

| Iron + Sword | Buy: 1200g Sell: 500g  
| Iron + Hammer | Received from: None  
| Iron + Cat Tail | Requirements: None  
|-----

| Annoy your opponents with this  
generic construction tool.

| I T E M N o . 3 2 | Harisen Level 3  
-----

| Banana + Gold | Buy: 50000g Sell: 1000g  
| Banana + Cloth | Received from: None  
| Banana + Iron | Requirements: None  
|-----

| Use this to slap and humiliate  
others.

| I T E M N o . 3 3 | Frozen Tuna Level 4  
-----

| None | Buy: None Sell: 10000g  
| Received by: Defeating difficulty 6.  
Requirements: None

| This is a fun item that was frozen  
fresh just for you.

| I T E M N o . 3 4 | Metallic Bat Level 3  
-----

| Gold + Harisen | Buy: 75000g Sell: 2000g  
| Hammer + Iron Pipe | Received from: None  
| Gold + Lumberjack's Axe | Requirements: None  
|-----

| Doesn't it remind you of high  
school?

| I T E M N o . 3 5 | Big Racket Level 5  
-----

Inline Skate	+ Power Sword	Buy: None	Sell: 8000g
Skateboard	+ Inline Skate	Received from: None	
Punching Gloves	+ Spoon	Requirements: None	
-----			
It repels things, and was owned by			
a famous tennis player.			

I T E M	N o .	3 6	Magic Stick	Level 1
-----				
Wood	+ Gold	Buy: 6000g	Sell: 3500g	
Iron Pipe	+ Spear	Received from: None		
Iron Pipe	+ Magic Element	Requirements: None		
-----				
It's an ancient weapon that uses				
your psychic energy.				

I T E M	N o .	3 7	Lance of Lava	Level 6
-----				
Meteor	+ Deluxe Spear	Buy: None	Sell: 20000g	
Deluxe Spear	+ Hand Grenade	Received from: None		
Big Racket	+ Meteor	Requirements: None		
-----				
Once belonging to Apollus, this				
lance causes a rain of lava.				

I T E M	N o .	3 8	Devil Sickle	Level 4
-----				
Spoon	+ Fork	Buy: None	Sell: 7700g	
Devil Wing	+ Pickaxe	Received from: Pride		
Battlefield Axe	+ Leg Trap	Requirements: None		
-----				
It is said to be used by devils to				
detach people's souls.				

I T E M	N o .	3 9	Morning Star	Level 5
-----				
Leg Weight	+ Lance of Lava	Buy: None	Sell: 20000g	
Leg Weight	+ Gigantic Hammer	Received from: None		
Fork	+ Gigantic Hammer	Requirements: None		
-----				
You are safe when you swing this				
ancient warriors' tool.				

I T E M	N o .	4 0	Sword	Level 1
-----				
Shortcake	+ Gold	Buy: 2000g	Sell: 400g	
Iron	+ Scrap	Received from: None		
Iron Pipe	+ Gold	Requirements: None		
-----				
Easily defend yourself with this				
light, inexpensive blade.				

I T E M	N o .	4 1	Power Sword	Level 1
-----				
Cheap Umbrella	+ Legendary Sword	Buy: 3000g	Sell: 1200g	
Iron Pipe	+ Sword	Received from: None		
Sword	+ Hammer	Requirements: None		
-----				
This heavy yet devastating blade				
was made by someone famous.				

