

TAKE YOUR GAME FURTHER // **BRADYGAMES**

SIGNATURE SERIES.

Disney  SQUARESOFT

KINGDOM HEARTS

OFFICIAL
STRATEGY
GUIDE

By Dan Birlew



This game
has received
the following
rating from
the ESRB:
EVERYONE


SQUARESOFT

Disney
INTERACTIVE





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HEROES

Sora needs lots of help to take on a force as evil and powerful as the Heartless. Many valiant heroes will lend a hand to this worthy cause.

SHARED ABILITIES

Name	Description
High Jump	Powers up your jump, allowing you to reach higher places.
Mermaid Kick	Swim faster and more powerfully. In Atlantica, press the □ button repeatedly to accelerate.
Glide	While in the air, press the ○ button to ride the air currents. Hold down the ○ button to remain aloft.
Superglide	While in the air, press the ○ button to fly at high speed. Hold down the ○ button to remain aloft.

SORA

STARTING ITEMS

None

STARTING EQUIPMENT

Weapon

None

Accessory

None

Sora is the character you will control throughout the game. Through the use of the powerful Keyblade, he can defeat the Heartless enemies invading all of the worlds.

Sora is a young boy who lives on the Destiny Islands with his pals Kairi and Riku. One day, his community is invaded by a hostile force called the Heartless. With his home in shambles, Sora winds up in a place called Traverse Town. Together with the aid of a few skillful warriors, he must overcome the threat of the Heartless.





SORA'S ABILITIES

Name	AP	Description
Air Combo Plus	1	Extends aerial combo attack by one step. Equip more to extend it further.
Berserk	1	Boosts attack power when HP is critically low. Combine with a weapon skill for more power.
Cheer	1	Increase the summons' MP gauge, giving them more time and attacks per battle. Equip to entire party to boost effect.
Combo Plus	1	Extends ground combo attack by one step. Equip more to extend it further.
Dodge Roll	1	Dive and roll to evade attack by pressing the □ button.
Scan	1	View an enemy's HP gauge during battle.
Vortex	1	Close the distance to nearby enemies with this powerful spinning attack.
Aerial Sweep	2	Leap at an airborne enemy and strike a mighty blow.
Counterattack	2	Strike back after parrying an enemy blow. Successful counterattacks restore MP.
Guard	2	Guard against an enemy attack by pressing the ○ button.
Jackpot	2	Receive more munny and HP/MP balls in battle. Equip to entire party to boost effect.
MP Rage	2	Recover MP whenever you're hit in battle. Heavier damage restores more MP. Equip more to boost effect.
Second Chance	2	Keep 1 HP even after taking a critical hit.
Treasure Magnet	2	Attract nearby HP/MP balls, munny, and items. Equip two to attract them from even further away.
Blitz	3	Strike enemies ahead of you with a powerful finishing combo.
Critical Plus	3	Increases odds of dealing critical damage. Equip more to boost effect.
Lucky Strike	3	Raises luck so that enemies drop rare items more often. Equip to entire party to boost effect.
MP Haste	3	Boosts MP recovery rate in battle, allowing more spellcasting.
Sonic Blade	3	Slash an enemy while rushing past. Select follow-up attack at right time for a combo. [Mid-range attack. Cost: 2 MP.]
Strike Raid	3	Hurl the Keyblade at an enemy. Select follow-up attack at right time for a combo. [Long-range attack. Cost: 2 MP.]
Ars Arcanum	4	A formidable attack. After a combo, select follow-up attack again for a double combo. [Short-range attack. Cost: 3 MP.]
Ragnarok	4	After aerial combo, select follow-up attack at right time to unleash Ragnarok. [For airborne targets. Cost: 3 MP.]
Trinity Limit	5	Channel the party's remaining MP to crush surrounding foes. Minimum 3 MP. [With companions nearby. Cost: All MP.]

ABILITIES LEARNED AT LEVEL UP

Level	Sword	Staff	Shield
9	Combo Plus [1]	Scan	Guard
12	Vortex	Treasure Magnet [1]	Scan
15	Scan	MP Haste	Lucky Strike
18	Blitz	Counterattack	Second Chance
21	Berserk	Critical Plus [1]	Counterattack
24	Counterattack	Guard	Jackpot
27	Air Combo Plus [1]	Aerial Sweep	Treasure Magnet [1]
30	Aerial Sweep	Treasure Magnet [2]	None
33	Treasure Magnet [1]	MP Rage [1]	Blitz
36	Guard	Berserk	MP Rage [1]
39	None	Lucky Strike	Treasure Magnet [2]
42	None	None	Combo Plus [1]
45	MP Haste	None	Vortex
48	Critical Plus [1]	Second Chance	Berserk
51	Second Chance	MP Rage [2]	Critical Plus [1]
54	None	Jackpot	None
57	MP Rage [1]	Vortex	Air Combo Plus [1]
60	Treasure Magnet [2]	Air Combo Plus [1]	Aerial Sweep
63	Jackpot	Blitz	MP Haste
66	MP Rage [2]	Combo Plus [1]	MP Rage [2]
69	Lucky Strike	Critical Plus [2]	Critical Plus [2]

Level	Sword	Staff	Shield
72	Combo Plus [2]	None	None
75	Air Combo Plus [2]	Air Combo Plus [2]	Combo Plus [2]
78	Critical Plus [2]	Combo Plus [2]	Air Combo Plus [2]
84	Combo Plus [3]	Combo Plus [3]	Combo Plus [3]
90	Critical Plus [3]	Critical Plus [3]	Critical Plus [3]
96	Combo Plus [4]	Combo Plus [4]	Combo Plus [4]

OTHER LEARNED ABILITIES

Name	How to Acquire
Dodge Roll	Defeat the Guard Armor in Traverse Town.
Cheer	After fulfilling certain requirements in each mini-game in the Hundred Acre Wood, talk to Owl. For more information, please see the "Secrets" chapter.
Sonic Blade	After defeating Cerberus at the Olympus Coliseum, speak with Cloud.
Ars Arcanum	Defeat Captain Hook in Neverland.
Strike Raid	Win the Pegasus Cup at the Olympus Coliseum.
Ragnarok	Defeat Riku at Hollow Bastion.
Trinity Limit	Win the Hades Cup at the Olympus Coliseum.



DONALD'S ABILITIES

Name	AP	Description
Berserk	1	Boosts attack power when HP is critically low. Combine with a weapon skill for more power.
Cheer	1	Increases the summon MP gauge, giving them more time and attacks per battle. Equip to entire party to boost effect.
Jackpot	2	Receive more munny and HP/MP balls in battle. Equip to entire party to boost effect.
MP Rage	2	Recover MP whenever you're hit in battle. Heavy damage restores more MP. Equip more to boost effect.
Second Chance	2	Keep 1 HP even after taking a critical hit.
Treasure Magnet	2	Attract nearby HP/MP balls, munny, and items. Equip two to attract them from even further away.
Lucky Strike	3	Raises luck so that enemies drop rare items more often. Equip to entire party to boost effect.
MP Haste	3	Boosts MP recovery rate in battle, allowing more spellcasting.
Second Wind	3	Recover from KO status quickly with HP fully restored.



The royal wizard of Disney Castle, Donald is skilled with magic. Under orders from his King, he sets out with Goofy to find the Keyblade master.

Donald's magic abilities make him a valuable party member. He learns magic at the same rate as Sora, so he can cast the same spells. Donald's presence can reduce the amount of MP that Sora must consume to protect himself and stay healthy. Donald's magic is strong, but his physical attacks are weak.

Some of Donald's weapons boost his magic abilities. Others lower his MP, but increase his attack power. Since Donald lacks physical strength, you can optimize his combat usefulness by increasing his spell proficiency.

ABILITIES LEARNED AT LEVEL UP

Level	Name
10	Berserk
15	MP Haste
20	MP Rage [1]
25	Second Chance
30	Treasure Magnet [1]
35	Second Wind
40	MP Rage [2]
45	Treasure Magnet [2]
50	Jackpot
55	Lucky Strike

STARTING ITEMS

Potion (x2)

STARTING EQUIPMENT

Weapon	Accessory
Wizard's Staff	None

OTHER LEARNED ABILITIES

Abilities Learned	How to Acquire
Cheer	Defeat Maleficent at Hollow Bastion.

CUSTOMIZE

Name	Corresponding Techniques
Regular Attacks	Ground attack, jump attack.
Offensive Magic	Fire-based, Blizzard-based, Thunder-based magic.
Defensive Magic	Cure-based, Aero-based magic.
Advanced Magic	Gravity-based, Stop-based magic.
HP Items	Potion, Elixir, etc.
MP Items	Ether, Elixir, etc.

DONALD DUCK





HEROES
GUMMI BASICS
EQUIPMENT
WALKTHROUGH
ODDS & ENDS
MINI-GAMES
GUMMI GARAGE
THE HEARTLESS

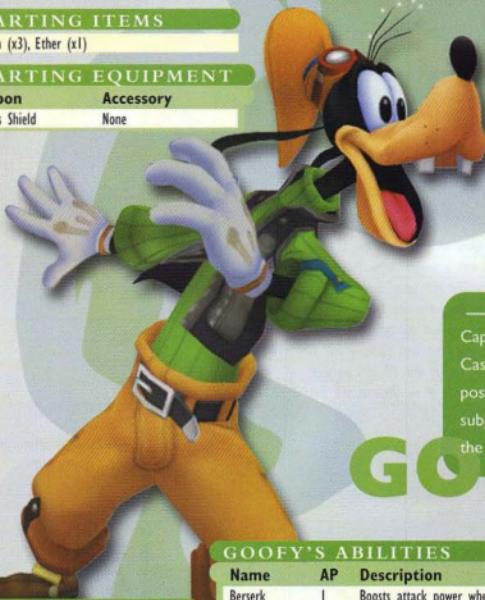


STARTING ITEMS

Potion (x3), Ether (x1)

STARTING EQUIPMENT

Weapon	Accessory
Knight's Shield	None



GOOFY

Goofy uses shields to knock down his opponents and deflect attacks. His shields tend to specialize in either offense or defense, so pay close attention to his armaments. Smaller shields are generally better for offense, while larger shields provide better defense.



Captain of the royal knights of Disney Castle, Goofy avoids fighting whenever possible. Still, he is the King's most loyal subject and sets out with Donald Duck in the gummi ship to find the legendary Keyblade master.

GOOFY

GOOFY'S ABILITIES

Name	AP	Description
Berserk	1	Boosts attack power when HP is critically low. Combine with a weapon skill for more power.
Rocket	1	Leap at an airborne enemy and attack with shield. [Special attack. Cost: 1 MP.]
Charge	2	Charge and knock out an enemy with shield. [Special attack. Cost: 1 MP.]
Jackpot	2	Receive more munny and HP/MP balls in battle. Equip to entire party to boost effect.
MP Rage	2	Recover MP whenever you're hit in battle. Heavier damage restores more MP. Equip more to boost effect.
Second Chance	2	Keep 1 HP even after taking a critical hit.
Tornado	2	Whirl after an enemy, using shield to attack. [Special attack. Cost: 1 MP.]
Treasure Magnet	2	Attract nearby HP/MP balls, munny, and items. Equip two to attract them from even further away.
Lucky Strike	3	Raises luck so that enemies drop rare items more often. Equip to entire party to boost effect.
MP Gift	3	Give up MP to give 3 MP to a friend. [Support skill. Cost: 1 MP.]
MP Haste	3	Boosts MP recovery rate in battle, allowing more spellcasting.
Second Wind	3	Recover from KO status quickly with HP fully restored.

CUSTOMIZE

Name	Corresponding Techniques
Regular Attacks	Shield punch, spin, aerial shield punch, aerial shield uppercut
Special Attacks	Rocket, Berserk, Tornado
Shield Techniques	Defensive stance, defensive advance, rush
Support Actions	MP Gift
HP Items	Potion, Elixir, etc.
MP Items	Ether, Elixir, etc.

ABILITIES LEARNED AT LEVEL UP

Level Name

9	Rocket
12	Jackpot
15	Charge
18	Treasure Magnet [1]
21	Tornado
27	Lucky Strike
30	MP Gift
33	Second Wind
36	Second Chance
39	MP Rage [1]
42	Treasure Magnet [2]
45	MP Rage [2]
51	MP Haste
54	Berserk

OTHER LEARNED ABILITIES

Abilities Learned	How to Acquire
Cheer	Defeat Parasite Cage (first time) in Monstro.



Tarzan will emerge from the underbrush shortly after Sora arrives in the Deep Jungle, and he can be placed into the party any time you return there. Tarzan has only one weapon, a long spear with which he protects friends and family. His incredible strength and lightning-fast reflexes make him an excellent ally in combat.

Tarzan focuses mainly on combat and flies into berserk attacks. Using this style, it's amazing how many enemies Tarzan can take out on his own. Unfortunately, his bravery in battle sometimes leaves him stunned or unconscious, so use Potions as needed.

STARTING ITEMS

Potion (x3)

TARZAN

TARZAN'S ABILITIES

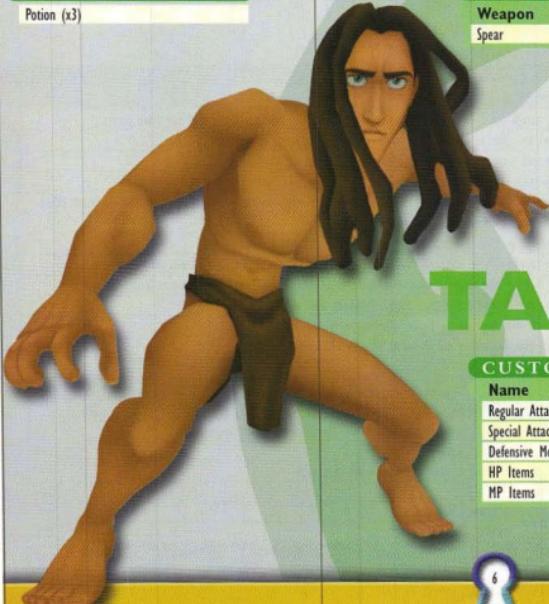
Name	AP	Description
Berserk	1	Boosts attack power when HP is critically low. Combine with a weapon skill for more power.
Asp's Bite	2	Knock out an enemy with a powerful blow. [Special attack. Cost: 1 MP.]
Raging Boar	2	Thrash surrounding enemies with spear, blowing them out of the way. [Special attack. Cost: 1 MP.]
Second Chance	2	Keep 1 HP even after taking a critical hit.
Critical Plus	3	Increases odds of dealing critical damage. Equip more to boost effect.
Healing Herb	3	Recharge HP with an energizing herb. [Defense skill. Cost: 1 MP.]
Second Wind	3	Recover from KO status quickly with HP fully restored.
Wind Armor	3	Protect yourself with a cloak of air. [Defense skill. Cost: 2 MP.]

STARTING EQUIPMENT

Weapon	Accessory
Spear	None



A young man raised in the Deep Jungle by gorillas, Tarzan has adopted the primates' attitudes and mannerisms. He has also developed a wide range of combat abilities in the wilds of the jungle.



TARZAN

CUSTOMIZE

Name	Corresponding Techniques
Regular Attacks	Sweep, thrust, aerial downward swing, aerial upward swing
Special Attacks	Raging Boar, Asp's Bite
Defensive Moves	Healing Herb, Wind Armor
HP Items	Potion, Elixir, etc.
MP Items	Ether, Elixir, etc.



Aladdin seems quite familiar with fighting the Heartless enemies in the desert world. He is agile and takes very few hits in combat. He often dispenses aid to your other party members when they're in distress. When navigating the Cave of Wonders for the first time, keep Aladdin in your party to unlock the secrets of the maze with the help of his trusted sidekick, Abu.

CUSTOMIZE

Name	Corresponding Techniques
Regular Attacks	Vertical swing, sweep, aerial vertical swing, aerial sweep
Special Attacks	Crescent, Sandstorm
HP Items	Potion, Elixir, etc.
MP Items	Ether, Elixir, etc.

STARTING ITEMS

Potion (x4), Ether (x2)

STARTING EQUIPMENT

Weapon	Accessory
Sword	Protect Chain, Fire Ring

ALADDIN

Living on the streets of Agrabah from a very young age, Aladdin is a commoner who has fallen in love with the princess Jasmine.



ALADDIN'S ABILITIES

Name	AP	Description
Cheer	1	Increases the summons' MP gauge, giving them more time and attacks per battle. Equip to entire party to boost effect.
Crescent	2	Jump straight up to attack enemies overhead. [Special attack. Cost: 1 MP.]
Jackpot	2	Receive more munny and HP/MP balls in battle. Equip to entire party to boost effect.
Sandstorm	2	Strike at enemies while charging through them. [Special attack. Cost: 1 MP.]
Treasure Magnet	2	Attract nearby HP/MP balls, munny, and items. Equip two to attract them from even further away.
Critical Plus	3	Increases odds of dealing critical damage. Equip more to boost effect.
Lucky Strike	3	Raises luck so that enemies drop rare items more often. Equip to entire party to boost effect.

ARIEL

The youngest daughter of the sea lord King Triton, Ariel bears a deep love and respect for the world of Atlantica. Yet she longs for a world outside of her own, and an experience beyond what she has had in the undersea realm.



STARTING ITEMS

Potion (x3), Ether (x2)

STARTING EQUIPMENT

Weapon Accessory

None Protect Chain (x2), Thunder Ring

Upon your arrival in Atlantica, it will take some time to learn how to control Sora's new undersea form. Ariel will be a big help to the party at this point, since she is already experienced at traveling and fighting in deep-sea conditions.

Ariel has surprisingly strong and quick special attacks that will prove helpful against some large enemy groups encountered in her world. However, she tends to consume lots of MP when utilizing her special attacks. Customize Ariel so that she restores MP often, and fill her item slots with Ethers.



ARIEL

CUSTOMIZE

Name Corresponding Techniques

Regular Attacks	Tail attack, somersault attack
Special Attacks	Spiral Wave, Thunder Potion
Defensive Moves	Cure Potion, Aero Potion
HP Items	Potion, Elixir, etc.
MP Items	Ether, Elixir, etc.

ARIEL'S ABILITIES

Name	AP	Description
Spiral Wave	1	Charge at a target with a spinning attack. [Special attack. Cost: 1 MP.]
MP Rage	2	Recover MP whenever you're hit in battle. Heavier damage restores more MP. Equip more to boost effect.
Aero Potion	3	Use potions packed with Aero power. [Defense skill. Cost: 2 MP.]
Cure Potion	3	Use potions packed with Cure effect. [Defense skill. Cost: 1 MP.]
Lucky Strike	3	Raises luck so that enemies drop rare items more often. Equip to entire party to boost effect.
MP Haste	3	Boosts MP recovery rate in battle, allowing more spellcasting.
Second Wind	3	Recover from KO status quickly with HP fully restored.
Thunder Potion	3	Use potions packed with Thunder power. [Special attack. Cost: 1 MP.]





HEROES
ITEMS
EQUIPMENT
WALKTHROUGHS
ODDS & ENDS
MINIGAMES
GUMMI GARAGE
THE HEARTLESS



STARTING ITEMS

Potion, Ether (x2)

STARTING EQUIPMENT

Weapon	Accessory
None	Protect Chain, Fire Ring

JACK'S ABILITIES

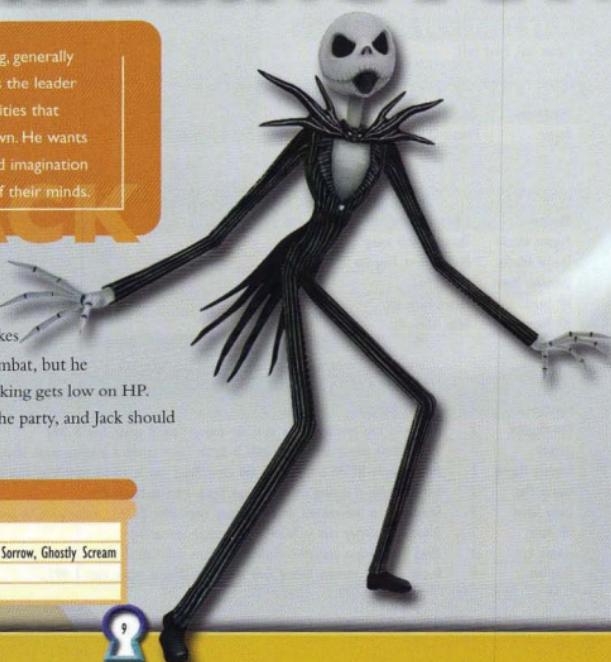
Name	AP	Description
Applause!	1	Upstage foes with this dramatic, long-range sliding attack. [Special attack. Cost: 1 MP.]
Cheer	1	Increases the summons' MP gauge, giving them more time and attacks per battle. Equip to entire party to boost effect.
Blazing Fury	2	Blast enemies with scorching fire. [Special attack. Cost: Little MP.]
Icy Terror	2	Freeze enemies with a bone-chilling blizzard. [Special attack. Cost: Little MP.]
Jackpot	2	Receive more munny and HP/MP balls in battle. Equip to entire party to boost effect.
MP Rage	2	Recover MP whenever you're hit in battle. Heavier damage restores more MP. Equip more to boost effect.
Treasure Magnet	2	Attract nearby HP/MP balls, munny, and items. Equip two to attract them from even further away.
Bolts of Sorrow	3	Call lightning down to shock enemies. [Special attack. Cost: 1 MP.]
Ghostly Scream	3	Summon dark spheres to crush enemies. [Special attack. Cost: 1 MP.]

JACK SKELLINGTON



Jack is the pumpkin king, generally revered and admired as the leader of the Halloween festivities that occur in Halloween Town. He wants to create frights beyond imagination and scare people out of their minds.

Jack doesn't use a weapon in combat. His height and extended reach provide all the advantage he needs. Although he doesn't hit very hard, he strikes often, both high and low. Jack is a real plus in combat, but he sometimes fails to realize that even the pumpkin king gets low on HP. Keep Sora ready with a set of Potions to use on the party, and Jack should remain in good spirits.



CUSTOMIZE

Name	Corresponding Techniques
Regular Attacks	Scare, step attack, aerial spinning attack
Special Attacks	Applause!, Blazing Fury, Icy Terror, Bolts of Sorrow, Ghostly Scream
HP Items	Potion, Elixir, etc.
MP Items	Ether, Elixir, etc.

PETER PAN

Peter flies and attacks from the air, so his assistance in combat is essential.



A boy from Neverland, Peter Pan doesn't want to grow up. He is stubborn and prefers to fight Captain Hook and his pirates alone, but his strong sense of right and wrong tells him that Sora and the gang are engaged in a righteous battle. He joins the heroes in their efforts to protect Neverland from falling under the dark weight of the Heartless.

STARTING ITEMS

Potion (x3), Ether (x3)

STARTING EQUIPMENT

Weapon	Accessory
Dagger	Protect Chain (x2)

CUSTOMIZE

Name Corresponding Techniques

Regular Attacks	Thrust, vertical swing
Special Attacks	Hummingbird, Time-Out
Defensive Moves	Storm's Eye
HP Items	Potion, Elixir, etc.
MP Items	Ether, Elixir, etc.

PETER PAN'S ABILITIES

Name	AP	Description
Hummingbird	2	Dart in to rain countless blows upon the enemy. [Special attack. Cost: 1 MP.]
Jackpot	2	Receive more munny and HP/MP balls in battle. Equip to entire party to boost effect.
Treasure Magnet	2	Attract nearby HP/MP balls, munny, and items. Equip two to attract them from even further away.
Critical Plus	3	Increases odds of dealing critical damage. Equip more to boost effect.
Lucky Strike	3	Raises luck so that enemies drop rare items more often. Equip to entire party to boost effect.
MP Haste	3	Boosts MP recovery rate in battle, allowing more spellcasting.
Storm's Eye	3	Wrap yourself in a protective whirlwind. [Defense skill. Cost: 2 MP.]
Time-Out	4	Freeze time for enemies, halting their movement. [Special attack. Cost: 2 MP.]





HEROES

FAVORITE EQUIPMENT WALK THROUGH ODDS & ENDS MINI-GAMES THE HEARTLESS



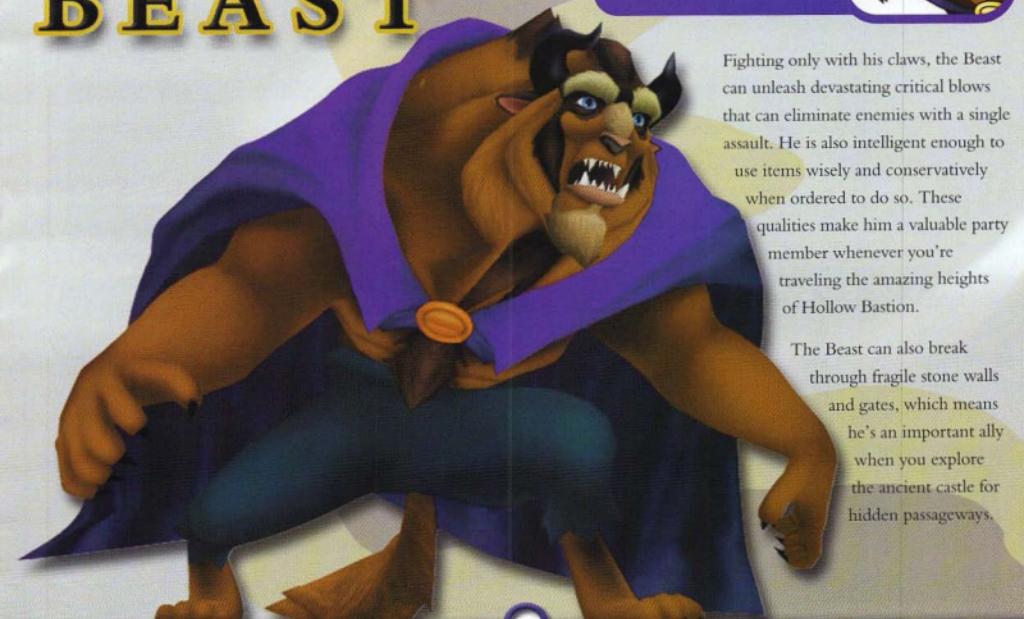
BEAST'S ABILITIES

Name	AP	Description
Berserk	1	Boosts attack power when HP is critically low. Combine with a weapon skill for more power.
Ferocious Lunge	2	Lunge at an enemy from a distance. [Special attack. Cost: 1 MP.]
MP Rage	2	Recover MP whenever you're hit in battle. Heavier damage restores more MP. Equip more to boost effect.
Second Chance	2	Keep 1 HP even after taking a critical hit.
Critical Plus	3	Increases odds of dealing critical damage. Equip more to boost effect.
Furious Bellow	3	Knock out surrounding enemies with a raging bellow. [Special attack. Cost: 1 MP.]
Second Wind	3	Recover from KO status quickly with HP fully restored.

CUSTOMIZE

Name	Corresponding Techniques
Regular Attacks	Right swipe, left swipe, double swipe, aerial left swipe, aerial spinning attack
Special Attacks	Ferocious Lunge, Furious Bellow
HP Items	Potion, Elixir, etc.
MP Items	Ether, Elixir, etc.

BEAST



BEAST

A handsome young prince with a selfish heart who was cursed and transformed into a hideous beast. The Beast has followed the Heartless to Hollow Bastion, and uses his unbelievable strength to defeat his shadowy foes.



Fighting only with his claws, the Beast can unleash devastating critical blows that can eliminate enemies with a single assault. He is also intelligent enough to use items wisely and conservatively when ordered to do so. These qualities make him a valuable party member whenever you're traveling the amazing heights of Hollow Bastion.

The Beast can also break through fragile stone walls and gates, which means he's an important ally when you explore the ancient castle for hidden passageways.



GAME BASICS

Welcome to the delightful world of Kingdom Hearts! In this great adventure, you meet some famous characters from the world of Disney, and join them on a perilous quest to rid the universe of a terrible darkness.

In this game, you must constantly develop your jumping skills and attack strategies. This chapter of the book is designed to help you leap into the role of Sora and get an idea of what lies ahead.



MOVEMENT CONTROLS

Button	Description
<input type="checkbox"/> button	Hold down to display magic shortcut menu.
<input checked="" type="checkbox"/> button	Rotate camera counterclockwise (disabled when target lock is engaged)/Press simultaneously with the <input type="checkbox"/> button to revert the camera to default frontal view/Cycle through available targets while locked on.
<input checked="" type="checkbox"/> button	Engage or disengage target lock.
<input checked="" type="checkbox"/> button	Rotate camera clockwise (disabled when target lock is engaged)/Press simultaneously with the <input checked="" type="checkbox"/> button to revert the camera to default frontal view/Cycle through available targets while locked on.
R3 button	Confirm (disabled in menu screen).
directional buttons	Move cursor.
left analog stick	Move character (walks or runs) depending on how far the stick is tilted/Move cursor in menu screen.
right analog stick	Move cursor in command menu.
START button	Display main menu/Pause (during battle and cut scenes)/Display special menus during mini games.
SELECT button	Toggle first-person view on and off.
<input checked="" type="checkbox"/> button	Cancel/Jump/Let go/Swim fast/Ascend when flying or swimming.
<input checked="" type="checkbox"/> button	Command party members to attack a locked target/Press while holding the <input checked="" type="checkbox"/> button to cast assigned spell.
<input checked="" type="checkbox"/> button	Use special abilities/Descend when flying or swimming/Press while holding the <input checked="" type="checkbox"/> button to cast assigned spell.
<input checked="" type="checkbox"/> button	Confirm/Press while holding the <input checked="" type="checkbox"/> button to cast assigned spell.

*Press the , , , , START, and SELECT buttons together to perform a Soft Reset, returning the game to the Start menu. Pause and Soft Reset are disabled during certain scenes.

BASICS OF EXPLORATION

An adventurer needs to search every path for useful items. As you get close to objects of interest, a small orange circle will auto-target them. Approach a targeted object to make a new command such as "Examine" appear. You can also use the target lock feature (press the button) to lock on to objects, which might make them a little easier to see.



The folks you encounter may provide clues and information that will help you on your journey. To speak to any person in a "friendly" location (one in which there are no enemies), approach the person until the "Talk" command replaces "Attack." If new options appear, use the right analog stick or the directional buttons to highlight an option, then press the button to confirm your choice.

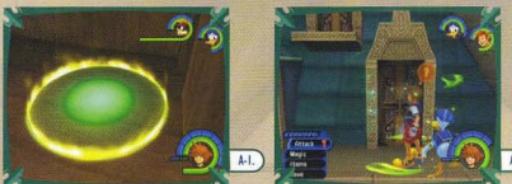




SAVE POINTS

You can stand on a save point to completely restore your characters' HP and MP. The Save option will also appear in the bottom slot of the command menu. Select this option to save your game, change your current party, or enter the main menu. Some save points also enable you to hop aboard your gummi ship, a spacecraft that enables you to travel to other worlds.

Basically, there are two types of save points. All Type A points can teleport you to the gummi ship, and they never disappear (see screenshot A-1). Some Type B points cannot teleport you to the gummi ship and may disappear (see screenshot A-2).



COMMAND MENU

The command menu is always displayed in the bottom-left corner of the screen, whether you're fighting or moving through safe areas. It is constantly updated to reflect changes in Sora's immediate environment.

The top command, usually highlighted by default, is "Attack." You can't attack enemies unless this option is highlighted. This command changes to "Talk" when you approach an ally or friendly character. It changes to other options as well, depending on the situation. For example, when Sora lifts an object over his head, the command changes to "Throw."



The second command opens the Magic menu. You can cast spells from here. Having all your spells at your disposal at all times is very beneficial in certain fights that require a wide variety of magic. You can assign three spells to the shortcut menu. You cast the magic by holding the **B** button and pressing either **□**, **△**, or **○**.

The command menu's third option opens the Items menu. Helpful items (like Potions, Ethers, and Elixirs) can be stored in each character's item slots. Item slots allow for handy restoration of HP and MP during combat. The use of item slots is described in more detail later in this chapter.

The command menu's final option changes depending on the circumstances. As noted earlier, it may change to read "Lift" to raise certain objects, or it may change to "Examine" to look at certain objects of interest. It may change to "Open" when you approach treasure chests and other containers.



MODES

When enemies materialize in an area, you switch to combat mode. The command menu changes color from blue to red, and you can no longer enter the main menu. When you press the START button during combat mode, it pauses the game.

When the game switches modes, the bottom line of the command menu is used to launch special attack abilities such as Sonic Blade, Strike Raid, Ars Arcanum, Ragnarok, and Trinity Limit. These are extra-powerful attacks that you can acquire by defeating certain opponents. You can then use these abilities to demolish resilient enemies that appear later in the game.

After defeating all of the enemies in an area, the command menu changes back from red to blue, signaling that all is clear. You can force the change in modes by leaving an area with enemies, or running out of the enemies' combat range.



ITEMS

Finding and using various kinds of items is important to making the game easier. You can buy items from shops, or simply find them by exploring each world. Items are usually contained in treasure chests or some other sort of container. You can even find them by smashing barrels and boxes. Also, defeated enemies sometimes drop items. You can increase the number and types of items an enemy drops by equipping certain abilities.

Use items like Potions, Hi-Potions, and Ethers to restore HP and MP, the two meters in the bottom-right corner of the screen. HP (hit points) represents a character's health, while MP (magic points) reflects a character's ability to cast spells. You can use certain items outside of combat by accessing the Items option in the main menu. When engaged in combat, you can only use items stored in Sora's item slots.



ITEM SLOTS

Each party member has his own item slots, which you can access through the Items option of the main menu. Equip your characters with items so they can use them in battle.

The number of item slots assigned to each character increases as more experience is gained. It's especially important to keep the characters you don't control supplied with items. Proper use of item slots will help you stay alive, and enable your fellow adventurers to take care of themselves.

Make sure you check each character's item slots before and after every major battle. If your supporting characters are using most of their items during every battle, then change the frequency with which they consume such items in the Customize menu. More on customizing your characters is explained later.





DROPPED GOODS AND MUNNY

Once you reach Traverse Town early in the game, defeated enemies begin to drop items and little balls. Run close to these items and balls to pick them up.



Currency in Kingdom Hearts is called "munny," and it appears on-screen as blue and gold balls. You can use munny to purchase items and accessories at the shops in Traverse Town. You can even make enemies drop more munny by equipping certain abilities. Munny is also released when certain Trinity Marks are used.

All party members can absorb green balls, which restore HP. When HP balls appear, make sure your fellow party members get their fair share.

Gather up the transparent balls to restore MP. Your support characters also absorb MP balls. If you tend to use physical attacks more often than magic, save the MP balls for Donald.



Items You Can't Reach

During your first trip to almost every new world, you will notice items in unreachable locations. As you proceed further into the game, you will gain new abilities that enable you to jump higher or glide short distances. After gaining these new abilities, refer to the "Extra Items in Every World" chapter for information on obtaining these previously unreachable items.

LOCK ON

You can lock on to enemies or objects in the environment by pressing the **L** button. The target lock can be switched from target to target by pressing the **L** or **R** button. The camera will adjust to provide the best view.



This feature makes it easier to locate treasure chests and valuable items, so use it while exploring. It's also essential during boss fights in which you have an enemy with several body parts to target.

However, this feature is somewhat limited when fighting groups of enemies. Because the target lock feature focuses on a single target, it reduces your ability to attack surrounding enemies. When facing groups of foes, you may want to just rely on the orange auto-target symbol to attack the closest threat. The best time to use the target lock feature when fighting multiple enemies is when you need to cast an attack spell on a particular foe.





COMBINATION ATTACKS

At the start of the game, Sora has a fairly limited combat style. Press the **•** button at the right time to execute up to three attacks in a row. You can even jump into the air to attack flying foes before returning to the ground. A chain of successive attacks against a foe is known as a “combo.”

The ability to chain combos together becomes easier as you gain levels, increase your stats, and learn new abilities that add extra attacks to your ground and aerial combos. Combos allow enemies fewer opportunities to retaliate.

The term “combo” also refers to the possibility of extending a special attack ability. For example, while using the Sonic Blade ability, an additional attack becomes available in the command menu’s top slot for a split second. If you press the **•** button at the right moment, you can create a powerful combo. You can continue to inflict massive damage to your enemies until the combo option disappears.



TECH POINTS

Through prowess and good timing, you can obtain EXP just by exhibiting good fighting skills. A percentage of the experience points normally awarded by defeating a foe can be gained by performing certain actions in combat. These actions include the following:

- Deflect a foe’s physical attack with your own simultaneous attack.
- Hit a foe by reflecting its own special attack. For example, hit Wakka’s blitzball back at him.
- Attack a foe at a specific part of its body.
- Attack a foe with the type of magic that it’s weak against.



Tech points awarded will flash on-screen when any of these actions occur. Tech points accrued in combat can even cause your characters to level up even when you haven’t defeated any foes!

STATUS

The Status screen of the main menu indicates how well you’re developing your characters. Each number indicates something about your party’s combat prowess. You can raise the statistics representing your characters’ life, magic abilities, strength, and defense each time you gain a new level. You can also automatically raise these statistics through the use of special items, such as Power Ups, Defense Ups, and by equipping different weapons and abilities.





HP — A numerical measure of a character's life, reflected in the length of the green meter on the right side of the screen. It shortens when foes inflict damage, and is restored through item consumption or healing magic.

MP — A measure of a character's ability to cast spells. It gets reduced when magic spells or special attacks are used, and is restored by consuming Ethers and other items. It is also gradually restored as you physically attack an enemy.

AP — This is short for "ability points." Maximum AP is occasionally increased when a new level is attained. You can also manually increase max AP with AP Up items. Enter the Abilities screen from the main menu and use AP to equip abilities on each character.

STR — A measure of your characters' ability to inflict damage through physical attacks. This statistic increases occasionally as you reach new levels of experience and is affected by accessories and weapons equipped on the characters. Use Power Up items to manually increase this total.

DEF — A measure of how much damage your characters can sustain from each blow inflicted by an enemy. It is occasionally increased when you gain new levels. You can manually raise it by using Defense Up items. The defense statistic can be affected by the accessories equipped on a character.

LV — The level of experience reached by the character. Each time a new level is gained, a statistic may increase or a new ability may be learned. Gaining levels can also increase the number of item or accessory slots available for the character's use in battle.

EXP — Experience points are gained by eliminating enemies. The stronger the foe, the more experience you earn. The experience gained from defeating each enemy is momentarily displayed on-screen. The amount of experience required to reach the next level is displayed to the right.

MAGIC SPELLS

You gain the ability to cast magic spells after meeting Donald Duck in Traverse Town. You learn new spells by defeating certain foes or completing certain tasks. Each new spell is simultaneously learned by Donald, which he can then use.



As long as you have the required amount of MP, you can cast spells. If you run out of MP, you can restore it all by touching a save point. Consuming an Ether or other multi-purpose item also recharges MP. Possibly the best way to regain MP is by striking enemies with physical attacks. This helps balance out your magic use while improving your combat skills. Much more detailed information on this subject is contained in the "Magic Spells" chapter.

ABILITIES

As your characters gain levels, they will occasionally increase their maximum AP or learn a new ability. Access the Abilities screen of the main menu to examine and equip abilities. The more AP your characters have, the more abilities they can equip.





Certain abilities enable you to improve your characters' combat abilities so that they can attack more often and evade attacks more easily. Some abilities cause enemies to drop more munny and HP/MP balls, while other abilities increase the odds of receiving a rare item from a foe.

You can learn special attack abilities by defeating certain enemies in the game. When equipped, special attack options will appear in the bottom slot of the command menu during combat, depending on the range between you and your current target. It takes MP to engage special attacks. After launching the initial attack, you can chain additional combos onto the first blow by pressing the **B** button when the combo option lights up in the top command menu slot.



PARTY

During the Guard Armor boss fight in Traverse Town, Sora joins forces with Goofy and Donald. After this point in the game, you control a "party" of characters.



You control Sora, and the two supporting characters follow him wherever he goes. When enemies appear, your party members will attack them on their own. They will also fight alongside Sora, and use items and spells to restore him if he gets into trouble.

Supporting characters can only help Sora if you manage your party properly. This includes equipping good weapons and accessories on them. Also, make sure the secondary characters always have sufficient items equipped to use in combat.



Certain worlds introduce new characters that you can switch into the party. These characters are usually well adapted to their particular environment, making them beneficial allies. If you plan to replace Donald Duck or Goofy with a world-specific character, we recommend that you remove Goofy from the main party. Donald's ability to cast spells makes him an important member of the party.

CUSTOMIZING

Enter the Customize screen of the main menu to attach spells to the magic shortcut, as described in the "Magic Spells" chapter. You can also determine the frequency with which your supporting characters attack, cast magic, and consume helpful items in this menu. There are several defaults from which to choose, plus you can set each character's attack pattern using the Manual option.

If it seems like your support characters are consuming all of their items during battle, change it so they use items less frequently or only during an emergency. The more items used unnecessarily, the more often you'll need to restock your inventory.





JOURNAL

After you defeat the first boss of Traverse Town, Jiminy Cricket will accompany the party as a scribe. His accounts of your adventures are contained in the Journal, an option that becomes available in the main menu.

In this handy volume, your exploits are fully described and updated as the story proceeds. Character bios are created and descriptions of all the Heartless enemies you've defeated are kept here as well. As the party uncovers new mini-games, your record times are recorded here too. The Journal is a valuable asset in tracking your progress in the game.

GUMMI SHIP TRAVEL

Donald and Goofy fly in a contraption that can maneuver through space, a craft that is built out of colorful blocks of a mysterious origin. When Sora teams up with this duo, you can travel to other worlds in this "gummi ship."



Some worlds have an exit point, such as a gate or a large door, while you can only enter and exit others through special save points. Once you leave a world, you'll enter the Navigational Map. Move the cursor across the map to nearby destinations to make the gummi ship fly there.



As you travel to new worlds, you must maneuver around dangerous obstacles and enemy ships flown by the Heartless. The gummi ship comes equipped with a cannon. Blast destructible obstacles to reveal items that restore your armor and power.



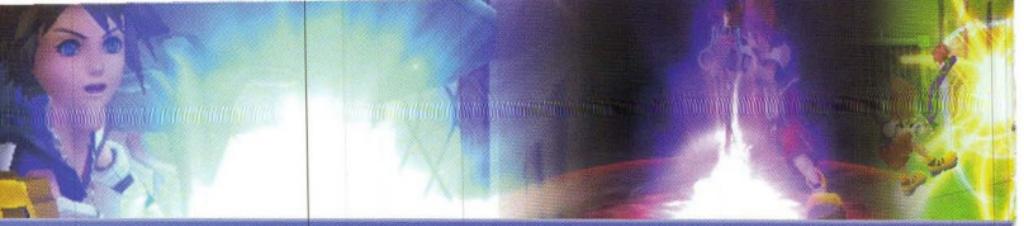
Enemy craft that you destroy will leave behind valuable gummi blocks and gummi ship blueprints. To collect them, press the **•** button to slow down and then travel over the object.

Gummi Garage

You can customize the gummi ship in the Gummi Garage. Collect blueprints to build new ships, or create your own wacky designs! Refer to the "Gummi Garage" chapter for more details.



Each new destination initially offers only one place to disembark. After you've reached certain save points within a world, you can reenter that world from these new landing points.



MAGIC SPELLS

Magic is a mystery to Sora at the start of the game, but after he meets the wizard Donald Duck, the two begin to share knowledge of magic spells.

As you progress through the game, Sora will learn a wide variety of magic. Whatever Sora learns, Donald learns also. This is why Donald Duck can be such a useful party member. He can cast spells if you're doing something else.

USING MAGIC

Whenever you're casting magic at an enemy, use the target lock feature to lock on to the foe. You cast magic by selecting the Magic option in the command menu. Scroll through the list of available spells, and press the **□** button or down on the right analog stick (R3 button) to cast the spell. You don't need to lock on to anything when casting Cure or Aero, but you must select the intended target from a menu.



USING SHORTCUTS



Sora's first few spells are automatically assigned to the magic shortcut menu. To cast magic that is assigned to the magic shortcut, hold down the **□** button to make the spells appear in the lower-left corner of the screen. Each spell is assigned to a separate button: **△**, **□**, or **○**. It's much easier to cast spells this way, especially after learning about six or seven different types of magic!

MAGIC TYPES

To assign different magic spells to the shortcut, enter the Customize menu and select Sora. You can place any spell on any of the three shortcut buttons. The "Walkthrough" chapter provides suggestions on maximizing your magic shortcut, especially before tough battles with major enemies.



- **FIRE:** A flaming projectile shoots toward its intended target. As this spell is upgraded, the range and size of the projectile increases, as well as the amount of damage inflicted. You can use it to start fires in certain places as well.

- **BLIZZARD:** A cold blast shoots directly from Sora's Keyblade and spreads outward. You can cast Blizzard from midair, but it's more effective against non-flying enemies. When the spell is upgraded to higher levels, its range and power increases. You can also use it to put out flames and freeze water bubbles.



- THUNDER:** Lightning strikes from above, damaging all enemies within a certain radius around the main target. As the spell is upgraded, the attack radius and the damage increase. This spell is effective against both airborne and non-flying enemies. You can also use it for other electrical purposes.
- CURE:** Magic that heals a party member of your choosing. You can increase the spell's level to increase the amount of HP it restores.
- GRAVITY:** A crushing ball of darkness flattens all enemies in a small radius around the main target, reducing each foe's HP by a certain percentage. This spell isn't fatal, even if the foe is reduced to 1 HP. The spell's radius and percentage of reduction increase as the spell is upgraded.

ELEMENTS

Some spells may be ineffective against enemies with inherent elemental properties. For example, Red Nocturnes will actually absorb and be healed by Fire spells. On the other hand, they are especially susceptible to Blizzard spells. Conversely, the Blue Rhapsody absorbs Blizzard spells, but is weak against Fire spells.

Spell	MP	Description
Fire	1	charge gauge unit
Fira	1	charge gauge unit
Firaga	1	charge gauge unit
Blizzard	1	charge gauge unit
Blizzara	1	charge gauge unit
Blizzaga	1	charge gauge unit
Thunder	1	
Thundara	1	
Thundaga	1	
Cure	1	
Cura	1	
Curaga	1	
Gravity	1	
Gravira	1	
Graviga	1	
Stop	2	
Stopra	2	
Stopga	2	
Aero	2	
Aerora	2	
Aeroga	2	

Unleashes a small burst of flame.
Unleashes a potent burst of flame.
Unleashes an incredible burst of flame.
Unleashes a gust of frost.
Unleashes a gust of frost. Longer range than Blizzard.
Unleashes a gust of frost. Longest range.
Calls bolts of lightning to the target area.
Calls a powerful lightning storm to the target area.
Calls a great maelstrom of lightning to the target area.
Restores a little HP to one character.
Restores a lot of HP to one character.
Restores a massive amount of HP to one character.
Wrecks a percentage of HP from the target. Effective against enemies with lots of HP.
Wrecks a percentage of HP from the target. Wider area of effect than Gravity.
Wrecks a percentage of HP from the target. Wider area of effect than Gravira.
Prevents target from taking action for a limited time.
Prevents targets from taking action for a limited time. Wide area of effect.
Prevents targets from taking action for a limited time. Widest area of effect.
Deploys a barrier that absorbs damage.
Deploys a barrier that absorbs damage. Damages enemies on contact.
Deploys a barrier that absorbs damage. Deflects certain attacks.

- STOP:** The targeted enemy is rendered immobile for a short period of time. You can continue to attack the frozen enemy to accumulate damage. When the spell wears off, all damage accumulated during the spell's duration is inflicted at once. As the spell is upgraded, it affects more enemies and lasts longer.
- AERO:** Deploys a magic barrier of wind that protects one of your party members from damage. Aero reduces damage from some attacks, while Aerora reduces damage from attacks and also damages enemies that touch the barrier. Aeroga deflects most types of attacks, including some bosses' special attacks. It also causes damage to foes that touch the barrier.

SUMMONING

The Fairy Godmother, inside Merlin's house in Traverse Town, can draw out the spirits contained in special stones so that Sora can summon them in battle. Some of these allies are gained through events in the game, but others are only released by letting the Fairy Godmother look at the stones.



To summon one of these powerful allies into battle, all three party members must be active and *not* unconscious. You must also have the required amount of MP. To summon an ally, choose the Magic option in the command menu during combat and scroll to the bottom option, "Summon."



Summon Orientation

Each time you obtain a new summoned ally, speak to Merlin and practice summoning your new friend in the practice magic arena. Although fighting furniture isn't anything like fighting real foes in the heat of combat, you can at least practice using the summoned character.



All summoned characters enter a battle with amazing animation sequences!

Each one has a different ability that it shares with the party in combat. Most of the summoned allies

replace your supporting party members, who disappear while the summoned character is present. The summoned character usually has an MP gauge that appears in the upper-right corner of the screen. The rapidly depleting orange meter indicates how much longer the summoned character will remain in battle. If you want to send it away or summon a different ally into battle, use the Dismiss command. Each summoned character can only appear once per battle, which means you can't summon it again until your next skirmish.

SIMBA

After you learn the Red Trinity ability, use it to enter the Secret Waterway at the back of the Alleyway in Traverse Town. Speak to Leon a few times until he hands over the Earthstone gem.

Take this gem to the Magician's Study and show it to the Fairy Godmother. The spirit that's released is Simba.



When Simba's world was destroyed by the Heartless, his noble spirit refused to succumb to darkness. When summoned into battle, the Charge Up option at the bottom of the command menu enables you to begin his fearsome attack. When you select the option and hold the \mathbb{B} button to power the attack, the blue meter beside Simba's MP gauge will begin to fill. The longer you hold the button, the more powerful the ensuing attack. It takes 2 MP to summon Simba into battle.

GENIE

After Sora locks the Agrabah Keyhole, Aladdin uses his third wish to free Genie from the magic lamp. Genie then becomes a summoned ally to render aid in combat. It takes 2 MP to summon Genie into battle.

When using Genie, lock on to a target and select the Showtime option at the bottom of the command menu. This makes Genie attack all the enemies within a certain radius around the targeted foe with multiple magic attacks.

DUMBO

There's a treasure chest in the belly of Monstro that contains the Watergleam. Return to Traverse Town and show the gem to the Fairy Godmother to gain the ability to use Dumbo. It takes 3 MP to summon this ally.

Dumbo became the star of the circus in his home world, but the Heartless destroyed everything. When Dumbo is summoned, Sora jumps onto his head, and then they can fly around and splash enemies with water. While Sora and Dumbo fight together, they are invulnerable to enemy attacks.



TINKER BELL

Lock the Neverland Keyhole and Tinker Bell will join the party. It takes 3 MP to summon her into battle. Unlike the others, she doesn't replace any party members and has no special attacks.

The entire time the party is fighting, Tinker Bell will constantly heal all party members. She will also prevent Sora from being KO'd, but only once. After that, Tinker Bell will leave the battle. She is an invaluable ally, especially against the final enemies and hidden boss monsters.

MUSHU

A guardian spirit of an ancient clan, Mushu was banished by the other guardians for his incessant tomfoolery. To summon Mushu, you must defeat the Dragon at Hollow Bastion to receive

the Fireglow. Return to Traverse Town and speak to the Fairy Godmother about this gem to gain access to Mushu. It takes 3 MP to summon this ally into battle.



