

Power Stone 2 Character Guide

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POWER STONE 2 DREAMCAST

The true character guide FAQ

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SECOND VERSION - corrected misspelling mistakes, corrected game related mistakes and added (little) info

Websites with permission for posting this FAQ: GameFAQs.com, Neoseeker.com

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INTRODUCTION

I was tempted to create a FAQ for Power Stone 2 mostly due to the reason that the existing FAQs aren't very good, and many (only not to say all) reflect personal opinion, and also because it is my favorite fighting game of all time. As this guide will assume the form of a character guide, I'll be the less biased as possible. This FAQ is aimed for intermediates or higher level

players of Power Stone, because it doesn't explain basic concepts of the game. Also, don't sue me if you think this FAQ ain't good enough, because this is my 1st attempt at one :)

This is NOT a strategy guide, it's a guide for you to know the best and worst points about each

character and their power change (if something about a character, for example, speed, isn't mentioned in this global view of a character, it's because it is average - not great, not bad).

I also rate each characters power change attacks (in terms of damage, accuracy, difficulty to connect it) and give you a comparison with the 1st Power Stone version of each character.

In-depth strategy guides for each character may follow (you know whose I'll do first, kekekeke).

SPEED LIST

Highest to lowest

- Ayame/Julia/Wangtang
- Rouge
- Pete/Jack/Accel
- Mel
- Falcon/Ryoma/Pride
- Galuda/Gourmand
- Gunrock

DEFENSE LIST

Highest to lowest

- Gunrock
- Gourmand
- Galuda
- Falcon
- Ryoma
- Jack
- Pete
- Wangtang/Rouge/Julia
- Ayame/Pride
- Mel

FALCON/FOKKER(jap):

The main character. A balanced one. He's not too slow nor quick, weak nor strong.

- + a balanced fighter
- + throws crates at good speed
- + double jump
- + his combo finisher ('B' button on the ground) is a good anti-air move
- + his back attack ('X' button when an enemy is behind you) stuns the enemy
- nothing really - not very good at anything, not very bad at anything

Power type: Missiles and Rockets

POWER CHANGED:

POWER DRIVE:

Power Missile - a missile that seeks the nearest enemy; 3 can be fired in a row
Grade: 3/5

POWER FUSIONS:

Power Explosion - Falcon stops in place and prepares an explosion of missiles that homes in on the nearest enemy
Grade: 3/5

Power Rocket - Falcon stops for an instant in place and charges at the nearest enemy 5 times (the height at which you are doesn't count)
Grade: 3/5

- + can deal high damage in seconds
- + there's no way for your opponent to know instantly which Fusion you're preparing
- + can launch 3 power drives in a row, making the attack more damaging and harder to escape
- + he only loses Power Change bar after he has started his Fusion (if he's hit during the setting up for the fusion animation, he won't lose Power Change energy)
- + he's able to introduce a time lag in Power Rocket, making it hard to stop with the help of walls or poles
- + he can fire 3 Power Missiles in a row, increasing their damage and accuracy
- Power Explosion is easy to avoid, especially with any wall or pole attack

- Power Rocket is easily stopped with a crate

COMPARISON WITH POWER STONE VERSION:

Actually, Falcon was better in the 1st Power Stone. He was quicker and he threw crates/boxes at a surprisingly high speed (for a character as quick as him). He lost the Power Uppercut (but that move wasn't that useful). Power Rocket was much quicker and accurate than it is now.

JACK

A mysterious character. Cool looking. Strong but underrated.

+ has a directionable aerial drill kick, which makes him the fastest character in the game (with

it you can easily be the 1st to reach the power stones or anything you want); it's good for attacking (3 hits max) and to escape anyone or anything quickly

+ due to the fact that he crawls, he avoids lots of attacks this way

+ if you connect all the hits of his wall/flying wall attacks or flying pole attack on a grounded

opponent, it will do a fair amount of damage (the highest for wall attacks in the entire game)

+ he can combo his wall attack into the drill kick

+ his stomping move is the only in the game that hits multiple characters (intentionally)

+ one of the quickest and highest priority back attacks ('X' button when foe is behind you) in the whole game

- his defensive power ain't very good

- a lame crate/box thrower

- his wall attacks aren't very effective

Power type: Blade/shredding type

POWER CHANGED:

POWER DRIVE:

Round Slash - Jack extends his Leg/Blade, homing on the nearest enemy

Grade: 3/5

POWER FUSIONS:

Killer Dance - Jack extends both his arms, and carries everyone around with him, up in the air

Grade: 3/5

Misery Rain - Jack spins around in place, and swords go high in the air, and from there rain on the nearest character

Grade: 3/5

(air) Misery Rain - Jack stops in place, and swords come out of his body, homing on the nearest foe

Grade: 2/5

+ everything he picks up becomes bigger, increasing its effectiveness

+ Killer Dance can hit up to 3 opponents at the same time

+ if the swords of Misery Rain hit when going up and down, it'll do tremendous damage

+ Round Slash is great against people with slow reflexes and people that are always jumping

(because you can perform a ground-only version of Round Slash/because when a Round Slash done

- in the ground goes after an opponent in the air, it's super quick)
- + Misery Rain is perfect for punishing people who throw themselves out of the stage
- + you can't "wall escape" his fusions

- his Fusions use Power Change bar immediately after they're started (which means you'll waste bar if the opponents stop them)
- his Fusions aren't easy to connect
- not a very good power change to face other powered up characters

COMPARISON WITH POWER STONE VERSION

Jack was stronger in the 1st power stone (I don't mean he was better, he just did a lot more damage). His pole/flying wall attack was the best wall attack in the game, because it was the quickest in the game, and it easily juggled the opponents for 4 hits (unlike the PS2 version, where it only connects well on a grounded opponent). He was a lot more effective, since his Misery Rain almost never missed, because the stages were smaller and you could only hit him out of it with a throw. He lost his hovering capability (but gained the drill kick, which is a lot better), and his power drive "Rolling Slash". Overall, I think the PS2 version is better (only by a small margin).

WANGTANG

The most popular character. Known for his transformations and powers, which resemble SonGoku from the DBZ series. His transformation is considered the best by many.

- + a very agile character
- + throws crates/boxes surprisingly well
- + his combo finisher ('B' button on the ground) is great for getting to power stones first
- + a good and with good reach flying pole attack
- + quick back attack ('X' button when enemy is behind you)
- low defensive power
- his air attack ('X' button in the air) isn't very good
- uses heavy items slowly

Power type: Light Energy

POWER CHANGED:

Power Drive:

Dragon Fang Bombs - Wangtang sends energy beam aiming at the nearest opponent; 3 can be launched in a row

Grade: 3/5

(Air) Dragon Fang Bombs - Wangtang sends energy beam aiming at the nearest opponent, even if he's

in the air; 3 can be done in a row

Grade: 4/5

Power Fusions:

Big Dragon Ball - Wangtang gathers energy and does a massive energy ball, and releases it towards

the nearest opponent

Grade: 3/5

Dragon Dance - Wangtang makes an explosion in the area surrounding him, whoever is caught will be hit with a flurry of very quick kicks, and finishes with a Dragon rising from the ground and hitting the opponent

Grade: 3/5

+ his power drive is unavoidable when done at close range

+ can combo his fusions

+ great for facing other powered up characters

+ his fusions can hit multiple characters

+ you can't wall escape his Fusions

- his fusions aren't very damaging

COMPARISON WITH POWER STONE VERSION:

Wangtang's power change in Power Stone 2 is actually better than the 1st Power Stone's one. His Dragon Fang Bombs are now unavoidable at close range. However his Big Dragon Ball used to do big

damage. He also lost lots of effectiveness, because Power Stone 2 levels are so large. His main strenght in PS1 was to be constantly attacking and pressing his opponent, and that's not possible

now. His run-up-the-wall attack was also better. His Dragon Dance is modified in PS2, and in PS1

Dragon Dance was a very stylish move!! His lost tornado power drive was good.

ROUGE

The sexiest and hottest character. Known for her very powerful transformation and fire powers.

+ she has a diving kick, that is good for attacking, escaping and getting Power Stones before everyone else; also, if this kick hits a grounded foe, you can follow up with an attack combo

+ a very quick character, and even quicker with her diving kick

+ if connected properly, her flying pole attack removes 2 power stones from a character

+ her combo finisher ('B' button on the ground) seems to have some frames of anti-air properties

+ her back attack ('X' button when the enemy is behind) stuns the enemy

- low defensive power

Power type: Fire

POWER CHANGED:

Power Drive:

Sight of hellfire - Rouge does a fire breath aimed at the nearest enemy.

Grade: 3/5

Blanket Bombing - Rouge does a fire corridor in the ground in front of her.

