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Dreamcast™

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(Patents pending in U.S. and other countries) and Canada Patent 1,183,276 and European Patents 0682341 & 80244 Publication 0671730 & 0553545 Application 98938918.4 & 98919599.5

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WARNINGS Read Before Using Your Dreamcast Video Game System

CAUTION

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Dreamcast. In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.** To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast.

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Dreamcast GD-ROM disc is intended for use exclusively on the Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Dreamcast video game system only. Unauthorised copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

CAPCOM®

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**It is the 19th century
... a Romantic Era ...
Superstitions and legends
are alive and powerful.
With dreams of vast
fortunes, adventurers
seek the legendary Power
Stones, magical stones
that will make any wish
come true**

THE POWER OF THE STONES

DREAMCAST™




Use these ports to connect the Dreamcast™ Controller or other peripheral equipment. From left to right are **Control Port A**, **Control Port B**, **Control Port C**, and **Control Port D**. Use port A and port B to connect controllers for players 1 and 2 respectively.

Note: Purchase additional controllers (sold separately) to play with two people.

POWER STONE is a 1-to-2 player game. Before turning the Dreamcast power ON, connect the Dreamcast Controller(s) or other peripheral equipment into the control ports of the Dreamcast.



1. Press the Start Button at the title screen.

2. Press the Directional Button  to select a game mode.

STARTING A GAME

3. Press the Directional Button in any direction to select your character and press the A Button.



SAVE & LOAD



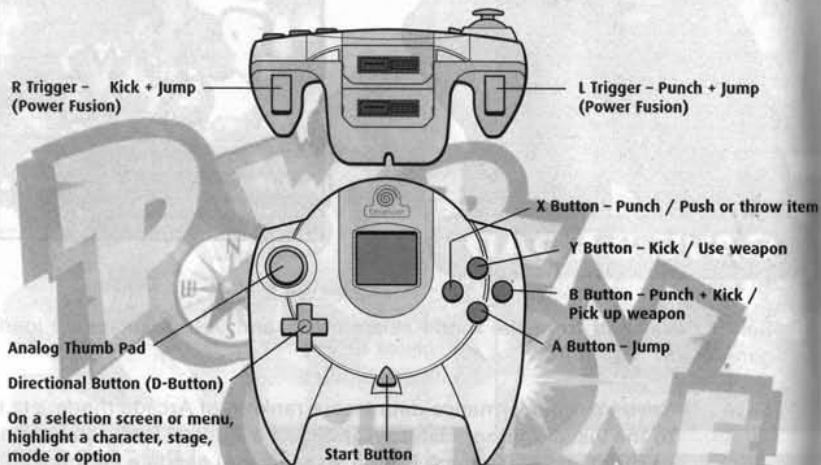
Select Save/Load from the mode select menu and you can save or load game data.

Save Save your performance data (score ranking of Arcade mode, etc.) to the Visual Memory Unit (VM). Select a Control Port and Socket position and press the A Button. To save, you need an optional VM with 4 free blocks.

Load Load performance data (score ranking of Arcade mode, etc.) from the Visual Memory Unit (VM). Select a Control Port and Socket position and press the A Button.

Important: While saving a file, never turn OFF the Dreamcast power, remove the Visual Memory Unit (VM) or disconnect the controller.

DREAMCAST CONTROLLER



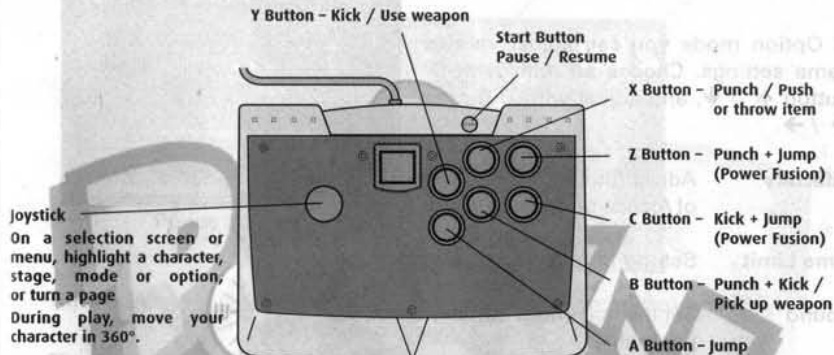
On a selection screen or menu,
highlight a character, stage,
mode or option

During play, move your character:

- ↑ Up
- ↖ Up left diagonal
- ← Left
- ↙ Down left diagonal
- ↓ Down
- ↘ Down right diagonal
- Right
- ↗ Up right diagonal

Never touch the Analog Thumb Pad or L/R Triggers while turning the Dreamcast power ON. Doing so may disrupt the controller initialisation procedure and result in malfunction. If the Analog Thumb Pad or L/R Triggers are accidentally moved while turning the Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

ARCADE STICK



On a selection screen or
menu, highlight a character,
stage, mode or option,
or turn a page
During play, move your
character in 360°.