BAMBI

The son of a mighty stag, Bambi had to learn courage when he was left alone to fend for himself in the forest. It takes 1 MP to summon this ally into battle.

Bambi prances around dropping MP balls everywhere. The more enemies you defeat while Bambi is present, the higher the blue meter in the upper-right corner of the screen will charge. The more enemies you defeat, the better the items Bambi will drop.





WEAPONS

Sora, Donald, and Goofy can equip a variety of weapons, all of which have different power levels and attributes.

Other playable characters (such as Tarzan, Aladdin,

Ariel, and Peter Pan) come equipped with their own special weapons, or none at all. Since these characters differ in that regard, their weapons aren't covered in this chapter.

SORA'S WEAPONS

Sora has only one weapon: the Keyblade. However, its power and shape change based on the key chain that is attached to it.

NAME



Kingdom Key

The key chain attached draws out the Keyblade's true form and power.

ATK 3

Attached when Keyblade is obtained.

DESCRIPTION

ATTRIBUTES

HOW TO GET IT



Kingdom Key

The key chain attached draws out the Keyblade's true form and power.
ATK 3

Attached when Keyblade is obtained.

Jungle King

Has a long reach, but seldom deals critical blows.
ATK 5, STR +2

Lock: The Deep Jungle.

Three Wishes

A powerful weapon that is difficult to deflect.
ATK 6, STR +3

Lock: Agrabah.

Crabclaw

Raises max MP by 1, and enhances magic and summon power. Also deals good physical damage.
ATK 6, STR +3, MP +1

Lock: Atlantica.

Pumpkinhead

Has a long reach and the ability to deal a string of critical blows.
ATK 7, STR +4

Lock: Halloween Town.

Fairy Harp

Raises max MP by 1, and enhances magic and summon power. Sometimes deals powerful critical blows.
ATK 8, STR +5, MP +1

Lock: Neverland.

Wishing Star

Has a short reach, but always finishes up a combo attack with a powerful critical blow.
ATK 5, STR +2

Find in Geppetto's House in Traverse Town.

Spellbinder

Raises max MP by 2, and significantly enhances magic and summon power.
ATK 4, STR +1, MP +2

Speak to Merlin after acquiring all first-level magic spells.

Metal Chocobo

Possesses incredible power and reach, but reduces max MP by 1. Rarely deals critical blows.
ATK 10, STR +7, MP -1

Defeat Cloud in the Hercules Cup tournament.

Olympia

A powerful weapon that is difficult to deflect. Capable of inflicting mighty critical blows.
ATK 10, STR +7, MP +6

Win the Phil, Pegasus, and Hercules Cup tournaments.

Lionheart

Raises max MP by 1, and enhances magic and summon power. Also deals great physical damage.
ATK 10, STR +7, MP +1

Defeat Leon and Cloud during the Hades Cup tournament.

Lady Luck

Raises max MP by 2, and significantly enhances magic and summon power. Also inflicts good physical damage.
ATK 8, STR +5, MP +2

Use white Trinity Mark in Wonderland.

Divine Rose

A powerful weapon that is difficult to deflect. Capable of dealing a string of critical blows.
ATK 10, STR +7

Speak to Belle in the Hollow Bastion Library.

Oathkeeper

Raises max MP by 1, and enhances magic and summon power. Capable of dealing a string of critical blows.
ATK 9, STR +6, MP +1

Speak to Kairi in the Secret Waterway of Traverse Town.

Oblivion

Possesses colossal power, but reduces max MP by 1.
ATK 11, STR +8, MP -1

Open chest in Hollow Bastion's Grand Hall.

Ultima Weapon

The ultimate Keyblade. Raises max MP by 2, and possesses maximum power and attributes.
ATK 12, STR +9, MP +2

Synthesize at the mages' Item Workshop in Traverse Town.

DONALD'S WEAPONS

Donald's attack style focuses mainly on magic. He uses it to inflict damage on enemies and heal other party members. His staves aren't physically powerful, but they do enhance his magic abilities. Hammers make Donald a more capable fighter, but they also reduce his ability to cast magic. You can purchase most of Donald's weapons from his nephews at the Item Shop in Traverse Town.

	Mage's Staff A staff that heightens magic power. ATK 1 Donald comes equipped with it.
---	---

	Morning Star A staff that heightens magic power. Can also be used for physical attacks. ATK 2, STR +1 Purchase at Item Shop for 150 munny.
---	--

	Shooting Star A staff that heightens magic power. Also fairly good for physical attacks. ATK 4, STR +3 Purchase at Item Shop for 750 munny.
---	---

	Magus Staff A mystical staff brimming with power. Raises max MP by 1. ATK 3, STR +2, MP +1 Purchase at Item Shop for 1000 munny.
---	--

	Wisdom Staff A mystical staff brimming with power. Raises max MP by 1. Also fairly good for physical attacks. ATK 5, STR +4, MP +1 Purchase at Item Shop for 4000 munny.
---	--

	Warhammer A hammer made for combat. Reduces max MP by 1. ATK 4, STR +3, MP -1 Purchase at Item Shop for 250 munny.
---	--

	Silver Mallet A powerful hammer made for combat. Reduces max MP by 1. ATK 7, STR +6, MP -1 Purchase at Item Shop for 1000 munny.
---	--

	Grand Mallet A tremendously powerful hammer made for combat. Reduces max MP by 1. ATK 9, STR +8, MP -1 Purchase at Item Shop for 4000 munny.
---	--

	Lord Fortune A staff strong in both physical and magical power. Raises max MP by 1. ATK 6, STR +5, MP +1 Obtain all summoned characters, then speak to the Fairy Godmother.
---	---

	Violetta A rod that sometimes inflicts massive damage. Reduces max MP by 1. ATK 9, STR +8, MP -1 Use white Trinity Mark at Coliseum Gates in Olympus Coliseum.
---	--

	Wizard's Relic An enormously powerful staff sometimes left behind by Wizards. Raises max MP by 2. ATK 5, STR +4, MP +2 Dropped by Wizard Heartless enemies.
---	---

	Dream Rod A mysterious rod holding unknown power. Raises max MP by 2. ATK 8, STR +7, MP +2 Achieve the highest level for all spells, then speak to Merlin.
---	--

	Save the Queen A staff of immense magical and physical power. Raises max MP by 2. ATK 9, STR +8, MP +2 Win the Hades Cup tournament using only Sora.
---	--

GOOFY'S WEAPONS

Goofy attacks enemies and blocks attacks with his shields. You must purchase most of his weapons from Huey, Dewey, and Louie in Traverse Town. Pay close attention to the description of each shield, and equip Goofy to suit your own combat style.

	Knight's Shield A standard-issue knight's shield. ATK 1 Goofy comes equipped with it.
---	---

	Mythril Shield A shield that strikes a fine balance between attack and defense. ATK 3, STR +3 Purchase at Item Shop for 750 munny.
--	--

	Onyx Shield A well-balanced and effective shield for both attack and defense. ATK 6, STR +5 Purchase at Item Shop for 2800 munny.
---	---

	Smasher A shield made for attack rather than defense. Small and easy to handle. ATK 3, STR +2 Purchase at Item Shop for 250 munny.
---	--

	Gigas Fist A small, powerful shield made for attack rather than defense. ATK 7, STR +6 Purchase at Item Shop for 1000 munny.
---	--

	Stout Shield A large shield better suited for defense than offense. Effective against various forms of attack. ATK 1 Purchase at Item Shop for 250 munny.
---	---

	Golem Shield A large shield best suited for defense. Also an effective assault weapon. ATK 3, STR +2 Purchase at Item Shop for 1000 munny.
--	--

	Adamant Shield A large shield best suited for defense. Effective against various attacks, and also a powerful assault weapon. ATK 5, STR +4 Purchase at Item Shop for 4000 munny.
---	---

	Herc's Shield A shield with enormous power sealed within. Made for attacking. ATK 9, STR +8 Defeat Hercules in the Hercules Cup tournament.
---	---

	Genji Shield A shield of surpassing offensive and defensive strength. ATK 8, STR +7 Defeat Yuffie in the Hades Cup tournament.
---	--

	Defender A rugged shield sometimes left behind by Defenders. ATK 10, STR +9, MP +1 Dropped by Defender Heartless enemies.
--	---

	Dream Shield A shield to protect loved ones. Raises max MP by 2. ATK 6, STR +5, MP +2 Win all seven spell Arts items from White Mushrooms, then speak to Merlin.
---	--

	Save the King The most powerful shield. Raises max MP by 2. ATK 10, STR +9, MP +2 Win the Hades Cup Time Trial.
---	---





ACCESSORIES

All of the characters in your party can equip one or more accessories. World-specific characters (like Tarzan, Aladdin, and Ariel) come equipped with their own accessories. When you revisit worlds after gaining several levels, these characters may have the ability to equip more accessories.

Accessories help your characters defend against various types of attacks and magic spells. They also affect certain statistics, such as Strength, Defense, HP, MP and AP. You can view the status changes by highlighting the item in the Equipment menu. The highlighted item is compared to the accessory currently worn by the character.

The following table indicates where you can find each accessory, or whether it needs to be purchased or synthesized in Traverse Town. It also indicates whether the item is dropped by certain enemies or if it comes equipped on world-specific characters. The phrase "equip more to boost effect" indicates that placing two of a particular accessory on one character will double the status bonuses and magic reduction percentages!

Name	Description	Stats	Buy	Found
Protect Chain	Slightly raises Defense.	DEF +1	150 munny	The Destiny Islands; dropped by Soldier; starting equipment for Aladdin, Ariel, Jack, and Peter Pan.
Protera Chain	Raises Defense.	DEF +2	750 munny	Chest in Agrabah; chest in Deep Jungle; dropped by Large Body, Green Requiem, Powerwild, and Bandit.
Protega Chain	Significantly raises Defense.	DEF +3	2800 munny	Chest in Agrabah; chest in Neverland.
Fire Ring	Reduces fire damage by 20% and slightly raises Defense. Equip more to boost effect.	DEF +1	250 munny	Can purchase; starting equipment for Aladdin and Jack.
Fira Ring	Reduces fire damage by 20% and raises Defense. Equip more to boost effect.	DEF +2	1000 munny	Chest in Agrabah; dropped by Red Nocturne.
Firaga Ring	Reduces fire damage by 20% and significantly raises Defense. Equip more to boost effect.	DEF +3	4000 munny	Chest in Hollow Bastion; dropped by Fat Bandit.
Blizzard Ring	Reduces ice damage by 20% and slightly raises Defense. Equip more to boost effect.	DEF +1	250 munny	Can purchase; starting equipment for the Beast.
Blizzara Ring	Reduces ice damage by 20% and raises Defense. Equip more to boost effect.	DEF +2	1000 munny	Can purchase; dropped by Blue Rhapsody.
Blizzaga Ring	Reduces ice damage by 20% and significantly raises Defense. Equip more to boost effect.	DEF +3	4000 munny	Chest in Hollow Bastion; dropped by Sea Neon, Sheltering Zone.
Thunder Ring	Reduces lightning damage by 20% and slightly raises Defense. Equip more to boost effect.	DEF +1	250 munny	Can purchase; starting equipment for Ariel.
Thundara Ring	Reduces lightning damage by 20% and raises Defense. Equip more to boost effect.	DEF +2	1000 munny	Chest in Agrabah; dropped by Yellow Opera.
Thundaga Ring	Reduces lightning damage by 20% and significantly raises Defense. Equip more to boost effect.	DEF +3	4000 munny	Chest in Hollow Bastion; dropped by Screwdiver, Aquatank.
Ability Stud	Slightly raises max AP.	AP +2	200 munny	Must purchase.

Name	Description	Stats	Buy	Found
Guard Earring	Raises max AP and Defense.	AP +3, DEF +1	N/A	Must synthesize.
Master Earring	Significantly raises max AP and Defense.	AP +4, DEF +2	N/A	Must synthesize.
Chaos Ring	Reduces dark damage by 20% and slightly raises Defense. Equip more to boost effect.	DEF +1	600 munny	Must purchase.
Dark Ring	Reduces dark damage by 20% and raises Defense. Equip more to boost effect.	DEF +3	N/A	Chest in End of the World; can synthesize.
Element Ring	Reduces fire, ice, and lightning damage by 20% and raises Defense. Equip more to boost effect.	DEF +2	4800 munny	Can purchase; dropped by Battleship; can synthesize.
Three Stars	Reduces fire, ice, and lightning damage by 20% and significantly raises Defense. Equip more to boost effect.	DEF +3	Can synthesize	Chest in End of the World; can synthesize.
Power Chain	Slightly raises Strength.	STR +2	N/A	Must synthesize.
Golem Chain	Raises Strength and Defense.	STR +3, DEF +1	N/A	Must synthesize.
Titan Chain	Significantly raises Strength and Defense.	STR +4, DEF +2	N/A	Must synthesize.
Energy Bangle	Slightly raises max HP and Defense.	HP +3, DEF +1	N/A	Must synthesize.
Angel Bangle	Raises max HP and Defense.	HP +6, DEF +2	N/A	Chest in End of the World; can synthesize.
Gaia Bangle	Significantly raises max HP and Defense.	HP +9, DEF +3	N/A	Must synthesize.
Magic Armllet	Slightly raises max MP. Also enhances magic and summon power.	MP +1	N/A	Must synthesize.
Rune Armllet	Slightly raises max MP and Defense. Also enhances magic and summon power.	MP +1, DEF +1	N/A	Must synthesize.
Atlas Armllet	Raises max MP and Defense. Also significantly enhances magic and summon power.	MP +2, DEF +2	N/A	Must synthesize.
Heartguard	Raises max HP and Defense, and reduces dark damage by 20%. Equip more to boost effect.	HP +3, DEF +4	N/A	Must synthesize.
Ribbon	Reduces all elemental damage by 20%. Equip more to boost effect.	DEF +3	N/A	Reward for finding 90 dalmatians; can synthesize.
Crystal Crown	Raises max HP, max MP, max AP, Strength, and Defense. Also enhances magic and summon power.	HP +6, MP +1, AP +3, STR +2, DEF +2	N/A	Must synthesize.
Brave Warrior	Slightly raises max HP and Strength.	HP +3, STR +1	N/A	Dropped by Guard Armor; chest in End of the World.
Ifrit's Horn	Reduces fire damage by 20% and raises max AP and Defense.	AP +1, DEF +1	N/A	Dropped by Trickmaster; chest in End of the World.
Inferno Band	Reduces fire and dark damage by 20%. Also raises Defense.	DEF +2	N/A	Dropped by Cerberus; chest in End of the World.
White Fang	Slightly raises Strength, Defense, and max AP.	AP +1, STR +1, DEF +1	N/A	Dropped by Sabor; chest in End of the World.
Ray of Light	Slightly raises max HP and MP. Also enhances magic and summon power.	HP +3, MP +1	N/A	Dropped by Pot Centipede; chest in End of the World.
Holy Circlet	Reduces fire, ice, and lightning damage by 20%. Also raises max AP.	AP +3	N/A	Dropped by Oogie Boogie; chest in End of the World.
Raven's Claw	Reduces dark damage by 20%. Also raises Strength and Defense.	STR +2, DEF +2	N/A	Dropped by Antisora; chest in End of the World.
Omega Arts	Raises max HP, Strength, and Defense.	HP +3, STR +3, DEF +3	N/A	Dropped by Behemoth; chest in End of the World.



ITEMS

RESTORATIVE ITEMS

Name	Description
Potion	Restores 30 HP of one character. Can be equipped by party members.
Hi-Potion	Restores 60 HP of one character. Can be equipped by party members.
Ether	Restores 3 MP of one character. Can be equipped by party members.
Elixir	Fully restores a character's HP and MP. Can be equipped by party members.
Mega-Potion	Restores 30 HP of each party member. Can be equipped by party members.
Mega-Ether	Restores 3 MP of each party member. Can be equipped by party members.
Magelixir	Fully restores the party's HP and MP. Can be equipped by party members.
Tent	Fully restores the party's HP. Can only be used from the menu.
Camping Set	Restores all HP and 3 MP of each party member. Can only be used from the menu.
Cottage	Fully restores the party's HP and MP. Can only be used from the menu.

SUPPORT ITEMS

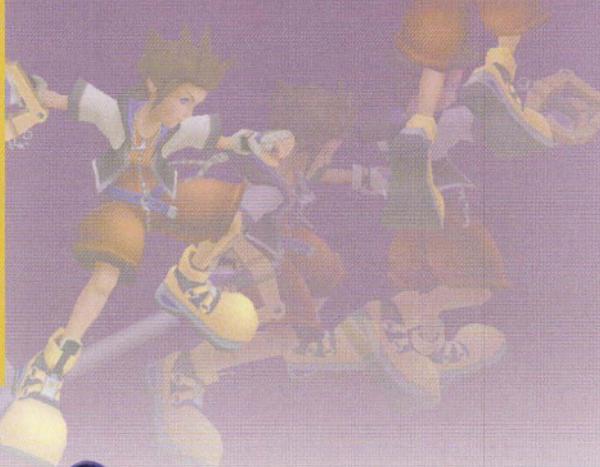
Name	Description
Power Up	Raises Strength by 1. Can only be used from the menu.
Defense Up	Raises Defense by 1. Can only be used from the menu.
AP Up	Raises max AP by 1. Can only be used from the menu.

SYNTHESIS ITEMS

Name	Description
Lucid Shard	A gem shard containing essence of emptiness.
Lucid Gem	A gem containing essence of emptiness.
Lucid Crystal	Crystallized essence of emptiness.
Spirit Shard	A gem shard containing essence of fighting spirit.
Spirit Gem	A gem containing essence of fighting spirit.
Power Shard	A gem shard containing essence of strength.
Power Gem	A gem containing essence of strength.
Power Crystal	Crystallized essence of spirit and strength.
Blaze Shard	A gem shard containing essence of fire.
Blaze Gem	A gem containing essence of fire.
Frost Shard	A gem shard containing essence of ice.
Frost Gem	A gem containing essence of ice.
Thunder Shard	A gem shard containing essence of thunder.
Thunder Gem	A gem containing essence of thunder.
Shiny Crystal	A crystal bursting with the essence of three elements.
Bright Shard	A gem shard containing essence of vitality.
Bright Gem	A gem containing essence of vitality.
Bright Crystal	Crystallized essence of vitality.
Mystery Goo	Droplet of a crystallized, mysterious substance.
Gale	A howling gale frozen in crystal form.
Mythril Shard	A mineral shard containing rare metal.
Mythril	An extremely rare metal ore.
Orichalcum	A rare and most valuable ore.

SUMMON GEMS

Name	Summon	Released	Where Obtained?
Earthshine	Simba		Leon, in the Secret Waterway in Traverse Town.
Watergleam	Dumbo		Monstro: Mouth.
Naturespark	Bambi		Hundred Acre Wood.
Fireglow	Mushu		Defeat the Dragon at Hollow Bastion.



KEY ITEMS

Name	Description
Navi-G Piece	Half of a gummy emitting a mysterious glow.
Pretty Stone	A beautiful stone that glistens in the sun. It has little value.
Empty Bottle	Used to collect Drinking Water at the Destiny Islands.
Old Book	Cid repairs it for Merlin; return it to the wizard.
Emblem Piece	Fragment of an emblem, found in a blue flame. There should be a matching slot for it somewhere.
Emblem Piece	Fragment of an emblem, found in a treasure chest. There should be a matching slot for it somewhere.
Emblem Piece	Fragment of an emblem, found in a stone statue. There should be a matching slot for it somewhere.
Emblem Piece	Fragment of an emblem, found in a fountain. There should be a matching slot for it somewhere.
Log	Raft materials, found at the Destiny Islands.
Cloth	Raft materials, found at the Destiny Islands.
Rope	Raft materials, found at the Destiny Islands.
Seagull Egg	Traveling supplies, found at the Destiny Islands.
Fish	Traveling supplies, found at the Destiny Islands.
Mushroom	Traveling supplies, found at the Destiny Islands.
Coconut	Traveling supplies, found at the Destiny Islands.
Drinking Water	Traveling supplies, found at the Destiny Islands.
Crystal Trident	Item that reveals the Keyhole of Atlantis.
Postcard	Drop it into the red mailbox in Traverse Town.
Torn Page	A page torn out of Merlin's book. Try reattaching it.
Slide 1	Jane's research slide; use it in the projector.
Slide 2	Jane's research slide; use it in the projector.
Slide 3	Jane's research slide; use it in the projector.
Slide 4	Jane's research slide; use it in the projector.
Slide 5	Jane's research slide; use it in the projector.
Slide 6	Jane's research slide; use it in the projector.
Footprints	Evidence of the Heartless; present it to the Queen of Hearts.
Gaw Marks	Evidence of the Heartless; present it to the Queen of Hearts.
Stench	Evidence of the Heartless; present it to the Queen of Hearts.

Name	Description
Antenna	Evidence of the Heartless; present it to the Queen of Hearts.
Forget-Me-Not	The "memory" given by Sally. Needed to create a heart.
Jack-in-the-Box	The "surprise" given by the mayor. Needed to create a heart.
Entry Pass	A ticket required to enter the games at the Olympus Coliseum.
Hero License	A certificate declaring the bearer's "Junior Heroes."
Khame vol. 8	An ancient tome containing illegible script.
Salegg vol. 6	An ancient tome containing illegible script.
Azal vol. 3	An ancient tome containing illegible script.
Mava vol. 3	An ancient tome containing illegible script.
Mava vol. 6	An ancient tome containing illegible script.
Theon vol. 6	An ancient tome containing illegible script.
Nahara vol. 5	An ancient tome containing illegible script.
Hafet vol. 4	An ancient tome containing illegible script.
Fire Arts	Proof that a White Mushroom acknowledged you a master of Fire magic.
Blizzard Arts	Proof that a White Mushroom acknowledged you a master of Blizzard magic.
Thunder Arts	Proof that a White Mushroom acknowledged you a master of Thunder magic.
Cure Arts	Proof that a White Mushroom acknowledged you a master of Cure magic.
Gravity Arts	Proof that a White Mushroom acknowledged you a master of Gravity magic.
Stop Arts	Proof that a White Mushroom acknowledged you a master of Stop magic.
Aero Arts	Proof that a White Mushroom acknowledged you a master of Aero magic.
Shiitake Rank	Proof that you satisfied a Rare Truffle by bopping it into the air 50 times.
Matsutake Rank	Proof that you satisfied a Rare Truffle by bopping it into the air 100 times.
Mystery Mold	A puzzling substance left behind by a Black Fungus. It may be quite valuable.



SYNTHESIS

During your first visit to Traverse Town, you'll encounter a moogle at the door behind Cid's Accessory Shop. The moogles' Item Workshop is closed at the time. It opens once you gain the ability to use green Trinity Marks.

When this occurs, return to the Accessory Shop in Traverse Town and use the green Trinity Mark on the floor inside. This causes a ladder to lower, thus opening the Item Workshop for business.

At first, the moogles offer a small list of items and accessories that you can synthesize from items you've collected. Some items, such as Bright Shards and Lucid Gems, are stored in your inventory. These types of items are the basic building materials from which you can synthesize items. It doesn't cost any munny to synthesize items, but some of the required materials are rare and difficult to obtain.

You can sometimes find the required items in treasure chests, or you may collect them after defeating certain enemies. You can win some synthesis materials in mini-games or tournaments. On occasion, you need to

seek out the friendly White Mushrooms and cast the spells that they want to see.

ITEM SYNTHESIS, LIST I

Item	Need
Cottage	Bright Shard (x2), Blaze Shard (x3)
Elixir	Blaze Shard (x2), Frost Shard (x2), Thunder Shard (x2), Mythril Shard (x4)
Energy Bangle	Power Shard (x2), Frost Shard (x1)
Power Chain	Spirit Shard (x2), Power Shard (x2)
Guard Earring	Spirit Shard (x2), Thunder Shard (x1)
Dark Ring	Lucid Shard (x2), Bright Shard (x1), Mythril Shard (x2)

ITEM SYNTHESIS, LIST II

Synthesize Four Items to Unlock

Item	Need
Mega-Potion	Blaze Gem (x1), Frost Gem (x1), Thunder Gem (x1), Mythril Shard (x2)
AP Up	Spirit Shard (x3), Spirit Gem (x2), Mythril (x3)
Angel Bangle	Spirit Shard (x3), Power Shard (x3), Bright Gem (x3)
Magic Armlet	Blaze Shard (x3), Frost Shard (x3), Thunder Shard (x3), Mythril (x2)
Golem Chain	Power Shard (x3), Power Gem (x1), Lucid Gem (x1)
Master Earring	Lucid Shard (x3), Lucid Gem (x2), Spirit Gem (x2)

ITEM SYNTHESIS, LIST III

Synthesize 10 Items to Unlock

Item	Need
Mega-Ether	Blaze Gem (x2), Frost Gem (x2), Thunder Gem (x2), Bright Shard (x5), Bright Crystal (x1)
Defense Up	Lucid Shard (x5), Lucid Gem (x3), Lucid Crystal (x1), Mystery Goo (x1)
Gaia Bangle	Power Shard (x5), Power Gem (x3), Bright Crystal (x1)
Rune Armlet	Blaze Gem (x2), Frost Gem (x2), Thunder Gem (x2), Mythril (x3)
Heartguard	Spirit Shard (x3), Power Shard (x3), Power Crystal (x1)
Three Stars	Blaze Shard (x3), Frost Shard (x3), Thunder Shard (x3), Orichalcum (x1), Shiny Crystal (x1)

ITEM SYNTHESIS, LIST IV

Synthesize 15 Items to Unlock

Item	Need
Megalixir	Bright Shard (x5), Bright Gem (x3), Bright Crystal (x1), Shiny Crystal (x1), Gale (x2)
Power Up	Power Shard (x5), Power Gem (x3), Power Crystal (x1), Mystery Goo (x1), Orichalcum (x2)
Titan Chain	Spirit Shard (x5), Spirit Gem (x3), Lucid Crystal (x1)
Adria Armlet	Shiny Crystal (x2), Mystery Goo (x1), Orichalcum (x3), Gale (x1)
Crystal Crown	Lucid Crystal (x3), Power Crystal (x3), Shiny Crystal (x3), Bright Crystal (x3)
Ribbon	Blaze Gem (x5), Frost Gem (x5), Thunder Gem (x5), Bright Gem (x5), Gale (x3)

ITEM SYNTHESIS, LIST V

Synthesize 24 Items to Unlock

Item	Need
Ultima Weapon	Lucid Gem (x5), Power Gem (x5), Thunder Gem (x5), Mystery Goo (x3), Gale (x2)

WALKTHROUGH

The information on this page describes how the walkthrough is set up. Take a quick look at it to learn how to use it. Keep in mind that, as much as possible, this guide avoids spoilers in order to keep the gaming experience more enjoyable.



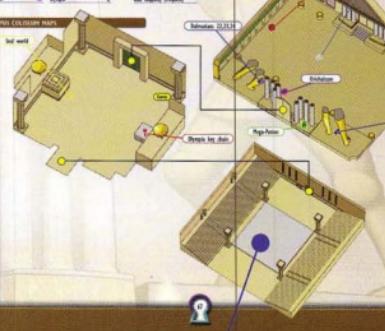
The objectives list identifies the important things you must do to keep the story moving. Each objective is then explained in more detail in the walkthrough to help you save each and every world.



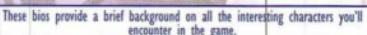
The item list provides a checklist of things to obtain in each location before moving on.



The enemy list indicates the types of bad guys to expect in each area.



The area maps point out the locations of all the items, save points, and other things that are important in each world.



THE HALL OF GODS

To the left and right of the entrance to the Coliseum's lobby, tall statues guard the doorway. There is a blue Triskay Mark in front of each statue. Use the Blue Triskay Mark on the right side to rescue *Dalmatians* 22, 23, and 24. The Triskay Mark to the left of the door yields a *Mythical Shard*. The treasure chest partially hidden behind the pillars near the Sladon's location contains a *Mega-Potion*. Notice that there are other colored Triskay Marks around the entrance area, but they will have to wait until later.



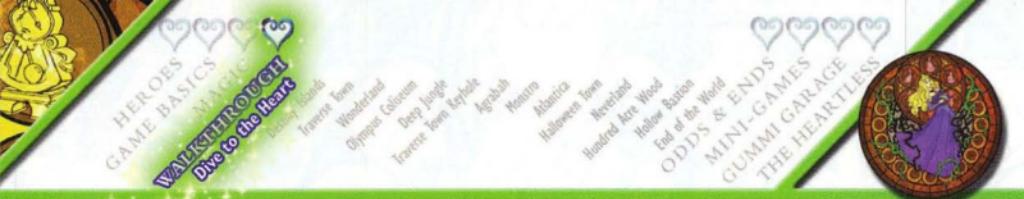
PHIL'S FIRST TEST

Speak to the sucy inside the Lobby, then try to move the stone on the right side of the room. Push the stone until Sora mentions its weight, then speak to Phil again.



BARREL-BASHING DELIGHTS

You take part in the first trials of the Colisean alone. The idea is to break all the barriers before the time limit runs out. Beating the clock will take a little practice, so don't get too frustrated. It's not that easy!



DIVE TO THE HEART

OBJECTIVES



Determine how to build your stats.



Answer the questions to determine your fate.



Give Darkside a good fight.

ENEMIES

Shadow (Frequent)
Darkside (Boss)

ITEMS

Potion

AN IMPORTANT CHOICE

Follow the instructions of the mysterious voice until offered a choice between three items: sword, shield, or staff. To choose one of these weapons, run over to the object you want and jump onto the block by pressing the **•** button.

Choose a weapon to keep and a weapon to sacrifice. These choices not only determine which weapon Sora will hold during this sequence, but also factor into his beginning stats. Check his starting AP, MP, Strength, and Defense in the Status menu once Sora returns from a brief visit to the Destiny Islands.



Choose a Playing Style

After choosing one weapon and forsaking another, Sora fights with the speed and strength chosen. Make your decision on how you want to play. For example, if you want a more defensive game, choose the shield. If you like to use magic, choose the staff. Or if you're the type of player who likes to just attack, choose the sword. Also, keep in mind that choosing the staff becomes more beneficial when Sora gains the ability to use magic.



SORA'S BEGINNING STATS

Keep	Sacrifice	HP	MP	AP	STR	DEF	Weapon
Sword	Shield	18	2	3	6	1	Sword
Sword	Staff	18	2	1	6	2	Sword
Shield	Sword	18	2	3	4	4	Shield
Shield	Staff	18	2	1	5	4	Shield
Staff	Sword	18	3	3	3	3	Staff
Staff	Shield	18	3	3	5	1	Staff



BARRELS, BOXES, AND DOORS

After learning how to fight a few Shadows, you get dropped into an area with a large door. Examine the door to make a treasure chest appear. Chests are the main containers for items in the game. However, as you will learn in this case, you can smash large crates to reveal items too.

When you open the treasure chest, a large box appears. Try pushing it around for a moment by walking into it by moving the left analog stick.

After pushing it, you are prompted to smash it. Attack the box until it shatters, revealing a **Potion**. This item is necessary for the battles to come.



Move to the barrel that appears after the box is destroyed. You can smash the barrel, or choose the “Lift” option to pick it up. Sora can pick up *most* boxes and barrels that are shorter than he is.



QUESTIONS AND ANSWERS

After experimenting with the barrel, you are prompted to examine the door. However, you can't enter the door just yet. First is a quick trip to the Destiny Islands, where three of your friends have some questions.



The answers to the questions determine your leveling pace for the rest of the game. The benefit of a “fast” leveling pace is that all of your characters become powerful very quickly and learn new abilities fast. At a “normal” pace, your characters gain power at a slower rate. At a “slow” pace, the characters’ levels increase very slowly. Choose your answers to suit your level of gaming expertise.





In the following tables, each answer is assigned a different letter. Combine the three letters of the answers chosen to determine what leveling pace your decisions will impose.



TIDUS QUESTION

"What are you so afraid of?"

A Getting old.

B Being different.

C Being indecisive.



WAKKA QUESTION

"What do you want outta life?"

D To see rare sights.

E To broaden my horizons.

F To be strong.



SELPHIE QUESTION

"What's most important to you?"

G Being number one.

H Friendship.

I My prize possessions.

ANSWERS/PACE KEY

FAST PACE

ADG
ADH
ADI
AFG
BDG
CDG

NORMAL PACE

AEH
AEI
AFH
BDH
BEG
BEH
BEI
BFG
BFH
CDH
CEG
CEH

SLOW PACE

AFI
BDI
BFI
CDI
CEI
CFG
CFH
CFI

HEART OF EVIL

When the save point is revealed, save your game. Run up the ramp from the Sleeping Beauty platform to the Beauty and the Beast platform. The ramp disappears behind you, so there's no going back!





When you run into the column of light, you're confronted by a massive and powerful enemy. Darkside is known as a "boss" because it is unlike the regular enemies encountered in the game. Several boss encounters occur throughout the game, and defeating each one requires a specific strategy.



Multifunctional Save Points

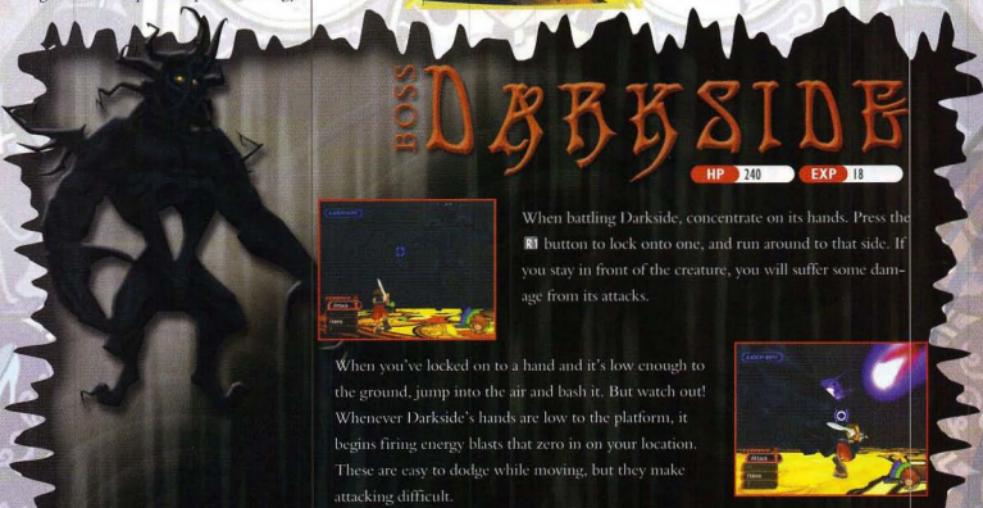
Save points not only enable you to save your game and select party members, but each time you touch one of these magic circles all of your characters are fully restored!



BOSS D A R K S I D E

HP 240

EXP 18



When battling Darkside, concentrate on its hands. Press the **A** button to lock onto one, and run around to that side. If you stay in front of the creature, you will suffer some damage from its attacks.



When you've locked on to a hand and it's low enough to the ground, jump into the air and bash it. But watch out! Whenever Darkside's hands are low to the platform, it begins firing energy blasts that zero in on your location. These are easy to dodge while moving, but they make attacking difficult.



The best time to strike back at Darkside is when its mighty fist slams into the platform. A pool of darkness spreads outward, causing Shadows to emerge. During this time, Darkside's submerged wrist is a prime target.

Lock on and keep bashing at the wrist in spite of the Shadows. When the hand withdraws from the inky pool, disengage the target lock and attack the Shadows bouncing around the platform. These smaller enemies release HP balls that restore HP, and defeating them provides experience points (EXP).

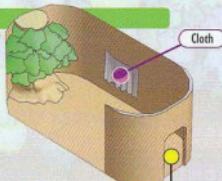
Using this strategy, Darkside isn't difficult to defeat. If you're looking for a greater challenge with a slight reward, try climbing up to Darkside's head and attack it. Each successful strike results in tech points, which translate into experience points that you can use to increase in level. After a few really good combos, the screen flashes to indicate that the boss is history.

It should be noted that even if you die, the story will continue.



DESTINY ISLANDS

THE DESTINY ISLANDS MAPS



Mushroom

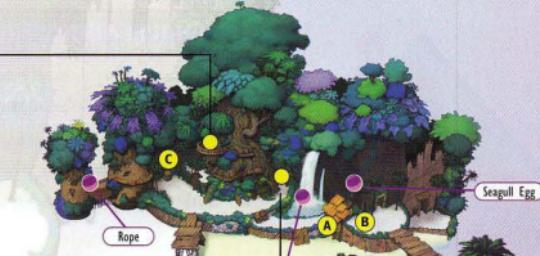
Protect Chain



Drinking Water

Coconuts (strike tree)

Mushroom



Rope

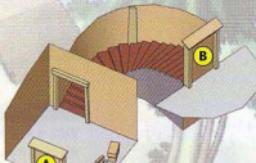
Seagull Egg

Drinking Water

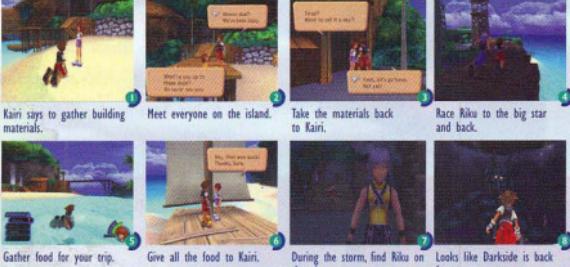
Log

Coconuts

(strike tree)



OBJECTIVES



Kairi says to gather building materials.

Meet everyone on the island.

Take the materials back to Kairi.

Gather food for your trip.

Give all the food to Kairi.

During the storm, find Riku on the pier.

Looks like Darkside is back for more.

ENEMIES

Shadow (Frequent)
Darkside (Boss)

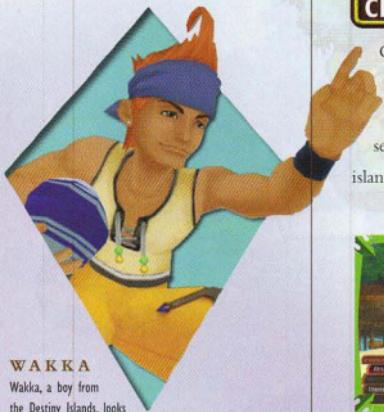
ITEMS

Potion	Cloth	Coconut (x2)
Hi-Potion	Rope	Fish (x3)
Pretty Stone	Empty Bottle	Mushroom (x3)
Protect Chain	Drinking Water	Keyblade
Log (x2)	Seagull Egg	



KAIRI

A young girl who appeared on the Destiny Islands when she was very young. She is best friends with Sora and Riku, and doesn't mind that they sometimes compete for her attention.



WAKKA

Wakka, a boy from the Destiny Islands, looks out for Tidus and Selphie as if he were their big brother. Dependable and friendly, he plays and fights with a blitzball. Wakka originally appeared in Final Fantasy X, alongside Tidus.



LOCATING RAFT MATERIALS

After Sora's friend Kairi helps him return from dreamland, find her at the front of the door and speak to her. Sora needs to finish collecting materials for the raft they are building together. From Kairi's position, run down the ramp and under the pier to find the first **Log** on the seashore. Use the maps to help locate the other materials needed. Take everything back to Kairi and speak to her again.



CHALLENGING FRIENDS

Continue across the beach from the first Log location to encounter Sora's fellow islander Wakka. When speaking to Wakka, choose the second option to hear about the others on the island. The first option starts a practice duel.



During a practice duel, any hits that you receive subtract from the HP meter. When the HP meter reaches zero, you lose the practice duel. However, this doesn't cause the game to end as it normally would. You only lose the match. Also, if you wander too far away from the battle, you will automatically forfeit.

Wakka

Wakka is probably the easiest to defeat. Once you lock on to Wakka, wait until he throws the ball at you and then hit it. If you time it right, the ball ricochets off Sora's sword and hits Wakka, disorienting him. Now you have at least four free shots at him. Hitting a normal thrown ball back at Wakka provides 1 tech point, while hitting his special attack (in which he leaps into the air and says "TAKE THIS!") earns you 2 tech points.



In addition to Wakka, you can challenge Selphie, Tidus, and Riku. They are located in different places all over the island. Although damage incurred doesn't count, you still gain experience points (EXP) and level up! Also, if you defeat Wakka, Selphie and Tidus, then you can challenge all three of them at the same time! Defeat the trio together to earn a **Potion**. You can also get a **Potion** by defeating Riku. In fact, you can win up to 99 Potions by defeating Riku!



The SeeD graduate is a bit more skillful at dodging and attacking, so it's best to jump over her head and attack from behind. Avoid running directly at her when chasing after her. If possible, attack at the same moment she does, and her nunchaku will thump her on her head! You can earn two tech points this way. Selphie has fewer HP than Wakka, but her skill makes her a tougher opponent.

Selphie



Tidus is a tough challenger indeed, because he fights using combination attacks like Sora. When he rears back to attack, run right past him and deliver a combo from behind. You can even attack simultaneously and deflect his sword to earn tech points.

Tidus



Tidus, Selphie, and Wakka Together

Sora's combos are his biggest strength, so position him near the water's edge or the seawall, so that all three have to approach him from one side. Don't use the target lock feature, and instead attack the closest enemy while trying to keep your back to the wall or the ocean. If you get surrounded, they will easily defeat you. You may need to use a **Potion** to survive this fight, but you earn a replacement **Potion** as a reward.

Riku



Sora's best friend is also his toughest competitor. Make sure you don't leave or fall off the island. You automatically lose if you do so. Riku fights using combination and leaping attacks like Sora. Riku's most devastating attack occurs if Sora manages to knock him over. Riku then rebounds with a powerful kick. So it's best to keep jumping between each attack, and avoid trying a combo. You earn a **Potion** for every victory.



TIDUS

A cheerful and self-confident young boy, Tidus lives on the Destiny Islands with Riku, Sora, and Kairi. He considers himself a champ at everything, and he's one tough opponent! Tidus was the main hero of *Final Fantasy X*, and struggled to defeat an entity called Sin.



RIKU

A self-confident youth, Riku is always competing with Sora. Riku convinces his friends to help him build a raft to journey to other places.



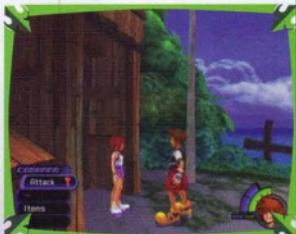
SELPHIE

A spunky girl who lives on the Destiny Islands with the other children, Selphie is rather impulsive and quite a romantic. Don't underestimate her abilities to fight with her nunchaku. Selphie originally appeared in *Final Fantasy VIII* as a cadet who helped save a world from an evil sorceress.



RIKU'S RACING CHALLENGE

After gathering all the materials for the raft, go back and talk to Kairi near the doorway. She gives you a **Hi-Potion** in exchange for all your hard work. Decide to "call it a day," and a short conversation takes place between the three friends.



After some more developments unfold, move to the second half of the island by going through the door where Kairi was previously standing. Riku waits on the other side, and he asks what the raft should be named. Regardless of the name you enter, Riku will always disagree. He wants to settle things with Sora by racing him!

Before accepting Riku's challenge, explore the whole side of the island and find the quickest path to the big star and back.

Defeating Riku in the race isn't too difficult, but a good sense of the layout of the area is needed. Win the race to receive a **Pretty Stone**! You can actually win up to 99 Pretty Stones. You could then sell them at Traverse Town for 30 munny each, for a total of 2970 munny!



- 1 Running across the wooden decks, watch out for the section that drops.
- 2 Run around the right side of the tower and drop off the embankment.
- 3 Continue through the shallow end of the water and charge up the slope.
- 4 Hop across the grassy rocks to the big star, and jump up to touch it to sound a chime.
- 5 Drop off the rock and follow the same path back to the start point, jumping onto the embankment and hopping across the wooden platforms.





LIST OF PROVISIONS

You need plenty of supplies to travel overseas on a long trip. After racing with Riku, speak to Kairi near the raft. She names a list of new items to collect, and gives you an **Empty Bottle** to fill with fresh water. If you need hints on where to find all these things, return to Kairi and tell her you're "totally clueless." The items, marked on the maps, are spread across the Cove and Seashore areas. After gathering all the supplies, find Kairi and speak to her a couple of times. She hands over a **Hi-Potion** for collecting them all.



1 Push aside the boulder to find a **Mushroom**.



2 Attack a palm tree until a yellow **Coconut** falls. Attack a different tree in the same area to get the second one.



3 Look for another **Mushroom** in the bushes to the left of the tower's base.



4 For an extra item, pick up the box nearby and set it under the small alcove. Open the treasure chest for a **Protect Chain**.



5 Fill the **Empty Bottle** with **Drinking Water** from the natural spring or the waterfall on the other side of the island.



6 Swim in the ocean near Selpie's location to catch three **Fish**.



7 Speak to Wakka to learn about the "secret place."



8 Enter the secret place and proceed to the end to find a **Mushroom**.



9 The last item needed is the **Seagull Egg**. Hop onto the shack near Wakka, and cross to the near end of the pier.



10 Climb the skinny palm and turn until the egg is directly behind you. Jump off and hold down on the left analog stick to get the **Seagull Egg**.



ISLAND'S APOCALYPSE



DONALD DUCK

Royal wizard of the King's court, Donald is skilled with magic. One day, Donald finds a letter from the King explaining his departure. Donald Duck sets out with Goofy to find and assist the King in the battle against the Heartless. Donald Duck has been a favorite Disney character for over sixty years!



GOOFY

Although Captain of the Royal Knights of the King's court, Goofy avoids fighting whenever possible. Still, he is the King's most loyal subject, and sets out with Donald Duck in the gummi ship to find the Keyblade master.



PLUTO

The King's faithful dog is more than just an ordinary pet. He joins Donald Duck and Goofy on their journey to find the King and help him defeat the Heartless. His keen sense of smell might just lead him to the King.



The Destiny Islands are besieged by a storm early in the evening. Sora checks on the raft, but there are much more sinister things lurking in the brewing chaos.



The Shadow monsters are invulnerable to Sora's wooden sword, so don't fight them. Instead, head for the end of the pier because that's where Riku is, and it's also where you obtain the mysterious Keyblade.



The Keyblade is a weapon that enables you to hack and slash through the Heartless enemies that have materialized. Use this powerful weapon to gain a few levels, and hopefully a few Potions. The save point in the Seaside Shack is still available, so make good use of it.



When you're finished fighting, examine the strange new door that has appeared over the entrance of the secret place and proceed through the tunnel to the end.





BOSS DABB SIDE II

HP 300

EXP 60

Sora's nemesis emerges from his dreams to turn his reality into a nightmare! The strategy for fighting Darkside is pretty much the same as the last fight. However, Darkside has a new attack, one in which a ball of gravity unleashes damaging spheres. You must move around more during this battle to avoid damage, so don't attack wildly.



Darkside also has more HP, which means defeating it will take longer. Shadows spawn less often, so there are fewer opportunities to absorb HP balls. Don't hesitate to use a Potion if needed.

THE KING

The King leaves the castle on his own to learn more about the dark forces gathering in the universe, and writes down instructions for Donald and Goofy to find the Keyblade master and join him. The King's whereabouts are unknown, but his loyal subjects are determined to find him.



DAISY DUCK

Daisy is Donald Duck's sweetheart and a loyal servant to Queen Minnie Mouse. She assists the queen while the King is away. While Donald is temperamental and stubborn, Daisy is calm and self-assured. This is how she can keep Donald in line!

JIMINY CRICKET

Jiminy has been sent by Queen Minnie to accompany Goofy and Donald on their quest to locate the Keyblade and the King. Jiminy keeps track of all the events that occur and all the characters that the heroes meet on their journeys. He observes all that happens and records it for posterity. Jiminy Cricket was Pinocchio's loyal sidekick during his adventures outside Geppetto's workshop in the famous 1940 film, Pinocchio.

MINNIE MOUSE

The queen of Disney Castle, Minnie rules in the King's absence. His disappearance concerns her gravely in spite of the letter he left behind. At the King's request, Donald Duck and Goofy are sent to find the Keyblade. Minnie first appeared in "Steamboat Willie."



CHIP & DALE

Flight engineers in loyal service to the King, Chip and Dale help maintain the gummi ship, a modifiable flying craft used for navigation and warp flight between worlds. While Chip is more industrious, Dale is more easygoing.



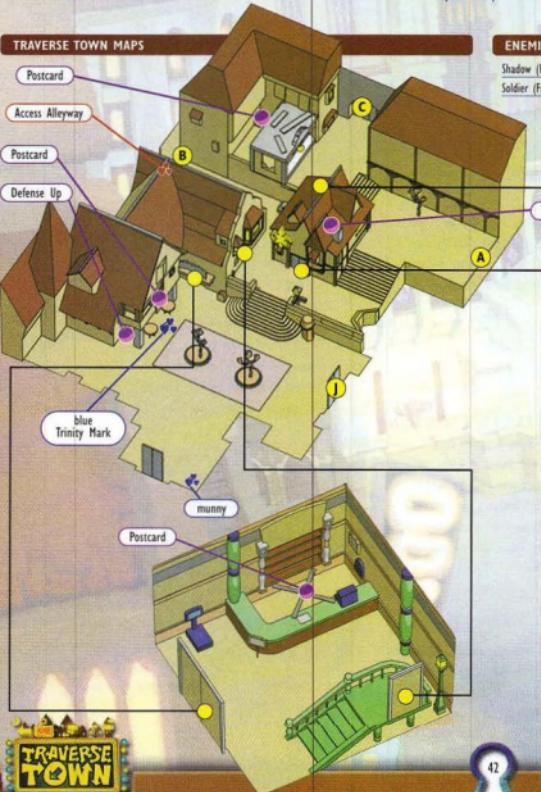


TRAVERSE TOWN

OBJECTIVES



TRAVERSE TOWN MAPS



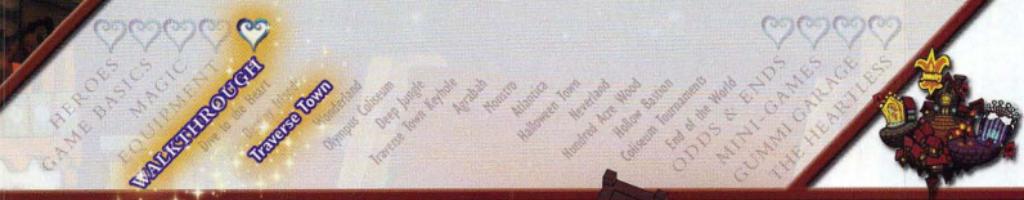
ENEMIES

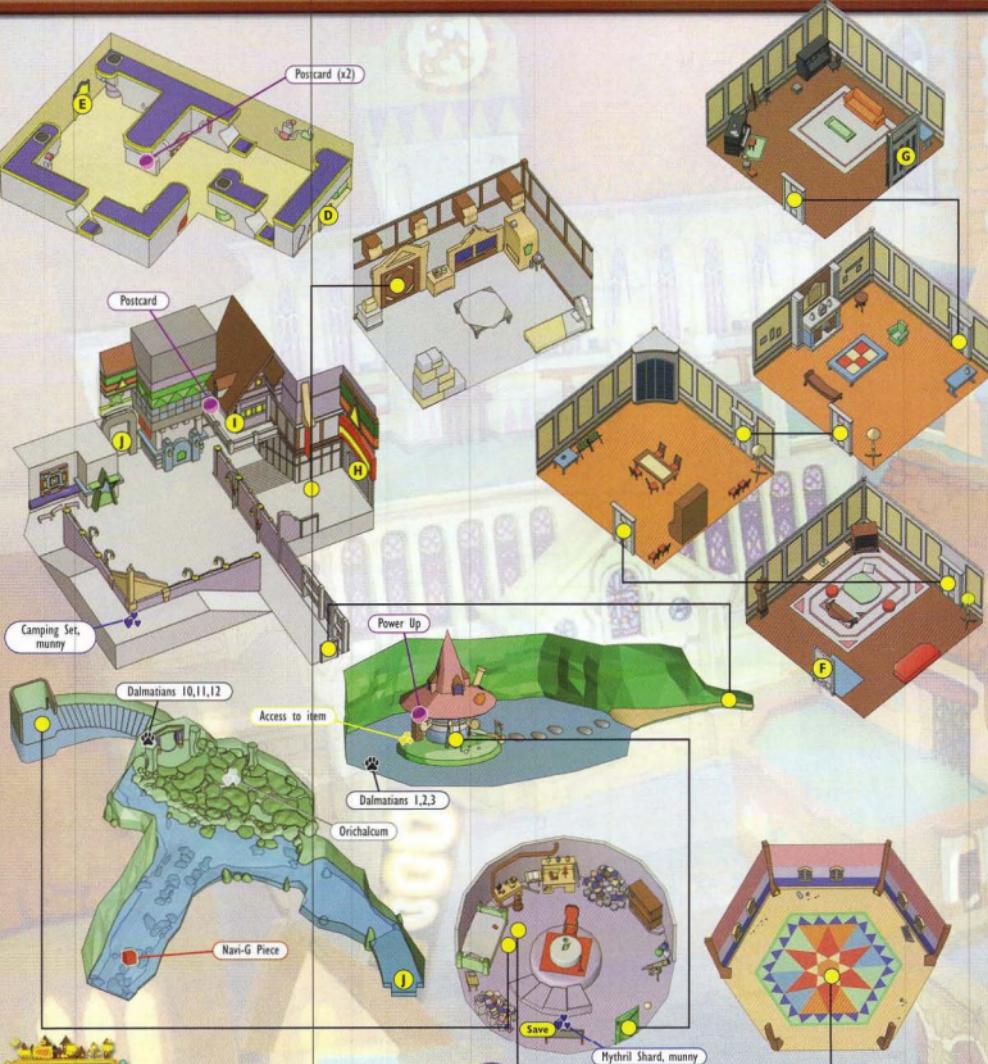
Shadow (Frequent)
Soldier (Frequent)
Leon (Boss)
Guard Armor (Boss)

ITEMS

Mythril Shard
Postcard (x6)
Mega-Potion
Potion (x2)
Pretty Stone (x2)
Elixir









NEW KID ON THE BLOCK

Use the maps to get acquainted with the layout of Traverse Town. There are several people in the town square, just outside of the alley.