Grade: 2/5

Power Fusions:

Fiery Trap - Rouge makes a big explosion around her.

Grade: 3/5

Summon Giant - Rouge summons a fire god, which fires 5 meteors at the nearest opponent.

Grade: 4/5

- + a very damaging power change
- + Summon Giant is one of the most damaging supers in the game if all 5 meteors hit
- + Fiery Trap can hit multiple people
- + Sight of Hellfire has good reach and is of the most damaging power drives in the game

- Blanket Bombing rarely hits, and it's not very damaging
- the "wall escape" makes her Fusions do measly damage

COMPARISON WITH POWER STONE VERSION:

Rouge is a much better character in PS2 than in PS. Her Sight of hellfire gained reach. All the five meteors of Summon Giant easily hit now. Fiery Trap also totally connects more easily now due

to the large extension of the stages. She lost her Carpet Dive, but since it only had good vertical range, it doesn't matter that much.

Ryoma

The wandering samurai. Ryoma is one of the 5 characters in the game who wield a weapon prior to transformation.

- + the longest reach for a combo starter in the whole game
- + he has the only attack combo that ends in an anti-air move in the game
- + his stomping move is quick
- + his flying pole attack has a very good reach
- + his air attack ('X' button in the air) has good reach

- nothing really (he's an average character)

Power type: Lightning

POWER CHANGED:

Power Drive:

Raijinken - Ryoma summons a bolt of lightning in front of him, aiming for the nearest opponent; if the button is mashed, Ryoma will keep advancing forward while summoning lightning, ending with

a rain of bolts of lightning

Grade: 3/5

Kuchuu Raijinken - Ryoma creates a thunder ball that homes on the nearest enemy; the more you mash the button, the more thunder balls appear (max 5).

Grade: 3/5

Power Fusions:

Midare Zantou: - Ryoma stops in place and slashes himself, creating a series of crescent-shaped projectiles that home on the nearest enemy

Grade: 3/5

Tenchi Ryoudan - Ryoma slashes upwards surrounded with lightning, and then descends, creating a lightning field around him upon reaching the ground; this attack homes on the nearest foe.

Grade: 3/5

- + when transformed, he can be a total combo character
 - + if mashed, Raijinken becomes a speed-increaser special and can be followed by a fusion
 - + Kuchuu Raijinken juggles the enemy and can set him up for a fusion
 - + Kuchuu Raijinken prevents the enemy from performing any action other than running
 - + if Midare Zantou connects fully, big damage guaranteed
 - + Midare Zantou acts like a shield that protects you against boxes/crates
-
- "wall escape" decreases the effectiveness of both his Fusions
 - his power drives do low damage

COMPARISON WITH POWER STONE VERSION:

Ryoma was modified in Power Stone 2. In PS, Midare Zantou and Tenchi Ryoudan were some of the most unavoidable fusions of the game. However, his power drives were horribly slow. Now, his power drives are better, but the fusions are less effective, mostly due to the "wall escape".

He lost an attack combo that removed 2 power stones in a row, and a vertical ranged power drive.

I consider it a tie between his Power Stone and his Power Stone 2 version.

AYAME

The cherry blossom ninja. Mostly feared due to 100 Cherry Blossom Bloom, her main Fusion.

- + great speed
 - + double jump
 - + the highest priority stomping move in the game
 - + throws boxes/crates well for such a quick character
 - + her back attack stuns the enemy
-
- weak defensive power
 - somewhat ineffective wall/flying pole attack(s)
 - uses heavy items slowly
 - weak attacking power
 - low reach attack combo starter

Power type: Ninja shuriken

POWER CHANGED:

Power Drive:

Flower Shuriken - Ayame throws a 3-hit shuriken towards the nearest enemy; two can be done in a row

Grade: 2/5

Power Fusions:

100 Flower Bloom - Ayame throws multiple shurikens, that chase the nearest enemy

Grade: 3/5

100 Flower Power - Ayame sends hairpins towards the nearest enemy; mashing the attack button increases the number of thrown hairpins

Grade: 3/5

- + a very powerful power change
- + 100 Flower Bloom is unavoidable
- + she can combo one 100 Flower Bloom into another (she can even add her power drive to the mix)
- + 100 Flower Power is simply THE MOST DAMAGING FUSION IN THE GAME, if connected and mashed properly
- + she can keep you guessing with her Power Fusions (if you're not near a wall, expect a 100 Flower Blossom, if you're near a wall, she'll use the hairpins one)
- + after the power change, her speed is slightly increased