NOTES

- **POWER STONE** is a 1-to-2 player game. Connect controllers or other peripheral equipment before turning on the Dreamcast.
- To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Dreamcast to soft-reset the software and display the title screen.
- For both the controller and Arcade Stick, you can change the default control settings in Option mode. See page 10.

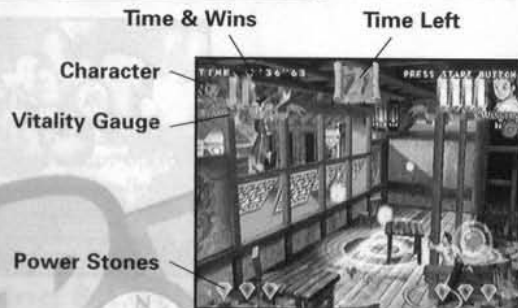
OPTION MODE

In Option mode you can adjust various game settings. Choose an item with D-Button \uparrow / \downarrow , and adjust with D-Button \leftarrow / \rightarrow .

- Difficulty** Adjust the difficulty level of Arcade mode from 1 to 8.
- Time Limit** Set the time limit per round.
- Round** Set the maximum number of rounds per match.
- Damage** Adjust the damage level from 1 to 4.
- Sound** Choose stereo or mono depending on your speakers.
- Vibration** Set ON or OFF when using the optional Vibration Pack.
- Button Configuration** Reset the button controls by pressing the D-Button \leftarrow/\rightarrow .



GAME SCREEN



- Time & Wins** Shows time for 1 player games and number of wins for 2 player games.
- Time Left** When the timer reaches zero, the match ends.
- Character** Identifies the character with a name and portrait.
- Vitality Gauge** Decreases when a character is attacked. When the gauge reaches zero, the character is knocked out and loses the match.
- Power Gauge** When the gauge empties, your power change ends.
- Win Mark** Displays the number of rounds a character has won.
- Stone Radar** Locates Power Stones.
- Power Stones** Shows how many Power Stones a character has. With three Power Stones, a character will transform (see page 14).

GAME MODES

Arcade

1 or 2 players

Fight against CPU opponents. If you defeat all opponents, you win the game and will see an ending movie.

You can continue after losing.



Versus

2 players

Choose 2 characters and a stage. You can select characters before every match.

Note: You must connect 2 controllers to choose this mode.

TECHNIQUE

Match Play

Each round lasts for up to 99 seconds max. During the time, the first player to drop the opponent's vitality to zero wins the round. You can adjust the time in Option mode.

Winning & Losing

The first player to win 2 out of 3 rounds (default) is the match winner. You can adjust the number of rounds in Option mode.

Time Up

If time runs out and both players still have some vitality remaining, the player with the most vitality is the winner.



GAME RULES

POWER CHANGE

Power Stones

Collect the Power Stones during battle. As you get more stones, your character's attacking ability grows more powerful! Collect all 3 Power Stones (red, blue and yellow) and your character will transform into a raging superbeing capable of executing deadly Power Fusion moves! The power change continues until the Power Gauge runs out.

Power Drive

The Power Gauge also decreases when you use a Power Drive (Punch or Kick) during a power change, or get attacked by the opponent.

Power Fusion

If you press Jump + Kick or Jump + Punch during a power change, you can perform a Power Fusion attack. The good news . . . Power Fusion attacks inflict devastating damage and make opponents easier to hit.

The bad news . . . once you use a Power Fusion (which uses up all your remaining power), your power change ends and you are unable to move for a short while. Remember – timing is important!

Power Stone Rewards

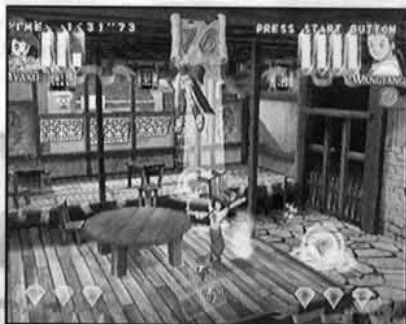
Beat Arcade mode at different levels of performance and receive one of several possible rewards.

Your reward depends on how well you play. Get them all!

TECHNIQUE

Press Punch + Kick near opponents or objects. Watch what happens!

- Throw an opponent.
- Pick up an item.
- Climb up on a roof or ceiling.
- Hold on to a pole.
- Lift up a keg or box and throw with Punch (toward an opponent) or Kick (in any direction you want).



Technique Hints

- Dodge attacks by pressing any D-Button direction the moment the opponent punches or kicks you.
- Use attack items and Power Drive or Power Fusion during a power change.
- You'll never win if you just punch and kick!



ATTACK ITEMS



Get close to chests and items will pop out. Press Punch + Kick to pick them up.

- Time Bombs explode when the timer reaches "0." Opponents you blow up could drop Power Stones!
- Swords give you a long reach!
- Molotov Cocktails heat up opponents – and you too!
- Bazookas blast opponents in an explosion!
- Flame Thrower flames in 360 directions (use the D-Button).