Approach any of these friendly folks and speak to them to learn more about your new surroundings.

Traverse Town is divided into three districts, and you start off in the first. While exploring the First District, notice the blue and red markings in some of the locations. Take note of the chest near the restaurant that won't open.



Unattainable Items

Traverse Town is one of the first worlds in which you will encounter items that you can't reach. You will even find doors that won't open, or other markings of interest that you can't interact with. Although you can obtain most of the items from an area during your first visit, some of the treasures will have to wait until you return with new abilities gained elsewhere.



FIRST DISTRICT SHOPS

The First District has two shops that accept mummy as payment. The only problem is, Sora is broke, although this will soon be remedied. Meanwhile, it doesn't hurt to stop by the shops to make friends with the clerks.

Huey, Dewey and Louie, Donald Duck's nephews, run the Item Shop. When you purchase an item, you can immediately equip it,



or store it in your stock. While in the Item Shop, use the target lock feature and press the **B** button to switch targets until you reach the fan. Jump from the top of the steps inside the shop and strike the fan to get a **Postcard**!

HUEY, DEWEY & LOUIE

The three nephews of Donald Duck are a troublesome trio. It's a wonder they've managed to set up and maintain an Item Shop in Traverse Town with all the chaos they've caused! Huey, the one in red, is often considered the leader. Dewey, the one in blue, is cheerful and easygoing. Louie, the one in green, tends to look after the details.



CID

A highly skilled engineer and first-rate pilot, Cid owns the Accessory Shop in Traverse Town and stocks it with his own custom-made goods. He is also an expert on gummim ships. Cid originally appeared in Final Fantasy VII.

Enter the double doors at the top of the wide steps in the First District to locate the Accessory Shop. This is where you meet Cid. Cid

encourages you to look around town for your buddies and return if you can't find them. Hop onto the counter and jump on top of the cabinets nearby to reach the treasure chest containing a **Mythril Shard**.



There's another shop above the Accessory Shop, but this store will remain closed for quite a while.

ROOFTOP ACROBATICS

There's another **Postcard** in the First District, but it's tricky to get. Stand to the left side of the Accessory Shop, press **SELECT** to enter first-person view, and look up to see it perched on the sloping roof. The sequence of images to the right shows how to reach it.



1 Go behind the Accessory Shop and hop onto the barrel next to the man standing by the edge.



2 Use first-person view to align your jump. Now leap up and grab the edge, so that you flip onto the roof.



3 Face the lantern hanging from the back of the closed Item Workshop.



4 Jump off the back side of the roof, and turn while in midair to grab the other corner. This may take some practice!



5 Cross the roof to open the chest for a Postcard.



SENDING POSTCARDS



Use the mailbox in the First District to mail Postcards. When you find a Postcard, return here to mail it in exchange for helpful items! The items are obtained in order, no matter which Postcard you mail from which location. During your first stay in Traverse Town, you should be able to find and mail six of the 10 Postcards!

POSTCARD ITEMS

Mailing	Item
1st	Cottage
2nd	Mythril Shard
3rd	Mega-Potion
4th	Mega-Ether
5th	Mythril
6th	Elixir
7th	Megalixir
8th	Orihalcum
9th	Defense Up
10th	Power Up

HEARTLESS INVASION!

Open the large double doors behind the closed Item

Workshop to enter the Second District. However, you're quickly surrounded by some familiar enemies from the Destiny Islands.

When you defeat Shadows from now on, there is something new about winning: munny! Each Heartless drops a certain amount of munny when defeated, depending on how difficult the

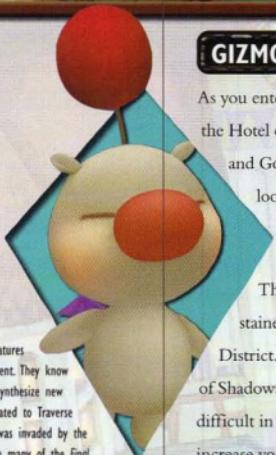
specific enemy is. If you want to get all the cool stuff from the Item and Accessory Shops, then you'll need to defeat a lot of Heartless! Once you've cleared a district of all enemies, you can cause more to appear by leaving the district and returning.

SECOND DISTRICT ITEMS



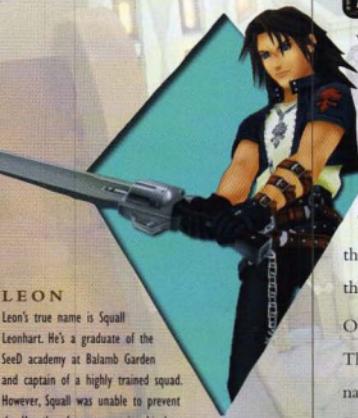
Although no shops are open in the Second District, there are still plenty of treasure chests to open. That is, if you can reach them!





MOOGLES

Mogles are cute, adorable creatures who are also extremely intelligent. They know how to combine materials to synthesize new items! All of the mogles relocated to Traverse Town when their home world was invaded by the Heartless. Mogles have been in many of the Final Fantasy games, performing a variety of functions.



LEON

Leon's true name is Squall Leonhart. He's a graduate of the SeeD academy at Balamb Garden and captain of a highly trained squad. However, Squall was unable to prevent the Heartless from conquering his home world. Squall, er, Leon, was the main hero in Final Fantasy VIII.



GIZMO SHOP GRIND

As you enter buildings in the Second District (such as the Hotel or the Gizmo Shop), notice that Donald and Goofy emerge from other doors. They are looking for someone named Leon, so maybe you should keep an eye out for him, too.

The Gizmo Shop is the building with the stained glass on the far end of the Second District. Upon entering its doors, wave after wave of Shadows surround you. Although combat can be difficult in these close quarters, you can really increase your munny by coming out on top.



ALLEYWAY ITEMS

You can access the Alleyway by entering the double doors in the lower section of the Second District courtyard, right under the Hotel's neon sign. Around the corner from the entrance is a chest containing a **Potion**.



There are two other chests on the balconies above the Alleyway. To get up to the higher level, grab onto the low roof in the middle of the area and flip onto the slope.

Once you're up top, cross to the far left to find a chest containing another **Potion**. Then head all the way back in the other direction and hop over the balcony onto the narrow roof to get a

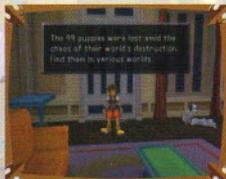
Pretty Stone





THE MISSING DALMATIANS

When you're ready, continue down the Alleyway to the tall door at the end. Cross through the three empty rooms inside the Dalmatians' House until you reach the Piano Room. The two adult dalmatians, Perdita and Pongo, are lamenting the loss of their 99 pups who are scattered across all of the worlds. You can rescue the spotted pups from secret locations throughout all the worlds. After finding some of the puppies, return to the Dalmatians' House to receive reward items! The locations of all



99 dalmatians, as well as the prizes received for rescuing them, are contained in the "99 Dalmatians" section in the "Mini-Games" chapter.

TIME TO CHECK BACK

At this point you can either explore the Third District, where you can fight plenty of Shadows, or you can return to the Accessory Shop and tell Cid that you couldn't locate your friends. Upon leaving the Accessory Shop, Sora encounters Leon and egos clash!



BOSS: LEON

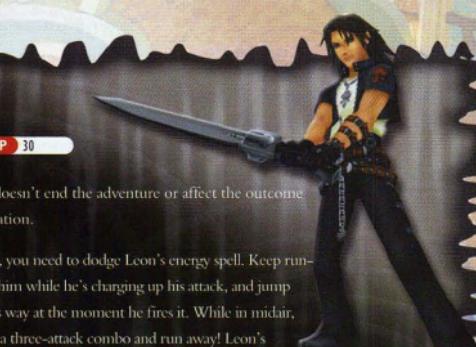
HP 120

EXP 30

Leon is one righteous fighter! Because winning or losing this battle doesn't end the adventure or affect the outcome of the story, avoid wasting any precious Potions during this confrontation.



As mentioned earlier, it isn't necessary to defeat Leon but you will gain an extra item later in the game and, very likely, a level if you win! The key to defeating Leon is taking your time and staying at a distance until you see him fire up a spell. When this occurs, run at him, dodge the spell, and hit him with a combo. Run away before he starts swinging his blade, and wait for the next opportunity to charge.



At the outset, you need to dodge Leon's energy spell. Keep running toward him while he's charging up his attack, and jump out of harm's way at the moment he fires it. While in midair, hit him with a three-attack combo and run away! Leon's Gunblade attacks are so powerful, your HP vanishes in no time. You don't want to be close when he starts to swing that sword!



YUFFIE

The "greatest female ninja ever," Yuffie had to escape her home world when the Heartless took over. Yuffie helps Leon and Aerith search Traverse Town for the secret of the Keyblade. Yuffie was a character in *Final Fantasy VII*.



AERITH

Aerith is a flower girl who lost her home to the Heartless when she was very young. She is a strong-willed but extremely gentle person. Aerith assists Leon and Yuffie in their search for the secret of the Keyblade. Aerith was a character in *Final Fantasy VII*.

TRAVERSE TOWN

THE HERO ALLIANCE

After the fight with Leon, you wake up in the Green Room at the Hotel, where Leon and his

friend Yuffie explain what is transpiring. After the conversation, speak to Yuffie and she will mention hearing that the Keyblade opens all kinds of locks. That said, hop onto the table and open the blue treasure chest to obtain an **Elixir**.

When you're ready to leave, speak to Leon. A new type of Heartless, the Soldiers, invades the room! Leon and Sora take the action to the Alleyway. If you follow Leon's suggestion to avoid combat and search for the leader, you'll pass up a great opportunity to gain EXP and levels! Also, return to the First District and speak to Aerith to receive a **Mega-Potion**.



THE TRIO FINALLY MEETS!

Fight back to the Third District and venture into the area a few paces.

Goofy, Donald, and Sora finally bump into each other—literally! Soon after, a squad of Soldiers materializes. Stick close to your comrades and prevent them from receiving too much damage. After you defeat the Soldiers, a titanic new foe drops from the sky! This boss makes your previous bouts with Darkside look like a Sunday picnic!





BOSS

GUARD BLOB

HP 700

EXP 110



This boss battle presents you with several new sets of problems at once. The Guard Armor has five targets: two arms, two legs, and the torso. Each limb has its own amount of HP, and when you destroy one part, lots of HP balls and mummy are released. The torso is by far the strongest part.

Remember that this is also your first time controlling a party of characters in battle. With the addition of Goofy and Donald, you must watch their health meters in the upper-right corner as well as your own in the bottom-right. Normally, both Donald and Goofy already have items equipped in their slots, and they'll use them automatically when their HP meters get dangerously low. However, if it seems they're staying at a low level and aren't using any items to recover, it means they've likely run out of items to use! Quickly administer one of Sora's equipped items to a character in distress.



Although the torso is the toughest part of the Guard Armor and the limbs must be destroyed first, it would serve you well to lock on to the torso and attack it continuously. As you fly into the air to deal blows to the body, you will most likely strike a limb in the process. By staying airborne, you can avoid damage from several of the Guard Armor's attacks, most of which occur very low to the ground. Also, attacking the torso tends to negate the Guard Armor's attack completely, causing the entire frame to stagger rather than carry out its aerial slash or foot-stomping attacks.

As the limbs are destroyed one by one, HP balls drop to the ground. If you need HP, stop attacking and pick up some HP balls. Don't take more balls than you need; leave some for Donald and Goofy to pick up. With this sharing attitude, your two allies won't need to use items as often! When the battle ends, you receive the **Brave Warrior**.





Magic Shortcuts



The Fire spell is automatically configured to the **Y** button. To cast it, hold the **Y** button and press the assigned "shortcut" button. Your accuracy with the spell improves when you lock on to an enemy. Practice aiming and casting spells by rekindling the fireplace inside Cid's Accessory Shop.



Jumping Jiminy Journal!



While Sora gets showered with new abilities, magic and other gifts, the Journal feature also becomes available in the menu. Use it to learn more about the characters you've seen in the game, the story thus far, as well as which enemies you've encountered and how many of each you have defeated. Each time you load a saved game, the

Journal is a great way to remind yourself of where you are in this massive adventure!



IT'S JUST LIKE CHRISTMAS

Following the destruction of the Guard Armor, Donald and Goofy introduce themselves on a more formal basis. The characters return to the First District, where Yuffie, Leon and Aerith give the party **100 munny**. If you managed to defeat Leon during your previous skirmish, he will give Sora an **Elixir**.



Donald and Goofy have presents for Sora as well. Let's hope the sharing never ends! Donald shares the secret of the Fire spell, which means you can use magic now. Also, Goofy teaches the Dodge Roll ability and explains abilities in general. Take a moment to equip all the abilities you can manage with your current AP. Make sure that Goofy and Donald have abilities equipped as well, if they have any available.



TRINITY MARKS

You've seen them everywhere in town, and now you can activate these mysterious symbols! Use blue Trinity Marks to reach new areas and unseal treasures beyond your wildest dreams! Select the Trinity option that appears in the bottom slot of your command menu, and the group will unseal the powers of the mark. In the case of the blue Trinity Mark near the café, you are teleported to the patio overhead. The treasure chest concealed up here contains a **Postcard**.



There's another blue Trinity Mark near the exit from town. When used, it yields between **75-99 munny**!

The third blue Trinity Mark is on the high area behind the Lady and the Tramp shrine in the Third District. When used, it yields another **99 munny** and a **Camping Set!**



PREPARING FOR DEPARTURE

Now that you've cleared the Heartless out of town for the time being, there are some items you can collect before leaving. For example, after learning from Yuffie that the Keyblade opens certain locks, examine the blue safe in the small area near the closed Item Workshop. It opens to reveal another **Postcard**.



This is the perfect opportunity to return to the Red Room back at the hotel. Open the treasure chest there to find a **Pretty Stone**.

Go through the empty Gizmo Shop to the balcony. Apparently, someone has repaired the ladder leading up to the roof. Cross the narrow bridge to the next building, and jump across the rooftops to an exit that leads to a balcony overlooking the Third District. While standing on the balcony, press the **□** button to locate a hidden object in the corner. Yes, another **Postcard**!



Examine the giant keyhole in the Third District to unlock a shortcut back to the First District.



Strike the right side of the clock above the door in the Green Room until it reads 7:00. This causes a chest to appear on the other side of the room. Open the chest to find a **Mythril**.

MUNNY IS NO GOOD UNSPENT

Remember to stop by the Item Shop and stock up on Potions and Hi-Potions before departing for another world. If you have lots of munny, purchase better equipment for Donald and Goofy. Also, each character should now be equipped with their own accessory for more protection. If not, stop by Cid's place and purchase one.

BASICS OF GUMMI TRAVEL



Time to explore the universe! There are two ways to enter the gummi ship from Traverse Town. You can use the large double doors at the entrance of the First District, or utilize the save point inside Cid's Accessory Shop.

Door of Fire

You can reopen the door marked with flames in the Third District by casting a Fire spell. This section of Traverse Town is covered in more detail during the "Traverse Town Keyhole" section.





From the gummi ship, you'll see the Navigation Map. There are two unknown worlds from which to choose at this early point in the game. The difficulty level of each world is listed according to the number of stars in the Battle LV rating. Move the left analog stick to each destination to view which one has the easier rating and travel there first.

There are other options as well. Press the **•** button to enter the Gummi Garage and commence a brief tutorial on how to assemble gummi parts into your own custom gummi ship. Or, you can build one according to a blueprint with all the required parts in your possession. The choices are endless! Please refer to the "Gummi Garage" section for more details.



Highlight Traverse Town on the Navigation Map and press the **•** button to view a 3D model of the world. You can also press the left analog stick to rotate the 3D model.

GUMMI FLIGHT

Select the world that has the one-star Battle LV rating, which turns out to be Wonderland. En route to this new world, you must pilot the gummi ship through various obstacles while destroying or evading Heartless spaceships.



To control the gummi ship, move the left analog stick to position the craft on-screen. The **•** button fires cannons, so hold it down for a continuous stream of fire. The **•** button turns the engines down, allowing you to slow down the craft. This is useful for navigating through tight spots and collecting those hard-to-reach items.



In general, it's more advantageous to maintain a slightly high level with the craft. In other words, position the gummi ship just above the center of the screen at all times to make for smoother navigation.

When you destroy space objects and Heartless spaceships, gummi parts are left behind! This is the main way to boost your stock of various shapes and sizes of gummi parts. To pick up a gummi part, maneuver the gummi ship toward it to pick it up.



WONDERLAND

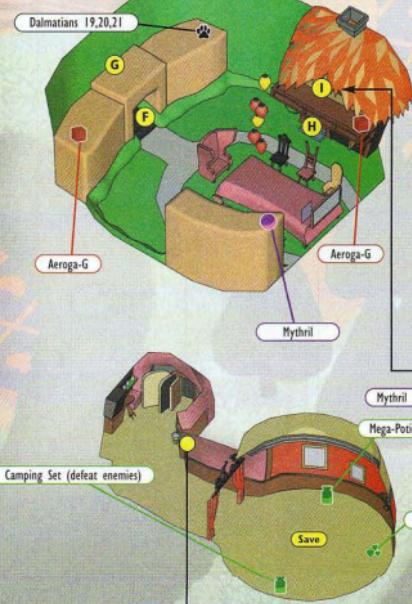
ENEMIES

Shadow (Occasional)	Large Body (Rare)
Soldier (Frequent)	Trickmaster (Boss)
Red Nocturne (Frequent)	

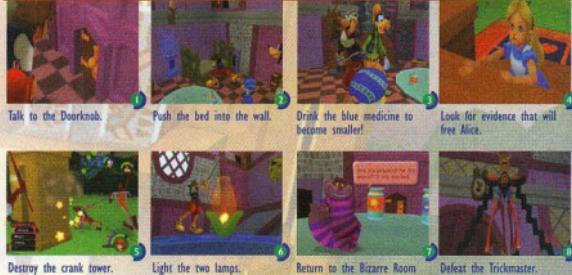
GUMMIS

Thunder-G	Aeroga-G
Aero-G	Navi-G Piece

WONDERLAND MAPS

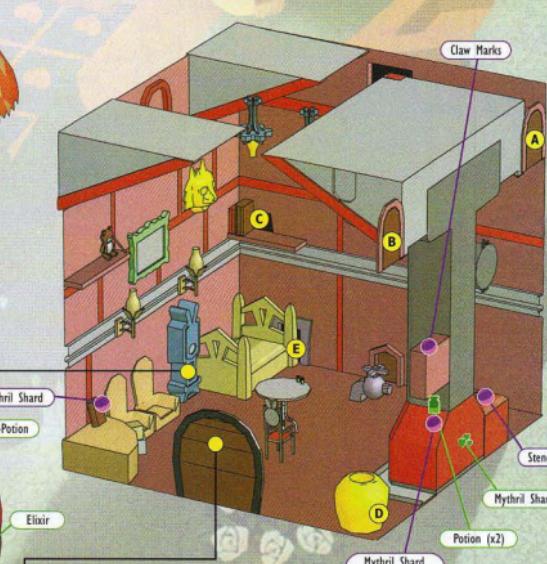


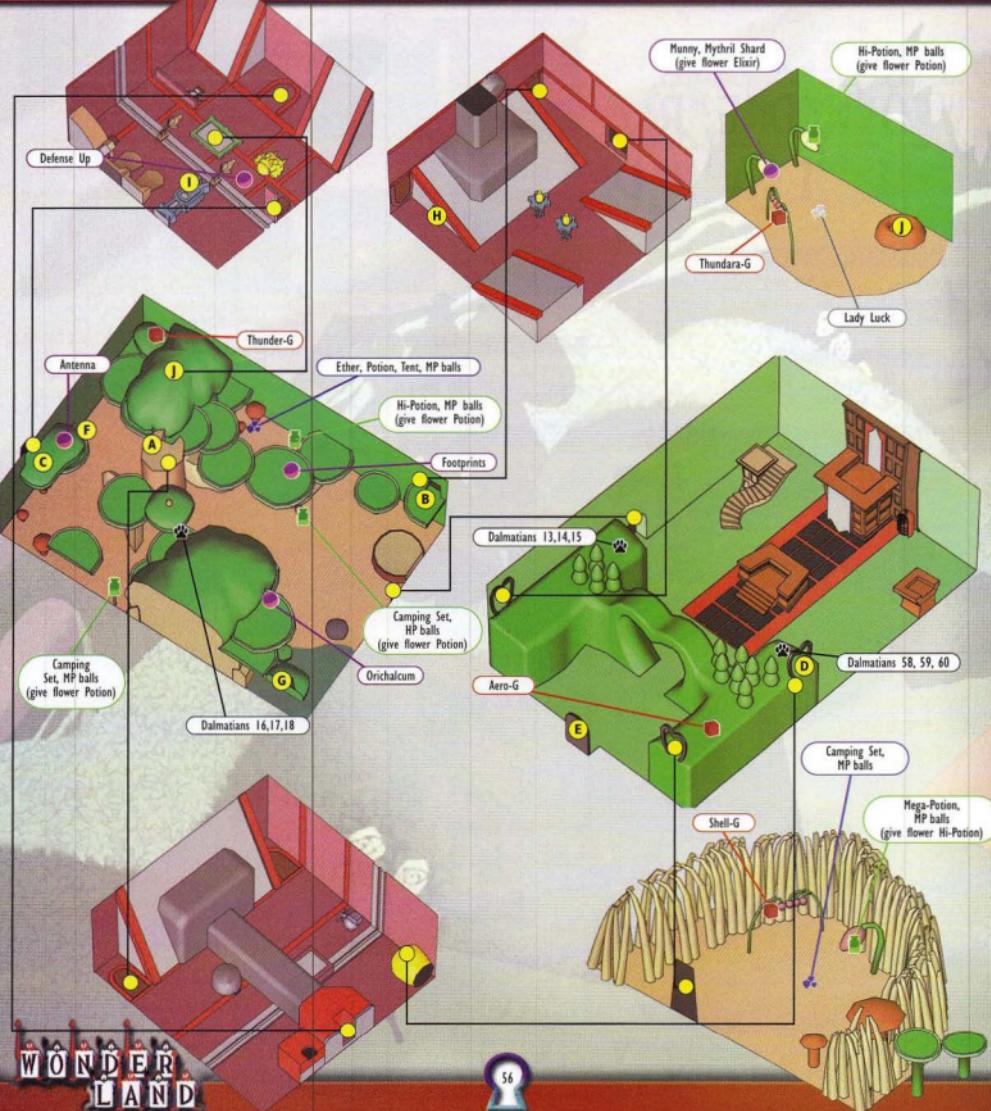
OBJECTIVES



ITEMS

Footprints	Mega-Potion	Dalmatians 16, 17, 18
Antenna	Defense Up	Hi-Potion (x2)
Stench	Dalmatians 58, 59, 60	Elixir
Claw Marks	Ether (x2)	Ether
Camping Set (x3)	Potion (x6)	Dalmatians 13, 14, 15







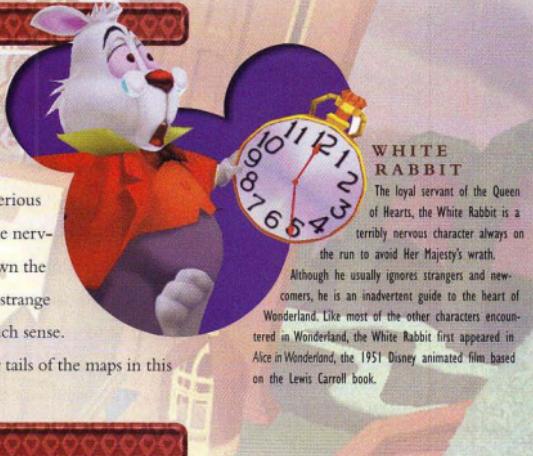
FALLING DOWN THE RABBIT HOLE



Sora and company enter Wonderland the same way as Alice, on a long, slow descent into the mysterious rabbit hole. Follow the nervous White Rabbit down the

corridor and open the multi-layered door. Wonderland is a strange and bizarre place, and the layout of the area won't make much sense.

You'll probably need to see the entire area to make heads or tails of the maps in this section.



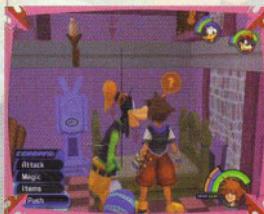
WHITE RABBIT

The loyal servant of the Queen of Hearts, the White Rabbit is a terribly nervous character always on

the run to avoid Her Majesty's wrath.

Although he usually ignores strangers and newcomers, he is an inadvertent guide to the heart of Wonderland. Like most of the other characters encountered in Wonderland, the White Rabbit first appeared in Alice in Wonderland, the 1951 Disney animated film based on the Lewis Carroll book.

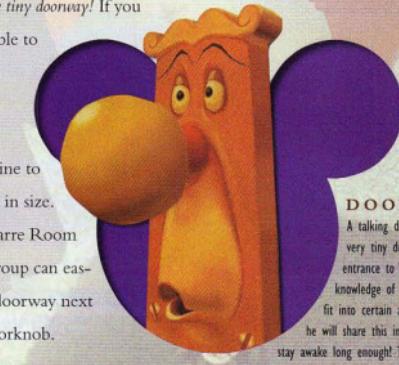
BIG OR SMALL?



The sleepy Doorknob offers two bottles to drink. *Before drinking the medicine, push the bed into the wall to reveal the tiny doorway!* If you don't, you won't be able to move onward.



Drink the blue medicine to make the party shrink in size. Everything in the Bizarre Room is now huge, so the group can easily walk through the doorway next to the slumbering Doorknob.



DOORKNOB

A talking doorknob mounted on a very tiny door that serves as the true entrance to Wonderland. He holds the knowledge of growing and shrinking to fit into certain areas of Wonderland, and he will share this information if he can only

stay awake long enough! The Doorknob is the only original character in Disney's adaptation of Alice in Wonderland that didn't appear in Lewis Carroll's book.



QUEEN OF HEARTS

The queen of Wonderland, she lives in a castle made of cards. Her soldiers are cards too. Selfish and short-tempered, she has a tendency to order decapitations as it suits her fancy. She accuses Alice of attempting to steal her heart, and locks up the poor girl until Sora and his friends can find evidence that will prove the girl innocent—evidence that the queen doesn't think exists.



CARDS

The spear-wielding Hearts and the axe-swinging Spades serve the Queen of Hearts and guard her royal throne. Her fearsome temper keeps them in line, so the Card Soldiers are careful not to irritate her. Forever loyal, the Cards will follow the queen's orders to the letter, even if her decrees are unjust or unfair.



COURT IS IN SESSION

The Queen of Hearts accuses Alice of the recent mischief in Wonderland, but Sora knows the real culprit. Alice will remain imprisoned until Sora and the others can locate at least one piece of evidence that proves the Heartless are behind everything. Use the save point at the back of the courtyard, and proceed through the next doorway into the Lotus Forest.



A FOREST OF MYSTERIES

Sora and company meet the mysterious Cheshire Cat, who points out a few clues for finding evidence. Explore the small area on the right side to find the **Footprints** evidence inside a small pink box, then use the blue Trinity Mark near the mushrooms to receive an **Ether**, a **Potion**, a **Tent**, and plenty of MP balls. Give a Potion to the yellow flower in this area to receive a **Hi-Potion** and a ton of MP balls.



Flower Gifts

Whenever you get close to a flower and the auto-lock targets it, you can give it an item from the item menu. Just remember to replace this item in Sora's slot, so that he doesn't get caught unprepared during battle!

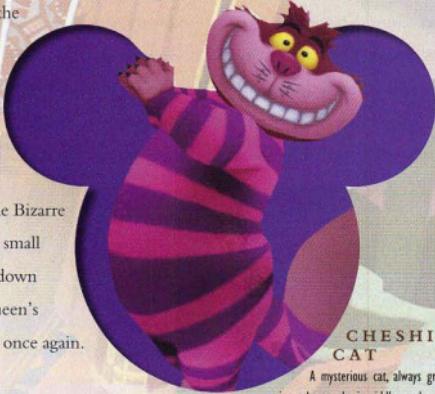
Give an Ether to either red flower (or both) in the Lotus Forest to receive a **Camping Set** along with a ton of HP balls. Do this only when your party is low on HP to get the most out of sacrificing this item. The yellow flower near the entrance doesn't relinquish any items; instead, it makes Sora regular size again for a specific reason, which is detailed next.



PLATFORM HOPPING AND EVIDENCE GATHERING



There are two mushrooms in the same area in which the Footprints item was found. Use them to jump up to a series of platforms that lead to a doorway in the tree. Upon entering, the group lands in the Bizarre Room on the stove. Open the small box to find the **Stench**. Hop down and head back through the Queen's Castle area to the Lotus Forest once again.



CHESHIRE CAT

A mysterious cat, always grinning, who speaks in riddles and appears and disappears at will. He might be the only ally that Sora and the others have in Wonderland, or could he be an enemy...

Evidence Gathering



It's worth noting that it isn't necessary to gather all four pieces of evidence. You can continue the story by gathering just one piece.

This time, head to the very back of the forest to find a set of three mushrooms. Jump onto the smallest one in the middle, then jump onto the mushroom to the right. Leap over to a platform to find an **Antenna**. It takes a long jump from this platform to the one in the upper corner of the room. Sora will likely grab onto the edge if you make the jump. Hold down the **B** button **hard** to leap the gap! Open the blue treasure chest in the corner to obtain the **Thunder-G** gummi block. Now jump across the mushrooms in the opposite direction and ascend the platforms to a chest with **Dalmatians 16, 17, and 18**.





Return to the first yellow flower in the area, which is to the side of the entrance. Give the yellow flower a Potion to make Sora return to his normal size. Step on the tree stump near the entrance to raise a platform overhead. Examine the seed on the tree branch, then select the "Take" option. Leave the seed on the ground a bit longer. Attack the tree to make the branch turn in a new direction. Take the seed to shrink in size once again.



Use the two mushrooms near the entrance to jump to the platforms overhead. Follow the raised platforms to a doorway back to the Bizarre Room. This time, you get dropped onto a faucet head. Use the first-person view and look to the right to spot an item on the shelf. Jump toward it, grab the edge, and pull up to the small box to get the **Claw Marks**. The Cheshire Cat appears nearby, and after some enigmatic statements, he hands over the **Blizzard** spell.



EVIDENCE PRESENTATION

Head back into the courtyard, where the queen waits impatiently for your evidence. Also, make sure you save your game! Speak to the Heart Cards posted before the queen, and tell them you're ready to present the evidence. The queen accepts all of the evidence, but also throws her own proof into the mix. You must then pick one of the five boxes to be the only evidence in the trial.

This may not make sense, but it's Wonderland, after all! There will be five boxes, whether you collected all four pieces of evidence or not. If you collected four evidence items, then you have four chances out of five to select a box with a Heartless in it.

If the box chosen contains a Heartless, then Goofy and Donald remain free. If, however, you select the Queen's box, Goofy and Donald will be imprisoned during the next battle. If you brought less than four pieces of evidence back to the court, then there will be other chances to pick Goofy and Donald. The more evidence you gather, the better your chances are to retain the freedom of your comrades.

If you choose a box that reveals a Heartless, then the queen is quite shocked. But after a moment's deliberation, she decides to have you all eliminated anyhow. If you select the queen's evidence, you can always reset your game and try a different box next time. Or, you can free Goofy and/or Donald by striking their cell. They will then help you.





BOSS CBBDs, CBANK TOVERB

CRANK TOWER

HP N/A EXP 100

HEART CARD SOLDIER

HP 60 EXP 0

SPADE CARD SOLDIER

HP 45 EXP 0



Although this is more of an event battle, you still receive a lot of EXP. This battle is much easier if Goofy and Donald can hold off the Cards while Sora dismantles the device. If Donald and/or Goofy are held captive, rescue them by attacking the cage.

You can't defeat the Cards, but you can knock them unconscious for a brief time. When large groups of Cards surround Sora, cast Fire to quickly knock them out. Bash the tower or the other Cards to regain enough MP to use the Fire spell again. When you hit the Queen of Hearts, the red cards will go into shock and won't attack until she's okay. When this happens, focus on knocking out the black cards and hitting the queen. This should give you some time to destroy the tower without any interruptions.



You must destroy the crank tower to end the battle. As soon as you wade past the army of Cards and auto-target the tower, press **A** and lock on! You must destroy the gears before the tower's main structure can be eliminated. Each destroyed gear releases MP and HP balls, so collect as many as possible before getting back into the battle. Using magic on the gears and the tower will make the battle shorter.



After destroying the gears, lock on to the main tower and start bashing it. You will eventually knock a chunk out of the roof and mummy will fly everywhere! Stop attacking the tower for a moment, but stay locked onto it and gather up all the mummy. You won't receive any other prizes for this battle, so don't miss this opportunity.

ALICE IS GONE!

As any of the Cards will tell you, there is no trial without a defendant. Return to the save point to restore your party and save, then head into the Lotus Forest once more to search for Alice.



The Cheshire Cat has another message to decode and it moves the boulder blocking the rear exit. Give another Potion to the yellow flower near the entrance to grow larger, then move the boulder so that Sora dumps it into the pond. This causes two lily pads to rise. Now use the acorn from the tree above to shrink back down to normal size, and make sure the center tree's branch is pointed toward the rear exit of the Lotus Forest.

Use the lily pads to hop inside an enclosed area near the pond. Give a Potion to the rose here to receive a **Mega-Potion** and lots of MP balls. Use the blue Trinity Mark to release more MP balls and a **Camping Set**. The rack of roses that say "Shock Me!" when you attack them will have to wait until you get some Thunder magic. Go through the exit in this small area to access the Queen's Castle area.



ALICE

The little girl who fell down a rabbit hole into Wonderland. She is a daydreamer, but still a very proper English girl. The Queen of Hearts has falsely accused Alice of trying to steal the royal heart. Alice has been given an unfair trial and convicted. Sora, Donald, and Goofy must prove her innocence.

The party emerges on the hedges across from the save point. Locate a blue chest and open it to find an **Aero-G**, then drop to the ground and touch the save point to restore any lost health. Now head back into the Lotus Forest, and cross the area to the back. Jump from the mushrooms at the rear to reach the acorn branch, then jump from there to the exit high in the back wall.



ROOM WITHOUT GRAVITY

The Bizarre Room has been turned on its side, so you must venture across the wall with two lamps. On the far end is a shelf with a teddy bear. Target and attack the shelf's latch to make the bear drop into the chair below. This causes a book to become an object, rather than a drawing.





Now light the lamp closest to the lion's head mask to make the mouth spit out a chest. Open the chest to receive a **Defense Up**. When you light the other lamp on the wall, a blank canvas becomes painted. Examine the painting to transport to another hidden area inside the Lotus Forest.



There's another rack of small flowers that must wait until later, but there are two other flowers in the area that will be useful right now. Use an Elixir on the left flower to get a **Mythril Shard** and some munny. Use a Potion on the other yellow flower to make it drop MP balls and a **Hi-Potion**. Use the pond in the small mound to revisit the Bizarre Room, then return through the exit near the bookshelf to the Lotus Forest.



MAKING ART INTO ARTISTRY

Cross the top of the Lotus Forest to the exit above and to the left of the original entrance from the Queen's Castle. The characters emerge on the wall of the Bizarre Room where the fireplace is built. After the party defeats the enemies, turn the faucet to change the drawing of the bucket into an opening. Jump into the bucket to reach the top of the hedges in the Queen's Castle area once again. The final chest here releases **Dalmatians 58, 59, and 60**.



Return to the Bizarre Room in its original form, and drink the medicine on the table to return to large size. Read the book next to the teddy bear to find a **Mythril Shard**. Move the teddy bear from the first chair into the next. This causes the clock on the wall to become three-dimensional. Target the clock and move it to reveal a secret entrance to the Tea Party Garden. Shrink back down in size and enter.



JOINING THE UNBIRTHDAY PARTY

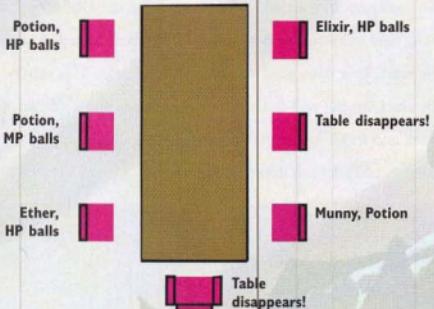
In the Tea Party Garden, the group stumbles across the Mad Hatter's table. If you came through the secret entrance in the Bizarre Room, then you will appear on a balcony next to a blue chest with an **Aeroga-G** inside.



Drop to the tabletop and read the sign on the garden wall twice. Then sit in any of the chairs to obtain different presents. But if you choose the wrong chair, the table will disappear along with all the gifts and enemies will attack! If this happens, you must leave the room and return to make the table and chairs reappear.



Refer to the following diagram to choose your place at the table!



Sora and the gang find themselves on the upper level of the Queen's Castle. Before dropping to the ground, open the chest on the bottom corner of the platform to rescue Dalmatians 13, 14, and 15.



FOLLOW THE CHESHIRE CAT

Return to the Bizarre Room, right-side up, and examine the new plant that appeared while you were lighting the lamps above. The plant releases a **Mythril Shard**, two **Potions**, and plenty of HP balls. The Cheshire Cat rests on top of the table. Before you speak to the Cheshire Cat again, make sure you're ready for a very tricky boss fight!



PREPARATION FOR THE TRICKMASTER

If you haven't returned to the save point recently, return to it in the Queen's Castle to restore the party and save your game. Make sure everyone has plenty of Potions equipped in their Item slots. Also, equip Sora with an Ether or Mega-Ether to make things easier. When you're ready, speak to the Cheshire Cat on top of the table in the Bizarre Room.



BOSS

TRICKMASTER

HP 600 EXP 150



You can only fight this bouncing, jangling nightmare when Sora, Donald, and Goofy are tiny in size. That's all the advantage it needs!

At the start of the battle, press the **R1** button to lock on and leap at the creature's midsection. It's best to use physical attacks, because using magic on the Trickmaster is somewhat difficult. Although Fire spells deal a good amount of damage, they also set its juggling stick ablaze! The damage caused by the juggling sticks when they're on fire nearly doubles.

Sometimes this assault causes the Trickmaster to bend over like it's tired, which provides an opportunity to hit it. Even if you don't use Fire magic, the Trickmaster may go over to the stove to light its juggling sticks. When your physical attacks cause the Trickmaster to bend over, target the juggling sticks and use Blizzard spells to extinguish them!

Each of the Trickmaster's five stacked heads will release some HP balls when the whole receives a certain amount of damage. This serves as an indicator of how far you have to go, as well as a way to recharge. Don't gather up all the balls if you don't need them, because Donald and Goofy need to stay healthy too!

Note that the Trickmaster doesn't stay hunched over for long. It will eventually straighten up and attack the party from high above. You'll need to get back on top of the table and jump at the Trickmaster to attack him in midair. Also, you can't always rely on the height of the table, since the evil illusionist has the power to cause the table and the chair to disappear. When this occurs, jump from the top of the bookshelf in the corner. From this location, you can extinguish the juggling sticks by casting Blizzard spells, and you can draw the Trickmaster away from the stove. The prize for defeating the Trickmaster is an **Ifrit's Horn**.



SEALING WONDERLAND

Following the Trickmaster's defeat, the Doorknob reveals the keyhole to Wonderland. Sora automatically locks this topsy-turvy world, so in spite of all the other problems here, the Heartless will threaten it no further. The **Navi-G Piece** drops from the sealed Keyhole. After the scene Sora and his buddies automatically return to the save point, so return to the gummi ship.



REST AND RESTORATION

That Handy Blizzard Spell!

With the Blizzard spell and a double-full MP meter, you can extinguish all of the candles at the café in the First District. First, destroy all the chairs so they're not targets. Then lock on to the treasure chest and press the **B** button to switch targeting to the nearest candle. Use the Blizzard spell on all the candles one at a time. Upon doing so, you'll hear a quick "Destiny Islands" riff. Now you can open the chest to obtain a **Defense Up**.



A new location appears on the Navigational Map, but use the menu to plot a course back to Traverse Town instead. You should have plenty of munny to spend on new weapons, and you'll need lots of Potions to survive the next area. The Heartless have returned to Traverse Town, so feel free to clean out as many as you want to gain levels and AP.

When you're finished at Traverse Town, plot a course for the Battle LV 2 world, which is the Olympus Coliseum.





OBJECTIVES



Talk to Phil in the Lobby.



Try to move the stone block.



Pass the tests of strength.

OLYMPUS COLISEUM



Get an Entry Pass from Hades in the courtyard.



Enter the preliminaries.



Challenge Cloud to win the tournament.



Reenter the Coliseum to save the day.



Terminate the tirade of Cerberus.



Speak to Cloud in the courtyard.

ITEMS

Dalmatians 22, 23, 24



Entry Pass
Inferno Band
Hero License
Olympia



ENEMIES

Shadow (Occasional)

Large Body (Rare)

Soldier (Frequent)

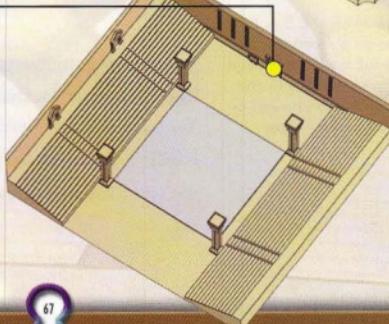
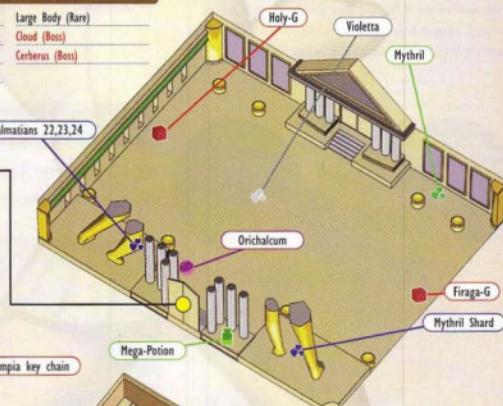
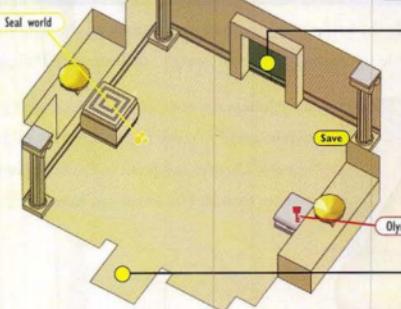
Cloud (Boss)

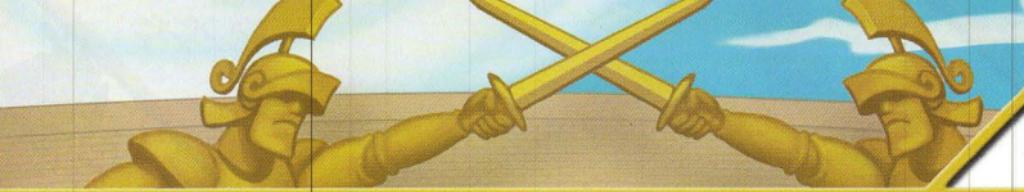
Red Nocturne (Frequent)

Cerberus (Boss)

Blue Rhapsody (Frequent)

OLYMPUS COLISEUM MAPS





HERCULES

The legendary son of Zeus and Hera, Hercules possesses god-like strength although he is human and mortal. Hercules made his big mark in Disney's 1997 animated film bearing his name.



PHILOCTETES

Phil, the veteran trainer of heroes, acts as Hercules' mentor and coach. He runs the Coliseum and hosts trials for contenders for the games. Speak to Phil any time you want to train for the games or to engage in battle with fierce monsters. Philoctetes came out of retirement to train the son of Zeus in Disney's Hercules.

THE HALL OF GODS

To the left and right of the entrance to the Coliseum's lobby, tall statues guard the doorway. There is a blue Trinity Mark in front of each statue. Use the blue Trinity Mark on the right side to rescue **Dalmatians 22, 23, and 24**. The Trinity Mark to the left of the door yields a **Mythril Shard**. The treasure chest partially hidden behind the pillars near the Shard's location contains a **Mega-Potion**. Notice that there are other colored Trinity Marks around the entrance area, but they will have to wait until later.



PHIL'S FIRST TEST

Speak to the satyr inside the Lobby, then try to move the stone on the right side of the room. Push the stone until Sora mentions its weight, then speak to Phil again.



After Phil sees the error of his ways, he agrees to let Sora take a trial to prove that he's worthy of the Coliseum. Use the save point in the front corner of the room, then let Phil know you're ready.

BARREL-BASHING DELIGHTS

You take part in the first trials of the Coliseum alone. The idea is to break all the barrels before the time limit runs out. Beating the clock will take a little practice, so don't get too frustrated. It's not that easy!



The "Easy" trial consists of breaking 20 barrels in 30 seconds. The layout is fairly simple. Lock on to the center barrel of the first group so that you attack the entire group at once.



With any luck, your final attack on the barrel will send it flying into the group behind the first, smashing some or all of them as well! Hop onto the middle platform and strike the lone barrel until it flies into the four lined on the back edge. Then hop onto either of the high platforms on the sides, and bash one of the lone barrels until it flies across and destroys the single barrel on the opposite side. If you miss the barrel on the opposite side, quickly lock on to it and use Fire spells to destroy it!

In the "Advanced" trial, you must destroy 25 barrels in one minute. Although you have more time, the layout of the barrels dictates that more ingenuity is required.

For winning the barrel-smashing challenge, you receive the **Thunder** spell. You can speak to Phil and take part in the challenges again, but otherwise the malicious satyr refuses to give Sora what he wants. Save your game and head outside.



Start by attacking the four barrels to Sora's immediate left.



Then lock on to the lone barrel on the lower level, and knock it into the two stacked barrels further down.



Now hop onto the first platform and attack the three barrels from the side, so that Sora is facing them in a line.



On the next platform up, you should use the low barrel to smash the four barrels from up, or there's a high probability of failure.



Hop onto the next platform and smash the six-barrel group to the best of your abilities.



Then launch the next barrel up so that it destroys the lone barrel on the high platform overhead. If you miss, quickly lock on to the high barrel and use Fire spells to destroy it.

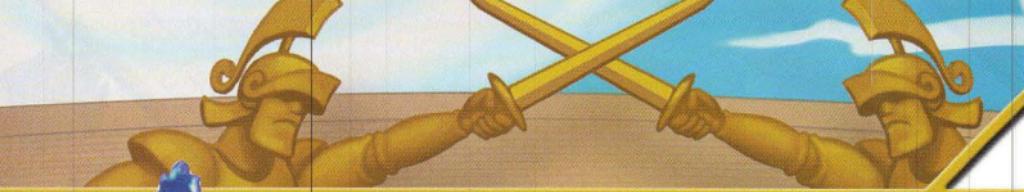


There are two more barrels hidden on the back side of the platforms, simply drop down and launch one into the other to win.

Simplicity Is the Key

You really shouldn't have any trouble with the barrels. Oddly, if you have the Vortex ability equipped, you may have a much rougher time of it. Remove the Vortex ability before accepting Phil's challenge, and your regular combat moves should be enough to clear each stage!





HADES

The Lord of the Underworld has a very short fuse. He is in league with the Heartless in an attempt to use this evil force to take over the universe for his own selfish desires. He was, and always will be, Hercules' nemesis.



CLOUD

A warrior hired by Hades to compete in the games at the Olympus Coliseum. Cloud works alone and says little, so not much is known about his past. Cloud originally appeared as the main hero of Squaresoft's Final Fantasy VII.

A TICKET TO TROUBLE

The malignant Hades gives you an **Entry Pass**. Without a second thought, show Phil what you have. Now you can enter the preliminaries for the tournament!

Save your game in the lobby, and make certain your characters are at full HP and MP and all of their combat abilities are equipped. No HP balls, MP balls, or munny are released during the preliminaries, so you can remove related abilities if needed. Equip all of your characters with Potions, make sure Donald has an Ether and an Elixir, and fill one of Sora's slots and one of Goofy's slots with a Mega-Potion. Speak to Phil again when you're ready to enter the Coliseum.



ROUND BY ROUND

The prelims consist of six rounds of combat with six different enemy sets. Afterwards, you face a really tough boss named Cloud. Therefore, you must fight really well through the waves of regular enemies without the characters using all of their Potions.