- 100 Flower Bloom is easily avoided by the "wall escape"
- Flower Shuriken is everything but accurate (when outside a combo)

COMPARISON WITH POWER STONE VERSION

Let's put it simple: Ayame is much better in PS2. 100 Flower Blossom wasn't that hard to avoid and wasn't this damaging. Her autocombo Fusion was replaced by the 100 Flower Power, which is a lot better. Her stomp, similar to Falcon and Rouge's, was replaced by a high priority one. The only thing actually better about her Power Stone version were her flying pole/wall attacks, which didn't need to connect 2 hits to remove a power stone.

GALUDA

The proud indian. People who use him like, above all, his powerful slamming fusion, Heaven's Victory (this is the real name of this Power Fusion; there's a mistake in the instruction booklet where this move is called "Power Explosion" - Falcon's/Fokker's missile Fusion; you can check it in the french language part of the booklet - provided you know french - or in the 1st Power Stone booklet).

- + good defensive power
- + damaging attack combo and moves overall
- + good crate/box thrower
- + his flying wall attack lets him roll without needing to be knocked down; you can roll almost when you want to
- + he can pick up poles before power change

- not a fast runner

Power Type: Phoenix

POWER CHANGED:

Power Drive:

Heaven's Cry - Galuda charges at the nearest enemy; two can be done in a row

Grade: 2/5

Power Fusions:

Light of Vengeance - Galuda sends an arrow to the sky, and then many arrows rain on the nearest opponent.

Grade: 2/5

Heaven's Victory - Galuda grabs the enemy, and then slams him/her violently against the ground.

Grade: 3/5

- + Heaven's Victory does very high damage
- + you can't "wall escape" his Fusions

- His power drive is weak and not hard to escape.
- Light of Vengeance is not very accurate, making the opponent being hit only by 2 or 3 of the arrows; it has a stupid range limit (why Capcom decided it to be this way remains a mystery to me, since they didn't mind making unavoidable moves for other characters), making enemies far away from you safe.
- Heaven's victory isn't easy to connect.

COMPARISON WITH POWER STONE VERSION:

While Galuda seems to have some weaknesses Power Changed if you read above, you had to see the Power Stone version. Light of Vengeance was much slower (even Gunrock could EASILY escape it), Heaven's Cry went only upwards or downwards, and Heaven's Victory only went upwards (even if performed in the air). The better things about his Power Stone version were that he could combo into Heaven's Victory with his Power Drive (since there wasn't air recovery) and he had a projectile Power Drive. Why it wasn't chosen to be in PS2 instead of Heaven's Cry is a mystery to me. But overall, he is much better in Power Stone 2.

GUNROCK

Power Stone's heavy character. If you like heavy damage above anything else, he's your man.

- + everything he does is highly damaging
- + his air attack ('X' button while in the air) is perfect for keeping enemies away; plus it's very strong
- + the best box/crate thrower in the whole game
- + very high defensive power
- + uses heavy objects like feathers (very quickly)
- + can pick up poles before power change

- the slowest character in the whole game
- his attack combo takes long to fully perform

Power type: Rock

Power Drive:

Gun Gun Rock - Gunrock throws a rock at the nearest enemy, in an arc-like motion

Grade: 3/5

(air) Gun Gun Rock - Gunrock throws a rock at the nearest enemy straight forward.

Grade: 3/5

Power Fusions:

Rock 'n' Roll - Gunrock grows bigger and rolls against the opponent (you're free to control him)

Grade: 3/5

Earthquake - Gunrock jumps high, and then shakes the ground with a powerful impact; afterwards he

summons several rocks that rain on stunned enemies.

Grade: 2/5

- + Great to face other powered up characters
- + Gun Gun Rock is accurate and damaging
- + Both his Fusions are strong and capable of hitting multiple characters
- + Earthquake is perfect to punish people who throw themselves out of the stage
- Rock 'n' Roll does measly damage with the help of the "wall escape"
- Earthquake is almost useless, unless people throw themselves out of the stage or are cornered

COMPARISON WITH POWER STONE VERSION

Gunrock is better now. Rock 'n' Roll is more controlable, and Gun Gun Rock is harder to escape. However, he lost his Rock Crush Power Drive - the first part of the Earthquake Fusion (so useful for combos). His non powered up form remains the same, except for his air attack, which is better in PS2.