ITEM No .	4 2	Flame Sword	Level 3
Sword	+ Fire-Bottle	Buy: 80000g	Sell: 3000g
Power Sword	+ Flame Element	Received from: None	
Iron Pipe	+ Flame Element	Requirements: None	
		This is a hot magic sword created with the flame of Efreet.	
ITEM No .	4 3	Ice Sword	Level 4
Frozen Tuna	+ Gold	Buy: None	Sell: 4000g
Deluxe Spear	+ Ice Rod	Received from: None	
Frozen Tuna	+ Power Sword	Requirements: None	
		This is a cold magic sword that will freeze what it touches.	
ITEM No .	4 4	Thunder Sword	Level 4
Metallic Bat	+ Typhoon	Buy: None	Sell: 5000g
Thunder Rod	+ Gold	Received from: None	
Ice Sword	+ Typhoon	Requirements: None	
		This magic sword has the power of lightning.	
ITEM No .	4 5	Beam Sword	Level 5
Magic Stick	+ Legendary Sword	Buy: None	Sell: 35000g
Power Sword	+ 5-Way Shotgun	Received from: None	
Beam Gun	+ Spoon	Requirements: Text of Beam Sword	
		This heavy yet devastating blade was made by someone famous.	
ITEM No .	4 6	Dragon Slayer	Level 6
Fire Dragon Element	+ Emblem of the Brave	Buy: None	Sell: 80000g
Ice Dragon Element	+ Book of Legend	Received from: None	
Thunder Dragon Element	+ Frozen Tuna	Requirements: None	
		This powerful sword can destroy dragons with one stroke.	
ITEM No .	4 7	Legendary Sword	Level 6
Book of Legend	+ Brave Man's Axe	Buy: None	Sell: 40000g
Book of Legend	+ Dragon Slayer	Received from: None	
Chemical Magazine	+ Power Stone	Requirements: None	
		This magic sword can recover your energy as you use it.	
ITEM No .	4 8	Hammer	Level 1
Wood	+ Sword	Buy: 3000g	Sell: 600g
Spoon	+ Scrap	Received from: None	
Iron	+ Lumberjack's Axe	Requirements: None	

-----  
| You can flatten your opponents with  
this weapon.

| I T E M N o . 4 9 | Toy Hammer Level 2  
-----

| Scrap + Gigantic Hammer | Buy: 800g Sell: 200g  
| Rabbit Arm + Hammer | Received from: None  
| Hammer + Rabbit Tail | Requirements: None  
-----

| This toy makes a funny sound when  
used to hit something.

| I T E M N o . 5 0 | Pickaxe Level 4  
-----

| Power Sword + Lumberjack's Axe | Buy: None Sell: 1500g  
| Power Sword + Scooter | Received from: None  
| Gigantic Hammer + Beehive | Requirements: None  
-----

| You can use this pickaxe to dig  
anywhere.

| I T E M N o . 5 1 | Magical Mallet Level 5  
-----

| Gigantic Hammer + Gold | Buy: None Sell: 50000g  
| Spoon + Gold | Received from: None  
| Pickaxe + Toy Hammer | Requirements: Text of Magic Mallet  
-----

| The more you hit with this, the  
richer you get.

| I T E M N o . 5 2 | Gigantic Hammer Level 5  
-----

| Cat Paw + Hammer | Buy: None Sell: 20000g  
| Hammer + Dragon Slayer | Received from: None  
| Magical Mallet + Iron | Requirements: None  
-----

| This powerful hammer is quite heavy,  
weighing 100t.

| I T E M N o . 5 3 | Umbrella Level 2  
-----

| Cheap Umbrella + Deluxe Umbrella | Buy: 4000g Sell: 2000g  
| Cloth + Sword | Received from: None  
| Cloth + Iron Pipe | Requirements: None  
-----

| Hold the Jump button and use this to  
slow your fall.

| I T E M N o . 5 4 | Deluxe Umbrella Level 5  
-----

| Umbrella + Gold | Buy: None Sell: 25000g  
| Cloth + Cheap Umbrella | Received from: None  
| Cloth + Magic Element | Requirements: Text of Dx. Umbrella  
-----

| A high society item for those people  
who demand quality.

| I T E M N o . 5 5 | Cheap Umbrella Level 3  
-----

None	Buy: None	Sell: 200g
	Received from: None	
	Requirements: None	
-----		
	It's a weak item that doesn't seem to have any usefulness.	

I T E M N o . 5 6	Spear	Level 3
-----		
Iron + Umbrella	Buy: 30000g	Sell: 3000g
Trident + Umbrella	Received from: None	
Trident + Scrap	Requirements: None	
-----		
A light and durable weapon used in martial arts training.		