Fight each round with a set of enemy priorities in mind. Focus your attacks on the magic-casting Blue Rhapsodies and Red Nocturnes over all other kinds of enemies. Otherwise, they will float around the edges of the ring and cause massive damage to all of your characters. Run around the outside of the ring and defeat the spell-casting foes, and let Goofy and Donald handle the Soldiers and Shadows.



It is essential that you do your part to ensure that the party passes through all six waves of regular foes with a minimum of damage. This conservative strategy will pay off big-time when you come face-to-face with the king of the ring, Cloud!

PRELIMINARY TOURNAMENT

Round Foes

Round	Foes
1	Soldiers, Blue Rhapsodies
2	Shadows, Blue Rhapsodies
3	Blue Rhapsodies, Red Nocturnes
4	Blue Rhapsodies, Red Nocturnes, Shadows, Soldiers
5	Blue Rhapsodies
6	Large Body, Blue Rhapsodies, Red Nocturnes, Soldiers
7	Cloud

BOSS

CLOUD

HP 300 EXP 80

Note that Cloud cries out before each attack, so use this knowledge to your advantage. When Cloud swings his mighty sword or shoots across the ring, jump out of the path of destruction or use the Dodge Roll, then attempt a counterattack. The counterattack may not always work, because Cloud is quite capable of defending himself. If he jumps really high into the air, move out of the way, because you don't want to be nearby when he lands!



Use Fire spells to inflict damage. Each blast will knock him back as well, so prepare to dodge another long-range slide attack when this occurs. If your HP gets low, run away and use a Potion or Mega-Potion, depending on Donald and Goofy's condition.

Defeating Cloud isn't essential to the game. As with the battle with Leon, the story continues if Sora's HP gets depleted. However, defeating Cloud carries a great deal of EXP, meaning your characters may level up in the process. Remember to listen for Cloud's pre-attack scream, dodge out of his way, and attack him from behind. You should have the Dodge Roll ability at your disposal, but the frequency and ferocity of Cloud's attacks don't make things easy.



It's Up to You!

You don't have to fight Cerberus at this time. You may want to level up and return later, because this is a rather difficult fight.



CERBERUS

This massive, three-headed creature is the creation of Hades, and guards the gates to the Underworld. Hercules defeated Cerberus once, but Hades has resurrected Cerberus in hopes that two encounters with the son of Zeus will be enough to do the trick.



HP 600

EXP 200

BOSS CERBERUS

Whether the party wins or loses against Cloud, the result is basically the same.

Hercules is suddenly in dire need of assistance, and it's up to Sora, Donald and

Goofy to muster up the courage needed. Restock your characters' Item slots with Potions and Ethers as needed, then save your game and head past Phil into the Coliseum.

After one last chance to back out, the battle begins!



Cerberus has three heads you can target. The best strategy is to lock on to one of the outside heads, while remaining to the side of the monster as you attack and dodge. You can avoid Cerberus's biting and fireball attacks by staying to the side of its heads.



Still, Cerberus has two major attacks that can cause damage regardless of your position. Cerberus leans low to the ground and begins to spew dark magic into the earth. This magic tracks Sora's position and shoots up from under him. When you see this attack, stop whatever you're attempting to do and run from the pools of darkness on the ground.



The other major attack occurs when Cerberus stands tall on its hind legs. The beast then crashes to the ground, causing a major earthquake. If you're standing on the ground, you'll take major damage. However, if you're airborne at the moment Cerberus strikes, you will avoid damage completely!

Stay locked on to one of the outside heads. As the creature stomps around with all of its heads held high, there isn't much you can do. Move away and strike the creature with Thunder spells. This is the only magic that can't miss!



The rest of the time, strike when the head you've locked onto isn't too high. When Cerberus is low enough to the ground, you should be able to attack with triple and quadruple combos in midair! The key to defeating Cerberus is patience. For winning the battle, you receive an **Inferno Band**.



RECOGNITION WELL DESERVED

For defeating Cerberus, Phil rewards the party with a **Hero License**. In addition, he grants them all rights to compete in the games. There won't be another chance to compete for a while, though, considering all the damage the last battle caused.



On your way out, Cloud gives Sora the **Sonic Blade** ability whether you defeated him or not! Return to the gummi ship and pilot it to the next destination on the Navigation Map: the Deep Jungle.



DEEP JUNGLE



Find Jane's six slides.



Time to face Sabor once more.



Swing from vine to vine to speak with Kerchak.



Return to the Tree House—fast!



Fight Sabor at the campsite, then enter the tent.



Rescue the five gorillas from the Heartless.



Check on Jane at the campsite.



Defeat Sabor once and for all.



Return to the campsite. Jane and Terk are gone!



Destroy the fruit of evil to free Jane and Terk.



Confront Clayton at the cliffs area.



Stop Clayton and the Stealth Sneak.

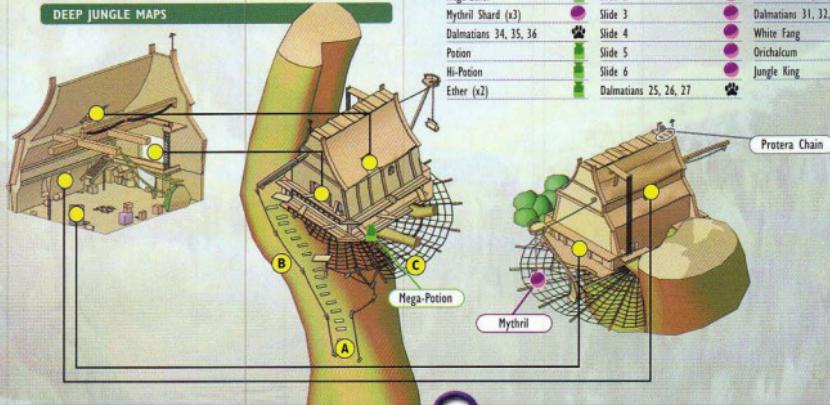


Navigate the waterfall cliffs and caves.



Lock the Deep Jungle from the Heartless forever.

DEEP JUNGLE MAPS



OBJECTIVES



1 Outwit Sabor.



2 Follow Tarzan into the jungle.



3 Introduce yourself to Jane and Clayton.

ENEMIES

Shadow (Occasional)	Sabor (Boss)
Powerwild (Frequent)	Clayton (Boss)
Bouncywild (Occasional)	Stealth Sneak (Boss)

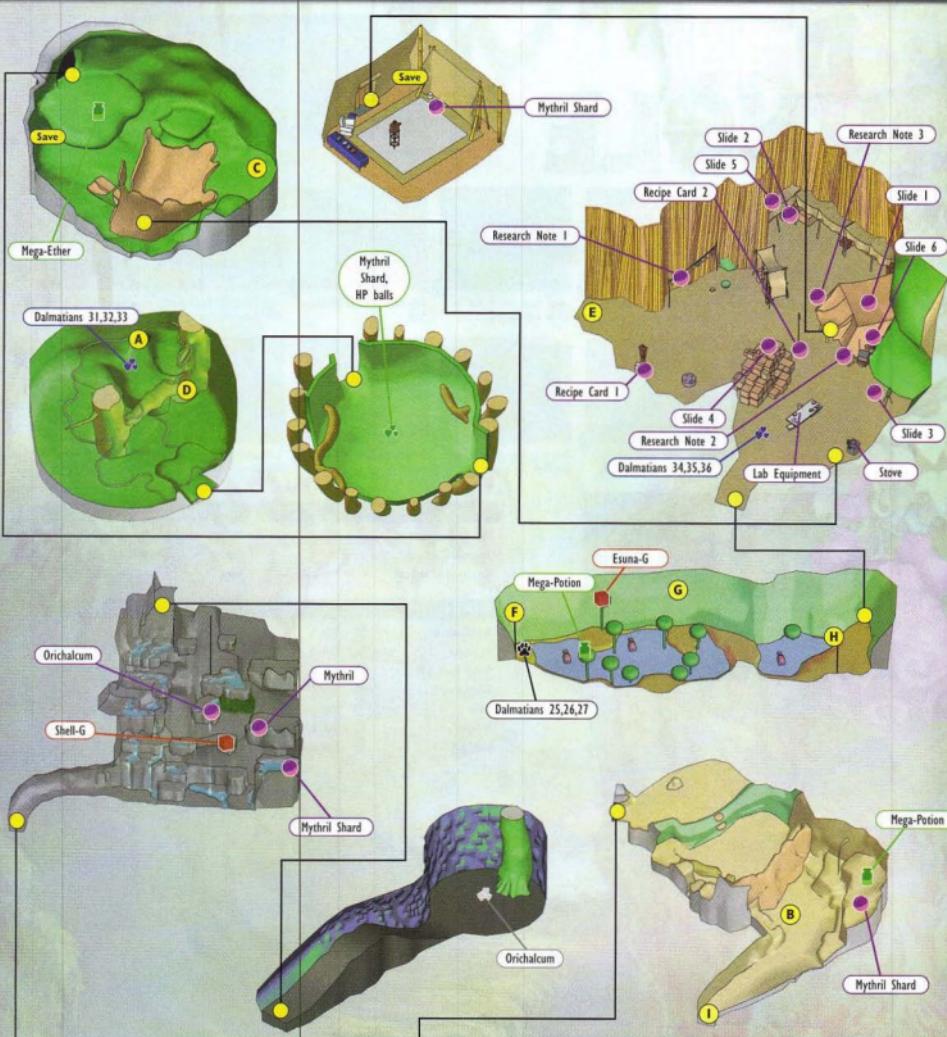
GUMMIS

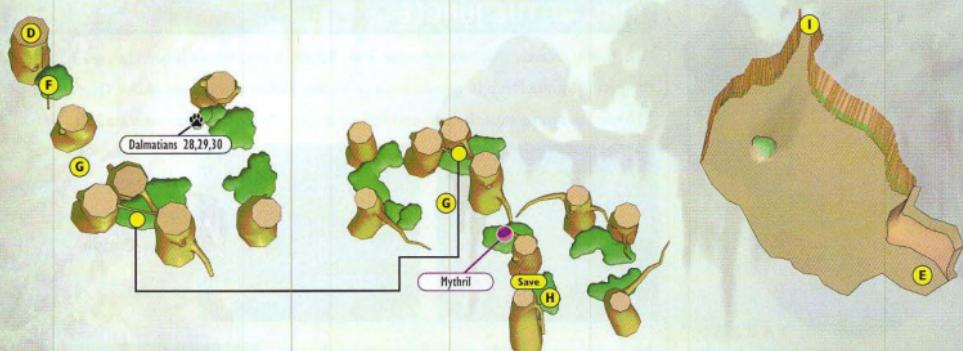
Protect-G (x2)	Aeroga-G (x2)
Euna-G	Shell-G (x2)
Fire-G	Navi-G Piece

ITEMS

Mega-Potion (x3)	Slide 1
Mega-Ether	Slide 2
Mythril Shard (x3)	Slide 3
Dalmatians 34, 35, 36	Slide 4
Potion	Slide 5
Hi-Potion	Slide 6
Ether (x2)	Dalmatians 25, 26, 27

Mythril (x2)	Dalmatians 28, 29, 30
Dalmatians 31, 32, 33	White Fang
White Fang	Orichalcum
Orichalcum	Jungle King





BOSS SABROBI

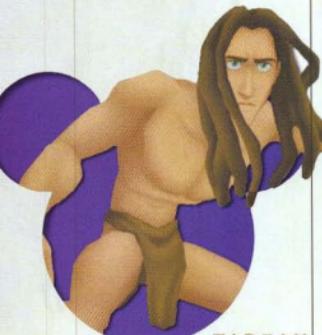
HP 90 EXP 15

Sora is separated from Goofy and Donald and receives an extremely unfriendly welcome from the vicious leopard Sabor. This foe is extremely fast and agile, so you must be fast and agile as well! Sora's Dodge Roll ability is the key, so equip it before entering the Deep Jungle world.



Stay locked on to Sabor to avoid losing sight of the fast feline. The leopard hunches down slightly before charging, so be prepared to hit the **•** button to execute the Dodge Roll. Try to roll past Sabor so that when you come out of the roll, you're right behind the enemy. Quickly execute one combo attack, then retreat as Sabor recovers. The more distance you can place between you and the leopard, the more likely you'll dodge his super-fast attacks!

There is no prize for defeating Sabor this time, but you may level up and learn new abilities. Looks like you'll encounter the nasty predator again in the near future... It's also important to note that you do *not* have to win this battle!



TARZAN

A young man raised in the Deep Jungle by gorillas, Tarzan has adopted their attitudes and mannerisms. He has also developed a wide range of combat abilities in the wilds of the jungle. Tarzan spoke only the language of his gorilla family until Jane Porter entered the jungle and taught him how to speak English. Although Tarzan is still learning to communicate with outsiders, he has grasped the language firmly and quickly. Tarzan appeared in Disney's adaptation of Edgar Rice Burroughs' Tarzan.

KING OF THE JUNGLE

Sora finally receives a decent welcome from Tarzan, a man who has been living among the gorillas of the Deep Jungle for most of his life. Follow Tarzan out of the Tree House, and jump over the rail onto the net below. Use first-person view under the



Tree House deck to locate a treasure chest containing a **Mega-Potion**.

Now you must trust Tarzan and jump from the netting into the Tunnel far below. No matter where you fall, you'll land safely near Tarzan and a save point. Use the low platform near the save point to reach a ledge overhead, where you can extract a **Mega-Ether** from a chest.



From this area, you can choose from two modes of travel to the campsite area. If you use the top exit to venture into the Treetop area, you can explore the Deep Jungle, pick up a few items and get better acquainted with the world. Along this route, you will learn how to swing from vines. Or, you can drop through the center of the hollow tree stump, and do a little tree surfing just like Tarzan does in the movie! The second option takes you directly to the campsite, which is your intended destination. Remember, you can always collect the items later!

TREE SURFING!

If you decide to slide down the bark-covered slopes, then save your game and jump through the hollow trunk nearby.





You can steer to the left or the right by tilting the left analog stick. Don't worry, you can't fall off the side of the tree. Make sure you avoid running into the small branches along the way. However, there is one instance in which a large tree branch gets in the way. Press the **B** button to jump as usual. If you clear the first tree branch, you may come down and smack into a second one not far behind it. You can avoid taking damage by attacking (press the **B** button) the tree branch from midair to break it. Continuing down the winding tree trunk, you'll eventually drop into Jane's camp.



JANE THE JUNGLE EXPERT

You may notice several items and auto-targets around the campsite, but ignore them for now. Enter the tent to meet Jane and Clayton, the jungle explorers who are



studying Tarzan and the gorillas.



CLAYTON

A suave veteran hunter who serves as Jane Porter's guide on her expedition in search of wild gorillas in the jungle. He knows that Tarzan trusts Jane, and that he can eventually follow the ape-man back to his animal family.

After reuniting with Goofy and Donald, the group discusses the **Protect-G** found in the jungle. Now you must choose your party members. Considering that there's a blue Trinity Mark in the camp outside, choose Goofy and Donald for the time being. The chest inside the tent contains a **Mythril Shard**. Use the save point to regain any lost health and save your progress. Then, speak to Jane again.

SOME CAMP SITE FEATURES



With Donald and Goofy in the party, activate the blue Trinity Mark near the entrance of the campsite to reveal a hidden treasure chest confining **Dalmatians** 34, 35, and 36.



Find the barrel near the clothesline on the far side of the camp near Clayton's location. Smash the barrel for a **Potion** and HP balls galore!



JANE PORTER

A naturalist and researcher, she has come to the Deep Jungle with her guide Clayton to locate wild gorillas and study them in their native habitat. After meeting Tarzan, she attempts to teach him English. Jane is a courageous explorer, prepared to brave any danger in the pursuit of her research.



JUNGLE COOKING AND SCIENCE PROJECTS



There are various clues concerning a Recipe and Research Notes scattered throughout the campsite. Use the pictures below and clues to locate them all, then carry out the instructions at the stove and the table with lab equipment.

After finding the two Recipe Cards, return to the stove and examine it again. Sora automatically puts a Potion into the pot. Now strike the stove to open the hatch, auto-target the interior, and use a Fire spell to ignite the tinder. You receive a **Hi-Potion** for doing so.

After locating the three Research Notes, return to the table with lab equipment to start the experiment. A **Potion** is placed into a beaker. Target the beaker and use a Blizzard spell on it to obtain two **Ethers**!



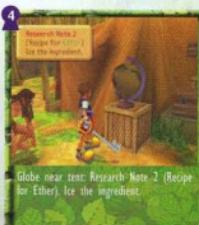
Grandfather clock near thicket: Recipe Card 1. Light the stove.



Base of bamboo flagpole: Recipe Card 2. Put the Potion in the pot.



Pink shirt on clothesline: Research Note 1 (Recipe for Ether). Ingredients: Potion.



Globe near tent: Research Note 2 (Recipe for Ether). Ingredients: Potion.



Gramophone near tent: Research Note 3 (Replication Experiment). Replicating items.

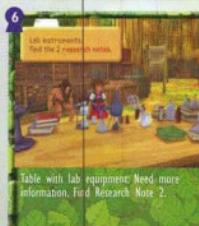


Table with lab equipment: Need more information. Find Research Note 2.



Table with lab equipment: Required notes found. Let's begin.

LOCATE THE MISSING SLIDES

Jane's slides have been scattered around the campsite by the playful gorillas. Use the maps in this section to locate all six slides, then return inside the tent and examine the slide projector.





Slide 3 is next to the chalk drawing of Tarzan.



Slide 4 is on top of the stack of crates in the center of the campsite.



Slide 6 rests atop the luggage piled to the right of the tent.



Slide 1 is on top of the tent.



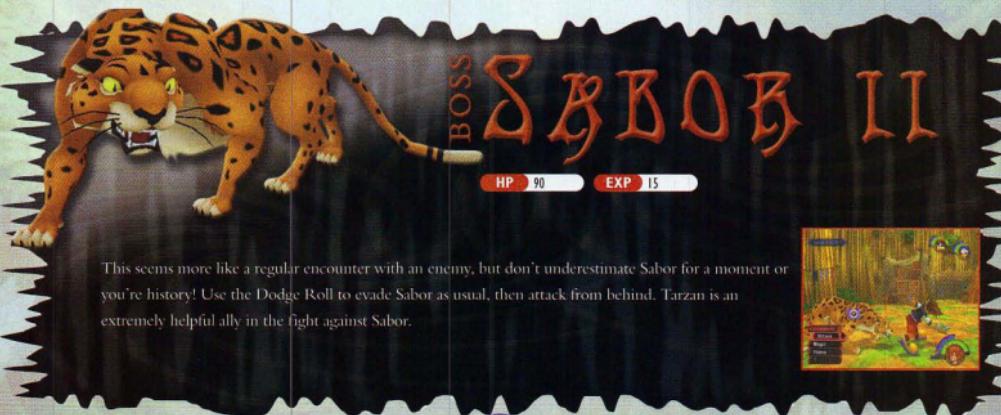
Run across the canvas shelters to the end to find Slide 5.



Hop down and search under the shelter for Slide 2.

SLIDE SHOW WITH TARZAN

Clayton convinces Sora that his friends must be with the gorillas, and Tarzan agrees to lead everyone to their nesting grounds. Now is a wise time to place Tarzan into your party, because his skills will come in quite handy against the dangerous jungle wildlife. Make sure you save your game before leaving the tent, because Sabor is waiting just outside!



This seems more like a regular encounter with an enemy, but don't underestimate Sabor for a moment or you're history! Use the Dodge Roll to evade Sabor as usual, then attack from behind. Tarzan is an extremely helpful ally in the fight against Sabor.





HIPPO HOPPING!

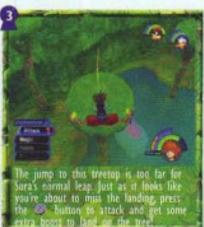
After Sabor runs into the thicket, exit camp in the opposite direction and plunge into the Hippos' Lagoon. Jump onto the back of the hippo soaking in the first small pond, then jump across to the next piece of land. From here, dive into the water and swim over to a small embankment so you can climb out. You can swim faster by repeatedly pressing the **○** button. Use the following clues to gather items from this tricky area.



As you reach dry land, jump across the treetop to the left until Sora reaches a treasure chest with a **Mega-Potion** inside.



Use first-person view to find another chest on the highest treetop, then look at the treetop just to the right of it to line up your jump.



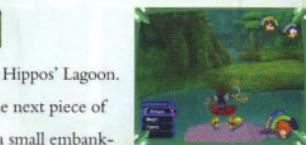
The jump to this treetop is too far for Sora's normal leap. Just as it looks like you're about to miss the landing, press the **○** button to attack and get some extra hook to land on the tree.



Collect the **Esuna-G** gummy from the high chest, and drop to the small islet directly below.



Make long leaps to the hippo's back. From here, head to the opposite shore and open the chest to release **Dalmatians** 25, 26, and 27.



SABOR

A predatory leopard feared by all animals and men who live in the jungle. Sabor is Tarzan's natural enemy. Seeking to ambush the weak and the helpless, Sabor may meet its match when Sora appears in the Deep Jungle with the Keyblade.



VINE SWINGING 101

You can climb two vines to reach the area above the Hippos' Lagoon. Use the first vine near the entrance to avoid missing an entire area amongst the trees above.



There's a save point and a strange flower near the entrance of the Vines area, along with some brief instructions on vine swinging. Basically, move to the edge of the tree branch and Sora will auto-target a vine. Select the "Jump On" option to grab the vine and begin to swing back and forth. At the farthest forward point of the swing, Sora will auto-target the next vine. Press the **•** button to leap from vine to vine just like Tarzan! When Sora auto-targets a tree branch, press the **•** button to jump off your vine and land there.



Swing from vine to vine to the center tree branch, then use the first-person view to search the area to the right of your friends' location to spot a treasure chest. Grab the closest vine and swing over to the chest to obtain a **Mythril**. Jump onto the vine on the other side of the chest, and swing over to a long bar of treetops. Rather than cross them, turn around to spot a tree branch that goes between two trees and under a branch. This is the entrance to the Vines 2 area.

HOME OF THE FAMILY



In the Vines 2 area, Tarzan speaks to Kerchak. While Kerchak wanders off toward the Tree House, grab the first vine and swing over to the nearest platform. Hop from branch to branch to release **Dalmatians 28, 29, and 30** from a chest.

Return to the platform where you disembarked from the vines, and line up onto a path so that the vines take you to a platform to the far left of the spot where your comrades are waiting. Here, you can climb another vine up to the next area.

Make a Mini-Game Out of It!

It's possible to turn vine swinging into a mini-game. Just examine the first flower in the Vines area, and choose the type of game you

want to try. You can find more information in the "Vine Swinging" section in the "Mini-Games" chapter.



TOP OF THE JUNGLE

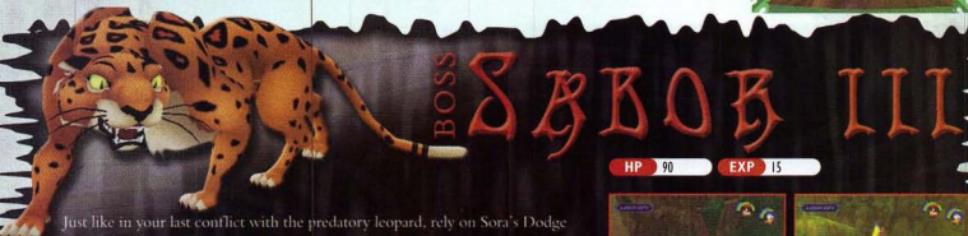
Scaling the vine, you'll enter a room inside a treetop with three exits. Follow the slope up to the top right side of the room and locate the blue Trinity Mark on the ground. Activate it with Donald and Goofy to free **Dalmatians 31, 32, and 33**. If Tarzan is still in your party, switch him out to accomplish this task. The closest save point is in the Tunnel area beyond the Treetop area, which is through the exit on the opposite side of the room from the Trinity Mark.





THE TREACHEROUS HUNTER

After using the blue Trinity Mark, head through the exit beside it and return to the Tree House area. Following a cut-scene, go outside the tree house and walk down the path that leads back to the Climbing Trees area. Instead of returning there, jump off the side of the tree branch to land in the Cliff area. The voracious Sabor then ambushes the party!



Just like in your last conflict with the predatory leopard, rely on Sora's Dodge Roll ability. Tarzan will also be helpful in this battle. But just as quickly as he appears, Sabor flees into the Bamboo Thicket, leaving only 15 EXP.

Note that you can take part in this battle over and over again if you desire! Each time you drop from the Tree House to the Cliff area, Sabor will return for more action! This is a great way to gain some EXP, if you have the patience.

DOUBLE TREASURES OF THE CLIFFS



With Sabor gone, climb the vines on either side of the back cliff wall to reach a high ledge. Open the chests to receive a **Mega-Potion** and a **Mythril Shard**.



HEARTLESS IN THE WILD



Return through the Bamboo Thicket to the Camp area, and enter the tent. Use the save point and put Tarzan in your party, because the Heartless are about to invade!

Emerging from the tent, you'll spot a gorilla surrounded by a new "monkey" type of Heartless called Powerwilds. These fearsome opponents are stronger and swifter than the average enemies, but with Tarzan in your party you'll have a much easier time. Make sure you equip Tarzan's Raging Boar and Asp's Bite abilities. Also, use Sora's Dodge Roll and Vortex abilities. You receive a **Protect-G** for saving the gorilla.



Head into the bamboo thicket and defeat another squad of Powerwilds. This time you receive a **Fire-G**. Another gorilla in trouble at the Cliff area offers an **Aeroga-G** for being rescued.



Don't Let Those Bouncywilds Get Away!



As you return from the cliffs, you may notice a unique creature among the ranks of the Heartless. The orange Bouncywilds tend to attack from the outskirts of an area, using slingshots. They have a tendency to run from direct combat, which makes them difficult to defeat. If you can overtake them, they will drop lots of munny.

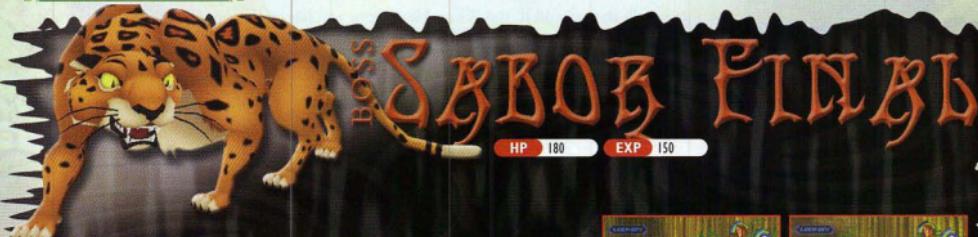


RESCUE THE GORILLAS!

Continue rescuing the gorillas by returning to the Climbing Trees area and defeating some Powerwilds to receive an **Aeroga-G**. Then return to the Tree House and go inside the structure to save the last gorilla for a **Shell-G**.

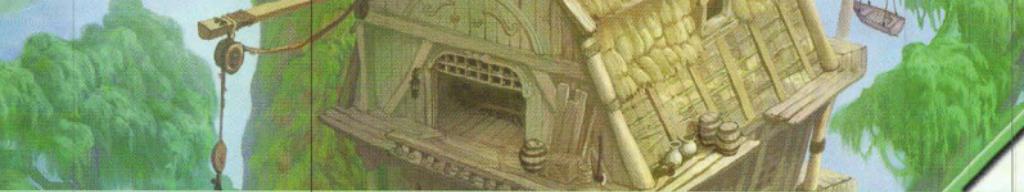


Return to the Camp and speak to Jane once again. Save your game and place Tarzan in your party. When you exit the tent, a shot from Clayton's gun rings out from the Bamboo Thicket area. Investigate the sound to discover Clayton's pipe. Sabor attempts to ambush you once again, but this is the last time!



Sabor has more HP than ever in this fight. His agile attack style and speed are still his best weapons, so stay locked on the entire time and employ the Dodge Roll frequently. If at all possible, try to attack Sabor from a different side than your allies. For finally defeating Sabor, you receive the **White Fang**.





TROUBLE AT CAMP!



Although your troubles with Sabor are officially over, it looks like new trouble is brewing inside Jane's tent! Although you'd like to return to the campsite and assist the jungle researcher, several groups of Heartless will slow you down.

Bouncywilds in Hiding!



Before you return to Camp, head to the Cliff area. Defeat the first group of Powerwilds that appear, then ascend to the ledge to battle more Bouncywilds.



THE CHARADES OF THE WHITE MUSHROOMS



As you reenter the Camp area, you'll encounter a strange new form of Heartless that isn't mean at all! These helpful creatures would rather play a game of charades, and have you guess what spell they want you to cast on them!

At this early point, Sora only has three possible spells: Fire, Blizzard and Thunder. When the White Mushroom starts to make a shivering motion, cast Fire on it to warm it up. When it fans itself with both hands as if it's hot, cast Blizzard. And when a glowing light appears high over the White Mushroom's head and it appears to go to sleep, cast Thunder to wake it up!



The White Mushroom will jump and clap when you cast the correct spell on it. If you correctly cast three spells in a row on it, the White Mushroom will release lots of MP balls and rare items! However, if you attack a White Mushroom or cast the wrong spell, the poor Mushroom becomes quite furious and leaves. There are three White Mushrooms roaming the Camp grounds in separate locations. Play charades with all three!

There are many other interesting facts and tricks to discover. Refer to the "Mushrooms" section in the "Mini-Games" chapter for all the details.

FRUITS OF EVIL

Jane and Terk are gone from the tent, but Tarzan senses they're near the Tree House area. Head back through the Hippos' Lagoon, swing through the vines, and climb up to the Climbing Trees. The group finds Jane and Terk here entrapped by the Heartless.





An endless number of Powerwilds will materialize in this area, so let the other party members take care of the enemies while Sora handles bigger matters. Lock on to any target and press the **B** button until you focus on the large black fruit on the central tree trunk. Jump up and bash it repeatedly until it's destroyed. You can free Jane and Terk faster by using this direct assault.



SLAVE OF DARKNESS



Jane tells Tarzan and the group that Clayton was the one who kidnapped them, and he's going to hunt down and capture all of the gorillas. It's time to settle the score with the selfish hunter once and for all!

Return to the camp and use the save point. Equip everyone with Potions, Mega-Potions and Elixirs, then continue through the Bamboo Thicket to the cliffs.

TERK

This young gorilla has been Tarzan's close friend ever since the apes found Tarzan as a small infant. She is more curious about humans than afraid of them, but all of that may change when she runs into Clayton.

BOSS CLAYTON, POWERWILDS

CLAYTON

HP 250

EXP 240

POWERWILDS

HP 30

EXP 4

This battle is only the preliminary to the real contest!

In fact, if you target and attack Clayton first, you will end the battle by taking off barely half his HP.

Lock on to Clayton as soon as possible, and use the Dodge Roll to get behind him. Attack him from behind with several combos to quickly end the battle.





BOSS СЪВУТОН, ЗЧЕВЪЧН СНЕВЪ



CLAYTON
HP 250 EXP 240
STEALTH SNEAK
HP 750 EXP 30

Now comes the real struggle. The cliff walls explode and Clayton mounts an invisible creature!

The first target is the Stealth Sneak that Clayton is riding. If you have the Scan ability, you'll see that the monster's HP meter in the upper-left corner is orange, with a yellow bar underneath, and a full green bar under it. The first bar indicates the damage you must inflict to make the Stealth Sneak visible. With the yellow meter depleted, Clayton will dismount the creature and attack from the side. Continue attacking the creature until its green meter gets depleted, and then you only have to defeat Clayton.



Attack the invisible target with continuous physical attacks and combos until the creature becomes visible. At this point, fighting the Stealth Sneak resembles the previous Sabor fight. The creature hunches up just before lashing outward with a lightning-fast strike, so prepare to Dodge Roll out of the path of the beast. This creature also fires large energy blasts that are hard to avoid. If you take a lot of hits from the Stealth Sneak and Clayton in succession, run to the other side of the enclosed area and use a Potion to recover. When Clayton is on top of the Stealth Sneak, cast Thunder spells from a safe distance to attack them both simultaneously.



When Clayton dismounts the creature, the Stealth Sneak rears up on its hind legs to indicate that it will charge. Dodge out of the way, hopefully behind the creature, and bash it until you regain some MP. Then launch Fire spells at it repeatedly to knock it some distance away.



With the Stealth Sneak out of the picture, focus on the infernal hunter. Use a Fire spell or two to knock him off his perch on the cliff if he won't come down on his own. Then try to Dodge Roll behind him and launch combos at the back of his head. For winning this battle, Sora learns the Cure spell.



KERCHAK'S GIFT



For saving the gorillas, Kerchak tosses everyone on top of the new ridge. Head into the Waterfall Cavern nearby. Cross into the cavern until the camera

rotates freely behind the party, and locate a treasure chest on the opposite ledge. Hop across the rock formations to obtain the **Mythril Shard**.



LOCKING DEEP JUNGLE

Climb the vine next to the Orichalcum location until you see a cliff pass behind you on the way up. When you see it, leap backwards onto the edge. Hop across the ledges and use first-person view to find the path to a cavern high above the entrance.



At the rear of the top cave, the party discovers the key-hole to the Deep Jungle.

Sora then seals off the Deep Jungle from the Heartless, so that evil can never threaten the gorillas again. In return, you receive another **Navi-G Piece**.

Before the party departs, Tarzan gives Sora the **Jungle King** key chain. At the next opportunity, equip it to change the shape of the Keyblade and increase its power! The group also learns the Red Trinity, so head back to Traverse Town to use this new skill to determine the nature of the strange gummi.



KALA

Kala is the female gorilla that found Tarzan alone in the jungle and adopted him as her son. She has always helped him to adjust to life among the gorillas, even as he was scorned and teased by the others. Kala is also worried about Tarzan's encounters with the strange humans, but she knows that it's important to him to meet others.



TRAVERSE TOWN KEYHOLE

OBJECTIVES

Use the red Trinity Mark to enter the Secret Waterway.

Speak with Leon and Aerith.

Talk with Cid in the Accessory Shop.

Deliver Cid's book to Merlin at the Mystical House.

Enter the Vacant House in the Third District.

ENEMIES

Shadow (Rare)	Blue Rhapsody (Occasional)
Soldier (Rare)	Yellow Opera (Frequent)
Large Body (Frequent)	Green Requiem (Occasional)
Red Nocturne (Frequent)	Air Soldier (Frequent)

Guard Armor (Boss)
Opposite Armor (Boss)

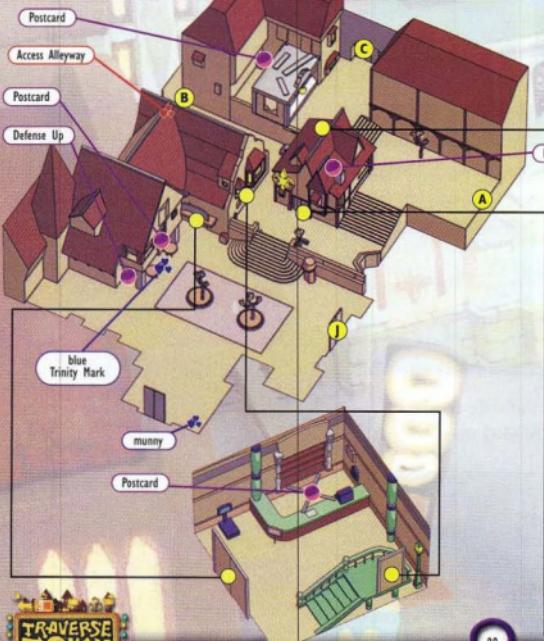
Use the red Trinity Mark on the Gizmo Shop roof.

Ring the bell three times to make the Keyhole appear.

Take apart the Guard Armor and Opposite Armor.

Find Cid at his real job.

TRAVERSE TOWN MAPS



ITEMS

Dalmatians 4, 5, 6
Dalmatians 10, 11, 12
Earthshine

Old Book
Mega-Ether
Postcard (x2)

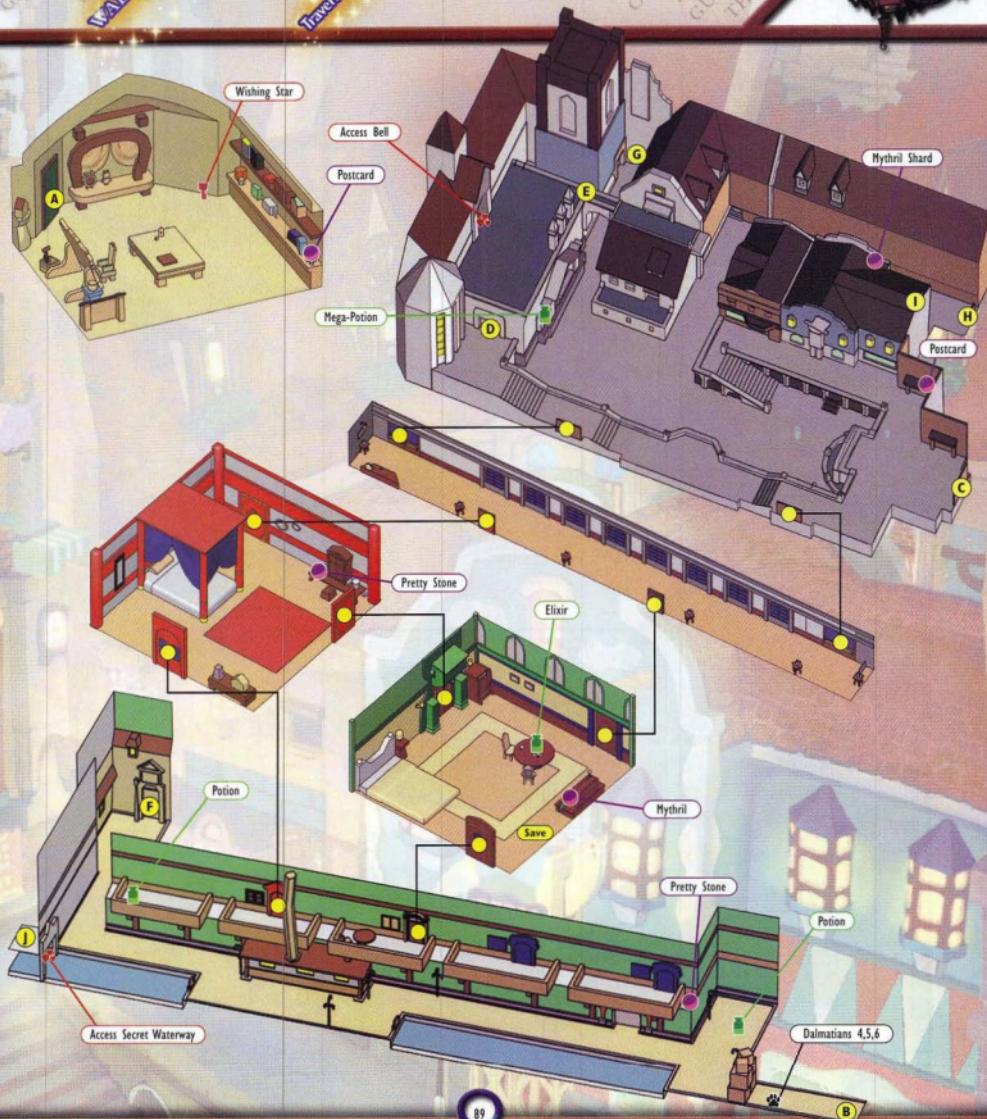
GUMMIS

Warp-G
Navi-G Piece
Comet-G





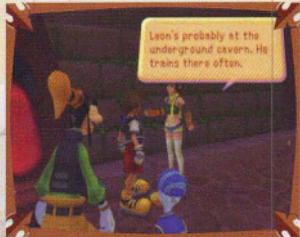
Traverse Town Keyhole





BACK ON HOME TURF

Yuffie, who has a clue as to Leon's whereabouts, stands next to the mailbox in the First District. Check up on Huey, Dewey and Louie at the Item Shop, and purchase some travel goods there and at Cid's place.



Behind the Item Shop, move down the alley and examine the red Trinity Mark to perform your new move. This amusing combo will open access directly to the Alleyway. The group emerges behind some crates; open the chest there to release **Dalmatians 4, 5 and 6**. Unfortunately, you still can't jump over the crates, so go back through the First District and Second District to the Alleyway proper.



LEON'S SECRET TRAINING GROUND

After skirmishing through hordes of new Heartless enemies, step into the water near the bars at the back of the Alleyway and locate the red Trinity Mark. Use the move to smash down the bars and enter the Secret Waterway. This is where you'll find Leon and Aerith, training to take on the Heartless. Speak to Leon twice and he tells you to find the Keyhole for Traverse Town. Aerith says to speak to Cid about the Navi-G Pieces. Leon also hands over the **Earthshine**.



The stairway behind Leon and Aerith seems to go nowhere, but don't overlook the chest just inside the doorway. Open it to release **Dalmatians 10, 11, and 12**. Swim back out to the Alleyway and find Cid at his Accessory Shop.





CID'S NAVIGATIONAL KNOWLEDGE

Talk to the moogle inside the Accessory Shop to learn about a tournament. Can you guess where? Speak to Cid to strike up a bargain. He will attach the Navi-G Pieces you've found to the

gummi ship. In exchange, you must go to the Third District and deliver the **Old Book** to a magician there. Cid then says to meet him at the Vacant House in the Third District.

THE BURNING DOOR

Head straight over to the Third District and defeat all the enemies. Then proceed to the door in the back corridor of the area, which bears a flaming symbol. Face the door and shoot a Fire spell at it. After a chime sounds, the door opens and you can enter the **Mystical House**.

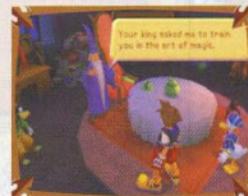
The **Mystical House** floats on a small island in the middle of a tiny lake. As you leap from the shore onto the first stone toward the house, the stones begin to move! Carefully leap from stone to stone over to the house, and enter on the left side. If you fall into the water, swim back to shore and try again.



TRaverse
TOWN

THE MOST FAMOUS MAGICIAN

If you're going on the most fabulous adventure you can imagine, why not become friends with the greatest wizard of them all!



Merlin introduces the Fairy Godmother to the heroes. When he finishes, speak to him again to hand over the **Old Book**.

The Fairy Godmother then explains that the stone

Leon gave to Sora is a summon gem. Now you can summon Simba to aid you in battle!



If you try to use the save point inside the house, Merlin will remind you to find Cid in the Third District. There is a blue Trinity Mark near the save point. Use it to release a bunch of munny and a **Mega-Ether**.



FAIRY GODMOTHER

A gentle and caring elder who takes pity on the plight of the unfortunate, the Fairy Godmother takes the form of a pumpkin carriage inside the Magician's Study. Examine the carriage to call upon the Fairy Godmother. She has lots of knowledge regarding summons. The Fairy Godmother first helped Cinderella overcome her difficulties in the Disney adaptation of the classic fairy tale.

MAGICIAN'S STUDIES



After the dialogue, speak to Merlin again and he will offer to train you in magic. If you agree, then Merlin will transport you to an arena upstairs where you can cast spells indefinitely.

without running out of MP. You can blast moving or stationary furniture pieces with any spell you currently have. When you're finished, go over to Merlin and select the "Cancel" option. This is a good way to practice new spells that you learn before using them in the heat of battle.

A CHANCE REUNION!

Return to the Third District to find Riku. After doing so, head up to the Small House at the top of the stairs. You'll notice that the once vacant house is now all lit up.

Cid and Leon are inside, as well as Yuffie and Aerith. Speak to Cid, and he will discuss important matters with the party. Afterward, you obtain a **Warp-G** from him. This gummi is automatically attached to your ship, along with the Navi-G Piece which will enable you to visit new worlds and travel through warp holes in space.



MERLIN

Merlin is a wise old wizard who returns to Traverse Town at the request of the King to aid in the campaign against the Heartless. Merlin remains at the Mystical House in the Third District, ready to teach young heroes the benefits of magic. He knows all about fantasy quests, since he aided young Arthur in the movie *The Sword in the Stone*.



THE GIZMO SHOP BELL



After battling the enemies outside the Small House, examine the broken circuit in the bottom corner of the Third District. Lock on to the circuit and cast a Thunder spell to connect the fuse. This enables you to collect some goodies when you return to the Gizmo Shop later.



Revisit the Gizmo Shop in the Second District, but prepare to fight some tough adversaries. After disposing of all the enemies, three platforms in the Gizmo Shop rise. Use them to reach the higher area, where you can lower three platforms by stepping on them. After all three platforms are down, examine the clock in the middle of the room. You receive two **Postcards** in the bargain.

Head up to the Gizmo Shop roof and use the red Trinity Mark to break through the wooden gate. Pull the bell's rope three times until the Traverse Town Keyhole appears in the courtyard below. Drop off the Gizmo Shop roof and move toward the Keyhole until a very familiar adversary shows up.



GUARDED ABBLOB II

HP 196 EXP 0

With your new abilities and improved skills, the Guard Armor won't be much competition. Just follow the same strategy noted earlier, and avoid taking too much damage. The battle ends before the guardian's HP meter fully depletes.

TRAVERSE TOWN

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BOSS OPPOSITIVE ARMOR

BODY

HP 900 EXP 390

ARMS

HP 135 EXP 0

LEGS

HP 270 EXP 0

The Guard Armor flips around and transforms into some sort of floating rail cannon. Its devastating new beam attack will cause a great deal of damage, but your magic and skills are still too powerful for the Keyhole protector.

The Scan ability is quite handy in this battle. Each limb has its own HP meter; however, the main target should be the center torso.

The torso has a triple HP meter that starts in the orange range, then goes through yellow and green. Lock on to the torso to strike the other body parts by accident as you fly into the air to start a combo.



When the torso's HP hits the green range, restore any party members low on HP. The best way to keep everyone healthy is to switch the target to the limbs, which shouldn't have much HP left at this point. By destroying the limbs, enough HP balls will emerge to restore the entire party.



The situation becomes truly critical after you destroy all the limbs. The Opposite Armor then begins to charge up and fire its beam cannon assault from its torso. However, if you inflicted enough damage on the main part already, then you can probably



just summon Simba and charge up his Proud Roar attack to finish the battle. You learn the **Aero** spell and obtain another Navi-G Piece for winning the fight.



The Wooden Boy



This isn't necessary to continue the story, but you can see an extra scene.

Enter the empty Accessory Shop and search behind the counter for a wooden boy. Jiminy Cricket then introduces the party to Pinocchio. From this point forward,



keep a sharp eye out for clues to the whereabouts of Geppetto, Pinocchio's father.

Phil Cup Tournament



After you seal Traverse Town, the Phil Cup tournament opens in the Olympus Coliseum. You will gain the **Gravity** spell for winning this tournament. Some strategies listed later in this guide assume that the player has acquired this spell, so give it a try!

CID'S ALL-PURPOSE GUMMI STORE

Once Sora prevents the Heartless from returning to Traverse Town, return to the First District and find Cid behind the Accessory Shop. It seems he's also a gummi salesman, and he gives you a free **Comet-G**. Speak to Cid to purchase or sell gummis for your shipbuilding hobbies. He also provides the option of entering the Gummi Garage menu directly without having to board your ship!



PINOCCHIO

Pinocchio is a wooden puppet crafted by Geppetto and brought to life by the Blue Fairy. Pinocchio must prove that he is worthy of being a real boy by learning kindness, courage, and honesty. He has a bit of trouble with the honesty thing, and his nose grows longer each time he tells a lie. Pinocchio originally appeared in the movie named after him.



MALEFICENT

A sorceress of awesome power who controls the Heartless, Maleficent is now responsible for the destruction of many worlds. No one knows why she is casting the entire universe into utter chaos, but she and her fellow conspirators must be stopped at all costs. Maleficent was also a fearsome villain in *Sleeping Beauty*.



ANSEM

Ansem was conducting extensive research on the Heartless shortly before his mysterious disappearance. The heroes of Traverse Town are looking for the pages missing from his report.