JULIA

A "mademoiselle" that fights with her umbrella! Talk about unorthodox characters. A deadly character, often underestimated due to her funny looks.

- + a quick character
- + she can glide in the air with her umbrella
- + her air attack ('X' button in the air) hits all the way around, even grounded opponents
- + she has the probably the best wall/pole attacks in the whole game (one of them even let's you continue with an attack combo or a stomp)
- low defensive power

Power Type: Enslaving/Dominating

POWER CHANGED:

Power Drive:

Slave of Love - Julia sends a candle homing on the nearest foe, that upon impact, freezes them in a

a cross.

Grade: 4/5

(air) Slave of Love - Julia sends a candle that homes on the nearest enemy, even if he's in the air, that upon impact, freezes the foe in a cross.

Grade: 4/5

Power Fusions:

Queen's Mischief - using the candles in her head, Julia, homing on the nearest enemy, makes a fire way in the ground in front of her.

Grade: 2/5

(air) Queen's Mischief - before performing the Queen's Mischief, Julia does a dive towards the nearest foe.

Grade: 2/5

Merry-go-Round - Julia creates a Merry-go-Round around her that damages enemies caught in its range.

Grade: 3/5

- + the only character in the game with a power drive that freezes the enemy in place, allowing her to combo any fusion she wants
- + her Merry-go-Round is very damaging
- + both her Fusions can hit up to 3 people
- + after transformation, her new pole/wall attacks are still good (one of them even stuns the enemy)
- Queen's Mischief isn't very accurate nor damaging, and leaves her open to attack
- Merry-go-Round is often stopped by an enemy who wasn't caught in it

ACCEL

The crazy gun fighter. An overall strong character.

- + can shoot opponents from a distance with a pole or wall attack
- + surprisingly high defensive power
- + a balanced character
- his air attack ('X' button in the air) isn't easy to connect and only the last hit will remove a power stone

Power type: Bullets

POWER CHANGED:

Power Drive:

Beat Assault - Accel fires a round of 10 shots in the direction he's facing

Grade: 3/5

Power Fusions:

Crazy Revolver - Accel fires a set of bullets that chase and juggle the nearest enemy

Grade: 2/5

Wild Buzzsaw - Accel turns into a giant vehicle with a saw, that can run over his enemies (you control it)

Grade: 3/5

- + the fastest character in the game after Power Change
- + Crazy revolver does great damage if connects totally
- + Wild Buzzsaw is a multiple-enemy-hitter

- Some may find Wild Buzzsaw hard to control
- His Fusions' effectiveness is seriously toned down with the "wall escape"
- His power drive can be difficult to aim
- if he's hit any time after performing Crazy Revolver, the attack stops imediatly

PETE

The smallest character. His non powered and powered up form are a complete antithesis: one is weak, and the other is very strong.

- + his small size makes him hard to hit with some attacks
- + surprising defense (for such a puny character)
- + his air attack ('X' button) is good: hits all around and does good damage

- bad reach for attack combo
- weak attacking power
- everything he picks up becomes smaller, decreasing its effectiveness

Power type: Toys

POWER CHANGED:

Power Drive:

Energy Shot - Pete does a beam that hits in front of him

Grade: 3/5

Power Fusions:

Toy Parade - little soldiers appear and start shooting the enemy

Grade: 2/5

Electric Shield - Pete creates an energy field around him, which can hit the enemies

Grade: 3/5

Propeller Dream - little airplanes appear from Pete and chase the nearest enemy

Grade: 3/5

Electric Pillar - Pete creates a lightning storm, which hits all the enemies directly under him

Grade: 3/5

- + being the only character with 4 different Power Fusions, he has a different super for each situation; you can keep the opponent guessing what will be your next move
- + all his Fusions are highly controllable
- + Propeller Dream, connected totally, does massive damage/try Toy Parade against a petrified enemy!!!
- + his Fusions are great for hitting multiple enemies
- + his stomp/wall/pole attacks are highly damaging in this form

- Toy Parade and Electric Shield do low damage with "wall escapes"

GOURMAND

The evil cook. He brings his kitchen utensils into the fights. Power changes into a fluffy dinosaur and serves his "friends" the dinner. Another laughed at but strong character. (since Gourmand is supposed to be french, the french names for his moves in the booklet were adopted - they also make much more sense)