I T E M N o . 5 7	Deluxe Spear	Level 5
-----		
Spear + Meteor	Buy: None	Sell: 25000g
Spear + Stick Bomb	Received from: None	
Frozne Tuna + Spoon	Requirements: Text of Dx. Spear	
-----		
A heavily decorated spear that can pierce anything.		

I T E M N o . 5 8	Trident	Level 2
-----		
Spear + Thumbtack	Buy: 20000g	Sell: 2000g
Spear + 3-Way Shotgun	Received from: None	
Umbrella + Magic Stick	Requirements: None	
-----		
Used by sea spirits, you can use this to hurl an opponent.		

I T E M N o . 5 9	Deluxe Trident	Level 5
-----		
Crown + Trident	Buy: None	Sell: 25000g
Wedding Cake + Trident	Received from: None	
Fork + Spear	Requirements: Text of Dx. Trident	
-----		
Legend says this was used by a god of the sea.		

I T E M N o . 6 0	Fork	Level 4
-----		
Shortcake + Spoon	Buy: None	Sell: 400g
Shortcake + Ice Sword	Received from: None	
Spoon + Spear	Requirements: None	
Devil Sickle + Spoon	-----	
A giant fork to eat a giant cake.		

I T E M N o . 6 1	Spoon	Level 4
-----		
Iron + Fork	Buy: None	Sell: 1500g
Scrap + Lumberjack's Axe	Received from: None	
Requirements: None		
-----		
Maybe it's a big spoon from someone's dining table.		

ITEM No .	6 2	Battlefield Axe	Level 2
Wind-Up Key	+ Lumberjack's Axe	Buy: 18000g	Sell: 2000g
Sword	+ Pickaxe	Received from: None	
Power Sword	+ Toy Hammer	Requirements: None	
		This axe has been used in many wars.	
ITEM No .	6 3	Victory Axe	Level 4
Battlefield Axe	+ Lumberjack's Axe	Buy: None	Sell: 25000g
Umbrella	+ Toy Hammer	Received from: None	
Battlefield Axe	+ Scrap	Requirements: None	
		This powerful axe has lead even underdogs to victory.	
ITEM No .	6 4	Lumberjack's Axe	Level 3
None		Buy: None	Sell: 300g
		Received from: None	
		Requirements: None	
		It's a normal axe used to chop wood.	
ITEM No .	6 5	Brave Man's Axe	Level 6
Emblem of the Brave	+ Bracelet	Buy: None	Sell: 90000g
Emblem of the Brave	+ Lumberjack's Axe	Requirements: None	
Emblem of the Brave	+ Dragon Slayer	Legend says a hero used it to slay many demons and monsters.	
ITEM No .	6 6	Skateboard	Level 2
Wind-Up Key	+ Inline Skate	Buy: 25000g	Sell: 3000g
Cartwheel	+ Big Racket	Received from: None	
Cartwheel	+ Wood	Requirements: None	
		Used by sea spirits, you can use this to hurt an opponent.	
ITEM No .	6 7	Inline Skate	Level 3
Cat Paw	+ Rabbit Paw	Buy: 40000g	Sell: 5000g
Plaster	+ Skateboard	Received from: None	
Shoe of Achilles	+ Cartwheel	Requirements: None	
Skateboard	+ Cartwheel	You can move quickly with this mdoern roller skate.	
ITEM No .	6 8	Scooter	Level 6
Driver's License	+ Cartwheel	Buy: None	Sell: 80000g
In-Line Skate	+ Dragon Slayer	Received from: None	
Driver's License	+ Skateboard	Requirements: None	

-----  
| It's mobile and easy to drive, but  
watch out for obstacles!

| I T E M N o . 6 9 | Apple Level 1  
-----

| None | Buy: 2000g Sell: 1000g  
| | Received from: None  
| | Requirements: None  
-----

| This yummy food will restore some  
energy.