ITEMS

Mega-Potion (x5)	Fira Ring
Mega-Ether (x4)	Ray of Light
Megaelixir	Proteria Chain
Dalmatians 37, 38, 39	Elixir (x2)
Cottage (x2)	Mythril Shard (x2)

Defense Up	Dalmatians 52, 53, 54
Mythril	Ansem's Report I
Thundera Ring	Three Wishes
Protega Chain	Power Up
Torn Page	

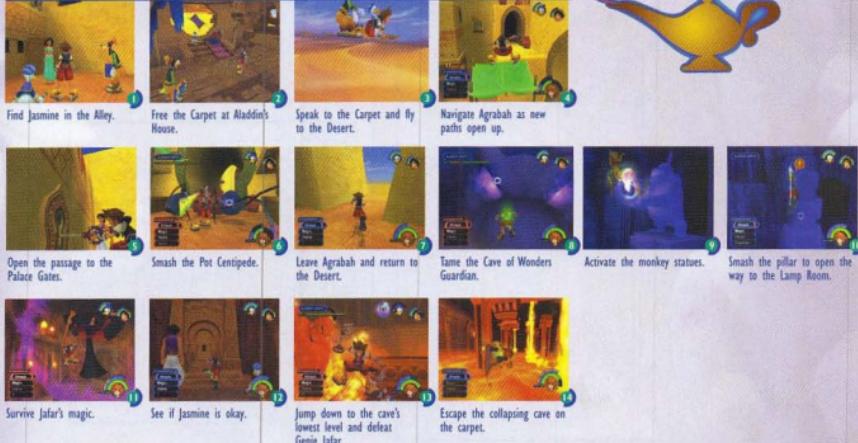
GUMMIS

Shell-G (x3)	Thunder-G
Dispel-G	

ENEMIES

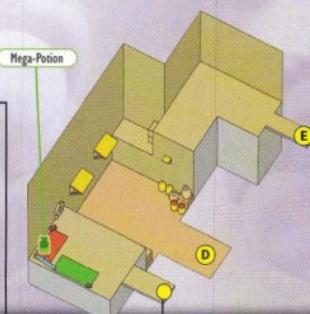
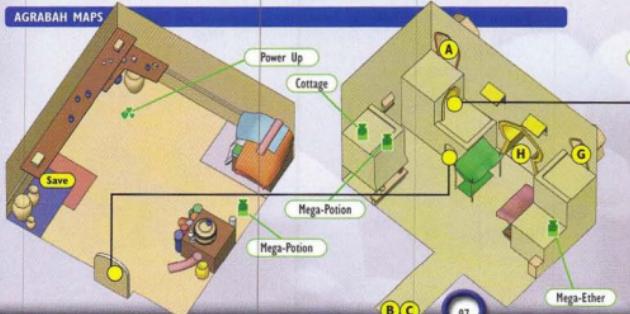
Shadow (Occasional)	Pot Spider (Frequent)	Jafar (Boss)
Air Soldier (Occasional)	Fat Bandit (Frequent)	Genie Jafar (Boss)
Bandit (Frequent)	Black Fungus (Rare)	
Yellow Opera (Frequent)	Pot Centipede (Boss)	
Green Requiem (Rare)	Cave of Wonders Guardian (Boss)	

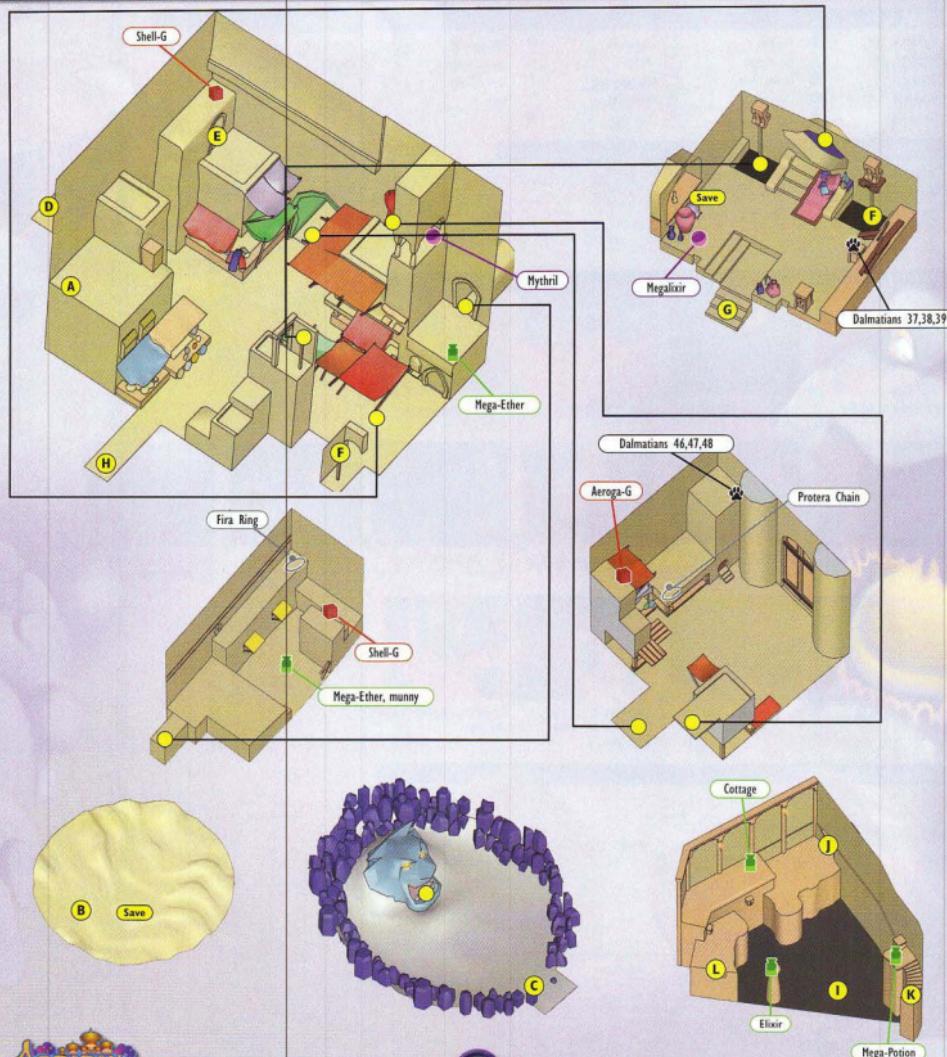
OBJECTIVES

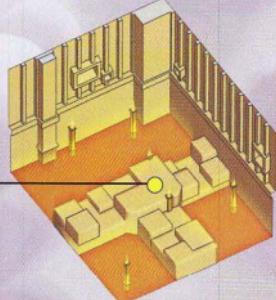
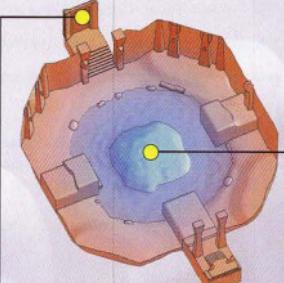
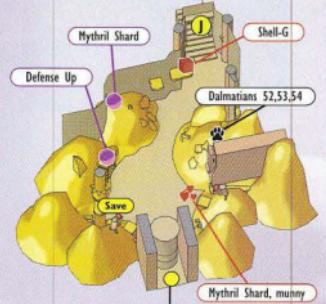
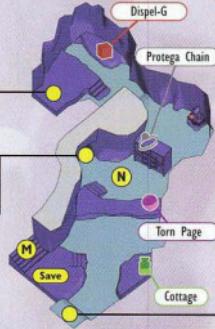
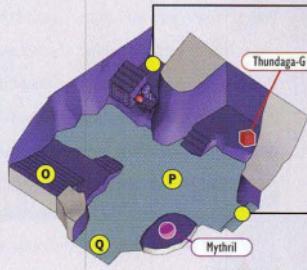
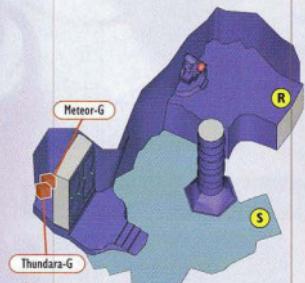
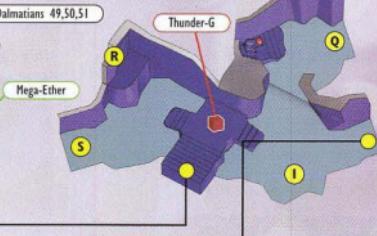
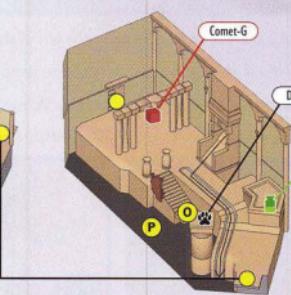
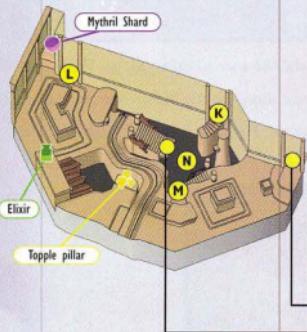


AGRABAH

AGRABAH MAPS







OASIS IN PERIL

Great evil is afoot in Agrabah, so it's time to get started. Upon entering, the party is besieged by Bandits and Shadows. Bandits are very smart fighters that often block your attacks. Hopefully, you can learn the Counterattack ability soon, if you haven't done so already.



When the coast is clear, explore to the left of the entrance to find a **Mega-Potion** in a chest. Break the pot next to the chest to release some munny. Keep in mind that most of the pots in town can be broken. Across the Plaza, locate a stack of small crates in a corner. Use them to reach a ledge with another munny jar and a **Mega-Ether**.



Enter the wooden door near the location of the Mega-Potion. There are two munny jars and two treasure chests here. The chest behind a barrel contains a **Mega-Potion**, but you can't reach the other one until you learn how to use green Trinity Marks. Save your game and then return to the Plaza and continue to the next area.



THE ELUSIVE PRINCESS JASMINE

You can destroy three more pots in the Main Street area for more munny, but some of the pots will sprout legs and attack! These are Pot Spiders, creatures that infest Agrabah. Dispose of them to earn even more munny!

JASMINE

The strong-willed princess of the royal court of Agrabah, Jasmine fled the palace when she saw that Jafar had deposed her father. Although she has escaped Jafar for the moment, he seeks her with a renewed thirst, spurred on by Maleficent.





Head left from the entrance of the Main Street section into the Alley. Jafar pursues Jasmine and leaves a whole slew of Heartless for you to defeat! After the dust settles, use the crates stacked near the entrance to access the ledge above. Another **Mega-Potion** lies in wait, as well as several more of those lovely Pot Spiders.

While on this same platform, examine the keyhole to unlock a gate on the other side of the area. You must swiftly hop across the window shutters to reach the opening; if you don't, the shutters will fall and drop you to the ground! After thrashing some Shadows, head through the passage back to the Main Street area.



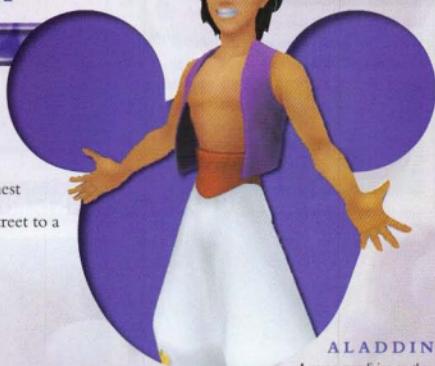
PLUNDERS OF THE DESERT

Defeat a Pot Spider near the top entrance, then hop from the pink awning to the yellow one to defeat another Pot Spider. Jump across the square to the blue awning, then run along this row to the red awning. From this point, you can jump into a small alcove to find a chest with a **Mega-Ether** inside. Drop from this ledge and run across the street to a pole in a small alcove. Climb the pole to reach Aladdin's House.



JAFAR

Jafar is the vizier of Agrabah. He betrayed the trust of the beloved sultan and took over the palace by force. He has joined forces with Maleficent and the other villains who are attempting to control the Heartless. Jafar first appeared in Disney's *Aladdin* in 1992.



ALADDIN

A young man living on the streets of Agrabah. To help Jasmine escape from the clutches of the evil Jafar, Aladdin travels into the deep desert to enlist the aid of the powerful Genie. But will this playful spirit help Aladdin save Jasmine and restore order to the kingdom?

Aladdin's not home, so open the two treasure chests to find a **Megalixir** and release **Dalmatians** 37, 38, and 39. There is also a save point you can use. Take note of the carpet that seems to be trying to escape from under a bureau. Move the furniture to set it free. Donald notices that it heads toward the Desert. Push aside the other bureau to discover a keyhole. Use it to open a gate in the Plaza area.



Head downstairs and return to the Plaza. From this vantage point, you can jump across the window shutters and fight a Pot Spider on the other side. Jump to the platform near the entrance, and knock the two Pot Spiders to the ground to reach a blue chest containing a **Cottage**. Now jump back to the previous platform and go through the gateway.



PLUNDERS OF THE DESERT

Shop Is Open!

After freeing the Carpet stuck under the furniture, leave Aladdin's House and return. A small man will sell items to the party. Although his inventory is rather limited, you may need a lot of Potions for your adventures in the deep desert!



Smash the two Pot Spiders without falling off the platform, and use the stacked crates to reach the level overhead. From this location, you can leap across the Main Street area to a chest that contains a **Shell-G**. At this point, return to the entrance. Exit to the Desert area to rendezvous with the Magic Carpet.

TAKE ME TO ALADDIN!



Outside the city walls, use the save point and speak to the Carpet to hitch a ride to Aladdin's location. Naturally, the adventuresome lad is in deep trouble. Defeat a pack of Bandits in the area, and Aladdin will take it from there.



AGRABAH BARRICADED



Back in the city, the road to the Main Street is blocked off so you need to use the rooftops to navigate. Jump onto the crates to the right of the entrance to reach the

platform above, then jump from the pink awning to the green awning and head through the doorway into the Alley. Cross the window shutters to the other side and proceed through the unlocked gate to the Main Street.



Climb either pole back to Aladdin's House. Save your game, then climb down the pole next to it. Run along the awnings under Aladdin's House until you reach the red

awning, then leap across the street to the doorway on the other side. There are lots of enemies to fight in the Bazaar area. Drop to the center area and use the blue Trinity Mark to obtain some mummy and a **Mega-Ether**.



Use the crates to climb back up to the entrance platform, and hop across the window shutters to a chest containing a **Shell-G**. Continue to the top of the area, and hop the gap to a treasure chest containing a **Fira Ring**. Examine the keyhole to open the remaining gate in the Main Street area.

Attack of the Black Fungus!

The black and purple Heartless mushrooms are nothing like their white cousins! There is a strong chance that the black variety will appear in the Bazaar area. They emit poisonous gases when attacked, and when they turn gray in color they become invincible! Avoid attacking them when they're invincible. These persistent enemies are worth 95 EXP each!

TREACHEROUS PURSUIT

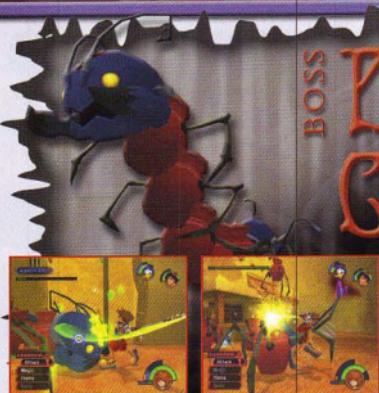
Return to the Main Street area, drop to the ground, and fight some enemies. After doing so, climb the pole back up to Aladdin's House and save your game. The next fight is tough, so consider equipping your entire party with curative items. Use the pole next to the save point to drop to the awnings. Jump from the blue awning to the yellow awning across the street, and enter the recently opened gateway.

BOSS

POT CENTIPEDE

HP 600

EXP 250



The Pot Centipede begins to form from the Pot Spiders in the area. You need to prevent it from assembling. When fully assembled, it can use all of its powerful attacks. The target lock feature will automatically target the head, so press the **□** button to target one of the Pot Spiders. Smash it, then target another Pot Spider and continue. If it looks like some of the Pot Spiders are going to form the boss's body, then focus on them first.



With all the Pot Spiders smashed to pieces, only the head and tail remain. The head and tail share the same HP meter, so attack the somewhat defenseless tail. The head will attempt to defend the tail, so use Aero to absorb some of the damage. Jump to the opposite side of the tail and stay away from the head while you hack away.

If the Pot Centipede assembles itself into one long creature, target one of the middle pots and cast Thunder repeatedly to break it up again. If Sora has the Sonic Blade ability, use it to destroy the body of the fully assembled Pot Centipede.

The reward for smashing the Pot Centipede is the **Ray of Light** accessory.



JAFAR FLEES

Jafar kidnaps the princess and escapes to the deepest dunes of the desert. Demolish any enemies that appear, then return to Aladdin's House and use the save point to recover. Return to the platform high above the Palace Gates area. Jump from the pink awning to one of the wooden slats on the other side of the area, and run over to the rooftop to find a pink chest with a **Protera Chain** inside.

After battling more Heartless near the city entrance, use the save point in the Storage room to save your game. Make sure Sora has the Aero and Cure spells assigned to the magic shortcut, then exit the city and ride the Carpet back into the Desert.





BOSS

CAVE OF WONDERS GUARDIAN



As you enter the area, the amazing Cave of Wonders

Guardian rises from the sands. Unfortunately, the

Heartless control the cavernous opening, so you'll need
the power of the Keyblade to return it to normal.



Lock on to one of its eyes, and keep it targeted as you dodge attacks and other enemies. After a few missiles and miscellaneous enemies, the Guardian buries its nose into the sand and inhales. This is your opportunity to jump onto its nose. Upon doing so, attack lightly and avoid aerial combos until the head rises. Whenever the Guardian inhales sand, it rises

and blasts an unavoidable sand breath attack. If you can remain on the nose as it rises, you can avoid the attack completely. When the head is fully upright, attack the eyes with combos to inflict massive damage.

After you deplete half its health, only one eye will remain. If you get knocked off the nose when only a slight amount of the boss's health remains, it will be very difficult to hop back on. Defeat some of the regular enemies on the ground to replenish your MP and HP meters.





Save Point Shortage!

Until you activate a certain trap, there is only one save point in the entire Cave of Wonders and it's in the ruins deep underground. Use Tents and Cottages to keep your party strong and healthy, but use them conservatively!

THE CAVE OF WONDERS

Following the sandy confrontation, hop into the mouth of the subdued beast. Proceed through

the Cave of Wonders entrance and defeat any enemies that materialize, but don't fall into a chasm until you obtain the **Mega-Ether** from the chest on the left platform. If you fall, you'll land in the Relic Chamber below. If not, then proceed further into the Hall.



NAVIGATING THE UPPER LEVEL

Continue through the Hall and lead the enemies to the safer area at the back. Beware of rolling boulders and water spouts designed to blast you off the ledge. Use the barrel to jump onto the center platform to reach a chest containing an **Elixir**. From here, locate a chest in a small alcove in the far corner. Make long jumps over to the chest, using the platform in between, to obtain the **Mythril Shard**.

Now return to the Hall's entrance area and move toward the stairs down near the chasm. Look across the gap and locate some stairs floating over the chasm. Jump onto the top of the water spout to reach the stairs.



The floating stairs lead to a platform in the Bottomless Hall where a heavy stone sits. Push the stone off the ledge and open the chest to obtain a **Mega-Potion**.

Return to the Hall, leap the gap back to the main side, and venture across the area to the doorway. This leads to the other side of the Bottomless Hall.





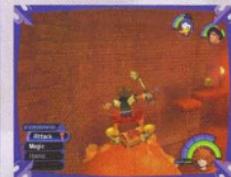
Just inside, look to the right to spot a chest on top of a pillar. With a long jump, you can seize the ledge and pull up to get an **Elixir**.

Use the first water spout to reach the platform above, and defeat the enemies without falling off. The chest on the platform contains a **Cottage** for those courageous enough to

reach it. Defeat the last group of enemies near the exit, and enter the Treasure Room.



White Mushrooms may appear in the Treasure Room. Many of them will float, indicating that you should use the Gravity spell on them. Try to get a Gravity Arts item! (Refer to the "Mushrooms" chapter for more details.) Jump on top of the fireplace and open the green chest to get a **Defense Up**. Jump from the fireplace to a nearby heap of gold, and open a chest there for a **Mythril Shard**. Hop across some stone platforms to a green chest with a **Shell-G** inside. You can use a red Trinity Mark to gain roughly 450 munny and a **Mythril Shard**. A pillar blocks the path into the Lamp Chamber, and the message you receive says that it's time to explore the ruins deep beneath the ground.



GUARDIANS OF THE DEPTHS

When you drop from a chasm in the upper level, the party will drop into a series of flooded caves deep beneath the surface. After scouring the upper levels, return to the Entrance and use the stairs to reach the ruins. Aladdin *must* be in your party to open all of the secret areas in the underground chambers. If he isn't in your party, use the save point in the Dark Chamber to switch him in now.

Upon entering the Relic Chamber, move to the bottom of the lower platform to auto-target a monkey statue across the water. Call Abu, Aladdin's monkey friend, to open a secret passage! Before using the new stairs to reach the hidden area, jump from the initial platform over to the stone you dropped from above to reach a chest with a **Mythril**. Then swim through the waters to get a **Thundara Ring** from the other chest.





ABU

Aladdin is accompanied everywhere he goes by this faithful sidekick. Abu's small size and speed make him valuable in tight spots. However, he has a weakness for jewels and treasures and sometimes forgets to help Aladdin when he's around such pretty things.



Swim upstream into the Silent Chamber, and continue to a blue Trinity Mark on the ground. This mark reveals a blue chest with a **Thunder-G** inside. Return to the save point and switch Aladdin into the party, then return here and swim downstream to use another monkey statue. It reveals another hidden entrance, but you can't reach it until you obtain other abilities. Swim back to the upper portion of the Silent Chamber, and continue onward into the Hidden Room.

Use the secret passage to enter a hidden part of the Dark Chamber. Jump across the water and get a **Dispel-G** from the chest, then swim upstream and call Abu to handle another monkey statue. This one lowers a secret wall. The blue chest on top of it contains a **Protega Chain**.

Continue swimming into the Dark Chamber, and open the next chest for a **Torn Page** from Merlin's book. From the save point, make a long jump across the water to a chest with a **Cottage** inside. Now use the save point to create a party able to activate the Trinity Mark in the next room.



Swim to dry land and turn around. You should auto-lock onto a pillar on the opposite side of the room. Lock on to the pillar,

and use Fire magic or leap at the pillar and attack it to bring it down. This removes the column from the Treasure Room above and triggers a short scene.

THE VIZIER AWAITS

Swim back to the Silent Chamber and use the stairs to return to the Hall. Continue through the Hall and the Bottomless Hall into the Treasure Room to find a save point and the cleared entrance to the Lamp Chamber. After using all the monkey statues below, have the monkey statue to the right of the Lamp Chamber entrance propel you on top of a mound of gold. Open the chest to release **Dalmatians 52, 53, and 54**.



Take this opportunity to customize Sora's magic shortcut. One suggestion would be to add the ability to cast Fire, Blizzard, and Aero. However, you may want to replace one of the aforementioned with Cure. It all depends on how you want to play the game. Make sure you save your game before proceeding into the Lamp Chamber.





BOSS JAFAR

HP 500 EXP 600

Not only has the evil vizier kidnapped the beautiful princess Jasmine, but he's coerced Genie into helping him as well! This encounter is a vicious double-whammy, as both the experienced magician and the unwilling blue prankster attack.

Genie's attacks aren't a cause for concern. Each time he prepares to attack, he says that he's sorry and then performs a weak attack. Even if he does hit you, Genie releases a small amount of HP balls.

On occasion Jafar will evoke an ice storm attack in the center of the area. You can avoid it by staying out of the center at all times.



Jafar is the main culprit. His main attack, a beam of fire, shoots from the head of his staff. Use Dodge Roll to escape the beam's path. It's best to stay moving throughout the entire fight.



Jafar also floats across the chamber just out of reach. Avoid using spells or jumping, as he will eventually drift down for a more personal assault. When this happens, unleash a flurry of combos on him. After taking a decent amount of damage, he turns into a white light and floats off. You can't damage the white light, so heal your party and restore MP instead. Follow the white light and get onto the nearest platform before Jafar resumes his human form. When Jafar floats too close to the ground, unleash a series of combo attacks.



After this battle, your ice magic is upgraded to Blizzara. If you need to heal your party, return to the treasure room and use the save point. Head across the chamber toward Jasmine, then jump into the massive pit as Jafar transforms into an almighty genie himself!

BOSS GENIE JAFAR

HP N/A

EXP 0

Although the first target you lock on to will probably be the intimidating Jafar, press the **A** button to target another object in the room. Just like all genies, Jafar depends on the safety of his lamp, and Iago is flying around the room with it! Jafar and the lamp share the same HP meter, and attacking the bird is

much easier than fighting Jafar. You can inflict damage against the evil genie by using your new Blizzara spell, but it's not quite enough. The lamp is the key to defeating Jafar.



When you attack the lamp, Jafar defends it by picking up massive fireballs and tossing them directly at you. This can cause massive damage to the entire party. You can use Sora's Dodge Roll to avoid the fireballs, but the others won't be so lucky. To reduce the number of Potions and other health items used during this fight, cast Aero on the other party members whenever possible.



Iago flies back and forth over the central platform, heading to the ends of the chamber and back again. Continue to strike the lamp, but don't let Iago get far from the center platform. When Jafar has about 20% of his health remaining, Iago might get tired and drop the lamp. You must be there if this happens! Smash the lamp until Iago picks it up and gather any HP balls as a result of the attack. If Iago gets too high to reach with the moving platforms, return to the large center platform and wait for him. For defeating Jafar, your Fire spell is upgraded to Fira and you receive **Ansem's Report 1**.

MAGIC CARPET ESCAPE!

After Sora seals the Aerabah Keyhole, the Lamp Chamber begins to collapse and everyone hops aboard the Magic Carpet for a death-defying flight out of the cave!



You control the carpet by moving the left analog stick to steer around various objects. While pressing left or right, press the **•** button to flip over objects and boost your speed. If you're heading toward something unavoidable, press up and **•** to flip over it.



IAGO

Iago is Jafar's cunning companion and spy in the kingdom of Agrabah. This parrot's devotion to evil and mayhem is unmatched only by that of Jafar.

GOODBYE, ALADDIN!

After successfully clearing the Cave of Wonders, the party regroups at Aladdin's House. You receive the **Three Wishes**



key chain for the Keyblade and the ability to summon Genie. If that wasn't enough, you gain the ability to perform the green Trinity Ladder!



People are slowly starting to return to the streets of Agrabah, but no one has anything to offer yet. Use the green Trinity Mark in the Storage room in the Plaza to receive a



MAGIC CARPET

A magic flying carpet that was trapped in Aladdin's room by the Heartless. The carpet can fly at tremendous speeds over vast distances, and often helps Aladdin escape when things look grim.

Power Up. Then stand on the save point and board the gummi ship for your next amazing adventure!



GENIE

The spirit of the magic lamp found by Aladdin, Genie delights in comic acts and mischief. He knows that Aladdin is a good person fighting for a good cause, but he really wants freedom from his eternal confinement in the lamp.

Monstro

ENEMIES

Shadow (Occasional)	Yellow Opera (Frequent)	Large Body (Frequent)
Air Soldier (Occasional)	Green Requiem (Frequent)	Rare Truffle (Rare)
Search Ghost (Frequent)	Barrel Spider (Frequent)	Parasite Cage (Boss)

ITEMS

Mega-Ether (x2)	Dalmatians 79, 80, 81	Potion (x2)
Cottage (x4)	Megalixir (x2)	Watergleam
Dalmatians 55, 56, 57	Torn Page	Spellbinder
Dalmatians 73, 74, 75	Mythril (x2)	Wishing Star
Dalmatians 76, 77, 78	Mythril Shard (x2)	Postcard

GUMMIS

Tornado-G (x2)	Red
Dispel-G	Blue

OBJECTIVES



You finally meet Geppetto!

Follow Pinocchio through the intestines of the whale.

Save the puppet boy from the Parasite Cage.

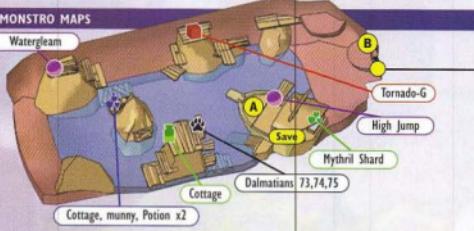
Obtain the shared ability High Jump from Geppetto.

Jump into the high cave above the boat.

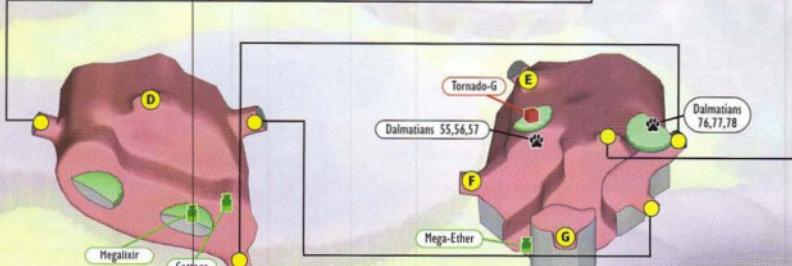
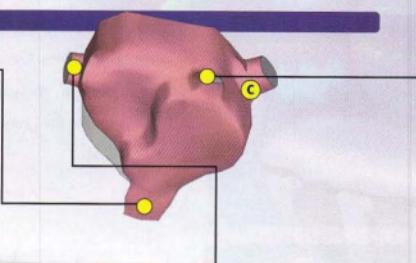
Finish off the Parasite Cage once and for all.

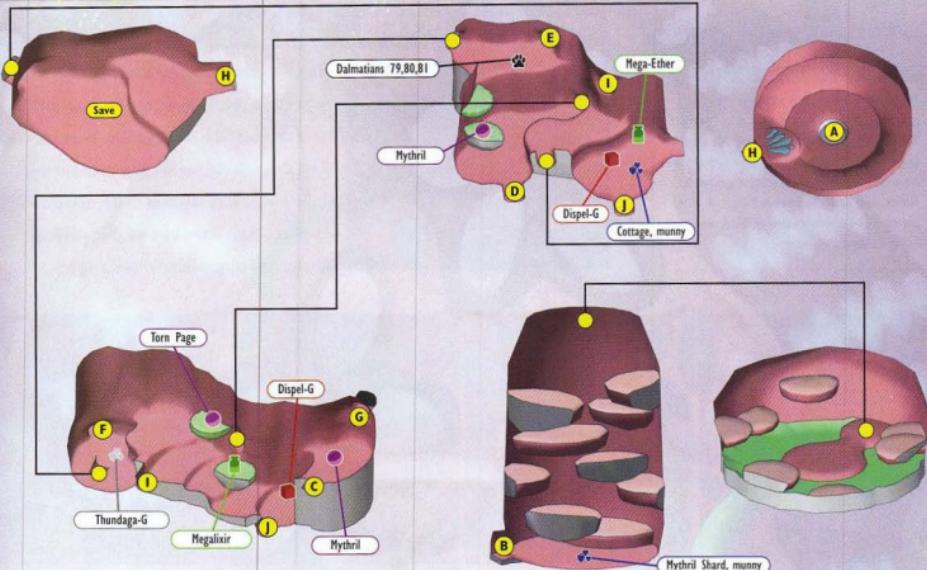
MONSTRO MAPS

Watergleam



Cottage, munny, Potion x2





SWALLOWED WRECKAGE

While in the gummi ship, plot a course for the Battle LV 5 world. It's to the right of Agrabah on the Navigation Map. On your flight there, a large object appears in front of the gummi ship. It's Monstro, the giant whale who swallowed Geppetto and Pinocchio!



Swim through the water to Geppetto's ship at the rear of the chamber. There are lots of chests in this area, but they're all out of reach at the moment.



CHASING PINOCCHIO

Frustrating Encounters

The goal of the Heartless in each area is to make you fall from a platform so that you have to start all over. Although the enemies appear to respawn each time you enter a room, there are a finite number of enemy sets per chamber. It's wise to travel to all the rooms and defeat all of the enemies until they stop reappearing. This makes collecting the items much easier.



After the introduction to the puppet maker, use the save point aboard the boat and follow Pinocchio into the bowels of the beast. As you travel through the organs, pay close attention to the names and numbers of the intestinal chambers. This is the best way we can lead you through the labyrinthine chambers!



Chamber 1: Walk forward to trigger a cut-scene, then defeat the enemies and head straight through the room to Chamber 3.



Chamber 3: Fight your way through the room to the back to obtain a **Mega-Ether** from the chest. Return to Chamber 1.



Chamber 1: Hop onto the rise and enter Chamber 2.



Chamber 2: Collect the **Cottage** from the chest and continue into Chamber 3.



Chamber 3, Mid-Level: The party is dropped to a higher level in the room. Jump from the central barrel to a platform overhead to release Dalmatians 76, 77, and 78. Drop back to the platform below and enter the doorway to Chamber 2.



Chamber 2, Top: Avoid falling off this high ledge. Then jump to the platform with no barrels and jump to the barrel platforms.



Chamber 1: From atop the barrel, jump across the room to the platform with two barrels and a **Megalixir**. Use either barrel on this platform to hop back to the previous ledge and enter Chamber 5.



Chamber 5: Defeat the large group of enemies and continue to Chamber 6.



CHAMBER 6

Chamber 6 is an area of “steps.” Fight to the top step and drop into a lower area behind. The exit leads to the top portion of Chamber 3, where you can release **Dalmatians 55, 56, and 57**. Then use the barrel near the edge to jump up to a chest with a **Tornado-G** inside. Although you’ve obtained some valuable stuff, you must now navigate back through the entire series of intestinal chambers to Chamber 6.

There’s a chest near the bottom step of Chamber 6 that contains a **Dispel-G**. While on the highest step in the chamber, throw a barrel near the lively platform and use it to jump to the platform to obtain a **Torn Page**. There are two other treasure chests around the top of the area, but they will have to wait.



THE FINAL CHAMBER



Go through the lowest door of Chamber 6 to find a secret area of Chamber 5. Defeat the enemies in this area, and use the blue Trinity Mark to receive a **Cottage** and lots of munny. The chests contain a **Dispel-G** and a **Mega-Ether**.

Use the barrel near the first chest to hop up to the middle platform. Don’t fall into the area below this ledge, and don’t break all the barrels! This task is very difficult due to the

quantity of Barrel Spiders and Search Ghosts. If an enemy floats over open space, use a Fira spell to dispose of it.



Throw a barrel to the edge near the lively platform, close to Chamber 4’s doorway. Use the barrel to reach the chest on top of a platform overhead, which contains a **Mythril**. Jump along the platforms to the right, toward a treasure chest on a barrel. Destroy the barrel to lower the chest and release **Dalmatians 79, 80, and 81**. Don’t exit through either door here. Instead, hop back across the platforms and enter Chamber 4 through the passageway on the mid-level.



Following an uneasy confrontation, a save point appears under Sora. Load up your characters’ item slots with Potions and Ethers, then hop onto the small rise and enter Monstro’s bowels.

BOSS

PARASITE CAGE

HP 450

EXP 500



The living prison that has captured Pinocchio has only one target: its head. However, it's too far away to leap into the air and attack. The Parasite Cage is invulnerable from behind, so don't try to surround it.



At the start of the fight, remain on the platform and shoot Fira spells at its head. Continue firing until Sora runs out of MP, by which time the Parasite Cage should already be at half its health. There are two ways to proceed at this point. You can consume an Ether and continue to launch Fira spells to quickly end the battle, or you can launch physical assaults at the Cage until you regain MP.

To regain MP the hard way, cast Aero on Sora and leap at the front of the Parasite Cage and attack the head and the area where Pinocchio is captured. Although this only inflicts a small amount of damage, the goal here is to replenish Sora's MP meter. Using this tactic, there is a strong possibility that the area where Pinocchio is trapped will release MP balls.



After regaining one or two MP, jump back onto the platform in front of the Parasite Cage and blast it with more Fira spells. If that doesn't end the fight, hop down and attack the creature until you regain more MP. After the fight, Goofy learns the **Cheer** ability.



HOPPING HIGH TIME!



Follow Pinocchio into the pit created by the monster. Sora and the gang are then returned to the bow of Geppetto's ship. Speak to the old clock maker, then open the chest next to the bureau to obtain the shared ability **High Jump**. Equip this ability and use the save point.

With your newfound skill, plus the fact that the waters have drained a bit, you can now easily reach the chests in Monstro's mouth area.



Jump onto the roof of the ship by standing on the side and jumping over the curve of the top. There's a green Trinity Mark above the vessel that enables you to reach a **Mythril Shard**.



From the bow of the ship, jump over to the chest on the left to release **Dalmatians** 73, 74 and 75.



Jump and curve around the slope of the pile and grab the edge of the bottom platform. From here, climb up to the top to obtain a **Cottage**.



Drop to the water and swim to the platform where a blue Trinity Mark lies. Use it to reveal a bunch of money, 2 **Potions** and a **Cottage**.



Jump to the platforms on the central pile, then jump to the higher platform on the corner pile. Head to the top of the pile for the **Waterbeam**. This is an important stone that you should take to the Fairy Godmother.



Drop down to where the blue Trinity Mark was located, and make a long jump across the water, along the mouth wall, to the next pile down. At the top of this pile is a chest containing a **Tornado-G**.



Continue to jump along this wall of the mouth until you reach the upper case with a heart-shaped design above it.

HIGH JUMPS TO HIGH PLACES



With the High Jump ability available, you can attain two more items during this trip. Return to Chamber 6 and jump from the second-highest step to the platform above. From here, make a very long jump to grab the edge of the platform on the other side. Hold down the **•** button the entire time you're in the air to make the jump. On the second platform is a **Megalixir**. Make another long jump to a ledge. The chest here contains a **Mythril**, and the nearby doorway will return you to Chamber 1.

TRUFFLE TROUBLES



During the first trip into Monstro's throat, there's a good chance that you'll encounter a new type of blue mushroom Heartless called Rare Truffles.

These creatures hop all over the place. The idea is to attack them while they're in midair so that they go even higher. Just as the creatures are about to drop to the ground, hit them again to keep them airborne. If you can do this several times in a row, they will begin to drop some goodies. The more times you can do it, the better the presents! Refer to the "Mushrooms" chapter for all the details.

Use the blue Trinity Mark at the base of the throat to obtain another

Mythril Shard and lots of munny. Make sure that all of your characters' HP and MP are at full, and that Sora has Fira and Aero attached to his magic shortcut. Then hop from platform to platform up the throat until the group gets sucked into the stomach.



BOSS

PASS BASS SISTER CAGE LIL



HP 900 EXP 1000



The Parasite Cage has developed a new poison breath attack. If infected by this attack, your character will lose HP for a few seconds after the initial hit.

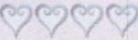
Since the creature is still invulnerable from the rear, a head-on assault is the best option. Position Sora on the platforms in front of the creature, then lock on to the head and cast Fira spells. If you run out of MP, just wait out of harm's way while Goofy and Donald attack. Use Cure spells or Potions to keep them going.



A prime time to attack occurs when the creature becomes tired and sags backward for a moment. The mouth in the creature's belly will open wide, which signals the time to strike. Try to execute two or three flying combo attacks before the creature recovers. While striking directly from the front, pick up any HP and MP balls to restore your characters. As its arms start swinging again, hop onto a side platform and launch another wave of Fira blasts.

When the creature has roughly 20% of its total HP remaining, it seems to revert back to its fighting style from the first confrontation. Since it remains stationary, charge it from the front and unleash multiple aerial combos. With victory in hand, Sora and Donald learn the **Stop** spell. The party is then ejected from Monstro, and the game resumes on board the gummi ship.





Before Your Next Adventure...

The High Jump ability enables you to reach new areas and obtain new items in places you've already visited. Check the "Extra Items In Every World" chapter for more detailed, ability-specific information.



After the party conquers Monstro, the gummi ship is parked at Agrabah. Before leaving for any destination, return to Traverse Town and disembark at Merlin's house. If you have learned all the first-level spells in the game, speak to the wizard to collect the **Spellbinder** key chain. This weapon has weaker physical attacks, but it has the ability to cast magic with greater power. With the Watergleam in your possession, speak to the Fairy Godmother to obtain the ability to summon Dumbo in combat!

Backtrack to Traverse Town



Fly back to Traverse Town to find a new store at the top of the stairs in the First District. Geppetto has set up a little place here with Pinocchio, and he intends to research various designs for gummi ships. Depending on the amount of Heartless you defeat, Geppetto will give you a different gummi ship model each time you speak to him. As you defeat more Heartless, Geppetto's skills in model-making will improve. Check the "Gummi Garage" chapter for more specific information. Note: The amount of defeated Heartless does not include Heartless gummi ships.

Geppetto Relocates



Enter Geppetto's House at least 30 times. After 30 visits, speak to Pinocchio, and he may offer the rare Chocobo blueprint. If you've entered the house 30 times already, you may have to go in and out and speak to Pinocchio a few more times.

Open the green box inside Geppetto's workshop to obtain Sora's **Wishing Star** key chain. If the chest isn't there on this visit, simply leave and return to make it appear. A pot on the shelf in the corner contains another **Postcard**.

The Pegasus Challenge!



Another tournament is taking place at the Coliseum. This time, you must defeat Leon and Yuffie to win the Pegasus Cup. Please refer to the "Coliseum" chapter for more details.

Did You Know...

Did you know that you can skip this section? Although you're forced to go to Monstro, you can transport back to the gummi ship and head for Halloween Town or Atlantica, depending on the direction they take. Therefore, to continue onto Neverland the player must close two of the three worlds. Any combination is fine. For example, Monstro and Halloween Town, Monstro and Atlantica, or Halloween Town and Atlantica.



Atlantica

ENEMIES

Sea Neon (Frequent)	Sheltering Zone (Occasional)
Search Ghost (Frequent)	Aquatank (Occasional)
Screwdiver (Frequent)	Shark (Unique Enemy)

Ursula (Boss)
Vestam (Boss)
Jessam (Boss)

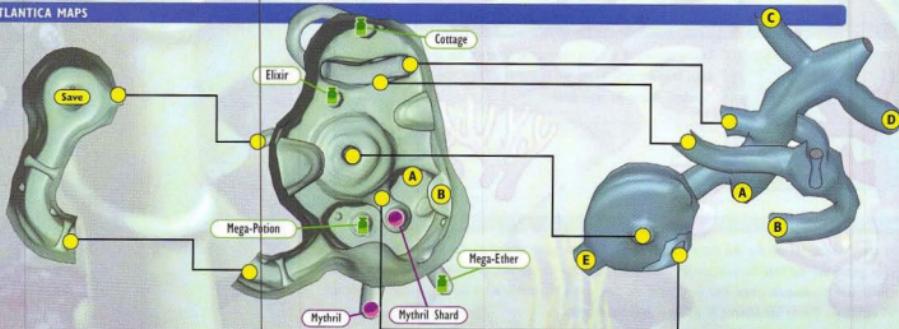
ITEMS

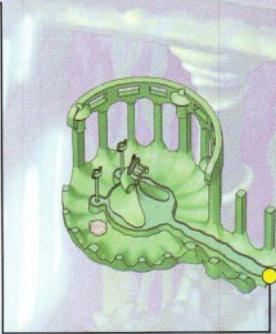
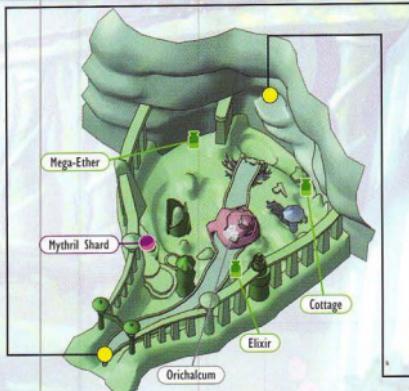
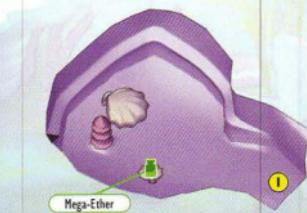
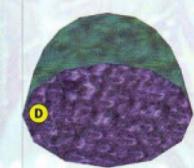
Elixir (x3)	Mega-Potion (x3)	Crystal Trident
Mythril Shard (x5)	Mythril (x2)	Orichalcum
Mega-Ether (x4)	Ether	Ansem's Report 3
Cottage (x4)	Torn Page	Crabclaw

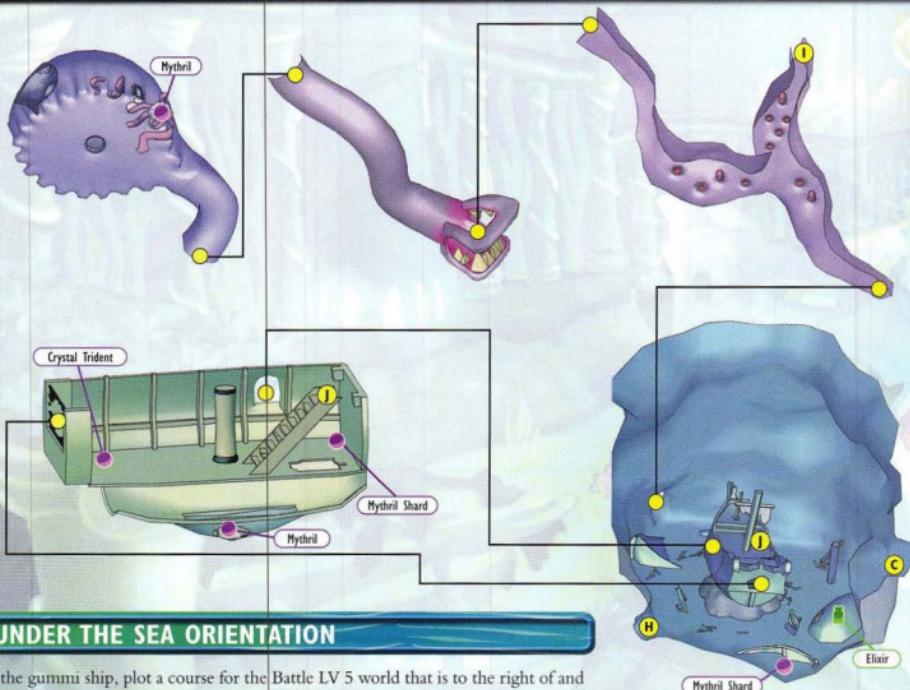
OBJECTIVES



ATLANTICA MAPS







UNDER THE SEA ORIENTATION

In the gummi ship, plot a course for the Battle LV 5 world that is to the right of and below Agrabah on the Navigation Map. Donald transforms the party into undersea creatures, which will make the upcoming underwater exploration of Atlantica much easier. After meeting Ariel, Sebastian and Flounder, watch the crab's swimming tutorial and get used to the undersea controls.





You'll rely heavily on the **•** and **•** buttons to navigate through this level, to rise and descend in the water. Swim toward Flounder a couple of times to fight several aquatic Heartless.

Target Lock Becomes Essential!

When you lock on to an object or an enemy and move towards it, Sora will automatically rise or descend to the level of the target. Use this to make your navigation and combat throughout this level much easier.



TRITON'S PATH



After you defeat the underwater Heartless, attack the large clam shell to reveal a save point. Make sure you use it, because there aren't many save points in this difficult level. You can also make Ariel one of your party members.



Using the golden trident marks on the wall as a guide, swim into the next chamber. These marks lead you directly to your destination: the palace of Ariel's father, King Triton. Swim around the area and defeat all the enemies, then concentrate on gathering the items scattered about.

The items in Atlantica are mostly located in clam shells. You need to use different methods to open the colored clam shells:

All of the aforementioned spells are effective against the enemies in Atlantica as well, so assign them to Sora's magic shortcut. Also, the clams don't disappear like treasure chests, so keep an eye on which ones you've opened and which you haven't.

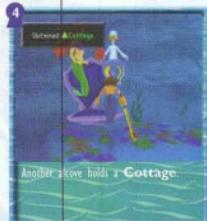


KING TRITON

The wise king of Atlantica, King Triton wields the mighty trident with courage and honor. He has forbidden Ariel contact with Sora and any other outsider due to his protective nature. But by restricting her, King Triton has probably pushed his daughter further away.

Color	Open Using...
White clam shells	Physical attacks
Red clam shells	Fira
Blue clam shells	Blizzara
Yellow clam shells	Thunder





STRONG CURRENTS AND CALM DEPTHS



Follow the trident mark pointing down into a deep trench. Head into the cave with the strong current, and rotate your camera using the **B** button to see better downstream. The gold trident marks point to the next cave over, so swim into the current and stay to the right to enter the cave. If you get drawn too far down the current, you're returned to the Undersea Valley.

Defeat the enemies in the circular cave while avoiding the upward current. Continue through the circular chamber and the cave on the other side to locate the Undersea Cave. Search in a small alcove below the exit for a clam with a **Cottage** inside, then follow the gold trident mark into the Undersea Gorge.



SWIMMING AROUND



Although the tridents point further into the room, look to the left of the entrance and down to spot a blue clam in a small alcove. Use Blizzara to open it to retrieve a **Mythril Shard**. Continue along the ocean's floor to find a clam with a **Mega-Ether**.



A cave in the Undersea Gorge is marked with gold tridents on either side, indicating the path to Triton's Palace. Before proceeding, swim into the small cave to the left of the marked entrance to reach the Undersea Garden area. This small refuge contains a clam with a **Mega-Potion** inside. With this in your possession, return to the Undersea Gorge area and swim to the double-marked cave.



HOME OF THE SEA KING

Tough new enemies will attempt to repel your party upon entry to Triton's Palace. Prove your mettle against them, and descend to the ocean floor near the entrance to locate a clam with a **Mega-Ether**. Other clams scattered around the ocean's floor contain a **Cottage** and an **Elixir**. Blast the yellow clam on a higher level with Thunder to gain another **Mythril Shard**. Collect all of the items and swim through the opening in the pillars to reach Triton's Throne. After a short conversation between Ariel and her father, strike the clam on the ground below the king to reveal a save point.



ARIEL'S SANCTUARY



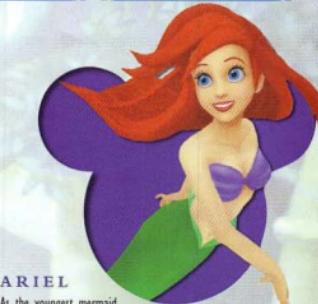
Return to the Undersea Gorge and locate a dolphin. It's imperative that you ride the dolphin in this area to make it appear in the Undersea Valley. If you don't, it simply won't appear!



Head to the rear of the Undersea Gorge to spot a large chest stuck in a crevice and a large rock covering a doorway. As you approach the rock, Sora rolls it aside to reveal Ariel's Grotto. This is a pretty room in which Ariel keeps all of her trinkets from other worlds.

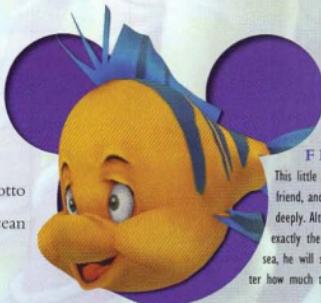
In the lower section of the room is a regular treasure chest containing a **Mega-Potion**. You can smash the barrel on the right side of the room to release an **Ether** and some MP balls. Another chest in the room

contains a **Cottage**, while another one near the top holds a **Torn Page** from Merlin's book. Flounder is hanging around in the Grotto and hints at some ways to fight the strong ocean currents in some of the caves.



ARIEL

As the youngest mermaid daughter of the sea lord, King Triton, Ariel has the love and respect of the entire sea world of Atlantica. However, she longs for a world outside of her own, and an experience beyond what she has had in the undersea realm.



FLOUNDER

This little fish is Ariel's best friend, and he cares for her very deeply. Although Flounder isn't exactly the bravest catch in the sea, he will stay with Ariel no matter how much trouble she gets into.



THE SUNKEN SHIP

Return to the Calm Depths area and swim into the strong upward current. If you rode the dolphin in the Undersea Gorge area, you can now find it swimming around the



Undersea Valley region, but you must defeat all of the enemies before you can grab onto its fin. The dolphin swiftly dives into the caverns, and deposits the party in a cave near the source of the irresistible current.

The capsized hull of another boat is directly under the entrance to the Sunken Ship area. Inside a hole in the hull is a treasure chest with an **Elirix** inside. From this location, find the **Mythril Shard** a short distance away on the ocean floor. Obtain these items before exploring inside the ship; if you don't, they'll be much more difficult to obtain.



SEBASTIAN

This little crab is a musical genius and the concert master of Atlantica. In service to King Triton, he's always very nervous whenever his friend Ariel does something against the king's wishes.



While the party swims forward inside the sunken craft, a shark will attack! Luckily, it's too big to fit inside the ship. It's a different matter, though, when you have to leave...



Open the chest under the smashed window to obtain the **Crystal Trident**. The chest behind the box to the left of the stairs contains a **Mythril Shard**. Break the boxes behind the stairs to reveal a hole leading into the hull of the ship. You can smash the barrels tucked further under the stairs to release MP balls, but save them for another time. Open the clam in the hull for a **Mythril**.



SHARK ATTACK

Upon exiting the boat, you can gain EXP by defeating the shark. The shark will reappear in this area until you defeat the true enemy of this world. If you're not interested in fighting it right now, look for a cross-shaped mast emerging from the ocean's floor and swim through the cave next to it. If you want to fight the shark, stay to its side and avoid getting in front of its jaws. Note that if you defeat the shark, it will drop an **Ether**, a **Hi-Potion**, and a **Mega-Potion** when it swims away. It will even drop the same items if you defeat it again later.





MYSTERY OF THE CRYSTAL TRIDENT

Swim into the back of the chamber and strike the light on the ground to trigger a sudden current. This blows the obstruction above out of the way, which just so happens to be a massive treasure chest! Swim up through the hole and open the chest to get a valuable

Orichalcum.

You should be near Ariel's Grotto, so reenter the small sanctum and swim up to the trident-shaped frame on the wall. After facing the wrath of Triton, swim back to his throne room. The king announces a very important clue about your nemesis, Ursula. Choose your party members and revisit the Sunken Ship.



SEBASTIAN'S SECRET

The shark is threatening the area around the submerged vessel again, so it will need to be defeated before Sebastian will assist in opening a new doorway. If the shark isn't around, then swim towards the large rock with a blue eel design. You will then auto-target a switch located behind an overturned boat hull. Upon your examining it, Sebastian arrives to open a hidden tunnel. But, like we said, only if the shark isn't around... You must defeat the shark to continue.