- + good defense
- + good attacking power
- + his attack combo starter has good reach
- + great for throwing boxes/crates
- + his air attack ('X' button in the air) hits all around him
- + his back attack, if hits, makes the enemy fly
- + can pick up poles before transformating

- a slow character

Power type: Food

POWER CHANGED:

Power Drive:

Entreé du Jour - Gourmand spits a barrel on fire to the nearest enemy, in an arc-like motion
Grade: 2/5

(air) Entreé du Jour - Gourmand spits a barrel on fire to the nearest foe below, in a 45 degree angle motion
Grade: 3/5

Power Fusions:

Chef Flambé - Gourmand spins around, with fire surrounding him (controlable)
Grade: 2/5

Plat De Résistance - a cooking pot appears below Gourmand, and cooked animals start leaving the pot and home at the nearest enemy.
Grade: 3/5

- + all his moves in this form are highly damaging
- + Chef Flambé can hit multiple enemies
- + he gains new pole/wall attacks with good reach, due to their fiery nature

- his Fusions are "wall escapable"
- Entreé du Jour can be hard to aim
- Chef Flambé is easy to avoid (unless cornered)

PRIDE

Falcon's father who likes to take your items or money away. His most feared attack is his Missile

Fusion - Missile Armageddon (*UNOFFICIAL*) - which does MASSIVE DAMAGE.

- + good attack power
- + can pick up poles before power change
- + the only character whose air attack ('X' button in the air) aims upwards

- weak defensive power

Power type: Missiles/Cyclone

POWER CHANGED:

Power Drive:

Piercing Tornado (*UNOFFICIAL*) - Pride homes a small horizontal cyclone towards the nearest foe

Grade: 2/5

Power Fusions:

Hurricane Upper (*UNOFFICIAL*) - Pride does an air-directed punch which creates a massive fiery tornado below

Grade: 3/5

Missile Armageddon (*UNOFFICIAL*) - Pride stops in place and shoots two waves of cyclone missiles

Grade: 4/5

- + ultra damaging power change
- + Missile Armageddon is probably the special who can dish the most damage in the least amount of time in the whole game
- + Both his fusions are perfect for hitting multiple people
- + you can mash Hurricane Upper for getting even greater damage
- + you can't "wall escape" his Fusions
- + he only loses Power Change bar after he has started his Missile Fusion (if he's hit during the setting up for the fusion animation, he won't lose Power Change energy)
- nothing really

MEL

The item shop owner. Her power change is POOR (visually) and at the same time RICH (you know why)

She fights with her umbrella (a deluxe one at that).

- + she can glide in the air with her umbrella
- + her air attack ('X' button in the air) hits all the way around, even grounded opponents
- + as Julia, she probably has the best wall/pole attacks in the whole game (one of them even let's you continue with an attack combo or a stomp)
- + uses heavy objects as if they were feathers (very quickly)
- the weakest defensive power in the whole game

Power Type: Money

POWER CHANGED:

Power Drive:

Essence Shield (*UNOFFICIAL*) - Mel creates an attacking essence card shield around her

Grade: 2/5

Power Fusions:

Keep the Change (*UNOFFICIAL*) - Mel sends a wave of coins to her nearest foe

Grade: 1/5

Wealthiness Rain (*UNOFFICIAL*) - Mel sends money bags to the air, that then rain on the nearest

enemy

Grade: 3/5

- + the only character in the game that can perform 4 power fusions with one sole power change
- + she can triple jump
- + you can't "wall escape" her fusions

- Essence Shield is weak and hard to connect
- Keep the Change is the most WORTHLESS super in the game (in terms of effectiveness, damage, connecting difficulty)

Credits:

- Capcom, for producing such a fantastic title

- me, for writing this FAQ (even during tests time)

- JustJay and Alkaiser DELTA, for making up some names for Pride's and Mel's moves

- Falcon1, for convincing me to write a FAQ and for so much else

- Falcon1, Ryomal23456, Alkaiser DELTA, JustJay, EvilAnimChik, Ayame, SpilSKinAnkhe, JumiViolet, Ragnarok/DarkfireOMEGA, MaDCLowN, Aerwin, QuickMan, Joe2001, Gorgondo and many other people (sorry, I can't remember all your names) for making of the DC PS2 message board the best of GameFAQs.

If there's wrong info or something you don't agree with and want to contact me, come to the Dreamcast Power Stone 2 Message Board, or simply e-mail me at falcon@gravitoncity.org.

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