| I T E M N o . 7 0 | Shortcake Level 1  
-----

| Hamburger + Party Hat | Buy: 6000g Sell: 1000g  
| Scrap + Wedding Cake | Received from: None  
| Rabbit Arm + Cheese | Requirements: None  
-----

| This delicious treat will restore  
some energy.

| I T E M N o . 7 1 | Meat Level 1  
-----

| Panther + Sword | Buy: 7000g Sell: 2000g  
| Roast Pork + Sword | Received from: None  
| Roast Pork + Power Sword | Requirements: None  
-----

| This hearty beef will restore some  
energy.

| I T E M N o . 7 2 | Rice Ball Level 2  
-----

| Frozen Tuna + Flame Rod | Buy: 10000g Sell: 200g  
| | Received from: None  
| | Requirements: None  
-----

| Made from chemical-free rice, this  
will restore some energy.

| I T E M N o . 7 3 | Banana Level 2  
-----

| Meat + Apple | Buy: 600g Sell: 300g  
| Apple + Rice Ball | Received from: None  
| Harisen + Lance of Lava | Requirements: None  
-----

| This Southern Island fruit will  
restore some energy.

| I T E M N o . 7 4 | Hamburger Level 2  
-----

| Roast Chicken + Rice Ball | Buy: 700g Sell: 400g  
| Roast Chicken + Shortcake | Received from: None  
| Roast Pork + Fireworks | Requirements: None  
-----

| This delicious treat will restore  
some energy.

| I T E M N o . 7 5 | Cheese Level 2  
-----

None		Buy: 12000g	Sell: 1000g
		Received from: None	
		Requirements: None	
-----			
		A mild tasting cheese will restore some energy.	

I T E M	N o .	7 6	Roast Chicken	Level 4
-----				
Spoon	+	Roast Pork	Buy: None	Sell: 3000g
Fork	+	Roast Pork	Received from: Pride	
Panther	+	Power Sword	Requirements: None	
-----				
		It's roasted for two days and will restore some energy.		

I T E M	N o .	7 7	Roast Pork	Level 5
-----				
Roast Chicken	+	Cheese	Buy: 400000g	Sell: 15000g
Fire Dragon	+	Hamburger	Received from: Pride	
			Requirements: None	
-----				
		Gourmand cooks this well. It will restore lots of energy.		

I T E M	N o .	7 8	Wedding Cake	Level 6
-----				
Rabbit Tail	+	Shortcake	Buy: None	Sell: 30000g
Shortcake	+	Roast Pork	Received from: None	
Roast Pork	+	Party Hat	Requirements: None	
-----				
		This delicious treat will restore some energy.		

I T E M	N o .	7 9	Angel Wing	Level 5
-----				
This item is still under construction and yet to be found.				

I T E M	N o .	8 0	Devil Wing	Level 6
-----				
Angel Wing	+	Lance of Lava	Buy: None	Sell: 7700g
Devil Sickle	+	Devil Tail	Received from: None	
Devil Sickle	+	Shoes of Achilles	Requirements: None	
Fire Dragon	+	Hamburger	-----	
		Special Card	This delicious treat will restore some energy.	

I T E M	N o .	8 1	Power Shield	Level 1
-----				
Gold	+	Magic Element	Buy: 3000g	Sell: 1500g
Gold	+	Light Element	Received from: None	
Deluxe Shield	+	Cheap Umbrella	Requirements: None	
-----				
		This shield blocks any attack except for throws.		

I T E M	N o .	8 2	Deluxe Shield	Level 5
-----				
Power Shield	+	Meteor	Buy: None	Sell: 25000g
Power Shield	+	Deluxe Trident	Received from: None	