HOME OF THE TENTACLE QUEEN

Swim through the eerie Den of Tides until you reach a split in the path. Take the right path into a small room with clams containing a **Mega-Ether** and a save point. Restock your characters' item slots, and assign Fira, Blizzara, and Thunder to Sora's magic shortcut. Then save your game and swim back to the intersection in the Den of Tides.

Follow the eel design on the cave wall, which points into Ursula's Lair.



URSULA

A sea witch that once served in King Triton's court. Ursula was exiled due to her evil nature.



FLOTSAM & JETSAM

Ursula's twin lackeys are giant moray eels that love to smooth-talk unsuspecting mermaids and mermen into turning against King Triton. Their swift treachery is matched only by their overwhelming attack speed in the deep seas. They love to double-team and consume unsuspecting prey.

BOSS

URSULA, FLOTSAM & JETSAM

URSULA
HP 450 EXP 1000

FLOTSAM & JETSAM
HP 60 EXP 150



The struggle against the mighty queen of the depths and her twin minions isn't easy. Ursula's evil magic gives her incredibly high defense, and she rejuvenates her sniveling subordinates soon after you knock them out. The key to defeating Ursula lies in the clue whispered by King Triton: Ursula's magic is tied to her cauldron! Also, place some Ethers in Sora's item slots.

Lock on to the cauldron and attack it with magic. This causes the cauldron to backfire and inflict damage on Ursula!

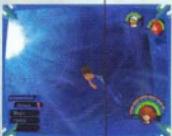


The spells will bounce off the cauldron and momentarily stun Ursula. Attack her until she awakens with renewed defenses. Repeat the entire process until the sea witch flees. Use your MP conservatively; if you run out, consume an Ether or strike the eels to regain MP. After the battle, you get the shared ability **Mermaid Kick**.

After the boss fight, leave the room and reenter it. Attack the sea urchin again with a Fire spell to receive a **Mythril**.

WHERE DID URSLA GO?

The Mermaid Kick ability enables you to swim upstream against strong currents. However, during normal combat with regular enemies, it can be a nuisance due to the fact that the **•** button engages this ability and also controls your ascent.



Return to the Cavern Nook and save your game. For the next round with Ursula, customize your magic shortcut with offensive magic, a healing spell, and perhaps Aero. Equip the Spellbinder key chain to maximize Sora's available magic powers. Then head back through the Den of Tides and the Sunken Ship area until you reach the Calm Depths.



Equip the Mermaid Kick ability and swim across the current into a new cavern on the other side of the stream that is labeled "???" You need the Mermaid Kick in the upcoming encounter, so leave it on as you proceed.

BOSS УРСУЛЬ

HP 900

EXP 1500

Perhaps Ursula's immense size finally matches her massive ego. The sea witch can unleash multiple attacks at once that zero in on your characters. To win this fight, cast Aero on Sora and recast it each time the spell duration runs out. With Aero, you can reduce damage and counterattack Ursula.



Use the Mermaid Kick to get close to Ursula's face. It's best to steer for the back of her head and attack from behind as much as possible. Ursula will constantly turn to face Sora, so this isn't easy. When she starts to gasp as if hurt or tired, swim behind her head. Chain combo attacks to the side of her face or the back of her head, and swim away when things are about to get dangerous.

If you get caught in front of Ursula and she begins to inhale water, use the Mermaid Kick to swim away until she can't inhale anymore. If you don't, you'll suffer a massive bite mark!



Ursula announces her other attacks, so use these signals to decide whether to fight or run. You can avoid the bubble attack by using the Mermaid Kick. The raised trident indicates that she is about to spread a circle of damaging magic around her. Swim away as fast as possible, and don't get caught in the blast.

You can also use Fira and Blizzara to damage Ursula, but watch your MP meter carefully and always leave 2 MP to recast Aero. If you're having serious problems defeating Ursula, place Megalixirs in the item slots of each character before your next attempt.

ATLANTICA LOCKED

Following the fall of the massive sea witch, the party returns the trident to King Triton. Afterward, your Thunder spell is upgraded to Thundara and **Ansem's Report 3** becomes available in your Journal menu.



Swim back to Ariel's Grotto and move into the center of the room. Sora locks Atlantica's Keyhole. The young hero receives the **Crabclaw** key chain for his services. Use the save point in Triton's throne room to return to the gummi ship.



Halloween Town

ENEMIES

Shadow (Frequent)	Black Fungus (Rare)
Search Ghost (Frequent)	Lock (Boss)
Wight Knight (Frequent)	Shock (Boss)
Gargoyle (Frequent)	Barrel (Boss)

Dogie Boogie (Boss)
Dodie's Manor (Boss)

ITEMS

Turn Page	Defense Up
Dalmatians 40, 41, 42	Ether (x2)
Dalmatians 67, 68, 69	Mythril Shard
Forget-Me-Not	Mega-Ether
Jack-in-the-Box	Holy Circle

Ansem's Report 7
Elixir
Pumpkinhead

GUMMIS

Dispel-G (x3)

OBJECTIVES



Let the Mayor introduce you to Jack.



Meet Dr. Finkelstein in the Research Lab.



Search for Sally in the Graveyard.



Take the Forget-Me-Not back to the doctor.



Examine the gravestones in the order in which the ghosts appear.



Return to the Research Lab with the Jack-in-the-Box.



Chase the kids back to Oogie's Manor.



Strike the lever in the Evil Playroom.



Find the green door on the side of the giant tree.

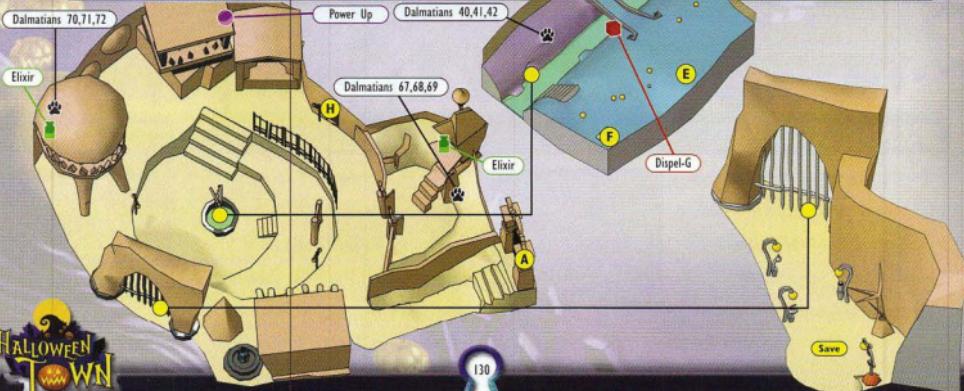


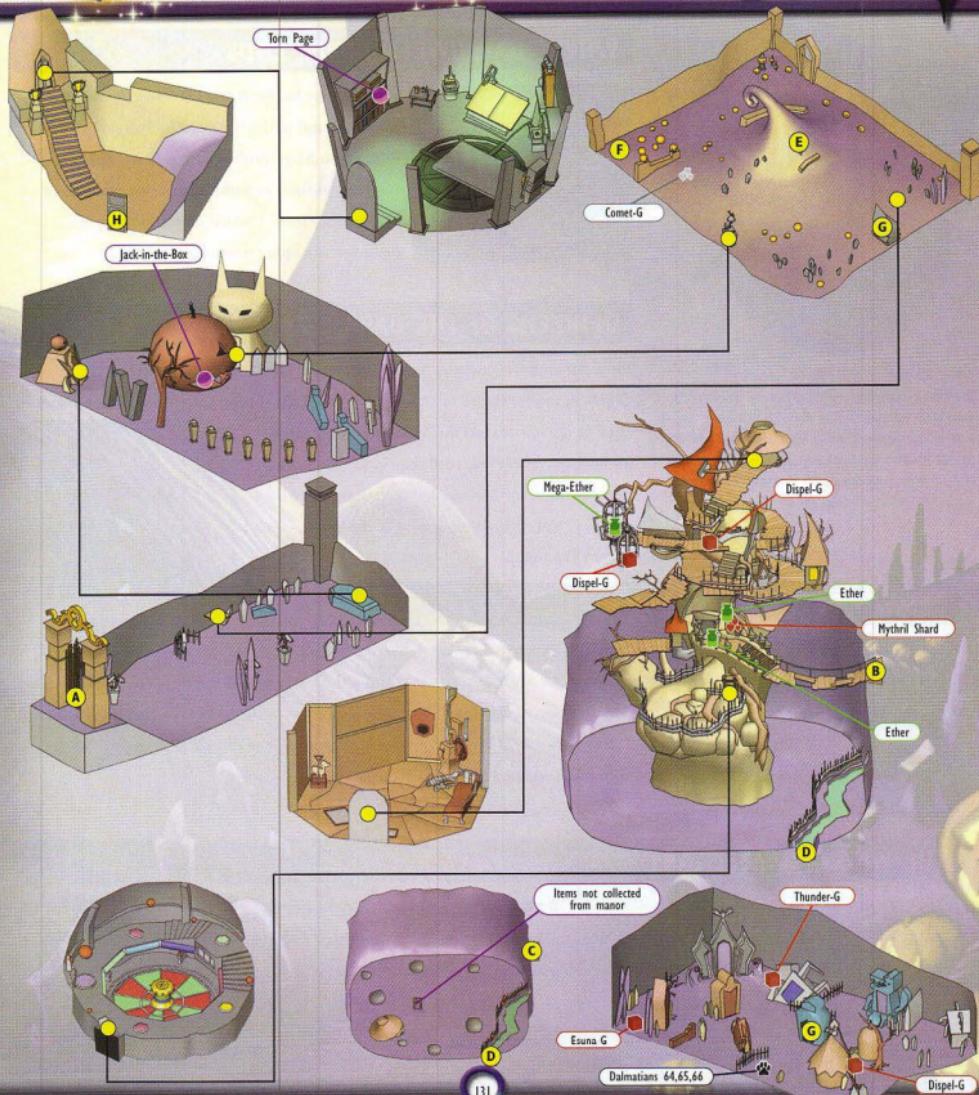
Survive Oogie Boogie's giant roulette wheel.



Destroy the seven orbs controlling Oogie's Manor!

HALLOWEEN TOWN MAPS







WHERE HALLOWEEN NEVER ENDS



Plot a course for the Battle LV 6 world, which is just above and to the right of Agrabah on the Navigation Map. With eerie costumes, Sora and the gang fit right in with the macabre madness of Halloween Town. Use the entrance save point, because there aren't many in this area.

DENIZENS OF THE DARK CITY

Move through the gates into Guillotine Square. Don't worry about the Search Ghosts in the courtyard, because they're under the control of the king of nightmares. Explore the square until the Mayor introduces Jack Skellington. Afterward, head around the guillotine (it's that tall, scary-looking device to the right of the entrance) and enter the door next to the jack-o'-lantern streetlights.



DESires OF A MAD DOCTOR



Head upstairs into the Research Lab. Dr. Finkelstein and Jack are concocting some bizarre experiment to control the Heartless, to use them in the Halloween festivities. The pumpkin king recruits Sora and the gang to search for the doctor's assistant, Sally, who has a vital ingredient for the Heartless' heart. Jack can become a member of your party to fight along with you! When you're ready, search the doctor's bookshelf for a **Torn Page**.

THE WAYWARD ASSISTANT

Prepare for an assault of Heartless enemies as soon as you leave the doctor's lab. Clear the Search Ghosts and Shadows from the square, then enter the gated area next to the Lab Entryway. Pull the doorbell of the little house at the top of the stairs to hear a scary noise. Pull it three times to receive an **Elixir**. Hidden beneath the stairs is a chest containing **Dalmatians 67, 68, and 69**.





The next opening in the square is the entrance to the Graveyard. You must defeat several sets of Heartless before Zero and Sally will emerge from their hiding places. Sally hands over her memory, the **Forget-Me-Not**. Take it back to Dr. Finkelstein and see what he says.

THE MAYOR'S SURPRISE

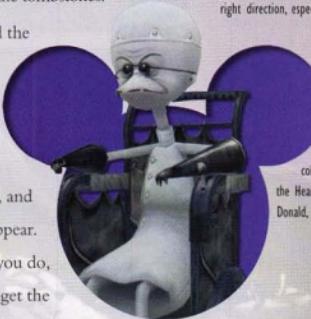
After speaking to the doctor, you receive a new assignment to locate "surprise." Revisit the Graveyard and examine the coffin that Lock, Shock, and Barrel opened. Don't be surprised to find some White Mushrooms wandering among the tombstones!

The coffin ejects the party into the Boneyard. Head around the giant pumpkin to speak to the Mayor, who has a puzzling surprise for you. Ghosts will fly out of the tombstones, and you must examine them in the same order in which the ghosts appeared. As soon as the game starts, run to the center of the tombstones to make sure you can see them all, and examine the tombstones in the order in which the ghosts appear. You can take as many tries as needed to get it right. When you do, the giant pumpkin explodes. Examine the chest inside it to get the **Jack-in-the-Box**, then take it back to the Research Lab and see if Dr. Finkelstein likes it.



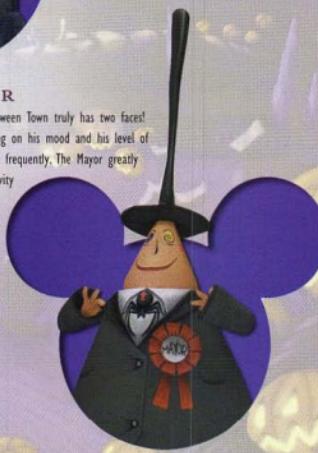
SALLY

This bright young woman is Dr. Finkelstein's creation, and acts as his assistant in his experiments. Sometimes her body parts come off and act with a mind of their own. Sally is a caring individual who seeks to steer the citizens of Halloween Town in the right direction, especially Jack.



D.R. FINKELSTEIN

This mad scientist's recent experiments have centered on the Heartless. The doctor collaborates with Jack to find a way to control the Heartless. This endeavor just may benefit Sora, Donald, and Goofy in a big way.



THE MAYOR

The political head of Halloween Town truly has two faces! He switches faces depending on his mood and his level of fear, both of which change frequently. The Mayor greatly depends upon Jack's creativity to make Halloween special each year.



ZERO

Jack's ghostly dog loves his master. Although he disappears when strangers are near, he loves to play with Jack.



HALLOWEEN TOWN BRATS

Zero knows where the kids took the heart!

Follow Jack's ghostly dog into the Graveyard, go back through the Boneyard, and open the door in the large pumpkin tomb.



You may face an overwhelming number of enemies on Moonlight Hill if you move around too much at a high speed. Restrict your combat to a small corner of the area and you should do fine. For additional help, you can throw pumpkin bombs during battle. Just pick one up and lock on to the closest enemy, then press the **B** button to toss it. The pumpkins will explode just like bombs, causing massive damage to your foes. If a pumpkin bomb gets struck during combat, however, its fuse will light! If you see a pumpkin with a small blaze on top, run away or use Dodge Roll to escape the ensuing blast. You can also diffuse the pumpkins by using Blizzard spells on them.



When the Heartless enemies are gone, move onto the central, curling hill and look for a small tombstone on the backside. This stone serves as a switch to uncurl the hill, so you can cross into the next area.

HARD CROSSING

Lots of Heartless enemies hang out in the Bridge area. Try to engage them all on dry land; if the battle slips into the moat, you'll easily get surrounded. If you fall into the slime, use the stairs to the side of the bridge to climb out. Don't go through the cave at the bottom of the gorge, as it takes you all the way back to Guillotine Square!





The chest at the bottom of the gorge contains a **Dispel-G**. You need to leap for the chest on the red side of the gorge to release **Dalmatians** 40, 41, and 42. They're in the chest to the left of the gate.

The chest in the upper corner on the red side is incredibly difficult to reach. You must leap from the red platform next to the bridge and try to land on a little mound just under the platform where the chest is located. If you land on the mound, then you can easily hop up to the platform to get a **Defense Up**. If you have trouble accessing it, you can return here later after you acquire more abilities.



HOUSE OF FRIGHTS



When you're ready, cross the bridge to Oogie Boogie's manor. Enemies on the opposite side will attempt to provoke you into falling from the entrance. If that occurs, just climb into the tub around the base of the manor to be transported back up.

Open the green chests near the entrance and just inside the doors for two **Ethers**. Inside, locate the red Trinity Mark on the doors to the right. If Jack is in your party, don't return to the Guillotine Gate just to switch him out. There is a save point nearby that you can use to place Goofy and Donald in your party. After doing so, return here and perform the Trinity move to get a

Mythril Shard. You should use this Trinity Mark now, before the next boss fight, because once the boss fight ends the house transforms. If this happens, you won't be able to access it.

There is also a small platform in the center of this room. Lock on to the lantern under the platform and use a Fira spell to ignite it. This causes the platform to rise and fall, so hop on and ride it to the path above.

Follow the wooden path until you reach a blue stone pad, then head left. There's a small shack with a mouth on the right. Jump onto the shack's roof and look around to locate a chest in a small cage hanging off the other side of the platform. You can jump from the roof into the cage to collect a **Mega-Ether**. There is another cage further out, but you can't reach it just yet. Continue up to the top of the tree and enter the Evil Playroom.



OOGIE BOOGIE

This evil bag of bugs wants to overthrow Jack Skellington as the king of Halloween, and he believes that Dr. Finkelstein's heart holds the key. Little does he realize that the Heartless are not so easily tamed.





BOSS LOCK, SHOCK & BARREL

LOCK

HP 150

EXP 80*

SHOCK

HP 120

EXP 120**

BARREL

HP 180

EXP 240***

(*Becomes 1/10 if defeated before Shock or Barrel.)

(**Becomes 1/10 if defeated before Lock or Barrel.)

(***Becomes 1/10 if defeated before Lock or Shock.)



Fighting with three little miscreants isn't much of a challenge at this point in the game. Luckily, you can still gain some valuable EXP by punishing these little troublemakers.



OOGIE'S HIDDEN HIDEAWAY



So, if this is the top of the manor, where is Oogie Boogie? Talk to the kids to get some clues. Use the save point in the Evil Playroom, then lock on to the lever in the room and attack it to start the machinery.

Head back down the spiral path, using the enemies if necessary to refill your MP meter. Notice that the second cage has been lowered next to a platform behind the twisted tree. Jump from the path down to this platform, then carefully leap into the cage to open a chest with a *Dispel-G* inside.

Examine the door on the platform to reach an area just below the main entrance.



Make sure all your characters are fully equipped with items, especially Hi-Potions and Mega-Potions. Assign Aero and Cure to Sora's magic shortcut. Two very tricky battles are about to occur, and you don't want to be caught unprepared! When you're ready, enter the green door.



LOCK, SHOCK, & BARREL

Three mischievous children from Halloween Town who help Oogie Boogie even though they despise him. In fact, they're terrified of him! In their minds, helping Oogie Boogie is more interesting than sitting around doing nothing.





BOSS OOGIE BOOGIE

HP 450

EXP 2500

This is a very indirect confrontation. Mostly, you must avoid the damage inflicted by Oogie's giant roulette machine.

Oogie tosses dice onto the wheel. Sometimes the dice turn out to be bombs, while other times they determine what type of machine the wheel will use to attack you next. Either type will hurt you on contact.



Some attacks that occur on the roulette wheel include a large, three-blade, spinning contraption that circles the wheel slowly or swiftly with a bounce. The slow circle is easy to avoid by standing in one spot and jumping over the blades as they go around.

The bouncy one is a little difficult, since you can take damage whether you're standing still or jumping into the air. Some rolls of the dice can also trigger a buzz saw that slices through the characters.



This madness will continue unless you figure out Oogie's pattern and use it to defeat him. Unless Heartless enemies are present, stay locked on to Oogie so you can track his position on the platform above. After he rolls a series of dice, the gems on the roulette wheel will shine. Oogie will parade back and forth proudly, trying to trick you. If you're in the same section as Oogie, touch the glowing gems on the roulette wheel. This will cause the section of the wheel that you're standing on to become gated off and rise to Oogie's level. Once there, leap off the wheel and attack him with several combos.



Physical attacks are the only way to hurt him, since magic causes no harm. After a few attacks, he will create an explosion that knocks you back onto the wheel, thus starting the whole cycle over. Continue to dodge the death machines of the wheel, and stay under Oogie at all times. You receive a **Holy Circlet** and **Ansem's Report 7** for winning this battle. Also, you may consider using Genie during this fight.



BOSS

OGIE'S BLABLOB

HP 90*

EXP 2500**

(*The HP of the lanterns is 1/5 of this value.)

(**The EXP of the lanterns is 1/10 of this value.)

When the party attempts to leave Oogie's Manor, it rises up and comes after you! As the characters point out, the way to defeat Oogie in his final form is to destroy all the shimmering orbs of darkness.

Drop to the ground and run up the tree roots to the various purple orbs (refer to the screenshots). Some are extremely high, such as the one on a platform behind Oogie's head. Destroy all seven orbs to finish Oogie for good.

The first few orbs are easy to destroy, so run past the lower orbs to reach the higher ones. After you destroy two or three orbs, Gargoyle enemies will appear to protect the dark spheres. Ignore the Gargoyles and lock on to the spheres. If you fall to the ground at this point, lots of Gargoyles will materialize to delay you from ascending the tree again. Defeating the Gargoyles can help you accumulate EXP and gain levels, but you may take more damage in the long run.

In addition, fire will fall from the lanterns swinging on both sides of the tree. This isn't difficult to avoid as long as you keep moving. You can also destroy the lanterns to receive more EXP. As a reward for ridding Halloween Town of its worst villain, you receive a **Gravity** spell (or an upgrade to Gravira, if you've already won the Phil Cup tournament).





HALLOWEEN IS SAVED!

Jack finally sees the error of his ways and decides to postpone the Halloween festivities until the damage caused by Oogie Boogie can be repaired. Jack then hands over the

Pumpkinhead key chain. Return to the save point at Guillotine Gate to return to your gummi ship.



Extra Gumm!



Return to the area where Oogie's Manor once stood and locate a hole in the ground. Open the chest to get a **Dispel-G** gumm! If you missed any other chests while in Oogie's Manor, they will also appear here.





NEVERLAND

OBJECTIVES



Help Peter find Wendy.

Use the green Trinity Mark to lower the ladder.

Subdue Sora's shadow.



Help Peter find Wendy.



Confront Captain Hook on the deck.



Set the clock to midnight.



Talk to Cid in Traverse Town.

ITEMS

Raven's Claw	
Dalmatians 43, 44, 45	
Dalmatians 82, 83, 84	

Dalmatians 88, 89, 90	
Protega Chain	
Ansem's Report 9	

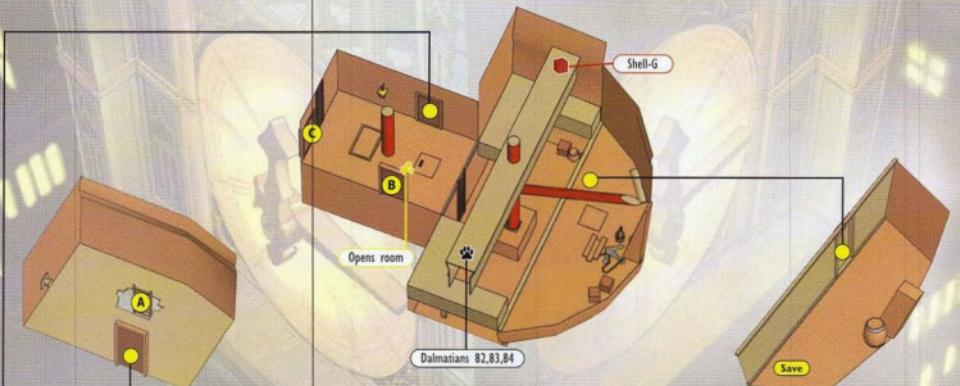
GUMMIS

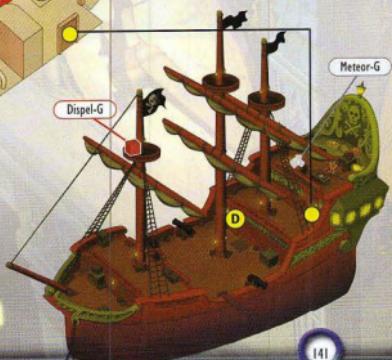
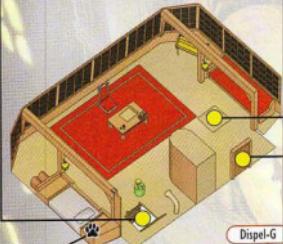
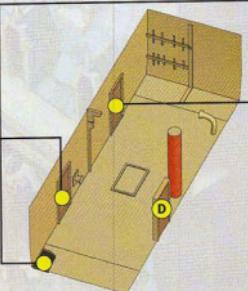
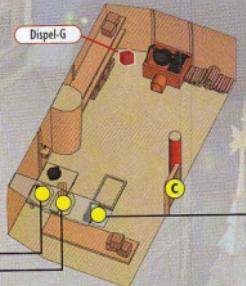
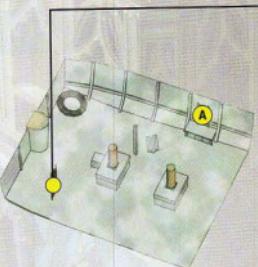
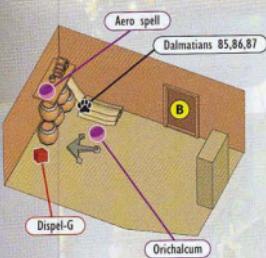
Dispel-G (x3)	
Shell-G	
Transform-G	

ENEMIES

Shadow (Occasional)	
Pirate (Frequent)	
Barrel Spider (Occasional)	
Air Pirate (Occasional)	
Battleship (Rare)	
Rare Truffle (Rare)	
Shadow Sora (Occasional)	
Ansem (Boss)	
Captain Hook (Boss)	

NEVERLAND MAPS







CAPTAIN HOOK

The pirate captain has held a grudge against Peter Pan ever since the boy from Neverland caused him to lose his hand, courtesy of a crocodile. Since that time, Captain Hook has searched the far reaches of the fantasy realm, hunting for the boy who never grows old.



MR. SMEE

Captain Hook's first mate is a loyal lackey who serves his captain well. He is somewhat dim-witted and klutzy, though.



PETER PAN

Peter Pan is the flying hero of Neverland who never wants to grow up. He's stubborn and prefers to fight alone, but his strong sense of right and wrong tells him that Sora and the gang are engaged in a just cause. He joins the heroes to help them investigate the connection between the Heartless and his old nemesis, Captain Hook.

HIJACKED!

Once on the gummi ship, plot a course toward the Battle LV 7 world beyond Halloween Town. On the way, Captain Hook's ship intercepts your course. Sora and the gang are captured and imprisoned in the ship's hold. Peter Pan joins the party to help overthrow the evil pirate. Use the save point and head out of the small room.



The Pirate enemies fight and defend themselves as well as the Bandits of Agrabah, so use attack magic to make the battles easier. Climb up the ladder and go through the door on the right. The ladder in this room of the hold leads down into the Freezer area. There, you must defeat three sets of enemies and climb up the ladder located near the wall in the corner.



PRISONERS OF THE PIRATES



Wendy is in one of the rooms above the Galley, but you need to find another way into her cell. Examine the chest in the corner to receive a **Dispel-G**. Jump onto the shelf near the ladder and hop through the hole in the right grating to reach the Cabin area.



Place Goofy and Donald in your party, if they aren't already. Now use the green Trinity Mark to pull down the ladder that leads into the room above. Make sure Sora has Aero and Cure assigned to the magic shortcut. Before climbing up, save your game and switch Peter Pan into your party if you want.



BOSS ANTISORA

HP 750 EXP 2000

You've encountered Sora's dark form before, but nothing like this! Antisora fights with many of the same skills and abilities that you've been using on the Heartless, and this version has a triple HP bar! When the boss's HP meter goes to yellow status, it takes on a new strategy.

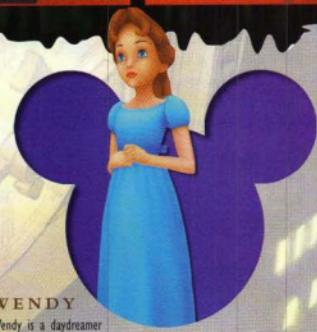


In the second stage of the fight, Antisora splits into three parts! One is still the true enemy, while the other two are false images that disappear when you strike them. However, the odds are that if Antisora was standing directly in front of you when the split occurred, then it is still the true enemy. When you attack one of the parts and it doesn't disappear, then keep attacking it. Your prize for defeating Antisora is a **Raven's Claw**.

LOCATING WENDY



After the boss fight, open the green chest on the corner bulk to release **Dalmatians 88, 89, and 90**. There's a floor hatch on the opposite side of the Captain's Cabin. Examine the hatch to open it and drop into the room in which Wendy is being held captive.



WENDY

Wendy is a daydreamer who wished to escape the confines of everyday life and visit someplace amazing. Her wish came true, and Peter Pan taught her to fly and brought her to Neverland. However, Wendy has become an innocent pawn in Captain Hook's game to capture Peter Pan.



After a short cut-scene, Peter leaves the party. Open the green chest inside Wendy's cabin to get a **Protega Chain**, and use the save point. Make certain Donald and Goofy are equipped with the best weapons possible, and place items in all of their slots. When you're finished, save your game and exit into the corridor.



TINKER BELL

A tiny pixie from Neverland, Tinker Bell has a big crush on Peter Pan and wants him to quit worrying about Wendy. Although she's quite stubborn and sometimes jealous, Tinker Bell still knows that Peter is doing the right thing.

THE HUNT FOR HOOK

Follow the same route through the ship's cabins, and return to the Captain's Cabin where you fought Antisora. This time, exit through the door next to the floor hatch you recently opened.



Up on deck, Captain Hook is already waiting for the party. But don't worry, because the heroes learn to fly and your Cure spell is upgraded to Cura. Defeat all the enemies on the deck to initiate a direct confrontation with Captain Hook. The Battleship enemies are quite susceptible to the Gravity spell.

Flying Is Like Swimming!

Press the button to jump, then press it again while in midair to keep Sora in the air. When you lock on to an enemy or object, Sora automatically rises or lowers to the level of the target as he moves towards it.

Move forward/turn left analog stick

Rise

Descend



THE CHIMES OF THE CLOCK TOWER

Speak to Wendy at the giant clock tower, then run around the corner to the right to locate a chest containing **Dalmatians 43**, **44**, and **45**. A save point is located on the roof of the clock tower, just above Wendy.



Wendy mentions that one of the clocks isn't working properly. Three of the faces read 12 midnight, while one of them reads a quarter till midnight. Fly up to the big hand pointing to the 9, and strike it three times until the clock chimes midnight. This reveals the Neverland Keyhole, which Sora then seals. You'll receive a **Navi-G Piece**.



LEAVING NEVERLAND

After a short farewell scene, you gain the ability to summon Tinker Bell from this point forward. The Tinker Bell summon restores HP to the whole party and revives Sora if he gets KO'd. This occurs only once, though. Peter also gives Sora the **Fairy Harp** key chain and the shared ability **Glide**.

Prove Your Strength

It's strongly recommended that you stop by the Olympus Coliseum and compete in the Hercules Cup to obtain some great weapons. Some of these weapons are recommended in upcoming areas. Additionally, defeating Hercules enables you to seal the world's Keyhole and gain the ability to use yellow Trinity Marks. Additional information is available in the "Coliseum Tournaments" section of the walkthrough.

Backtrack for More Items!

Leaving Traverse Town with your modified gummi ship, take this opportunity to revisit old worlds to get previously unattainable items. With the shared ability **Glide**, you can gather up the remaining items in several regions. Refer to the "Extra Items in Every World" chapter for more details.

Back on the gummi ship, Donald suggests visiting Cid in Traverse Town now that you have two Navi-G pieces.

Chip and Dale also announce another Coliseum tournament.

If you want, reenter Neverland at the ship's hold and venture into the multi-level room. Use your new flying ability to rise above the beam at the top of the area and land on it. The two chests stashed on top of the beam contain **Dalmatians** 82, 83, and 84 and a **Shell-G** gummi. In the central crow's nest high above the deck is a chest containing a

Dispel-G.



Fly the gummi ship back to Traverse Town and speak to Cid now that you have two Navi-G pieces. Some important events take place while he installs new systems on your ship. Afterwards, Cid returns and gives you a **Transform-G**. He also mentions that Hollow Bastion has been overrun by the Heartless.

THE CROCODILE

The Croc is a massive beast that once ate Captain Hook's hand. Now that he's had a piece of the evil pirate, he's returned for seconds, and pursues Captain Hook's vessel wherever it goes. You can always hear the Crocodile approaching, because it swallowed Captain Hook's alarm clock as well.



GUMMIS

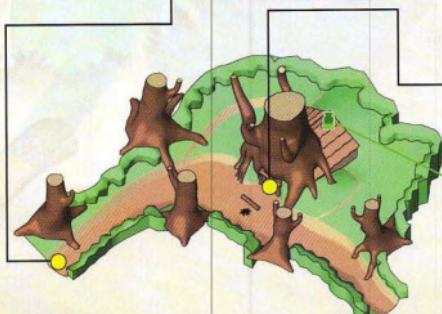
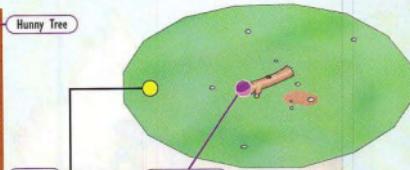
Thunder-G
Dispel-G

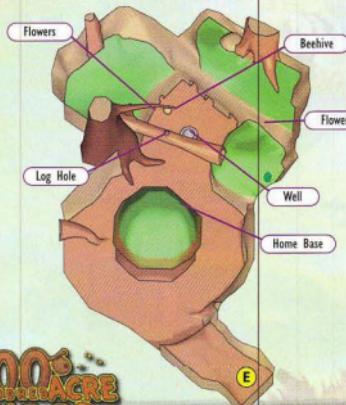
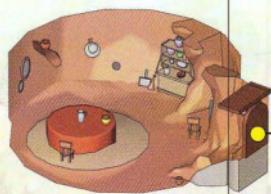
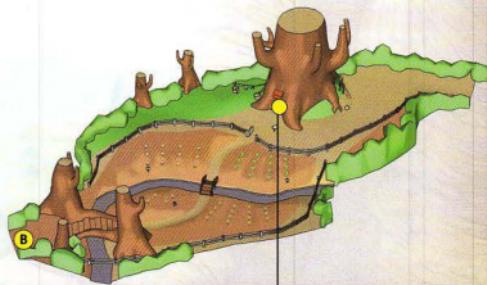
ITEMS

Mythril Shard	Mythril Shard (x3)	Defense Up
Mega-Ether	AP Up (x2)	Orichalcum (x2)
Elixir	Hybrid (x2)	
Naturespark	Rare Nuts (x5)	
Lord Fortune	Power Up	

100% HUNDRED ACRE WOOD

HUNDRED ACRE MAPS







On your second trip to Traverse Town after sealing the Deep Jungle Keyhole, Cid has a little errand for you to run. Take the Old Book to the Mystical House at the edge of the Third District to give it to Merlin. Merlin places the Old Book on a table where you can examine it at any time.

The Old Book is placed on a side table for you to examine. It turns out to be the story of Winnie the Pooh. You'll be magically transported into the book. If you want to return to the Magician's Study, move up to the compass at the top of the page and select the appropriate option. Otherwise, move to the right across the pages until you find a place to read. Once read, you discover an empty meadow. If you take a look at what's there, you'll begin the Hundred Acre Wood! You can explore Winnie the Pooh's world to the extent that you've found the missing pages of the book in the main game.



WINNIE THE POOH

A little bear who lives in the Hundred Acre Wood, whose favorite food is honey. Being a bear of very little brain, he's a bit absentminded sometimes. Pooh never forgets his friends, or how important it is to have a pot full of honey!

MEETING POOH

Walk toward Winnie the Pooh, who explains that he may vanish as all his friends seem to have done before him. Move to the end of the log that Pooh was sitting on to find a green chest containing a **Mythril Shard**.



Chase after Pooh to leave the meadow. A save point has appeared to the north on the open book pages. Head to Pooh's House, which is now open on the left side of the book.



At Pooh's House, walk around back and hit the chimney to knock a chest into the house. You'll know you're successful when you hear a chime sound. Enter the house and claim the **Mega-Ether**, then listen to Pooh. Afterwards, open the cabinet to get an **Elixir**. You can also examine the clock on the wall and open the window in the house. Leave the house and talk to Owl. As he explains, you must find the Torn Page items in the regular game to open more of the Hundred Acre Wood. Any Torn Page you find will open the next chapter of Hundred Acre Wood, regardless of the order in which you find them.

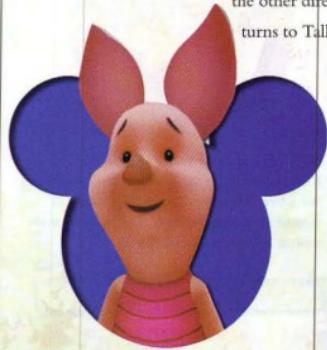


The page locations are as follows:

Reward for finding 51 Dalmatians; Agrabah: Cave of Wonders, Dark Chamber; Monstro: Chamber 6; Atlantica: Ariel's Grotto, Halloween Town: Research Lab

POOH'S HUNNY HUNT

When you find one Torn Page, return to Hundred Acre Wood. This opens up the Hunny Tree near the compass at the top of the page. You encounter Piglet here, but he runs behind the bush. When Piglet emerges from behind the tree, he always faces one direction. Run around the tree in the other direction and sneak up behind him. When the Hit option turns to Talk, speak to him.



PIGLET

Piglet is Pooh's best friend in the Hundred Acre Wood. Piglet gets startled frequently, so he often covers his eyes and flops his ears. Although Piglet is fearful and afraid to be on his own, his heart is quite large. Piglet first appeared in "Winnie the Pooh and the Blustery Day" in 1968.

When Pooh shows up, talk to him. After you agree to help him chase away the bees, Owl appears and offers some tips on how to help Pooh get some honey. You have three minutes to accomplish this task. As the bees emerge from their hives, lock on to them. As they head toward Pooh, attack them to swat them away. Don't move the left analog stick or you'll fall. With good timing and some luck, Sora will jump to the next branch. If you fall from the tree, move to the base and select the Rush option to automatically get back up to Pooh's level. Note, however, that the Rush command will deduct five points from your score each time you use it.



Knock the bees away from Pooh so that his balloon doesn't pop. Pooh will float up to the holes and gather honey, which is tallied in the upper-left corner of the screen. When the mini-game ends, you're transported back to the book pages. The Torn Page you used to get this far then turns into the **Naturespark**, which lets you obtain the Bambi summon by speaking to the Fairy Godmother. If this is your last summon, you'll receive Donald's **Lord Fortune** from the Fairy Godmother. Pooh's Hunny Hunt becomes a mini-game you can play at any time, and your record num-



ber of honey licks is recorded in the Journal.

BLOCK TIGGER



When you return to Hundred Acre Wood with the next Torn Page, head to Rabbit's House in the upper-left corner. Examine the mailbox, which will have a friendly note from Pooh. You can also pull out the cabbages and pumpkins to find items.

Go behind the tree and talk to Pooh and Piglet, then go into the house and talk to Rabbit. When Pooh wants some honey, lock on to a blue pot concealed in the rafters and examine it. At this point, exit Rabbit's house and try to leave the area.

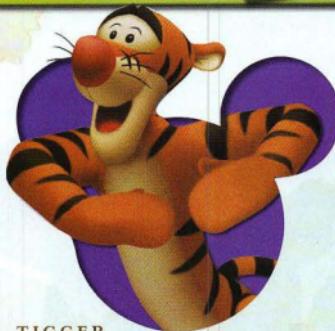
Piglet chases you down and indicates that something terrible has happened. It seems Pooh is stuck in a hole inside the house. Exit and go behind the house and talk to him. Upon Tigger's arrival, Owl explains the rules of a new mini-game.



Tigger will bounce from carrot top to carrot top, burying each one more deeply. If a carrot gets completely buried, then it

becomes lost. Stand on the carrot that Tigger is about to bounce on to keep him from stomping it into the ground. If you're facing the target that Tigger is headed for, the Rush command may appear. The Rush command is key to blocking Tigger. You just need to save one carrot to continue. Here's how your total score is determined:

Total Score = Total # of Carrots Saved X # of Times Tigger Is Blocked



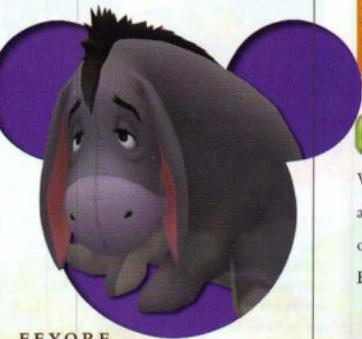
TIGGER

Tigger loves to bounce more than anything else. He is a gentle, playful soul, and truly doesn't mean any harm. Beneath that happy-go-lucky exterior beats a sensitive heart. Tigger first bounced onto the scene in "Winnie the Pooh and the Blustery Day" in 1968.



OWL

The wisest resident of the Hundred Acre Wood, Owl answers everyone's questions. Unfortunately, he isn't always right! Owl loves to hear himself talk, but sometimes he bores listeners to sleep. Owl first imparted his wisdom in "Winnie the Pooh and the Honey Tree" in 1966.



E EYORE

The timid donkey named Eeyore lives in a little house in the roots of a tree. A tack holds his tail on, but it still falls off. Eeyore first appeared in "Winnie the Pooh and the Honey Tree" in 1966.



POOH'S SWING

With a third Torn Page in your possession, a tree appears near the bridge in the lower right-hand area of the book's pages. When Pooh and Piglet spot Eeyore in the water, jump in to save him.



When you're finished, go inside the house and talk to Pooh. Sora knocks him out of the hole, and your work at Rabbit's House is done. The Torn Page you used to get to this area becomes a **Mythril Shard**. You can replay the Block Tigger mini-game at any time.



Follow Owl's instructions and lead Pooh to the swing on the small incline. When targeted, he follows Sora up the slope to the swing.



Lead him up the back of the hill to the swing at the top. After you learn how to play the game, press the **B** button when Pooh swings back to propel him forward. Owl will open his wings to indicate when to push the **B** button. Repeat this process until Pooh flies off the swing and lands on Eeyore's makeshift house. For completing this part of the quest, your Stop spell is upgraded. You get to replay the Pooh's Swing mini-game at any time. The Journal will record the furthest distance you swing Pooh.

Return to Pooh's house at this point. He is cold from swinging, so use Fire magic to light the woodsticks and Pooh will give you a **Mythril**.

TIGGER BOUNCE



The next Torn Page you take to Hundred Acre Wood opens up a place near the very center of the book. A big honey pot is visible, and the location reads as a “clearing crowded with tree stumps.”

When you walk up to Tigger and Roo, they ask if you want to bounce. Agree to do so and then talk to Tigger again. Watch what he does, then jump from stump to stump in the same order. The first challenge is fairly straightforward, as you jump from the very edge of each stump to reach the next.



The second path is a bit more complicated. Jump forward, then turn around and jump to the stump on the left. Jump forward to the end, but before you hop onto the ledge, turn around and jump backward one stump toward the large pot. Then jump back to the finish.



The third path is almost the same as the first, except Roo launches you from the seesaw to one of the branches of the tree above. Jumping to the correct stump below can be somewhat tricky. Use first-person view to look down and locate the stump you must land on. Then drop—don’t jump—onto the stump and continue on as normal.



RABBIT

Rabbit is an earnest, hard-working member of the Hundred Acre Wood. He mostly keeps to himself, but lends a hand when he is needed. Tigger's exuberance often makes Rabbit feel a little uncomfortable. Rabbit first appeared in “Winnie the Pooh and the Honey Tree” in 1966.



ROO

The little kangaroo hopes to someday be able to bounce as high as his idol, Tigger. Roo is slightly mischievous, energetic, and fearless. However, he grows uneasy when Tigger isn't around. Roo first hopped onto the scene in "Winnie the Pooh and the Honey Tree" in 1966.

TIGGER'S GIANT POT

After passing all of Tigger's little challenges, talk to Roo to start the real mini-game. During this portion, Tigger throws nuts out of the big honey pot. You must strike them so that they rock the pot, without making Sora fall off the tree stump. If he falls off, speak to Roo to try again.



While standing on the tree stump, attack each flying nut without jumping. Stand at the center of the stump, and move Sora back to that position after each swing. Attack at the moment the nut is at Keyblade's length over Sora's head. This way, your momentum won't knock you off the stump. When you get a score of 20 or more, the mini-game will end.

When replaying this mini-game, jump to strike the nut in midair. The mini-game will end quicker if you don't wait for each nut to get closer to the ground. Use the lock on feature to strike each nut more effectively.



After knocking the pot off the hollow trunk, jump inside the trunk to find a green chest containing an AP Up. Now move to a nearby trunk and use the target lock feature to lock on to a weak middle spot. Attack it to get a Mythril.



Speak to Owl to learn that he wants some rare nuts found in the trees. Talk to Tigger near the back tree, then go to the seesaw and choose to partner with either Tigger or Roo. Choose Roo to fly onto a branch directly above. Jump to grab the Rare Nut here and give it to Owl for a Power Up. Return and grab the second Rare Nut. Give it to Owl for a Defense Up. Fall down to the branch directly below to get a Thunder-G. You may need to use the Glide ability to drop a little and then fly inside.



Lower the tree stump at the back of the area by jumping on it. This makes a water geyser lift a tree stump on the other side, where you can obtain another **Rare Nut**. Give it to Owl for a **Mythril Shard**.

Now do the seesaw with Tigger. From the branch where you land, jump along the branches to the left to reach a piece of land with a red chest with a **Mythril Shard** inside. From here, turn around and jump onto the leafy branches of a nearby tree (Pooh is standing at its base). Jump inside the hollow of the tree to knock a **Dispel-G** loose.



Find Piglet standing near a piece of bark. Jump on the short stump nearby to start a geyser, then use the large stump near the ledge to jump to the floating bark platform. From here, jump onto a tree branch above to get another **Rare Nut**.



Give it to Owl to receive an **AP Up**.

Now have Roo launch you into the tree above, then turn left and jump along the tree branches. The last **Rare Nut** is in a tree branch directly above the first stump that starts a geyser. This one earns you an **Orichalcum**. After Owl congratulates



you, leave the area. For completing this area, the Torn Page turns into a **Mythril**. Your fastest times for Tigger's Giant Pot are recorded in your Journal.

POOH'S MUDDY PATH



With the last Torn Page, you will open a "winding, muddy path" in the lower-left corner of the book. Upon entering, you'll see Pooh walking around a big bush. Move toward him. After a short scene, use the target lock feature to bring Pooh along behind you. Walk around the center bush and when you reach a place that you can examine, look inside to find Eeyore. This starts a new mini-game, the goal of which is to gather all of Pooh's friends together at the bush.

Hurry Up, Roo!



To speed up your time, you don't have to lead Pooh to Roo. Just strike the branch where Roo is hopping to knock him down, then speak to him!

ROO

Lock on to Pooh, then lead him around the central bush and under a nearby tree root where Roo is hopping. Talk to Roo and he will wait inside the bush.



TIGGER

Air is rising from a well under the fallen tree trunk that Tigger is jumping on. Jump into the draft to rise to the area above. Stand on the end of the fallen tree that Tigger is jumping on, wait for him to jump toward you, and talk to him when he is close.

RABBIT

Move toward the set of holes in the rock wall at the back of the area, and wait for Rabbit to come out of one of them. Talk to him to make him go to the bush.



OWL

Jump onto the well again to rise to the upper level. Venture across the tree to the other side, jump to the ledge high above, and talk to Owl to add him to the bush.



PIGLET

To get Piglet out of the hollow in the highest tree, you must lead Pooh to Piglet. Stand at the end of the log, target the cobwebs inside, and use a Fire spell to remove them. Move to the blue flowers below and use the target lock feature on Pooh to make him go to the flowers. Pooh then uses the flowers to float up to the next platform.



Stand at the end of the log and target Pooh so that he walks through it. Finally, stand near the blue flowers at the end of the log and Pooh will use them to float up another level. Stand near the tree where Piglet is hiding, and use the target lock feature on Pooh to bring Piglet out of the tree. Now drop below and talk to Piglet to make him join the rest of Pooh's friends inside the bush.



With all six characters reunited, you witness a scene in which the Keyhole is sealed. Don't worry, you can still return to the Hundred Acre Wood at any time and play the mini-games again. The final Torn Page becomes an **Orichalcum**.