Hailing from the town of Londo, noble Falcon circles the world in his airplane "Hockenheim." He searches for the Power Stones which were revealed in an ancient family legend. Falcon has a strong sense of justice. He specialises in boxing and destroys evil with sharp moves and explosive punches.

Falcon is a balanced fighter with neither the flash of outstanding strengths or the drawback of outstanding weaknesses.

During a power change, he gains powerful moves for both close and far range combat.



Red Whirlwind

POWER DRIVE

Power Missile	Punch
Power Hurricane	Kick

POWER FUSION

Power Rocket	Jump + Punch
Power Explosion	Jump + Kick



Scorching Beauty

POWER DRIVE

Hellfire Sign	Punch
Dream Temptation	Kick

POWER FUSION

Fiery Trap	Jump + Punch
Secret Heaven	Jump + Kick

Rouge, the Gypsy fortuneteller, is both mysterious and graceful. Guided by signs in her crystal, she travels the world collecting Power Stones. She has a unique ability to control flames at will! Her fighting style is mesmerising: she moves as if dancing and chars her opponent's body and soul with her flames.

Though her normal attack and defense abilities are relatively low, Rouge's flame attacks have long range and inflict severe damage. She runs more quickly than many of the other fighters.

A master martial artist from the town of Tong-Ang, Wang Tang is following his teacher's advice and seeking Power Stones around the world. Always optimistic, Wang Tang is second to none in Kung-fu skill.

Wang Tang's merit is outstanding agility. His successive moves don't allow opponents to catch their breath. He is also excellent at special actions such as wall-climbing. He floats like a butterfly and stings like a dragon!



Agile Dragon

POWER DRIVE

Dragon Fang Bomb	Punch
Dragon Storm	Kick

POWER FUSION

Big Dragon Ball	Jump + Punch
Dragon Dance	Jump + Kick



**Master
Swordsman**

POWER DRIVE

Raijinken	Punch
Iaizan	Kick

POWER FUSION

Midare Zantou	Jump + Punch
Tenchi Ryoudan	Jump + Kick

Ryoma's original home is an island country. Since no islander could compete with his skill, he tours the world seeking out tougher opponents. When he faces an opponent, he cuts the enemy down instantly!

Thanks to his katana, Ryoma has a long reach, but he is open to attack if he misses his target. Ryoma is weakest when picking up and throwing objects. He can beat an enemy with one stroke of his katana!

Officially, Ayame is a star artiste in a travelling troupe. Secretly, she is descended from a ninja family and is herself a ninja. Obeying her master's order, she is on a quest to acquire the Power Stones.

Ayame's attacking power is frail and she is weak when throwing heavy objects. To compensate, she runs more quickly than any other fighter. During a power change, her attacks are very powerful. Her best strategy is to avoid attacks while collecting Power Stones.



**Cherry Blossom
Dancer**

POWER DRIVE

Flower Shuriken	Punch
Cherry Blossom Hide	Kick

POWER FUSION

Hundred Flower Bloom	Jump + Punch
Cherry Blossom Dance	Jump + Kick



Heavy Tank

POWER DRIVE

Gun Gun Rock	Punch
Rock Crush	Kick

POWER FUSION

Rock 'n' Roll	Jump + Punch
Earthquake	Jump + Kick

This miner from Dawnbolta has nerves of solid steel and never gets upset. He is journeying from mine to mine to dig the legendary Power Stones. In fighting, he relies on his unrivaled strength.

Gunrock is a power fighter with a huge body. Though he is slow, his power outweighs the weak-ness. Thanks to his magnificent strength, he is better at throwing objects than any other warrior.

Jack makes no distinction between good and bad. His pleasures are simple – he likes anything shiny, and he loves to cut with his knife. In Manches, his hometown, he used to rob strangers of their jewelry. One day, he overheard a tale about Power Stones, the most glittering jewels of all. His new hunt has only just begun.

Unpredictable and mysterious rapid moves are Jack's strength. However, his attacking power is weak. Confuse opponents with tricky moves!



Mad Clown

POWER DRIVE

Rolling Slash	Punch
Round Slash	Kick

POWER FUSION

Killer Dance	Jump + Punch
Misery Rain	Jump + Kick



Proud Eagle

POWER DRIVE

Light of Judgment Punch

Heaven's Cry Kick

POWER FUSION

Light of Vengeance Jump + Punch

Heaven's Victory Jump + Kick

Galuda lives in the western wilds. He is a shaman with a tender heart and hatchet-sharp intelligence. To save his village from a mysterious disease, he is on a worldwide search for Power Stones. Though he is a pacifist who abhors fighting, Galuda has sworn revenge on the "one-handed man" who brought sickness to his people

Galuda's offensive and defensive abilities are high. He doesn't have any notable weaknesses. Get close to an opponent, and aim for powerful throw moves!

CUSTOMER HELPLINE

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0121 356 0831

or e-mail us on

techsupport@eidosnet.co.uk

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