Power Shield	+ Gold	Requirements: Text of Dx. Shield
-----		
This decorative but useful shield will block any attack.		
-----		
ITEM No.	83	Petrifier Level 3
-----		
Medusa	+ Arm Gun	Buy: 90000g Sell: 6000g
Plaster	+ Chemical	Received from: None
Oil	+ Light Element	Requirements: None
-----		
Take this to turn into stone and withstand any attack.		
-----		
ITEM No.	84	Transparentizer Level 6
-----		
Petrifier	+ Medusa	Buy: None Sell: 40000g
Petrifier	+ Devil Tail	Received from: None
Petrifier	+ Exciting Book	Requirements: Text of Transparent
-----		
Throw it by the Action button to make enemies transparent.		
-----		
ITEM No.	85	Kitten Level 2
-----		
Cat Tail	+ Cat Ear	Buy: 120000g Sell: 8000g
Cat Tail	+ Cat Arm	Received from: None
Cat Tail	+ Cat Paw	Requirements: None
-----		
This adorable little kitten tries to protect you.		
-----		
ITEM No.	86	Panther Level 4
-----		
Kitten	+ Cat Tail	Buy: None Sell: 25000g
Kitten	+ Cat Ear	Received from: None
Kitten	+ Cat Arm	Requirements: None
-----		
Don't come close to this wild jungle animal!		
-----		
ITEM No.	87	Fire Dragon Level 4
-----		
Fire Dragon	+ Panther	Buy: None Sell: 35000g
Element		Received from: None
Fire Dragon	+ Roast Pork	Requirements: None
Element		-----
Fire Dragon	+ Dragon Slayer	It was once the pet of Beheleet,
Element		prince of the Cursed Land.
-----		
ITEM No.	88	Ice Dragon Level 5
-----		
Ice Dragon	+ Roast Pork	Buy: None Sell: 45000g
Element		Received from: None
Ice Dragon	+ Dragon Slayer	Requirements: None
Element		-----
Devil Wing	+ Roast Chicken	These are small dragons originally
		from the northern sea.
-----		
ITEM No.	89	Thunder Dragon Level 6

Thunder Dragon + Roast Pork Element	Buy: None Received from: None	Sell: 55000g
Thunder Dragon + Light Element Element	Requirements: None	
Thunder Dragon + Dragon Slayer Element	The child of the holy dragon, Virtra. 1 in 10000 survive.	
-----		
I T E M N o . 9 0	Bamboo Shoot	Level 6
None	Buy: 6000g Received by: Roulette	Sell: 1000g
	Requirements: None	
	This plant grows very fast.	
-----		
I T E M N o . 9 1	Thumbtack	Level 4
Gold + Leg Trap Metallic Bat + Leg Weight Trap Element + Spear	Buy: None Received from: None	Sell: 200g
	Requirements: None	
	You wouldn't want to step on these.	
-----		
I T E M N o . 9 2	Leg Trap	Level 2
Trap Element + Panther Iron + Thumbtack Bracelet + Thumbtack	Buy: 3500g Received from: None	Sell: 2000g
	Requirements: None	
	A trap normally used by hunters to catch foxes.	
-----		
I T E M N o . 9 3	Pitfall Hoop	Level 5
Trap Element + Bracelet Thumbtack + Magic Element Trap Element + Leg Trap	Buy: None Received from: None	Sell: 10000g
	Requirements: Text of Pitfall	
	It bends dimensions and transports you to different places.	
-----		
I T E M N o . 9 4	Beehive	Level 5
Oil + Shortcake Trap Element + Wedding Cake Gold + Apple	Buy: None Received from: None	Sell: 25000g
	Requirements: None	
	Thousands of Koodori Bees rush out if you bother their nest.	
-----		
I T E M N o . 9 5	Stick Bomb	Level 4
Gunpowder + Harisen Tranquilizer Gun+ Hand Grenade Flame Rod + Adhesive Spray	Buy: None Received from: None	Sell: 6000g
	Requirements: Text of Stick Bomb	
	It's a tiny but powerful bomb with	