HOLLOW BASTION

ITEMS

Dalmatians 61, 62, 63	Hi-Potion (x2)
Dalmatians 91, 92, 93	Khamma vol. 8
Dalmatians 94, 95, 96	Azal vol. 3
Dalmatians 97, 98, 99	Theon vol. 6
Megalistic (x3)	Marva vol. 3
Bizzaga Ring	Marva vol. 6
Mythril (x2)	Soleqz vol. 6
Firaga Ring	Nahara vol. 5

Hafet vol. 4
Elixir
Mega-Potion (x2)
AP Up
Emblem Piece (x4)
Orychalcum (x4)
Mega-Ether
Cottage (x3)

Thundaga King
Ansem's Report 5
Fireglow
Navi-Gummi
Oathkeeper
Divine Rose
Oblivion
Defense Up

GUMMIS

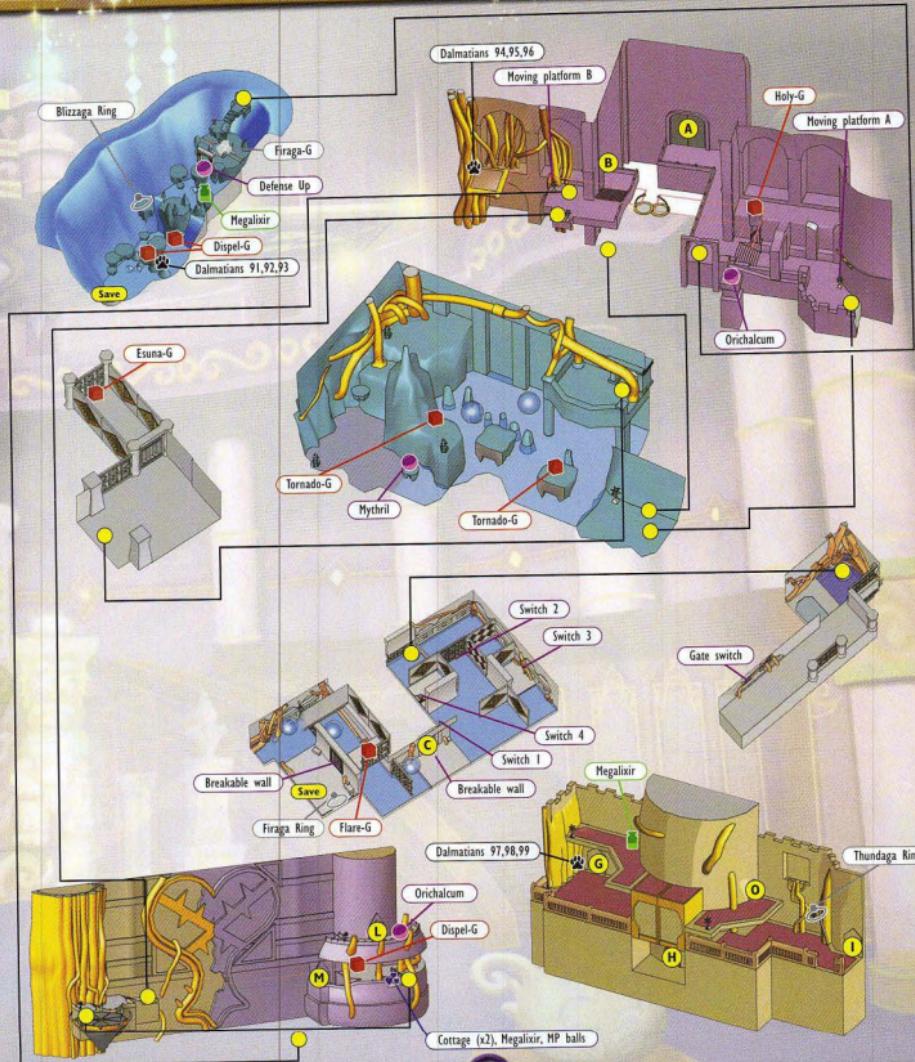
Dispel-G (x4)	Ultima-G
Tornado-G (x3)	Firaga-G
Esuna-G	Thundaga-G
Holy-G	
Flare-G (x2)	
Float-G (x3)	

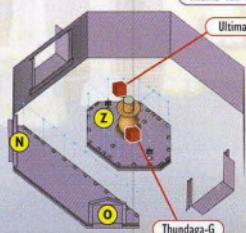
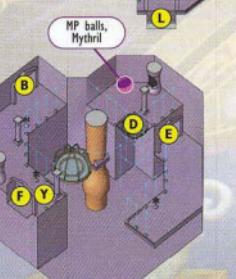
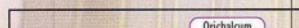
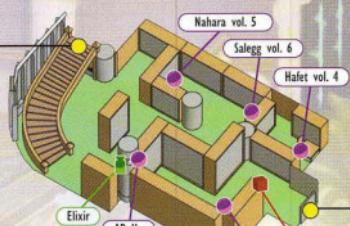
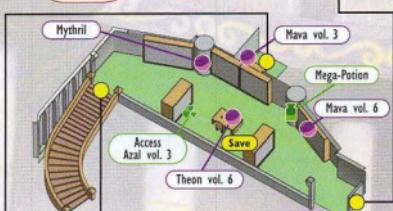
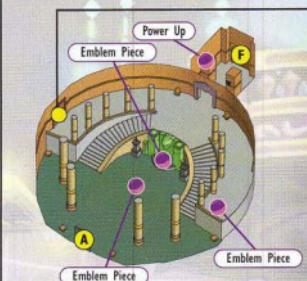
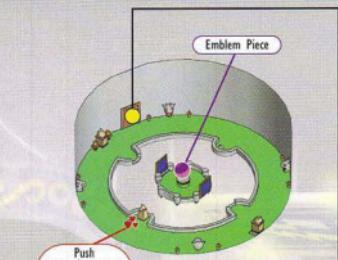
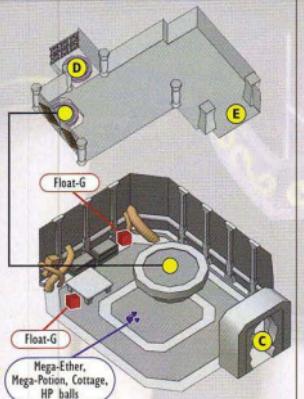
ENEMIES

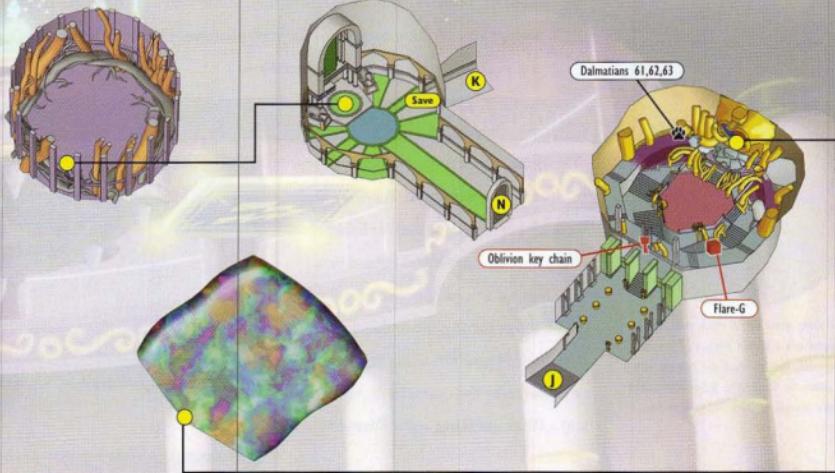
Shadow (Occasional)	Riku (Boss)
Darkball (Frequent)	Maleficent (Boss)
Defender (Frequent)	Dragon (Boss)
Wyvern (Occasional)	Behemoth (Boss)
Wizard (Frequent)	

OBJECTIVES

	1 Activate the castle's machinery in the Waterway.
	2 Enter the main hall to face Riku.
	3 Arrange the books in the Library.
	4 Find the Emblem Pieces.
	5 Place the Emblem Pieces on the Heartless insignia.
	6 Use moving platforms to reach the top of the castle.
	7 Challenge the evil Maleficent.
	8 Prepare for the destruction of the Dragon.
	9 Enter the Grand Hall and defeat Riku.
	10 Navigate back to the Entrance Hall...as a Shadow!
	11 Speak to Cid in Traverse Town.
	12 Meet Kairi at the Secret Waterway.
	13 Take the Navi-Gummi back to Cid.
	14 Return to Hollow Bastion in the gummi ship.
	15 Watch the Beast and Belle reunite in the Library.
	16 Speak to the revived princesses in the Castle Chapel.
	17 Enter the final Keyhole.
	18 Defeat the Behemoth, guardian of the Dark Depths.

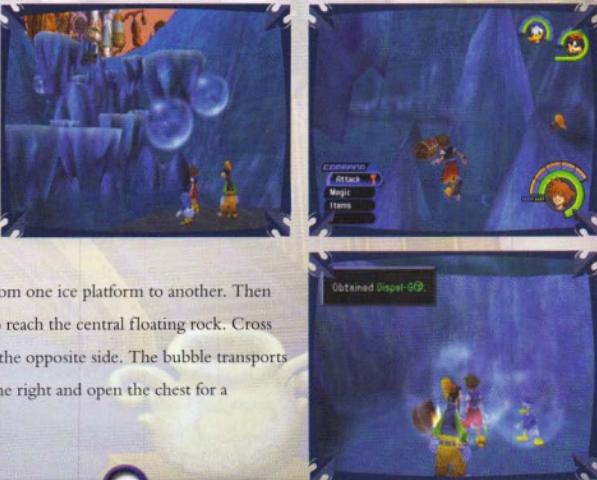






SOLEMN EDIFICE

Pilot the gummi ship to the new world that has opened up beyond Neverland: a Battle LV 9 world! Disembark at Hollow Bastion and use the save point. You can walk on the surface of the water in the Rising Falls area. Hop down off the starting platform, move forward a little, and locate a chest behind the rocks to release **Dalmatians 91, 92, and 93**.



Return to the save point platform, and jump from one ice platform to another. Then use an ice block that is moving up and down to reach the central floating rock. Cross the rock and jump into the bubble floating on the opposite side. The bubble transports the party to an underwater location. Head to the right and open the chest for a **Dispel-G** gummi.



BEAST

Once a handsome young prince with a selfish heart, the Beast was transformed into a hideous creature by a curse. The Heartless have taken both his world and someone very dear to him. He follows the Heartless to Hollow Bastion, and uses his unbelievable strength to defeat his shadowy foes.



SNOW WHITE

A beautiful and gentle princess, Snow White lived with seven dwarves in her world until the Heartless destroyed it. She was captured by the Heartless and delivered to Maleficent to aid in the opening of the final Keyhole.

HOLLOW BASTION

When the bubbles expire, you're returned to the water's surface. Return to the save point and jump back up to the rock platform. Continue up the icy floating platforms until the Beast is introduced.

LONE AVATARS

The Beast will be the only person in your party for a short time. While on the platform, turn around to locate three chests on high ledges behind you.

There is a moving platform to the left; get on top of it and glide to the closest chest to reveal a **Megalixir**. Glide down the slope of platforms to the other chests, which contain a **Blizzaga Ring** and a **Dispel-G**.

Return to the platform with the small pond. This time, jump onto the moving platform to the left, then turn around and jump to the highest platform in the area.

Continue up the steps and ride a magic platform to the castle.



SEALED GATES

The large gates at the base of the castle are sealed, and you'll incur the wrath of some dangerous enemies by heading toward them. Instead, head to the right from the entrance and go down the steps to find two crystals. Use the shimmering red crystal to activate a moving platform overhead, then use the blue crystal to ride a platform to the Base Level below. You can also jump down to the level below for a faster trip.



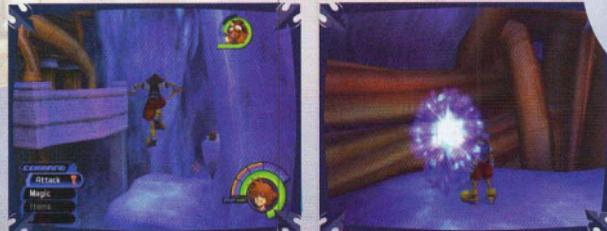


ICY PIT



Use the square, movable platform positioned behind the rock face to jump to a chest containing a **Mythril**. Turn around and jump over to a chest on the cliff's edge to find a **Tornado-G**. There is also an ice switch on this platform. Use it to slide out a metal block from the opposite wall.

Jump from ledge to ledge across the icy platforms toward the entrance point. Open the isolated chest to gain another **Tornado-G**. Now return to the alcove inside the rock, and move the square platform to the center of the tiled area. Jump to the ledge above and use another ice switch to move a second platform out from the wall. Then hop across the platforms to the balcony and go inside the Waterway.



Let the Beast handle most of the enemies, because you're only equipped with a wooden sword for the moment. Two bubbles float over the water's surface. Use the higher bubble on the left to go behind the rock face.



CINDERELLA

A young woman once bullied by her evil stepmother and stepsisters, Cinderella was aided by the Fairy Godmother and found happiness. But the Heartless soon invaded and destroyed her world, and Cinderella was captured by Maleficent. Her heart holds the key to a doorway to everlasting darkness, and Maleficent seeks to open that door.

THE SEWER MAZE

Inside this small area, locate a chest behind a gate. Move to the bars to the right of the chest, and your auto-targeting will enable you to call upon the Beast to smash the wall. At the back of the area behind it is an

Esuna-G.



Return to the Base Level and use the lower of the two bubbles to access a different entrance to the Waterway. Open the chest to receive a **Firaga Ring**, then use the save point. You must break down a section of the wall by calling upon the Beast once again.



There is a bubble on the ground that will transport you to the area behind the next grate. But first, use Blizzara to freeze the bubble. When the bubbles are turned to ice, they momentarily become platforms. Hop onto the platform, then quickly hop onto the wall between the rooms. Move along the top of the wall to a chest containing a **Flare-G**. Now ride the same bubble under the grate into a new area.



Move to the wall on the left and call upon the Beast to smash it. In the Dungeon, defeat the Heartless and note the location of the blue Trinity Mark here for later. Chests on the left and the right contain **Float-G** gummis.





GATE MOVING

The next section of the Waterway involves shifting gates to advance. Each time you open one passage, however, you close off another. Keep in mind that there are some switches and sections that you won't be able to reach at the moment.



HEARTLESS MACHINERY

Flank the Defender enemy, then use the crystal nearby to start the machinery. You should hear the sound of a doorway opening. Revisit the previous area and release the crystals in the exact *opposite* order to exit. Return to the Castle Gates and use magic to defeat the Shadows, Darkballs, and Defenders. Enter the large double doors.





HP 500 EXP 2000

BOSS RIKU

Sora retrieves his Keyblade and his friends just in time to face the challenge of his former buddy. Riku has sliding attacks and aerial combos. Use Sora's Dodge Roll ability to avoid lunging attacks, then counterattack from behind. Riku is resistant to magic, so rely on physical attacks.

During the battle (or after it), smash the pots in the corners of the room to release HP balls and two Hi-Potions. For defeating Riku, you gain the ability to activate white Trinity Marks. Select your party members and continue.

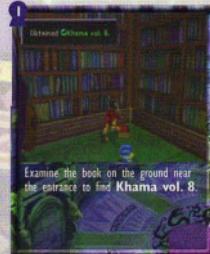


ORGANIZING THE LIBRARY

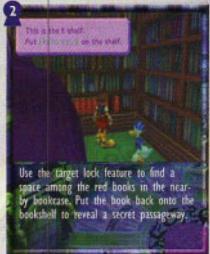
The doorway at the top of the Entrance Hall is engraved with the Heartless insignia. Upon examining it, Sora notes that it has four empty sockets. Take a few steps back and look around the room in first-person view, and look for a chest on a ledge above. Use the wall sconce on the right side to flip up to the high part, and jump across to the chest. Open it to receive a Power Up.



Move around the balcony to the left of the door, and walk through the double wooden doors into the Library. This area is full of secrets and items, so prepare to spend some time here.



Examining the book on the ground near the entrance to find **Khama vol. 8**.



This is the 1st shelf.
Put **Khama vol. 8** on the shelf.

Use the target lock feature to find a space among the red books in the nearby bookcase. Put the book back onto the bookshelf to reveal a secret passageway.



Examining the nearby pillar, Sora will spin a shelf inside the pillar and if you're lucky, it will stop so that you can open the cheat. You may need to try this several times. The chest contains an **Elixir**.



Go up the stairs and do the same thing with the next pillar to gain a **Mythril**. The second pillar in the upper section contains a **Mega-Potion**.



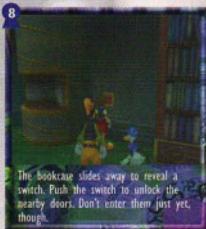
Also on the upper level, use the green Trinity Mark to knock **Axal vol. 3** off the top of the bookcase.



The book on the desk is **Theon vol. 6**. Use the save point next to the desk at your leisure.



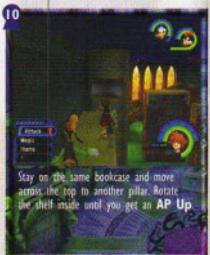
Move to the bookcase past the second pillar, and remove the green book titled **Mava vol. 6**. Examine the same spot again to place the **Theon vol. 6** there.



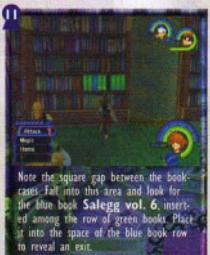
The bookcase slides away to reveal a switch. Push the switch to unlock the nearby doors. Don't enter them just yet, though.



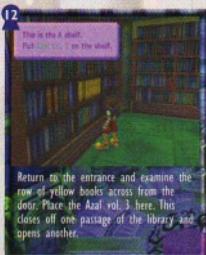
Hop over the balcony rail onto the top of the bookcases, and glide across to a chest above the entrance. Open the chest to reveal a **Dispel-6**.



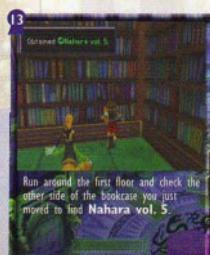
Stay on the same bookcase and move across the top to another pillar. Notice the shelf inside until you get an **AP Up**.



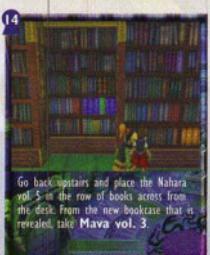
Note the square gap between the bookcases. Fall into this area and look for the blue book **Salegg vol. 6**, inserted among the row of green books. Place it into the space of the blue book row to reveal an exit.



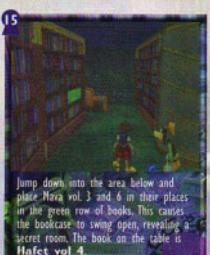
Return to the entrance and examine the row of yellow books across from the door. Place the **Axal vol. 3** here. This closes off one passage of the library and opens another.



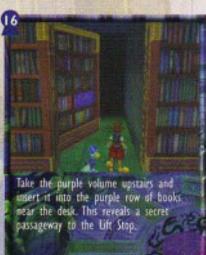
Run around the first floor and check the other side of the bookcase you just moved to find **Nahara vol. 5**.



Go back upstairs and place the **Nahara vol. 5** in the row of books across from the desk. From the new bookcase that is revealed, take **Mava vol. 3**.



Jump down into the area below and place **Mava vol. 3** & **6** in their places in the bookcase to swing open, revealing a secret room. The book on the table is **Hafet vol. 4**.



Take the purple volume upstairs and insert it into the purple row of books near the desk. This reveals a secret passageway to the **Up Stop**.

A PEEK INTO THE HEAVENLY

Enter the secret passageway revealed on the upper level of the Library. Use Gravira to lower the chest, and open it to get a **Tornado-G**. Examine the crystal nearby to get on the lift, and ride it to an exclusive area high above in the same room. Use Gravira on the chest to reach the **Ultima-G**. Ride the lift back to the Library.



GALLERY FOR MAGIC USERS



Save your game and head through the double doors into the upper level of the Entrance Hall. There are several objects around the balcony. Light all the candles using Fira magic to extinguish the flame on the central brazier.



Run clockwise from the library doors to find a stone engraved with a thunderbolt. Cast Thundara on it to lower two platforms near the room's center platform. Use either of the rising and falling platforms to jump onto the center platform, and grab the **Emblem Piece** from the extinguished brazier. Jump and glide back to the balcony.

On the side of the room opposite the library doors is a stone statue of a tusked monster. Push it to reveal a treasure chest in the area directly below. There is also a second tusked statue, with a vase on each side. Smash both vases to start a fountain in the room below. It will spit out an **Emblem Piece**.





Use the red Trinity Mark near the bull-headed statue counterclockwise from the library doors. This makes the party drop the statue into the room below, revealing an **Emblem Piece**.



Before you plummet to the bottom of the Entrance Hall to collect all the pieces, return to the Library and step on the save point to recharge your MP the easy way.

Return to the lower section of the Entrance Hall and collect the three items. Head into the alcove at the top of the stairs, and examine the door with the Heartless insignia four times to place all of the pieces.

LIFT-RIDING EXPERTISE



Use Gravira on the floating chest to obtain an **Orichalcum**. Ride the lift back to the entrance and switch on the crystal on the left once again, so that the lift takes you down to a new entrance to the Waterway. Fight off the Defender and Wizard enemies, and then jump onto the platform to the right and ascend to a Lift Stop.

After an event, three sets of enemies attack in the Entrance Hall. After the fight, head through the opening to the Lift Stop. Examine the red crystal to turn it blue. This causes the lift nearby to travel up instead of down. To rise to the level above, examine the crystal near the door.



Examine the red crystal to release some MP balls and a **Mythril**, then ride the lift back down to the Waterway. The other lift takes you back to the Dungeon, so go there now (with Goofy and Donald in your party) and use the blue Trinity Mark to get a **Mega-Ether**, a **Mega-Potion**, and a **Cottage**. Return to the Lift Stop and ride back up to the entrance.

Head left past the directional switch, and go through the opening to the Castle Gates area. Defeat the enemies there, but don't fall from the platform. When the coast is clear, head around the corner and activate the red, shimmering crystal. This causes a platform to move overhead, which you can use to reach the orange pipe platform with a chest floating above. Use Gravira to lower the chest to release **Dalmatians** 94, 95, and 96.

Ride the moving platform to its furthest point over the abyss, then glide to the other moving platform in the area. This platform's path takes you very close to the top of a column, where you can hop off to get a **Holy-G**.



The moving platform also takes you to a chest on a floating column. Open the chest to get an **Orichalcum**. Ride the



moving platforms back to the area near the orange pipe platform, and examine the crystal near the edge to ride up to a higher level.

THE GREAT CREST

Head across the ledge and examine the red, shimmering crystal near the platform. After the group hops on, the platform begins to move. Turn around so you can see the building passing by. The platform will stop and a group of Wizards will appear. Defeat them to make a new crystal appear on the platform. Examine it to get things rolling again.

When the tram drops the party off on the opposite side, use the blue Trinity Mark to get two **Cottages**, a **Megalixir**, and some MP balls. The chest contains a **Dispel-G**. Head down the side stairs and into the building.



Use the blue crystal to ride the lift to the platform directly above. Head through the doorway to a new section of the Great Crest area. Outside, head to the left and open a chest to get an **Orichalcum**. Examine the crystal on the other side of the platform to ride up to another level.





Some more powerful enemies appear here. After defeating them, use Gravira to lower the chest near the wall to find a **Thundaga Ring**. There is also a red crystal on the platform, but don't examine it just yet.

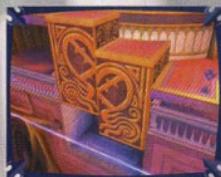
There is a doorway partially hidden under the two massive blocks in the center of the area. To reach the doorway, return to the point where the lift dropped you off and jump from the edge. Glide toward the center, dropping a little bit as you soar.



Through the doorway is a small platform inside the Lift Stop area. Use Gravity magic to lower a chest containing a **Float-G**. As the party leaves the area, glide from the platform to the far left, so that you return to the level below. This makes it easier to return to the High Tower platform where you started.

Use the red, glimmering crystal on the balcony to lower half of the huge block. Go through the doorway near the landing to the Lift Stop.

Defeat some more enemies and go across the platform to the opposite doorway.



THE HIGH TOWER

Defeat the enemies that appear on the High Tower platform, then use Gravira to lower the chest to release **Dalmatians** 97, 98, and 99. Examine the red crystal to lower the other half of the massive block. Hop across the blocks and use the yellow crystal to raise the second block back up. Now ascend to the higher level and fight off some Wizards and Darkballs. Open the chest to get a **Megalixir**. The crystal here triggers a different path for the platform that appeared in the secret room in the library. Use a Gravity spell on the chest and open it for a **Thundaga-G**.



SEASON OF THE WITCH

Run back down the oversized blocks, head around the corner into the Lift Stop, and cross into the Castle Chapel. It's time for another boss fight!



AURORA

Aurora won the love of three good fairies and a dashing young prince. However, her beauty ignited the hatred and jealousy of the evil sorceress, Maleficent. Aurora is one of the seven princesses required to open the final Keyhole.

BOSS

МАЛЬВИСЕНТ

HP 900

EXP 6000

Maleficent's platform is also a target with its own HP meter. As she begins to float over the area, jump and strike the platform from below until you deplete its short HP meter. To save some time, cast Gravity on the platform to make it come down. Without the ability to float, Maleficent is vulnerable to attack!

Maleficent is vulnerable to attack!



Ignore the enemies Maleficent summons and jump on the platform to attack. Be advised that she will cast Dark Meteor and knock you away with her staff. You can avoid damage from these



attacks by running from her platform. Try casting Fira spells against her. If you run out of MP, help Donald and Goofy destroy the Defenders she summons, as they will release lots of MP balls and rare items.

For overcoming Maleficent, you receive **Ansem's Report 5** and Donald learns the **Cheer** ability.



PREPARE FOR A VALIANT STRUGGLE!

Make sure you save your game at the save point, because the next battle could be one of the toughest yet.





DRAGON

Sacrificing her human form to the powers of darkness, Maleficent becomes a huge, fire-breathing black dragon. The Dragon thrives on destruction and chaos, and its intense strength and stamina enable it to attack repeatedly and stomp the life from its foes.



BOSS DRAGON

HP 1200 EXP 6000

The dragon unleashes destruction upon the area directly in front of it, so avoid standing there. Jump and glide to the beast's rear legs, and jump onto its back. Run along the length of the dragon to the base of its neck, and use the Strike Raid ability when its head reaches your level. It's critical to chain combos during the Strike Raid. Watch your attack menu and use the "Raid" command at the moment it lights up. Do this several times successfully, and the final "Judgment" combo command will appear.

This string of attacks will completely deplete your MP, so use an Ether or Megalixir (depending on your party's condition) and do it again. When the dragon has just a little health remaining, it will probably shake Sora off its back. It's very difficult to remount the dragon, so stand a few steps under the creature and perform Ars Arcanum. If the dragon moves, or if you run out of MP, run under its head and chain physical combos to its nose until the battle ends. For winning this conflict, you receive the **Fireglow**.

This is probably the most strategy-heavy battle in the game.

Place the Beast in your party instead of Goofy, load everyone with items, and fill Sora's item slots with Megalixirs and Ethers.

In the magic shortcut, insert Aerora and Cura. From the Abilities menu, equip Sora with Strike Raid and Ars Arcanum, even if you have to remove treasure-gathering abilities and lesser skills. Now take a deep breath and walk into the black hole that Maleficent left behind.



SOURCE OF DARKNESS EVERLASTING

As you go back through the black hole, a new corridor is revealed in the Chapel. You'll need certain abilities to get through the next one-on-one confrontation. They include:

- Guard
- Counterattack
- Ars Arcanum



Unequip the Dodge Roll ability to better defend yourself. The magic shortcut should feature Cura. Your upcoming foe is so swift that he will hardly allow you the time to cast anything else, and attack magic bounces right off him. Save your game, then follow the new path near the save point.



In the upper regions of the Lift Stop area, you will encounter some weak Shadow enemies. Ignore them and instead continue into the Grand Hall. Enter the doors and move forward to initiate the boss fight.

BOSS BIKU II

HP 900

EXP 8500

Like Captain Hook, this opponent is deft of blade. Easier than the Dragon? A little, but not by much.



Press the **○** button to use the Guard ability to deflect his attacks. The Counterattack ability enables you to recover quickly and deliver a whole series of attacks before he can counter or evade. The Olympia key chain will significantly aid in this strategy. When you need to cast Cura, glide away to make some space.



Riku has two other attacks to watch for. One resembles the Strike Raid, in which he flings his weapon at you. Although it's wiser to dodge this attack, if you can strike the spinning weapon at the moment it's going to hit you, then you can knock it back at Riku and damage him. When Riku powers up, he launches a whole series of attacks, shooting back and forth across the zone. When this occurs, it's best to jump high into the air and glide around until Riku settles down.

If you can knock Riku off balance, select the Arcanum command (which appears at close range) and let him have it! Show Riku that he still doesn't hold a candle to you, and the Ragnarok ability is all yours.





Conserve Your Energy

There is something very important to mention about the Riku II boss fight. If you use the Ars Arcanum ability often, you will quickly deplete Riku's health. However, this will also drain your MP. Riku becomes faster and more powerful as his life bar diminishes, and he will afford you fewer instances in which to use an Elixir or other item to recover HP or MP. This could easily cost you the battle. Make sure you conserve MP to cast Cura and Aero, and use Ars Arcanum only if you have an overabundance of MP, or if Riku is close to defeat.



Restock Often!

From this point forward, return to Traverse Town and restock your characters' item slots whenever possible. Stock up on Hi-Potions and Ethers, and buy better weapons and accessories for Goofy and Donald.



HEARTLESS, BUT NOT DANGEROUS



After the boss fight, you control a Shadow Heartless for a while. Head back out to the High Tower area and drop to the Great Crest. Drop off a balcony to the Castle Gates below, then go inside and return to the Entrance Hall. Walk up to your party to shift control back to Sora.

A BRIEF RESPITE

Following the events at Hollow Bastion, you automatically return to Traverse Town. Talk to Cid behind the Item Workshop, then go to the Secret Waterway at the back of the Alleyway and head toward Kairi. Based on her clue, walk toward the sun mural on the cave wall to receive a **Navia-Gummi**. Head back toward Kairi to receive the **Oathkeeper** key chain. Use the white Trinity Mark behind Kairi to get an **Orichalcum**.



Utilize the platform up the stairs at the back of the Secret Waterway to enter Merlin's house. Speak to the Fairy Godmother to have her convert the Fireglow into the **Mushu** summon, then try it out in Merlin's furniture battle arena! Return to the First District and speak to Cid. Sounds like crazy things are happening back at Hollow Bastion.

RETURN TO HOLLOW BASTION

Exit to the world map, where a new warp hole has appeared near Traverse Town. This takes you directly to the opposite side of the Navigation Map, near Hollow Bastion. Also note that the Battle LV's of many of the worlds have doubled, and the types of Heartless in each location have expanded. Head to the new warp hole to reenter Hollow Bastion.





Continue to the top of the Rising Falls area, and use the white Trinity Mark in the pool on the large floating rock to get a **Firaga-G**. Turn around and glide back toward the save point. Look for a new bubble floating just under the hovering rock platform. This bubble leads to an underwater cave and a chest with a **Defense Up**.



GUARDIAN OF THE DARKEST DEPTHS

Return to the Castle Chapel, and talk to the five princesses standing around the room. Enter the Grand Hall once more and locate some new items. Open the chest to the left of the main platform for a **Flare-G**. The chest near the high, glowing window holds the **Oblivion** key chain. The chest tucked away in the corner, on the ledge of the machinery, contains **Dalmatians** **61**, **62**, and **63**. Use a Cottage to recover (if needed) and load up your characters' slots with items. Then enter the oscillating Dark Depths through the giant Keyhole.



BOSS BEHEMOTH

HP 1350

EXP 16,000

Lock on to the Behemoth's horn, then glide around behind it and jump onto its back. Make your way along its back to the center horn and attack it with **Ars Arcanum**, then chain subsequent combos to the first blow. The Behemoth's attacks, powerful but infrequent, have a short range. You receive an **Omega Arts** for winning this battle.





FINAL DESTINATION

Following the Behemoth's demise, Sora seals Hollow Bastion's Keyhole. In addition, the princesses upgrade your Fire magic to Firaga. Use the save point to return to your gummi ship. The final point on the Navigation Map is now open.

Chip and Dale announce that the Hades Cup tournament is now open at the Olympus Coliseum. Unless you're around level 60, don't bother showing up. There is also a strange set of question marks in Phil's options. Select this mystery option to challenge a powerful new opponent.

Unique monsters have appeared on various worlds. More on these unexplained sightings is described in the "Hidden Bosses" chapter.

All of these fantastic events can mean only one thing: *Kingdom Hearts* is drawing to its final conclusion, which means things are about to heat up!

Return to the library in Hollow Bastion. On the first floor, Aerith is standing near a bookcase near the stairway. Speak to her to receive **Ansem's Reports 2, 4, 6, and 10**. Speak to her two more times to upgrade your healing magic to

Curaga. As you head upstairs, the Beast and Belle reunite. Talk to Belle afterwards to receive the **Divine Rose** key chain.



BELLE

Belle is a village girl who became the Beast's true love. She sees beyond the hideous visage with which he has been cursed, realizing he has a good heart. Belle is one of seven princesses needed to unlock a doorway to unnatural powers.

COLISEUM TOURNAMENTS

Once Sora, Donald, and Goofy manage to subdue the rampaging Cerberus and obtain an official Hero License from Phil, new tournaments will open at the Olympus Coliseum at various times throughout the game. Winning tournaments is a great way to acquire new spells, powerful weapons, experience, and items. The prestige of being the Coliseum champ isn't bad either!



STARTING A TOURNAMENT

Chip and Dale occasionally announce new tournaments as you're departing from a world in your gummi ship. When this occurs, return to the Olympus Coliseum and speak to Phil in the Lobby. He will present you with a list of all the available tournaments.

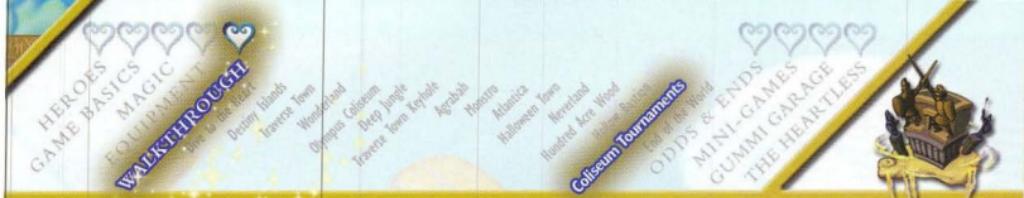
OPENING MORE OPTIONS PER TOURNAMENT

On your first try, you must enter each tournament with Donald and Goofy. If you manage to defeat all the opponents and achieve first place, the trophy for that tournament is displayed in the Lobby.

After winning a tournament as a team, you can fight through it again with only Sora. You can win more valuable items this way, but make sure Sora's stats are high if you choose to go at it alone!

After you complete a tournament as a team and with Sora alone, you can enter it again as a time trial. If you set a record, try to beat it! Awards are given for clearing a tournament before time runs out. After time trial, a fourth option appears that enables you to choose specific fights.





RANKINGS AND ROSTERS

The rosters for each available tournament are posted near the front gates of the Coliseum. Sora's ranking in the ladder is displayed, and you can even view a list of each enemy team's members to see exactly what you're up against.



When the time trial for a tournament becomes available, your best times are recorded in Jiminy's Journal.

RULES OF ENGAGEMENT

During a tournament, you're confined to the ring with your opponents. You can defeat enemies to gain EXP and levels, but they won't drop HP balls, MP balls, or munny. They don't drop any items, either! You can, however, obtain items by defeating bosses, which sometimes appear in tournaments.

You can't summon during a tournament, so that option won't be selectable. You must rely on the items stocked for each character prior to the tournament, your MP, and the sum of your abilities and skills.

FORFEITING A TOURNAMENT

While fighting any enemy group, including tournament bosses, press the START button to pause the game. The options listed in the pause menu will allow you to Restart or Quit. The first option returns you to the initial round of the tournament. The Quit option takes you back to the Lobby. In both cases, you lose any items used in the fight.

Item Consumption

Items that are consumed during a tournament are permanently removed from your inventory. If you lose a tournament, you don't get to continue, so you don't get your Potions and Ethers back. If you fail a major tournament, you'll probably need to revisit Traverse Town and restock.



PHIL CUP

When Does It Open?

This tournament opens after the party seals Traverse Town.



It is about as easy as they come. This tournament becomes available after you seal Traverse Town's Keyhole. Defeat all nine sets of enemies to obtain the Gravity spell or a Gravity spell upgrade. Complete the tournament with Sora alone to receive a **Mythril Shard**. Complete the Phil Cup time trial in under three minutes to receive an **AP Up**.



PEGASUS CUP

When Does It Open?

This tournament opens after completing Monstro.



The difficulty increases as you encounter tougher enemy sets. The Pegasus Cup tournament also includes the troublesome Black Fungus and an extremely difficult boss team duo! Your team effort is rewarded when Sora learns the extremely useful **Strike Raid** ability. If Sora wins the challenge alone, the prize is a **Mythril**. Complete the Pegasus Cup time trial in under three minutes to receive a **Defense Up**.



PEGASUS CUP LADDER

Seed

Seed	Team	Enemies
9	Jungle Vice	Powerwild (x4), Soldier (x3)
8	Monkey & Magic	Powerwild (x1), Green Requiem (x2), Red Nocturne (x2), Yellow Opera (x5)
7	Big Feet	Hammerlegs (x1), Powerwild (x4)
6	Magic Alert	Red Nocturne (x5), Yellow Opera (x5)
5	Nightwalkers	Large Body (x1), Powerwild (x5)
4	Hard Hitters	Gauntlets (x1), Blue Rhapsody (x3), Shadow (x4)
3	Indomitable	Large Body (x2), Green Requiem (x6)
2	Wild Corps	Gauntlets (x1), Hammerlegs (x1), Powerwild (x4)
1	Shadow Battalion	Armored Torso (x1), Yellow Opera (x4), Blue Rhapsody (x4)

PHIL CUP LADDER

Seed	Team	Enemies
9	Jungle Vice	Powerwild (x4), Soldier (x3)
8	Monkey & Magic	Powerwild (x1), Green Requiem (x2), Red Nocturne (x2), Yellow Opera (x5)
7	Big Feet	Hammerlegs (x1), Powerwild (x4)
6	Magic Alert	Red Nocturne (x5), Yellow Opera (x5)
5	Nightwalkers	Large Body (x1), Powerwild (x5)
4	Hard Hitters	Gauntlets (x1), Blue Rhapsody (x3), Shadow (x4)
3	Indomitable	Large Body (x2), Green Requiem (x6)
2	Wild Corps	Gauntlets (x1), Hammerlegs (x1), Powerwild (x4)
1	Shadow Battalion	Armored Torso (x1), Yellow Opera (x4), Blue Rhapsody (x4)

The fourth seed is Cloud, who you must defeat once again.

The battle is much the same as the preliminaries, except now he's learned how to glide. Defeat Cloud to win the **Metal Chocobo** key chain for Sora's weapon. You also earn 500 EXP for defeating him.

HERCULES CUP LADDER

Seed	Team	Enemies
9	Dusk Vanguard	Gargoyle (x5), Shadow (x3)
8	Minions of Horror	Wight Knight (x4), Air Pirate (x1), Barrel Spider (x2)
7	Buccaneers	Battleship (x1), Pirate (x4)
6	Stray Phantom	Gargoyle (x4), Wight Knight (x3)
5	Mad Truffle	Rare Truffle (x1)
4	Cloud	Cloud
3	Dark Squadron	Wight Knight (x1), Gargoyle (x2), Pirate (x2), Air Pirate (x2)
2	Flying Pirates	Battleship (x2), Pirate (x2), Air Pirate (x1)
1	Hercules	Hercules

BOSS HERCULES

HP 450

EXP 700

The good-natured Hercules isn't really out to demolish you... But that doesn't mean he's going to let you win easily!



When Hercules is glowing yellow in color, he's invulnerable. When he stops to admire his muscles, pick up a barrel and toss it at him. The impact of the barrel removes the yellow glow, thus making him vulnerable for a short period of time. The trick is to throw the barrel at very close range, so that you can follow up with a combo of attacks as he recovers.



Once Hercules is back on his feet, run! His counterattacks are devastating. Use the Glide ability to float around the arena to avoid his ground attacks and when he charges like a bull. Notice that when Hercules finishes his spinning tornado attack, he gets disoriented and may be open to attack if he isn't glowing. Dodge him until he starts to stagger, then use this opportunity to score several more hits.



When he's not glowing during these attacks, you can end his rage by counterattacking at just the right moment. However, it's very risky to stand in front of a stampeding hero. It's safer to wait until he starts to glow and admire his own strength once again. Then you can start the entire strategy over again.



Win Them All!

If you win the Pegasus, Phil, and Hercules Cups (in any order), you receive the **Olympia** key chain.



HADES CUP

When Does It Open?

This tournament opens after the party seals Hollow Bastion.

Note: You must have opened all previous tournaments.



The Hades Cup tournament includes a dizzying 49 sets of opponents, many of which are bosses! Luckily, you've encountered most of them before. The truly difficult challenges are Hades and the Rock Titan. Until you face Cloud and Leon, all of the enemies should be a breeze. Before you undertake this challenge, make sure all of your characters' levels are around 60.

This tournament is different from all the others in that once you defeat certain bosses, you can reenter the Hades Cup without having to fight them again. Certain items are gained for defeating the bosses in this tournament, too. Defeat Yuffie to obtain a **Genji Shield** for Goofy. Eliminate the Behemoth to upgrade your Blizzard spell. Subdue Cerberus one more time to get a Thunder spell upgrade. If you can match sword strokes with both Leon and Cloud, you'll receive the **Lionheart** key chain for Sora.



Once you defeat the Rock Titan, Sora can go through the tournament alone to win Donald's **Save The Queen** staff. If you can run the time trial for the Hades Cup in under 20 minutes, you'll receive Goofy's **Save the King** shield.

HADES CUP LADDER

Seed	Team	Enemies
49	Shadow Brothers	Soldier (x3), Shadow (x7)
48	Wild Dance	Wight Knight (x3), Powerwild (x4)
47	Terrible Feet	Hammerlegs (x1), Pirate (x4), Shadow (x2)
46	Dirty Claws	Powerwild (x1), Pot Spider (x8)
45	Mad Truffle	Rare Truffle (x1)
44	Yuffie	Yuffie
43	Outlaws	Bandit (x3), Pirate (x4)
42	Dark Garrison	Defender (x1), Wight Knight (x3), Soldier (x2)
41	Bad Union	Bandit (x1), Powerwild (x2), Large Body (x1), Fat Bandit (x1), Soldier (x1)
40	Behemoth	Behemoth
39	Red Legion	Search Ghost (x1), Red Nocturne (x8)
38	Blue Legion	Blue Rhapsody (x7), Gargoyle (x2)
37	Sorcerous Armor	Guard Armor (x1), Blue Rhapsody (x2), Red Nocturne (x2)
36	Mad Fungus	Black Fungus (x1), Green Requiem (x4)
35	Spiders & Magic	Red Nocturne (x3), Yellow Opera (x3), Pot Spider (x2)
34	Optical Trick	Stealth Sneak (x1), Blue Rhapsody (x2), Green Requiem (x4)
33	Magic Force	Wizard (x1), Red Nocturne (x2), Yellow Opera (x4), Blue Rhapsody (x2)
32	Shadow Summoners	Wizard (x3), Shadow (x6)
31	Mystic Mages	Angel Star (x1), Wizard (x4)
30	Cerberus	Cerberus
29	Sky Raiders	Air Soldier (x4), Air Pirate (x3)
28	Spookies	Search Ghost (x6)
27	Terrible Fists	Gauntlets (x1), Gargoyle (x5)
26	Shadow Storm	Shadow (x2)
25	Avengers	Bandit (x1), Wight Knight (x1), Pirate (x1), Soldier (x1), Powerwild (x1)
24	Dark Knights	Opposite Armor (x1), Darkball (x6)
23	Black Flap	Gargoyle (x2), Air Soldier (x3), Air Pirate (x2)
22	Night Soarers	Wyvern (x3), Search Ghost (x2), Wight Knight (x2)
21	Air Corsairs	Battleship (x1), Wyvern (x2), Darkball (x4)



HADES CUP LADDER

Seed	Team	Enemies
20	Cloud & Leon	Cloud, Leon
19	The Large Tri	Large Body (x3), Wight Knight (x2)
18	Blaze Bandits	Fat Bandit (x3), Red Nocturne (x4)
17	False Angels	Angel Star (x2), Wyvern (x2), Large Body (x2)
16	Dark Storm	Darkball (x2)
15	Air Brigade	Wyvern (x1), Air Pirate (x1), Air Soldier (x1), Gargoyle (x1), Search Ghost (x1)
14	Violent Bunch	Fat Bandit (x2), Invisible (x1), Wizard (x2)
13	Heavy Warriors	Fat Bandit (x2), Defender (x1), Large Body (x2)
12	Interceptors	Defender (x3)
11	Elder Force	Invisible (x3), Angel Star (x2)

HADES CUP LADDER

Seed	Team	Enemies
10	Hades	Hades
9	Night Rave	Shadow (x5), Darkball (x3), Invisible (x1)
8	The Requiem	Red Nocturne (x2), Blue Rhapsody (x2), Yellow Opera (x2), Wizard (x2), Angel Star (x1)
7	Invisible Fear	Stealth Sneak (x1), Invisible (x3)
6	Mad Mushroom	White Mushroom (x3)
5	Black Storm	Shadow (x2), Darkball (x7)
4	Twin Mirage	Stealth Sneak (x2)
3	Shadow Troopers	Wyvern (x2), Wizard (x2), Defender (x2)
2	Final Battalion	Darkball (x2), Angel Star (x2), Invisible (x2)
1	Rock Titan	Rock Titan

BOSS HADES

HP 800

EXP 3000

Hades can reduce a character's HP to zero with just a few regular hits. Cast Curaga when needed, and don't worry too much about keeping Donald and Goofy healthy.



Basically, you must bait Hades into attacking to find his weak spot and exploit it. Run straight at him until he begins to emit fire, then Dodge Roll to avoid the flames. Hades is vulnerable only when attempting to attack, so launch a few combos at his unprotected flank while he's busy. If Hades turns and you can't avoid the fire, Blizzard magic will swiftly end his attack.



His extended flame thrower attack is much more difficult to handle. You can use the Glide ability to minimize the damage, but you'll take damage as soon as you touch the ground. The best way to avoid this attack is to determine where he is throwing his weight as he prepares the attack, because he'll spin in the opposite direction. You can also avoid damage by running just ahead of the flames, using occasional Dodge Rolls.



Hades is invulnerable while he spins, but when he stops and begins moving again, you can inflict damage even if he's red. When you finally overcome the lord of the underworld, your Gravity magic is upgraded and you receive **Ansem's Report 8**.





BOSS ROCK TITAN

HP 2100 EXP 4000

Use the target lock feature to lock on to one big foot and attack it with combos, Ars Arcanum, Graviga, and anything else in your arsenal. When the Rock Titan falls on its back, use the Superglide ability to float to its head region and attack one of its heads from the far side. The heads will swipe and swing, so Dodge Roll and jump to avoid damage.

Although the creature is easy to attack, don't underestimate its power. The shock waves from a single foot-stomp can deplete more than half of Sora's HP. Curaga and Aeroga are the magic spells of choice in this battle. The ultimate prize of the Coliseum is the **Trinity Limit** ability.

PLATINUM MATCH

After sealing the Keyhole at Hollow Bastion, a mystery match appears in Phil's list of options. This is the Platinum Match, and you must defeat only one opponent to win. This enemy is quite possibly the most malignant and powerful villain that Squaresoft has ever created. Sephiroth has returned!



BOSS

SEPHIROTH

HP 1800

EXP 18,000

Fight Sephiroth alone in the Coliseum and defeat him so that you can claim to have bested the **SOLDIER** commander!

It is recommended that the player be at a very high level entering this fight (possibly level 70 and up; he's hard to defeat even at level 100). Make sure you equip Sora with Elixirs in all of his item slots. You *must* have the Second Chance ability equipped, too.

When the fight begins, jump away from Sephiroth and cast Aeroga. Sephiroth starts off with three different attacks. He walks around slowly and quickly swings his sword. When Sephiroth receives too much damage, he teleports behind you and strikes. When this occurs, immediately jump to avoid it. He will occasionally emit a pillar of flame. If you get caught in it, use the Ars Arcanum ability to inflict damage while you're invincible. You can also perform the Strike Raid combo from a safe distance to inflict damage. Because Sephiroth teleports a lot, use the lock on feature to track him.

After you deplete his purple HP bar and begin depleting his pink HP bar, he will leap away and taunt you. Now he has another attack. After taunting you, he teleports away and casts a spell (you'll hear him say "Sin Harvest"). It's important to lock on to him and use the Superglide ability so you can strike to stop the devastating spell. If you don't arrive in time, the spell will deplete all of your HP and MP, as well as Aeroga. Try to Superglide away and use an Elixir, because he will attempt to finish you off. At this point, it becomes more difficult to hit him because he runs and lunges a lot. After depleting the pink HP bar and about half of the orange bar, he will jump away and then execute a flying flurry of attacks. It's hard to avoid these attacks, so use Ars Arcanum or Sonic Blade to stem the tide.

When he reaches his yellow bar, he teleports repeatedly. This indicates that he's going for his ultimate attack. Heal yourself and cast Aeroga. You can't hurt him right now, so try to dodge the meteors. For the rest of the fight, he will attack with dark orbs of energy and a spinning aerial attack. Avoid the orbs and use Ars Arcanum or Sonic Blade when he lands.

GOLD MATCH

Win the Hades Cup and Phil offers a new mystery challenge. If you thought the Rock Titan was aggravating, try taking on its horrifying cousin!

The best way to inflict damage on him is to block the small shards of ice back at him. Never cast Aero because these shards will turn big and impossible to deflect. Eventually he'll be stunned and kneel over, so jump to his head and attack. He'll eventually do an attack that will freeze you and do lots of damage. It's easier to avoid this attack on the steps. Continue dodging his multiple attacks and deflecting the shards.





END OF THE WORLD

ENEMIES

Shadow (Occasional)	Angel Star (Frequent)
Darkball (Frequent)	Behemoth (Rare)
Invisible (Frequent)	Chernabog (Boss)

Ansem (Boss)
Darkside (Boss)

ITEMS

Power Up (x2)	Three Stars	White Fang	Haste-G
Defense Up (x2)	Dark Ring	Ray of Light	Euna-G
Megalixir (x5)	Brave Warrior	AP Up	Ultima-G
Omega Arts	Hicit's Horn	Holy Circle	Thundara-G
Angel Bangle	Inferno Band	Raven's Claw	

OBJECTIVES



Enter the Gate to the Dark.



Defeat another Behemoth.



Glide to the bottom of the Giant Crevasse.



Win copies of all your rare accessories.



Examine a machine of darkness.



Descend through the maelstrom.

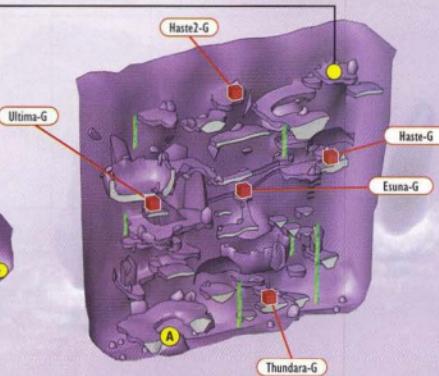
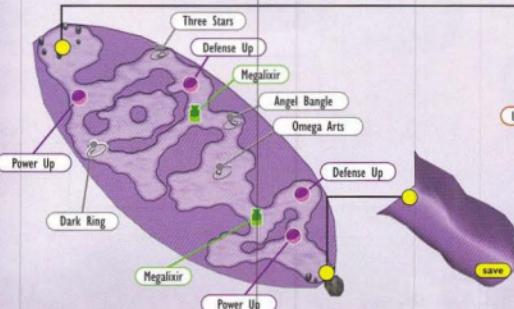


Defeat enemies until the Heartless seal is broken.

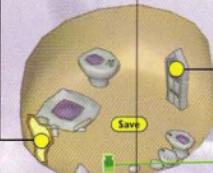
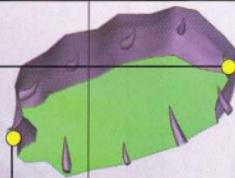
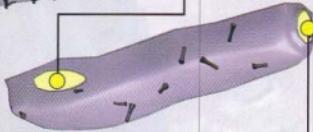
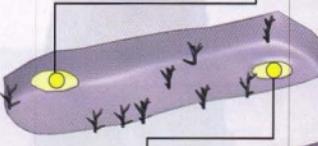
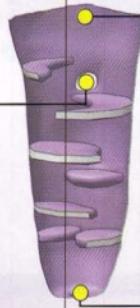
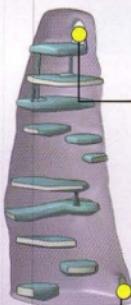
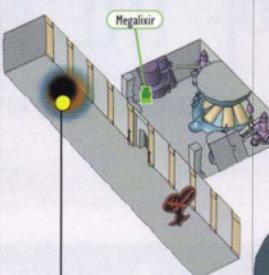


Open the door.

END OF THE WORLD MAPS



To Atlantica To Agrabah
To Halloween Town To Deep Jungle
To Neverland To Coliseum
To Hundred Acre Wood To Wonderland
To Traverse Town





HEART OF DARKNESS

Fly the gummi ship into the lair of the evil Heartless. The End of the World is a cataclysm in progress, and is full of the most dangerous and devastating enemies in the entire game. It's almost like fighting minor bosses, so prepare yourself. However, if your characters are all around level 55 and you have defeated Hercules at the Coliseum, then you're ready.