		an adhesive sticker.	
-----			
I T E M	N o .	9 6	Typhoon Level 3
-----			
Devil Wing	+ Big Racket	Buy: 40000g	Sell: 6000g
Light Element	+ Trap Element	Received by: Defeating difficulty 4	
Thunder Sword	+ Adhesive Spray	Requirements: None	
-----			
It creates a localized storm using			
low atmospheric pressure.			
-----			
I T E M	N o .	9 7	Fireworks Level 3
-----			
Fire Cracker	+ Party Hat	Buy: 65000g	Sell: 5000g
Fire Cracker	+ SoapBubble Gun	Received from: None	
Hand Grenade	+ Gunpowder	Requirements: None	
-----			
Three-foot diameter fireworks that			
are shot from the ground.			
-----			
I T E M	N o .	9 8	Meteor Level 6
-----			
Stick Bomb	+ Hand Grenade	Buy: None	Sell: 40000g
Fire Dragon	+ Iron	Received from: None	
Lance of Lava	+ Fire Cracker	Requirements: None	
-----			
Three-foot diameter fireworks that			
are shot from the ground.			
-----			
I T E M	N o .	9 9	Excting Book Level 7
-----			
This item is still under construction.			
-----			
I T E M	N o .	1 0 0	Power Stone Magazine Level 6
-----			
Lance of Lava	+ Book of Legend	Buy: None	Sell: 100000g
Lance of Lava	+ Emblem of the	Received from: None	
	Brave	Requirements: None	
Lance of Lava	+ Exciting Book	-----	
Get news and game strategies from			
this weekly magazine!			
-----			
I T E M	N o .	1 0 1	Rabbit Ear Level 4
-----			
Silk Hat	+ Rabbit Paw	Buy: None	Sell: 4000g
Received from: None			
Requirements: None			
-----			
Maybe this will give you better			
hearing, maybe not.			
-----			
I T E M	N o .	1 0 2	Cat Ear Level 5
-----			
Cat Tail	+ Silk Hat	Buy: None	Sell: 5000g
Cat Arm	+ Silk Hat	Received from: None	
Cat Paw	+ Silk Hat	Requirements: None	
-----			
You're ready for a night on the town			
if you wear these.			
-----			

I T E M N o . 1 0 3	Crown	Level 6
Emperor's Crown + Cloth	Buy: None	Sell: 100000g
Emperor's Crown + Light Element	Received from: None	
Emperor's Crown + Gold	Requirements: None	
	The ancient Emperor's Crown. It is	
	a symbol of command.	
I T E M N o . 1 0 4	Silk Hat	Level 5
Cloth + Party Hat	Buy: None	Sell: 8000g
	Received from: None	
	Requirements: None	
	An elegant silk hat. Very stylish!	
I T E M N o . 1 0 5	Straw Hat	Level 3
None	Buy: 120000g	Sell: 5000g
	Received from: None	
	Requirements: None	
	This hat would help you shade you	
	from the sun in the summer.	
I T E M N o . 1 0 6	Party Hat	Level 4
Crown + Transparentizer	Buy: None	Sell: 4000g
Exciting Book + Silk Hat	Received from: None	
Hamburger + Silk Hat	Requirements: None	
	This hat makes you feel like	
	partying when you wear it.	
I T E M N o . 1 0 7	Flower	Level 3
None	Buy: 3000g	Sell: 100g
	Received from: None	
	Requirements: None	
	A beautiful reminder that spring is	
	here.	
I T E M N o . 1 0 8	Emperor's Crown	Level 7
None	Buy: 20000000g	Sell: 1000000g
	Received from: None	
	Requirements: None	
	The Emperor's emblem is on this	
	legendary crown.	
I T E M N o . 1 0 9	Rabbit Arm	Level 4
Arm Gun + Rabbit Paw	Buy: None	Sell: 4000g
Powerful Buster + Rabbit Ear	Received from: None	
	Requirements: None	

| These are warm fur gloves.

-----  
| I T E M N o . 1 1 0

| Cat Arm Level 5

| Cat Paw + Arm Gun

| Buy: None Sell: 75000g

| Received from: None

| Requirements: None

-----  
| Warm, but very elastic gloves.

-----  
| I T E M N o . 1 1 1

| Bracelet Level 6

| None

| Buy: None Sell: 3000g

| Received from: Pride

| Requirements: None

-----  
| Wearing this might make you feel  
| like a superstar.

-----  
| I T E M N o . 1 1 2

| Punching Gloves Level 3

| Rabbit Arm + Cat Arm

| Buy: 65000g Sell: 4000g

| Arm Gun + Stick Bomb

| Received from: None

| Hand Grenade + Rabbbit Arm

| Requirements: None

-----  
| These look good when you pull off  
| combination punches.

-----  
| I T E M N o . 1 1 3

| Rabbit Tail Level 4

| None

| Buy: None Sell: 4000g

| Received from: None

| Requirements: None

-----  
| Use this small accessory to accent  
| your dress.

-----  
| I T E M N o . 1 1 4

| Cat Tail Level 5

| None

| Buy: None Sell: 10000g

| Received from: None

| Requirements: None

-----  
| Cute Japanese Mikeneko cat tail,  
| used for decoration.

-----  
| I T E M N o . 1 1 5

| Devil Tail Level 5

| None

| Buy: None Sell: 2500g

| Received from: None

| Requirements: None

-----  
| Wearing this may make you want to  
| play a trick on someone.

-----  
| I T E M N o . 1 1 6

| Wind-Up Key Level 4

| 5-Way Shotfun + Scrap

| Buy: None Sell: 4000g

Scooter	+ Spoon	Received from: None
Cartwheel	+ Spoon	Requirements: None
		-----
		A toy that might make you feel all
		"wound up"!

I T E M	N o . 1 1 7	Rabbit Paw	Level 4
		-----	
Rabbit Paw	+ Shoe of Achilles	Buy: None	Sell: 3000g
Rabbit Paw	+ Inline Skate	Received from: None	
Rabbit Ear	+ Plaster	Requirements: None	
		-----	
		You might feel like doing a bunny-	
		hop if you wear this.	

I T E M	N o . 1 1 8	Cat Paw	Level 5
		-----	
Shoe of Achilles+	Cat Arm	Buy: None	Sell: 7000g
Inline Skate	+ Cat Arm	Received from: None	
Plaster	+ Cat Ear	Requirements: None	
		-----	
		It might make you feel like going	
		on a prowl.	

I T E M	N o . 1 1 9	Shoes of Achilles	Level 4
		-----	
		This item is under construction.	

I T E M	N o . 1 2 0	Plaster	Level 3
		-----	
Medusa	+ Shoe of Achilles	Buy: 30000g	Sell: 800g
Medusa	+ Inline Skate	Received from: None	
Inline Skate	+ Petrifier	Requirements: None	
		-----	
		It certainly looks menacing.	

I T E M	N o . 1 2 1	Light Stone	Level 7
		-----	
None		Buy: None	Sell: 100000g
		Received from: None	
		Requirements: None	
		-----	
		A mysterious stone... Its powers	
		are unknown.	

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

Clement Chan - saigoheiki@gmail.com  
The writer who written and completed this Guide.

Eugene Chan  
My younger bro. did a great help for the strategy of the Chaos stage as well as helped on other things.

Alucard - lordmjr@shiningforce.freeseve.co.uk  
I used his FAQ for the format of the Sound Test section and several other

format for other sections and some information. Thanks!

Perfect Chaos - bennetch@mediaone.net

I used his Item List FAQ for the prices and some of the mixes.

Hui Chi Hang

Thanks a lot for providing an info about Dark Castle area, which I didn't even know even though I played Power Stone 2 rather frequently.

Dan - TheHalliard@aol.com

Thanks for sending in an info regarding the four pots at the final part of Tomb area. I forgot to include it, after all these years. =P

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<8> H i s t o r y <8>  
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Version 1.0b - 1st July 2004

Yet another update after two years XD Shows that this game is long-lasting, huh? ;) I do play this game occasionally with friends. It's among our favourite.

Version 1.0a - 28th August 2002

Updated some slight info for Dark Castle area, after a long (almost) 2 years with the absence of updates.

Version 1.0 - 16th of December 2000

This FAQ was finally completed, after a long time working on the finished and complete version.

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