DEUEL DIMENSIONS

Proceed forward until a large black ball drops onto the heroes. Fighting the Invisible enemies is much like taking on previous aerial creatures, only they're much more resilient. If one turns smoky and starts to circle around Sora, use Dodge Roll to escape. After defeating the enemies, head toward the chest. Open it to get a **Power Up**.



The clear surface is solid, so don't worry about falling through it. Head to the next islet on the right, and avoid the falling orbs to prevent additional encounters. To navigate through the area, run in the direction that each island is pointing toward. When you open the green chest on the right side, you



must fight another group of Invisibles. Moments later, you'll return to the void area and obtain the **Defense Up** from the chest.

By now you should understand how to navigate through this area and know what to expect. From the Defense Up chest, head straight across the area to a green chest containing a **Megalixir**. From there, continue straight up toward the glowing rocks to reach a red chest.



Defeat the Behemoth that pops out of the red chest to make it drop lots of munny and MP balls. When you return to the purple void, you receive an **Omega Arts**.



Move from chest to chest, fighting any enemies that appear, and collect the following items: an **Angel Bangle**, a **Megalixir**, a **Defense Up**, a **Three Stars** accessory, a **Dark Ring**, and a **Power Up**.



When you're ready, head toward the six stones surrounding a spectral light. You must defeat yet another Behemoth to continue.

GARDEN OF GUMMI

There aren't many enemies in this area, so carefully glide from chest to chest down through the outcroppings. If you fall to the bottom of the gorge, use the webbing to climb back up, or use small ledges.



Glide from the entrance to the crystal-covered platform, grab the edge, and climb on. The blue chest on this platform contains a **Haste2-G**. Go back toward the entrance and drop down a few platforms to a blue chest containing a **Haste-G**. From there, jump across the gap and run down the slope to an **Esuna-G**.

To get an **Ultima-G**, look for a wide "basket" area high up in the crevasse, then drop inside and fight Invisibles and Darkballs. After you defeat them, a rock disappears, allowing access to the chest below.



To get a **Thundara-G**, you must drop into another basket lower down in the crevasse, and defeat a set of Angel Stars. Once they are finished off, a hole opens in the ground. The chest is on the platform below. Use the save point on a bank near the bottom of the crevasse and drop into the glowing crater.



INTERSECTION OF WORLDS

This is the place where the Heartless enter all the worlds. Touch the blue light on the far side to teleport to the next crater. A purple shaft of light blasts upward from the ground. Note that if the world is sealed, the pillar will be purple. If the world isn't sealed, the pillar will be blue.



Walk into the central area to find a closed-off version of the Third District of Traverse Town. Defeat several groups of Heartless enemies, then open the chest to get a **Brave**



Warrior. Head through the doors to return to the crater, and head toward the blue light.



In this crater, walk into the central column of light to arrive in the Rabbit Hole of Wonderland. Defeat the enemies there and extract an

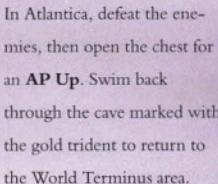
Ifrit's Horn from the red chest. To return to the crater, head through the door you would normally use to enter the Bizarre Room.

The next pillar of light takes you to the Coliseum Gates. Defeat the Heartless there and look behind the back foot of the right statue to find an **Inferno Band**. Then proceed through the exit to return to the

The next column of light transports you to the Deep Jungle, where you must defeat the native Heartless to get a **White Fang**. When you're ready, exit as if you were heading toward the campsite.

The column of light in the next crater sends you to Agrabah, where you must fight through all three main sections of the city. The chest on the highest level of the

Palace Gates area contains a **Ray of Light**. When you're finished, return to the town's exit.



The Halloween Town battle takes place on Oogie's roulette wheel, without all the gruesome theatrical attacks. Open the chest to get a **Holy Circlet**.

The next pillar of light takes you to Neverland. Jump through the newly opened hatch on the left. Proceed through the unfamiliar rooms, defeating Pirate enemies as you go. A **Raven's Claw** is in a chest near a fireplace. Exit the area by heading toward the location of the save point.



The final crater is distinguished by a green column of light. This special portal sends you to an area of the Hundred Acre Wood. Open the chest for a **Megalixir**, and save your game at the save point. Note that you can board the gummi ship from here. If your supplies are running low, return to Traverse Town to restock.





Leave the Hundred Acre Wood, walk through the blue light, and enter the red flame in the next crater. Defeat all the enemies in the corridor with the large Heartless insignia to open the doors on the side wall. You must examine the machine in the diabolical lab to learn more, but this also summons enemies. Don't forget the **Megalixir** in the nearby chest.



Jump back through the burning hole in the corridor from which you entered. It's highly recommended that you return to the last crater, reenter the Hundred Acre Wood, and save your game. Double-check that all your characters have full item slots, including a few Megalixirs. Customize Sora's magic shortcut with Firaga, Aeroga, and Curaga. Return to the last crater and jump into the blue vortex pit in the center.



BOSS CHEBBNABBOG

HP 1500

EXP 15,000



This creature is reminiscent of another floating foe, so use a similar strategy. Cast Aeroga on Sora, lock on to the head, and fly in for an attack.



Watch Chernabog's movements. When it's about to perform a Firaga Breath attack, it will rear backward. When it's about to cause the mountain to erupt, it will hunch forward. You can avoid the Firaga Breath attack by getting behind the head and attacking from the side where the fire-breathing starts. He will breathe from left to right or right to left, but not both ways. Quickly attack the head, and watch out for the eruption attack because it's unavoidable at close range.

When Chernabog has its green HP meter, it creates energy balls that zero in on you. If you use the Aeroga spell, then the balls will bounce right off you. Keep attacking the boss's face from the side or behind, and avoid the eruption attack. Chernabog concedes the shared ability **Superglide** upon defeat.



FROZEN IN DESTRUCTION

Press the **•** button to descend into the volcanic crater. Fly through the portal at the top of the area. With the party back on its feet, refill everyone's item slots and use a Cottage. Drop from ledge to ledge to the bottom and enter another shimmering portal. Both paths lead to a room in which the destruction of a world seems to be stopped in motion. Move forward and drop through the portal in the floor. Continue through the areas that depict greater and greater destruction until you jump through a floating portal. There, you're forced to fight another Behemoth.



After you dismantle the Behemoth, a portion of the Heartless crest in the corner of the room breaks off. Defeat



even more Heartless enemies to break off more pieces, until the whole emblem erodes. Enter the doorway.



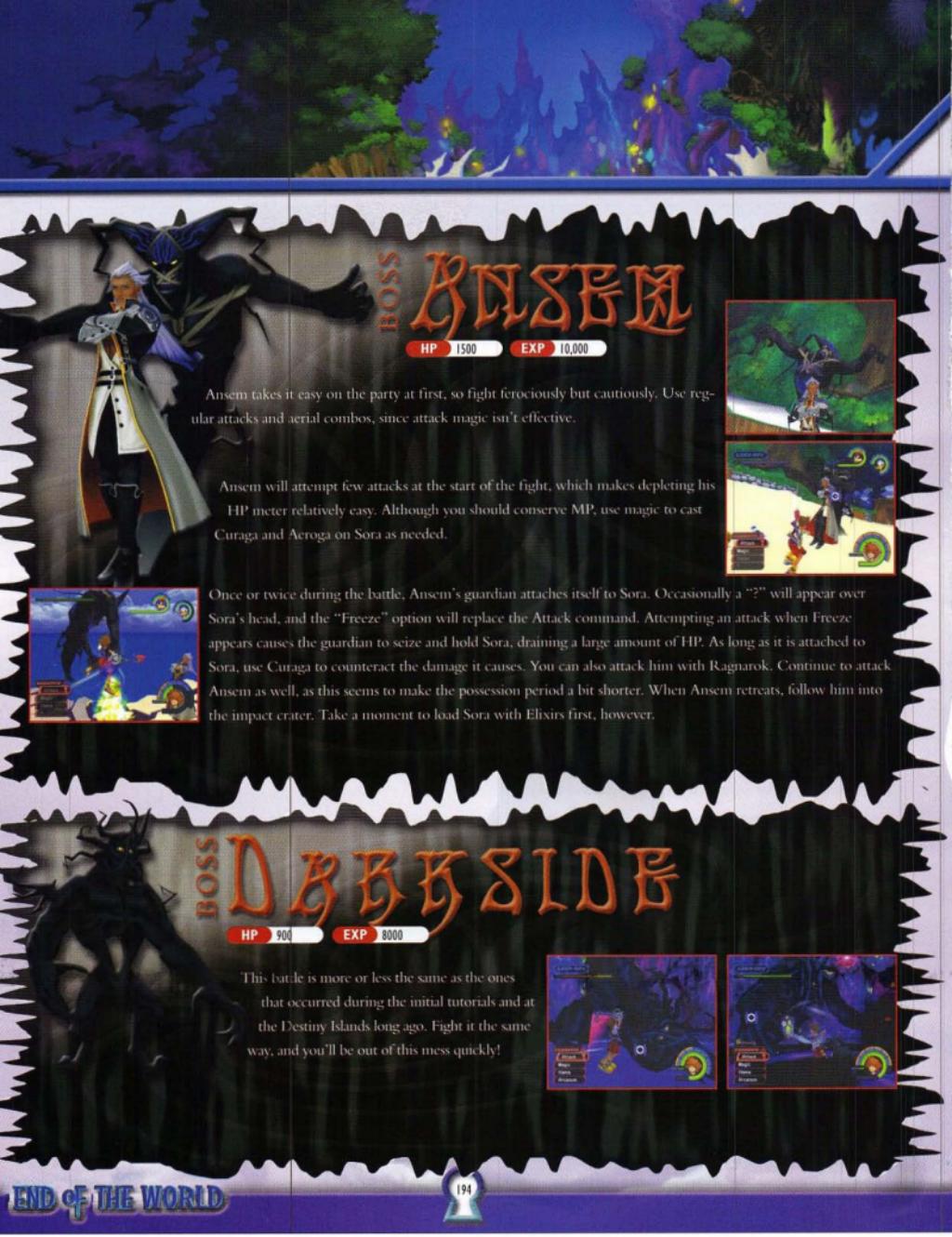
FINAL REST

The final boss fights are ahead! Open the blue chest for a **Megalixir**, and restock all your characters with items, even if you have to revisit Traverse Town to do so. Use the save point on the floor. Just ahead is a very familiar-looking door. Examine it twice to enter. This is your date with destiny...



...and the Destiny Islands, apparently. After going through the door, you end up right back where you started this adventure. Try to enter the secret place, where Sora saw the door for the last time before the Destiny Islands' end. Riku appears near the seashore. Move toward him.





BOSS Ansem

HP 1500 EXP 10,000

Ansem takes it easy on the party at first, so fight ferociously but cautiously. Use regular attacks and aerial combos, since attack magic isn't effective.



Ansem will attempt few attacks at the start of the fight, which makes depleting his HP meter relatively easy. Although you should conserve MP, use magic to cast Curaga and Aeroga on Sora as needed.



Once or twice during the battle, Ansem's guardian attaches itself to Sora. Occasionally, a "?" will appear over Sora's head, and the "Freeze" option will replace the Attack command. Attempting an attack when Freeze appears causes the guardian to seize and hold Sora, draining a large amount of HP. As long as it is attached to Sora, use Curaga to counteract the damage it causes. You can also attack him with Ragnarok. Continue to attack Ansem as well, as this seems to make the possession period a bit shorter. When Ansem retreats, follow him into the impact crater. Take a moment to load Sora with Elixirs first, however.

BOSS DABBYSIDE

HP 900 EXP 8000

This battle is more or less the same as the ones that occurred during the initial tutorials and at the Destiny Islands long ago. Fight it the same way, and you'll be out of this mess quickly!





BOSS

Ansem II

HP 1200

EXP 20,000

This battle begins like the first one, the only difference being that Donald and Goofy have been excluded! Without their help, remember to use magic to protect and heal Sora.



Ansem also debuts a few new attacks to eliminate the Keyblade master. Almost immediately, he will zip back and forth across the area, similar to Riku's attack style. This inflicts heavy damage if it connects. Try using High Jump and Superglide to avoid it. You can even use Aeroga to reflect the attack, which makes him stop flying at you.



When Ansem says he'll show you his power and starts to glow, the guardian shadow will separate from him and chase Sora with pools of dark magic. You can avoid damage from this by continuously using Sora's Dodge Roll ability. If Sora rolls successfully when the dark energy explodes upward, he will take no damage.



Ansem will send his guardian to attach itself to Sora much more often this time. If you try to attack when the Freeze option appears, Ansem and his guardian will double-team you for major damage. You can't attempt regular attacks on Ansem while the guardian is attached to Sora, as he will deflect normal attacks with a force field. To counterattack, use Ragnarok to pierce Ansem's force field. If he doesn't slip away from your assault, this is the best way to damage him while the guardian is attached to you.



With a healthy supply of Elixirs, you can survive this fight. Each time Ansem commands his guardian to return to him, unleash some Keyblade combos in his face. When Ansem's HP meter dwindles down to the bottom of the green line, finish him off!



BOSS WORLD OF CHAOS

HP 1500

EXP 20,000

A ship is lost at sea without its captain, so east Aeroga, lock on to Ansem, and fly at him. This battle is very similar to the bouts with Ursula and Chernabog, because you can fly around and behind the enemy to inflict blows from various angles. This time, however, Sora is alone.



Ansem's halberd attacks are powerful, but he swings the weapon infrequently. The laser beams that emanate from Ansem are the most dangerous part of this battle. When you see them, fly away and move up and down to avoid the lasers. When they're gone, lock on to Ansem again.



BOSS ROOM CORE

HP 30

EXP 0

Sora is encased in a black room full of Shadows. In this dark environment, you can't see anything! Use the target lock feature to go after one enemy at a time. Each Shadow will explode into lots of HP balls, so don't worry about your HP meter.



When you defeat the last Shadow, a sinewy strand appears in the center of the room. Leap up and attack this Room Core with a combo to free yourself from the black zone.





BOSS

BBETILLBEBY

SMALL

HP 120 EXP 90

LARGE

HP 240 EXP 240

Rows of artillery will be growing from the World of Chaos. Fly toward the massive guardian and destroy all of them. Again, there should be little need to heal yourself, since the middle guns release MP balls and the side ones release HP balls. The guardian at the back of the ship will use massive, non-damaging claw swipes to blow you away.



BOSS

BOOBL GOBE II

HP 30

EXP 0

When all the Artillery are eliminated, a sinister portal emerges in their place. Fly into it to rescue Goofy.



This is similar to your last battle in a black room, except the invisible enemies are Darkballs and they drop MP balls when defeated. Also, Goofy helps out this time. Since MP is bountiful in this fight, use Curaga to heal Sora as needed. After destroying the last Darkball enemy, strike the glowing Room Core in the center of the room to free Sora and Goofy from this black prison.



BOSS PAGE

HP 1200 EXP 3000

We hope you managed to gather a lot of MP balls during the last skirmish, because you're going to need them. The Face isn't difficult to defeat. Cast Aeroga on Sora and glide up to the monstrous visage. Unleash chain combos at the Face, and closely watch your HP gauge.



BOOM COBE III

HP ??? EXP ???



The defeated Face opens to reveal another glimmering portal of darkness. Fly inside to help Donald escape.

You'll certainly have your work cut out for you here, because the enemies are all airborne Invisibles! This blind assault is made a bit easier by having your full party back together. Lock on to the enemies and let them have it with physical attacks. Defeat all of them, then attack the red Room Core to exit.





BOSS

BLAINE GOBE

HP

300

EXP

0



The heart of the beast is now vulnerable. First, fly underneath the creature and destroy any of the Artillery on the lower wings. This greatly reduces the damage you suffer above. Now fly toward the center of the creature, cast Aeroga on Sora, and attack the tentacle Artillery.

When you reach the center, deplete the bulbous Main Core of its HP. It has little HP and no self-defense, so this should be easy. This battle becomes more difficult if you fail to eliminate most of the nearby tentacle Artillery first.



ANSEM REVIVES!

With the Main Core destroyed, Ansem's seal is broken to allow him one last chance at redemption. You've fought him before, and this time you only need to watch out for one or two new attacks. Protect Sora with Aeroga, and show Ansem exactly what that Keyblade was made for!

With Ansem finally defeated, you have successfully completed *Kingdom Hearts!* Before you load up your last save to finish all those mini-games and side quests, watch the credits carefully for some amazing reunions! There's a cute epilogue, too.

SPECIAL BONUS FEATURETTE

To see a special movie, beat the game after achieving the following:

- Find all 99 Dalmatians.
- Win the Hades Cup.
- Seal the Keyhole to every world, including Hundred Acre Wood and Olympus Coliseum.

EXTRA ITEMS IN EVERY WORLD

During your first trip to every world, you will probably notice areas and items that seem to be just out of reach. This chapter contains a brief rundown of all the items that you can obtain after learning all the required abilities.

For a complete list of items you can obtain with all the various Trinity abilities, refer to the "Trinity Locations" chapter.

TRAVERSE TOWN

SECOND DISTRICT

After the Guard Armor boss is defeated, a ladder near the Gizmo Shop becomes accessible. When you climb the ladder to the roof, you'll find a chest near the bell location. The chest contains a **Mythril Shard**.



ITEM WORKSHOP

Return here after you've locked Agrabah and obtained the Green Trinity ability. Use the green Trinity Mark inside the Accessory Shop to open the Item Workshop. Speak to the moogles inside the shop to synthesize items. The two chests inside the shop contain a **Mythril Shard** and **Dalmatians 7, 8, and 9**. On one wall of the Item Workshop is a piece of paper that turns out to be a **Postcard** on closer examination.



MERLIN'S STUDY

When you have obtained all of the first level spells, speak to Merlin at his house to obtain the **Spellbinder** key chain. Bring to Merlin all of the spell Arts items awarded by White Mushrooms, and he will give you Goofy's **Dream Shield**. Obtain all of the third level or "—ga" spells, then speak to Merlin again to receive Donald's **Dream Rod**.



GEPPETTO'S HOUSE

After the party completes the Monstro stage, return to Traverse Town and find a new house with Geppetto's name on it in the First District. Speak to Geppetto to obtain new gummi ship blueprints based on the types of gummi blocks you currently have in your possession. Open the box inside Geppetto's workshop to obtain Sora's **Wishing Star** key chain. Move to the corner near the shelves and examine the tiny pot to find a **Postcard**.





Enter Geppetto's House at least 30 times. After 30 visits, speak to Pinocchio, and he may offer the rare **Chocobo** blueprint. If you've entered the house 30 times already, you may have to go in and out and speak to Pinocchio a few more times.

WONDERLAND

RABBIT HOLE

After the party destroys the crank tower in Wonderland, return to the Rabbit Hole and fight some enemies. A chime will sound and a chest will appear. Open the chest for a **Mega-Potion**. Return to Wonderland after the party locks Hollow Bastion, and defeat the new types of enemies that appear in the Rabbit Hole. Again, a chime will

sound when the Heartless are vanquished, and you'll obtain a **Megalixir**.



LOTUS FOREST

Return to Wonderland with the Thunder spell at your disposal. Enter the Lotus Forest and head toward the lily pads on the left that you previously raised. Jump inside the enclosed area and cast

Thunder on the flowers to reveal a chest containing a **Shell-G**.



MYSTICAL HOUSE

Return to Traverse Town after obtaining the Glide ability in Neverland, and float across the water behind Merlin's house to a small rock at the back of the area. Open the chest to release **Dalmatians 1, 2, and 3**. Use the target lock feature to keep the chest in view as you float towards it.



LOTUS FOREST

On the Bizarre Room wall where you lit a lamp and caused an empty frame to become painted, go through the frame to the small area with the flowers. Cast Thunder magic on any of the flowers to reveal a chest containing a **Thundara-G**. Use the white Trinity Mark in the same area to obtain Sora's **Lady Luck** key chain.

LOTUS FOREST

After you obtain the Glide ability, return to Wonderland and glide across the top of Lotus Forest to the chest you haven't been able to reach. Collect the **Orichalcum** inside, and go through the nearby exit into the Tea Party Garden area.



TEA PARTY GARDEN

Enter the area by the gliding route mentioned in the previous paragraph. Inside one chest is an **Aeroga-G**, while the other contains **Dalmatians 19, 20, and 21**. Glide from the gummy block location to a chest on top of the corner ledge. Open the chest for a **Mythril**.

DEEP JUNGLE

TREE HOUSE

After you obtain the Glide ability, return to the Tree House and head toward the deck. From where the barrel normally rests, glide over to the boat suspended over the trees to find a chest with a **Mythril** inside.



Go inside the Tree House and hop up the broken stairs to the mid-level. Run around the second deck level to a location just above the barrel, and glide behind the Tree House to a new platform and a ladder. Climb the ladder to the roof and open a red chest to find a **Protera Chain**.



TREETOP

The green Trinity Mark in the Treetop area is somewhat difficult to see. Slightly tilt the left analog stick so that Sora walks slowly around the center area, and stop as soon as the Trinity command appears. Use of the Trinity here will relinquish a **Mythril Shard**.

OLYMPUS COLISEUM



COLISEUM GATES

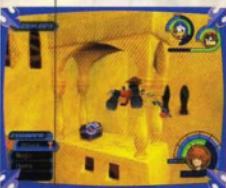
Douse each of the flaming braziers using Blizzaga magic to make a treasure chest appear. Open it for a **Firaga-G**. When you receive the Blizzaga upgrade, repeat this process to gain a **Holy-G**. Don't forget to return to the Olympus Coliseum to use the green and white Trinity Marks in the Coliseum Gates area.



AGRABAH

MAIN STREET

Glide from the platform in the upper corner of the area, and soar all the way across the top of the area to the platform across from Aladdin's house. Open the blue chest for a **Mythril**.



PALACE GATES

Return to the Palace Gates section of Agrabah and use the High Jump ability to reach a chest containing an **Aeroga-G**. Glide over to a blue chest on a high column to release **Dalmatians 46, 47, and 48**.





ENTRANCE

At the Entrance inside the Cave of Wonders, locate the chest on a pedestal over the chasm. This one is pretty much unreachable without the shared ability Glide. Float from the raised platform to reach the chest and release **Dalmatians 49, 50, and 51**.



HIDDEN ROOM

Use the monkey statue in the Silent Chamber to reveal a doorway in the upper part of the area, which is unreachable until the High Jump ability is obtained. You can also reach the doorway's ledge by using the yellow Trinity Mark in the hall above to drop a pillar into this room. The doorway leads into the upper portion of the Hidden Room right next door. Touch the monkey's crystal to open the double doors below, revealing two chests. The chests contain a **Thundara-G** and a **Meteor-G**.



ATLANTICA



URSULA'S LAIR

In the room in which you fought Ursula, Flotsam and Jetsam, locate a round, spiked sea urchin. Use the target lock feature on it and cast Fire a few times to open a nearby clam. A treasure chest will appear on the ground below the clam. Open the chest for a **Mythril**.



HALLOWEEN TOWN

GUILLOTINE SQUARE

Return to Halloween Town after you obtain the shared ability Glide. In Guillotine Square, head toward two big, glowing jack-o'-lanterns on the wall to the left. Use the High Jump ability on the wall to the right to grab onto the ledge. Open the chest on the ledge to get a **Power Up**. Now glide off the platform and into the gray pumpkin's mouth. There are two chests in the mouth. One contains **Dalmatians 70, 71, and 72**, while the other contains **Elixir**.



CEMETERY

There's a second door in the Moonlight Hill area that previously wouldn't open. It leads into the hidden Cemetery area, where a green chest contains **Dalmatians 64, 65, and 66**. Other chests in the same area contain a **Thunder-G**, a **Dispel-G** and an **Esuna-G**.



NEVERLAND



CLOCK TOWER

Return to the clock tower after sealing the Neverland Keyhole. Every game hour, a small white light will shine above a door on one of the four sides of the tower. Fly to that door to obtain an item. Every game hour after that, a light will appear above another door and you can collect another item. Wait for lights to appear until you collect all 12 items. Keep track of the elapsed game time by entering the main menu occasionally. If an hour elapses and a light does not appear over one of the doors, leave Neverland and reenter at the Clock Tower save point to activate it.

As you open each door and obtain each item, a white light appears over the corresponding hour on the clock face directly below the save point. This tracks the items collected. You should obtain these items after sealing the Neverland Keyhole but before sealing the Hollow Bastion Keyhole. If you don't do so, the Phantom takes up residence here, and you won't get the items until you defeat it.

- 1:00 Orichalcum
- 2:00 Power Up
- 3:00 Mythril Shard
- 4:00 Power Up
- 5:00 AP Up
- 6:00 Mythril
- 7:00 AP Up
- 8:00 Defense Up
- 9:00 Orichalcum
- 10:00 Defense Up
- 11:00 Mythril Shard
- 12:00 Megalixir

TRINITY LOCATIONS

When Sora, Donald, and Goofy are in the party at the same time, they can unleash the potential of special colored markings located in many worlds. As you progress through the game and lock different worlds, you are rewarded by receiving the ability to use these Trinity Marks. For example, after defeating the Guard Armor, you gain the ability to use blue Trinity Marks. Use them to reveal treasures and hidden areas.

BLUE TRINITY

World	Location	Item/Event
Traverse Town	First District, near tables	Postcard
	First District, near the town's exit	Munny
	Third District, ramp behind fountain	Munny, Camping Set
	Mystical House, near the save point	Munny, Mega-Ether
Wonderland	Lotus Forest	Ether, Potion, Tent, MP
	Lotus Forest	Camping Set, MP
Deep Jungle	Camp	Dalmatians 34,35,36
	Climbing Trees	Dalmatians 31,32,33
Olympus Coliseum	Coliseum Gates	Dalmatians 22,23,24
	Coliseum Gates	Mythril Shard
Agrabah	Bazaar	Munny, Mega-Ether
	Cave of Wonders, Silent Chamber	Thunder-G
Monstro	Mouth	Munny, Potion (x2), Cottage
	Throat	Munny, Mythril Shard
	Chamber 5	Munny, Cottage
Hollow Bastion	Dungeon	Mega-Ether, Mega-Potion, Cottage, HP
	Great Crest	Cottage (x2), Megalixir, MP

RED TRINITY

World	Location	Item/Event
Traverse Town	First District, alley where Sora woke up	Opens access
	Alleyway, entrance to Secret Waterway	Opens access
	Second District, roof of Gizmo Shop	Access to bell
Agrabah	Cave of Wonders, Treasure Room	Munny, Mythril Shard
Halloween Town	Oogie's Manor	Mythril Shard
Hollow Bastion	Entrance Hall	Emblem Piece



GREEN TRINITY

World	Location	Item/Event
Olympus Coliseum	Coliseum Gates	Mythril
Traverse Town	Accessory Shop	Access to Item Workshop
Agrabah	Storage Room	Power Up
Neverland	Ship's Cabin	Access to Captain's Cabin
Hollow Bastion	Library (2F)	Reach book on shelf
Wonderland	Rabbit Hole, near save point	Elixir
	Bizarre Room, in the fireplace	Mythril Shard
Monstro	Mouth, on top of Geppetto's ship	Mythril Shard
Deep Jungle	Treetop (difficult to see)	Mythril Shard, HP

YELLOW TRINITY

World	Location	Item/Event
Olympus Coliseum	Coliseum Lobby	Keyhole
Traverse Town	Mystical House, behind house	Power Up
Neverland	Ship's Hold	Dispel-G, Orichalcum, Aero upgrade
Agrabah	Cave of Wonders, Hall	Pillar drops

WHITE TRINITY

World	Location	Item/Event
Wonderland	Lotus Forest, through portrait	Lady Luck
Deep Jungle	Cavern of Hearts	Orichalcum
Olympus Coliseum	Coliseum Gates	Violetta
Traverse Town	Secret Waterway	Orichalcum
Agrabah	Cave of Wonders, Entrance	Comet-G
Monstro	Chamber 6	Thundaga-G
Atlantica	Triton's Palace	Orichalcum
Halloween Town	Moonlight Hill	Comet-G
Neverland	Pirate Ship, on the deck	Meteor-G
Hollow Bastion	Rising Falls	Firaga-G

SECRETS

Although many of these secrets are mentioned in other places in the guide, this section summarizes some of the extra things you can do in *Kingdom Hearts*.

OPTIONAL BOSS BATTLES

After you seal the Hollow Bastion Keyhole, some optional boss fights become available. They are:

- Sephiroth** from *Final Fantasy VII*. You can fight him one-on-one in the Platinum Match at the Olympus Coliseum.
- Kurt Zisa**. Return to Aladdin's house and speak with the magic carpet.
- The Phantom**. While in the ship's cabin in Neverland, place Peter Pan in your party and speak to Tinker Bell to engage the clock tower Phantom.
- The Ice Titan**. Win the Hades Cup tournament to fight the Ice Titan in the Gold Match at the Olympus Coliseum.

Refer to the "Coliseum Tournaments" section of the walkthrough for boss strategies on Sephiroth and the Ice Titan. For the Phantom and Kurt Zisa, please refer to the "Hidden Bosses" chapter.

SECRET MOVIE FEATURETTE

To view a secret movie featurette, you must accomplish certain tasks before finishing the game. First, win the Hades Cup at the Olympus Coliseum. You must also release all 99 Dalmatians. Finally, seal all the worlds' Keyholes, including that of the Hundred Acre Wood.

EXPERT MODE BONUSES

After you complete Expert Mode, your overall game statistics are displayed. In addition, a different piece of art is displayed on the "The End" screen. A third background illustration is displayed when you complete Expert Mode and gain access to the secret movie featurette.

MERLIN'S GIFTS

After you've obtained all of the first-level spells, speak to Merlin at his house to obtain the **Spellbinder** key chain. Bring Merlin all the spell Arts items awarded by White Mushrooms, and he will give you Goofy's **Dream Shield**. Obtain all of the third-level spells, then speak to Merlin again to receive Donald's **Dream Rod**.

FAIRY GODMOTHER'S GIFT

After acquiring all of the summoned characters, speak to the Fairy Godmother again to receive Donald's **Lord Fortune** weapon.

SORA'S CHEER ABILITY

Complete the mini-games at the Hundred Acre Wood and achieve the goals listed below. Then speak to Owl at Pooh's house to gain Sora's Cheer ability.

- Pooh's Hunny Hunt: more than 100 licks
- Block Tigger: more than 150 points
- Pooh's Swing: more than 40 yards
- Tigger's Giant Pot: complete within 30 seconds
- Pooh's Muddy Path: find all friends in less than five minutes

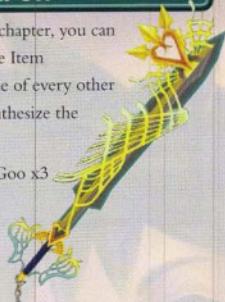
RARE DROP ITEMS

The only way to obtain certain items in the game is to cause certain enemies to drop them. Equip the Lucky Strike ability on each party member to boost the chance of getting rare items. You can obtain Goofy's **Defender** shield only from the Defender enemies. Also, only a Wizard can drop Donald's **Wizard's Relic** staff.

SORA'S ULTIMA WEAPON

As mentioned in the "Synthesis" chapter, you can forge Sora's Ultima Weapon at the Item Workshop after you synthesize one of every other item. The materials needed to synthesize the weapon are:

- Lucid Gem x5
- Power Gem x5
- Thunder Gem x5
- Mystery Goo x3
- Gale x3



MUSHROOM TROPHIES

Keeping a Rare Truffle aloft is extremely difficult. If you can hit one into the air 50 times in a row, it will drop the **Shiitake Rank**. Knock a Rare Truffle into the air 100 times in a row to receive the **Matsutake Rank**. To make the process a little easier, try casting Aero, Aerora, or Aeroga.

The Black Fungus will occasionally drop the **Mystery Mold**. To increase the odds of obtaining this item, equip the Lucky Strike ability on all of your party members. The Mystery Mold is like the Pretty Stone; it isn't used in synthesis and can only be sold. The sale value is a whopping 9,999 munny!



99 DALMATIANS

Why isn't this chapter called "101 Dalmatians"? Because you already know where the parents are, you just need to find the puppies!

	1, 2, 3	Traverse Town, island across from the Mystical House. Need Mermaid Kick and Glide abilities.
	4, 5, 6	Traverse Town, Alleyway. Use red Trinity Mark.
	7, 8, 9	Traverse Town, Item Workshop. Use green Trinity Mark.
	10, 11, 12	Traverse Town, Secret Waterway. Use red Trinity Mark.
	13, 14, 15	Wonderland, Queen's Castle.
	16, 17, 18	Wonderland, Lotus Forest.
	19, 20, 21	Wonderland, Tea Party Garden. Need High Jump and Glide abilities.
	22, 23, 24	Coliseum, Gates, near the statue on the right. Use blue Trinity Mark.
	25, 26, 27	Deep Jungle, Hippos' Lagoon.
	28, 29, 30	Deep Jungle, Vines 2.
	31, 32, 33	Deep Jungle, Climbing Trees. Use blue Trinity Mark.
	34, 35, 36	Deep Jungle, Camp. Use blue Trinity Mark.
	37, 38, 39	Agrabah, Aladdin's House.
	40, 41, 42	Halloween Town, Bridge.
	43, 44, 45	Neverland, Clock Tower.
	46, 47, 48	Agrabah, Palace Gates.
	49, 50, 51	Agrabah, Cave of Wonders, Entrance. Need High Jump and Glide abilities.

	52, 53, 54	Agrahab, Treasure Room.
	55, 56, 57	Monstro, Chamber 3.
	58, 59, 60	Wonderland, Queen's Castle.
	61, 62, 63	Hollow Bastion, Grand Hall (second trip to Hollow Bastion).
	64, 65, 66	Halloween Town, Cemetery (hidden until after defeating Oogie Boogie).
	67, 68, 69	Halloween Town, Guillotine Square, below Jack's house.
	70, 71, 72	Halloween Town, Guillotine Square, gray pumpkin. Need Glide ability.
	73, 74, 75	Monstro, Mouth, after water recedes.
	76, 77, 78	Monstro, Chamber 3.
	79, 80, 81	Monstro, Chamber 5.
	82, 83, 84	Neverland, Ship's Hold. After Captain Hook, fly to beam.
	85, 86, 87	Neverland, Ship's Hold. Use yellow Trinity Mark.
	88, 89, 90	Neverland, Captain's Cabin. Use green Trinity Mark.
	91, 92, 93	Hollow Bastion, Rising Falls.
	94, 95, 96	Hollow Bastion, Castle Gates. Use Gravity on floating chest.
	97, 98, 99	Hollow Bastion, High Tower. Use Gravity on floating chest.

DALMATIAN RESCUE REWARDS

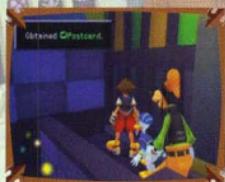
# of Puppies	Gifts
12 puppies	Curaga-G
21 puppies	Firaga-G
30 puppies	Thundera-G
43 puppies	Mythril Shard
51 puppies	Torn Page, Mythril
60 puppies	Megalixir
72 puppies	Orichalcum
81 puppies	Ultima-G
90 puppies	Ribbon
99 puppies	Full gummi set, Aero spell upgrade

POSTCARDS

There are 10 Postcards located in Traverse Town. You can find six of them very early in the game. In fact, you can find them during your first visit there! You'll need to revisit Traverse Town later in the game to get the rest of them. By the time Geppetto's House appears in Traverse Town, you should be able to find them all.

- 1 Attack the fan in the Item Shop.
- 2 On the roof of the Accessory Shop.
- 3 On the awning in front of the "Boots and Shoes" store in the Second District.
- 4 Use the blue Trinity Mark near the Item Shop in the First District.
- 5 After meeting Leon, open the blue safe in the First District, behind the Accessory Shop.
- 6 & 7 Cast Thunder on the exposed wires in the Third District. In the Gizmo Shop, step on the three buttons scattered across the top section of the room. Then examine the clock near the middle of the Gizmo Shop to get two Postcards.
- 8 After defeating the Guard Armor, climb the ladder outside the Gizmo Shop to the top of the Second District. Jump from roof to roof, and hop through the upper entrance to reach the Third District. Use the target lock feature to find a Postcard in the corner.
- 9 Use the green Trinity Mark inside the Accessory Shop, then check the piece of paper on the wall inside the Item Workshop.
- 10 Check the small pot on the shelf in the corner of Geppetto's House.

You can mail the Postcards by using the mailbox to the right of the steps in the First District. You receive an item for each Postcard sent (see following table).



POSTCARD ITEMS

Send Postcard	Item
1	Cottage
2	Mythril Shard
3	Mega-Potion
4	Mega-Ether
5	Mythril
6	Elixir
7	Megalixir
8	Orichalcum
9	Defense Up
10	Power Up



MUSHROOMS

If there is truly a "secret" in Kingdom Hearts, there is no doubt that it revolves around the mushrooms that occasionally appear in different locations on separate worlds. This chapter reveals what to do each time you encounter these funny little creatures.

Whether you meet White Mushrooms, Black Fungus or Rare Truffles, your chance to interact with them is timed. If you wait too long to act or do nothing at all, every mushroom will eventually disappear. The amount of time you have depends on the area in which you encounter them, as well as the type of mushroom you stumble upon.

WHITE MUSHROOMS



White Mushrooms are harmless creatures that want to play a little game of charades. If you play the game right, they will reward you with valuable items.

The basic concept is to cast spells on the White Mushroom. The mushrooms' antics hint at the type you need to cast. When you cast the correct spell, a chime sounds and the mushroom claps its little hands. When you cast an incorrect spell, or if you use magic when the mushroom stops gesturing, then it will throw a fit and vanish.

The following table summarizes the gestures and the corresponding spells to cast:

Gesture	Spell
Shivers as if cold	Fire
Fans itself as if hot	Blizzard
Light appears overhead	Thunder
Falls on the ground	Cure
Spins in place	Aero
Steps moving completely	Stop
Fleats off the ground	Gravity

WHITE MUSHROOM ITEMS

Each mushroom will play charades with you three times. When you cast the correct spell three times in a row, the White Mushroom tosses MP balls and an item before it departs.

SPELL ARTS

If you cast the exact same spell on the White Mushroom three times, it will drop a spell Arts item (Fire Arts, Blizzard Arts, etc.). After collecting one of all seven of these items, take them to Merlin at the Magician's Study. In return, he rewards you with Goofy's **Dream Shield** weapon.

If you want to obtain the Arts, then wait until the mushroom requests a spell that you want to obtain the Arts item for. For example, say you correctly cast Fire on a White Mushroom in response to the freezing gesture, but the next hint requires you to cast Thunder. If this happens, be patient and wait. If the White Mushroom previously performed the gesture for Fire, it will very likely do it again. When you correctly cast Fire on the same White Mushroom three times, it will drop the Fire Arts item.

MYSTERY GOO

Even after you obtain all seven Arts items, there is still good reason to cast the same spell three times on a White Mushroom. These creatures will drop **Mystery Goo**, a valuable material used in synthesizing some of the best accessories in the game. Although the Mushroom will always give the Arts items for casting the same spell three times in a row, the odds of receiving Mystery Goo in this manner are a little slimmer. Still, you gotta do what you gotta do to forge that Ultima Weapon!



WHITE MUSHROOM TIPS

Use the target lock feature to lock onto one White Mushroom at a time. Spells like Thunder and Gravity will attack the other White Mushrooms in the immediate area. After obtaining the Arts items for those spells, avoid casting them anymore, even if the Mushroom gestures for it.

The other party members sometimes get in the way when you're trying to see a White Mushroom. If this occurs, summon Mushu or Bambi to make a character disappear.

Later in the game, you should be able to summon and still have enough MP left for spell casting.



The White Mushrooms in most locations won't perform all of the gestures. Each one will probably only perform three different moves at the most. To get the Cure Arts item, head for the White Mushrooms in the Deep Jungle: Camp area, or the ones at End of the World: Linked Worlds. To get Gravity Arts, visit the White Mushrooms in the Deep Jungle: Treehouse, or at End of the World: Linked Worlds. Also, the White Mushrooms at the End of the World location have been known to use the gesture for the Stop spell. Although White Mushrooms appear at the Hades Cup, the rules of the Tournament prevent them from dropping items.

WHITE MUSHROOM APPEARANCE LOCATIONS

- Traverse Town: Red Room (until Traverse Town's Battle LV changes)
- Deep Jungle: Camp
- Deep Jungle: Treehouse
- Halloween Town: Graveyard
- Olympus Coliseum: Hades Cup, 6th Seed
- End of the World: Linked Worlds
- Atlantica: Sunken Ship and Undersea Cave
- Agrabah: Treasure Room
- Wonderland: Lotus Forest

BLACK FUNGUS

Although White Mushrooms are friendly and helpful, the Black Fungus creatures are some of the trickiest and most difficult enemies to fight. They emit a poisonous gas cloud that causes lots of damage. When they turn a light gray color, they become invulnerable for a short period of time. However, they can still create the poisonous gas cloud while in this state. While in this state you can't damage them, so back away and wait for the creatures to return to their normal color before attacking.



On occasion, a defeated Black Fungus will drop an item called **Mystery Mold**. Only by encountering them often and equipping the Lucky Strike ability on all your characters will you have a chance to unlock the secret. If you kill a Black Fungus with a critical hit, the Black Fungus then has a 50% chance of dropping Mystery Mold. You can sell this item at a shop for a whopping 9,999 munny! Note that this item won't appear when fighting the Black Fungus creatures during the Pegasus Cup.

BLACK FUNGUS APPEARANCE LOCATIONS

- Agrabah: Bazaar
- Halloween Town: Moonlight Hill
- Olympus Coliseum: Pegasus Cup, 4th Seed
- Olympus Coliseum: Hades Cup, 36th Seed
- Hollow Bastion: Cell
- End of the World: Linked Worlds

If you defeat a Black Fungus with the final combo attack (Trinity Limit), there's a 30% chance that it will drop items. From this 30% chance, there is a 10% chance that it will drop the Mystery Mold.



RARE TRUFFLE

You can find these little blue creatures in some areas leaping all over the place. Their preference for heights should provide a major clue. They want you to help them stay aloft for as long as possible. If one hits the ground, the Truffle becomes angry and disappears. If your button-tapping skills are top-notch, however, they will shower you with **Mystery Goo**!



Before you go truffle hunting, remove Sora's Aerial Sweep ability. When a Rare Truffle lands on the ground, strike it to knock it into the air. As it rises, tap the **□** button to jump, then quickly tap the **○** button to attack. Don't press either button hard, or Sora will strike harder than necessary and your fall will also be harder. Tap both buttons at a medium pace, juggling the creature in the air. The idea is to knock the truffle almost straight up, while maintaining Sora's jumps and attacks so they don't knock the truffle across the room. It will take quite a bit of practice to learn this technique. Occasionally, the Truffle will drop an item as a result of a successful "juggle."

There's an effective strategy to use while in the Halloween Town: Bridge area. Cast Aeroga on Sora. This causes the truffle to bounce on top of the shield. Make sure you recast the spell after about 20 to 25 bounces.

When a truffle hits the ground, it will vanish. You can practice this technique by competing in the Hercules Cup at the Olympus Coliseum. If you cause a Rare Truffle to disappear during a tournament match, hit the START button and select the Restart option to start again.



The following table summarizes the rewards:

# of Times	Receive
10	Mystery Goo (40% chance), Elixir
50	Mystery Goo, Elixir, Shiitake Rank
100	Mystery Goo, Megalixir, Matsutake Rank

The Shiitake Rank and Matsutake Rank prove that you were able to knock a Rare Truffle into the air lots of times. You can even sell them for 100 munny (Shiitake Rank) or 500 munny (Matsutake Rank).

RARE TRUFFLES APPEARANCE LOCATIONS

- Halloween Town: Bridge
- Neverland: Ship's Deck
- Olympus Coliseum: Hercules Cup, 6th Seed
- Olympus Coliseum: Hades Cup, 46th Seed
- End of the World: Linked Worlds
- Monstro: Throat

MAKING CERTAIN MUSHROOM TYPES APPEAR

As noted earlier, you can find the different types of mushrooms in specific locations. Getting them to reappear in those locations, however, is somewhat tricky. To make any type of enemy appear in a room once you have cleared it, you must venture at least two areas away and then return. Also, if you enter a room and an enemy set appears, you must annihilate them all before a different enemy set appears. No mushroom type will ever appear if you just continue to enter and leave a room.

Certain mushroom types seem more likely to appear when you have entered a room only once since the last time you entered the world. Therefore, if you encounter mushrooms in a room and want to see them again to obtain more items, return to your gummi ship and immediately reenter the world.

Try this trick at the final save point in the game. Load your game at the Final Rest location and go into the previous room. Upon doing so, some type of Mushroom will appear the vast majority of the time. If you receive an item from one of the mushrooms, save your game, do a soft reset (press **□**, **△**, **□**, **△**, START, and SELECT simultaneously) and load your game again. You'll have the same chance of causing the mushrooms to appear again!



JUNGLE SLIDER

Upon entering the Deep Jungle, Sora joins Tarzan for a little tree-sliding action! Following the events in which the Deep Jungle Keyhole has been locked, sliding down tree branches becomes a fun little mini-game all its own.

Return to the Deep Jungle any time after locking the world, and revisit the Tunnel area. If you see a message pop up on-screen, slide down the trees to win some cool prizes.

Steer toward small fruits arranged in groups and individually along the path. If you can grab all 10 fruits on a course, then the next time you try Jungle Slider, a new course will be open. Grab all 20 fruits to open the next course of the game, and so on until you open all five Jungle Slider areas. If you miss one fruit, or if you take the wrong path, then you will land somewhere in the Deep Jungle below and you have to start over. Press the START button and choose the Restart option to avoid climbing back through the forests. After winning all the prizes, you can try to set a record time. Your top scores are recorded in the Journal.



COURSE #1, GREEN SERPENT



The first course is the same one you slid down earlier, except now there are 10 pieces of fruit to collect. Grab them all to receive an AP Up.

Continue down the tree for some distance, and when the path forks, stay to the left and head into a cave.

COURSE #2, SPLASH TUNNEL



Navigate through the cave, steering around dangerous stalagmites. The last piece of fruit is located on the right side, all by itself. Collect all 20 pieces of fruit in the first two courses to obtain an

Orichalcum. After sliding further down some distance, take the left path at the fork and slide back out of the caves.

COURSE #3, JADE SPIRAL



Collect the 10 pieces of fruit on this branch, plus the 20 from the previous two courses to win a **Megalixir.** Perhaps the trickiest part of this course is that you must take the right branch at the fork to reach the next course.

COURSE #4, PANIC FALL



Complete this hectic path and collect the final 10 pieces of fruit to complete the collection. The prize for 40 fruits is a **Defense Up.** When the tree branch splits, take the left fork.



COURSE #5, SHADOW CAVERN



The intense speed makes it difficult to see the fruit! Because of the curves, the last piece of fruit is exceptionally difficult to get. Complete this course and obtain all 50 fruits in one attempt to receive a **Power Up**.

Now you can compete against your best time. Remember that jumping causes a slight delay, so keep your feet firmly planted on the path as much as possible.

VINE SWINGING

After Sora meets Kerchak in the Deep Jungle, a small mini-game becomes available in the Vines and Vines 2 areas. There are no major prizes to obtain in this mini-game; it's really just something to play for enjoyment!

COURSE SELECTION

From the Hippos' Lagoon, climb the vine nearest the exit to the Camp area. Sora should auto-target the yellow flower located near the save point. Now move behind the flower so that the camera faces the vines. Examine the flower and when it blooms, accept a time trial challenge.

The courses are listed in order of ascending difficulty. In each one, the idea is to jump from vine to vine through both of the vines areas. The finish line is the tree branch near the entrance to the Climbing Trees area. The time trial ends upon your reaching this area. Your record times are recorded in the Mini-Games section of the Journal.



THE COURSES

The Jump Course resembles a set of regular vines in the jungle. On the other hand, the Trap Course has some slippery snakes! A "danger!" warning appears near the "Jump Next" option in the command menu. If you don't jump off a snake within two seconds, you'll plummet to the Hippos' Lagoon below, effectively ending the time trial. The Acrobat Course and the Expert Course have many more snakes, so practice on the normal Jump Course.



When you acquire the shared abilities Glide and Superglide, return here and try the Vine Jump mini-game again to dramatically improve your times. Note that sometimes Sora doesn't grab a vine with enough forward momentum to reach the next one. The aforementioned abilities enable you to skip a couple of vines if you get in trouble.





HIDDEN BOSSSES

Hidden bosses are for die-hard gamers only. Don't attempt to fight these insanely difficult creatures unless your characters' levels are in the 80s and you've completed all the other side quests and mini-games, including the Hades Cup tournament.

THE CLOCK TOWER PHANTOM

After Sora locks the Hollow Bastion Keyhole, an additional boss fight opens up at the Neverland clock tower. To find the boss, return to Neverland in the gummi ship and disembark at Ship: Cabin. Use the Party menu to insert Peter Pan into the mix, and speak to Tinker Bell in the corner of the room.

Prepare for this boss fight by filling Sora's item slots with Ethers and Elixirs, and perhaps a few Mega-Potions. Customize his magic shortcut with Fire, Blizzard, and Thunder magic. Your party should include Sora, Peter Pan, and Goofy equipped with the MP Gift ability.



BOSS PHANTOM

As soon as the battle begins, lock on to the clock hands on any side of the clock tower and cast Stop. If you don't, the Phantom will sentence one of your characters to oblivion. The clock tower will then count down the time until that character is knocked out. At that point, cast the Stop spell on the clock hands to delay Phantom's oblivion. When the spell wears off, immediately recast it. You can't wake up characters who get knocked out by this spell.

The apparition is invulnerable until you see a small orb glowing

underneath it. The color of the orb indicates its current weakness. A white orb signifies that you can harm the Phantom with physical attacks. When it's red, cast Fire, and when it's blue, cast Blizzard. When it glows yellow, cast Thunder.

Try to heal yourself with items only, and reserve your MP for the battle itself. Besides casting Stop on the clock hands, you should devote your MP to eliminating the Phantom. After Sora defeats the Phantom, the Stopra spell is upgraded to Stopga.



More Hidden Bosses!

After Hollow Bastion is sealed, a new match against a mystery opponent opens at the Coliseum. Additionally, if you manage to complete the grueling Hades Cup, another hidden boss emerges. For more information on these two hidden bosses, please refer to the "Coliseum Tournaments" section of the walkthrough.





MINI-GAMES

Hidden Bosses

THE AGRABAH WEAPON

After Hollow Bastion gets sealed, return to Agrabah in the gummi ship and disembark at Aladdin's House. The Carpet has returned and it seems very distressed. When you agree to ride it, the party is taken to the desert wastelands for an extreme showdown.

Prepare for this epic confrontation by loading all of Sora's item slots with Megalixirs. Synthesize them at Traverse Town if needed, but bring as many as possible. Customize Sora's magic shortcut with Thundaga, Aeroga, and Curaga.



BOSS

KUBB ZISA

HP 1500

EXP 20,000

At the start of the battle, quickly cast Aeroga on yourself. The creature is invulnerable for now, and it casts a spell to disable your magic. To restore your spell-casting abilities, destroy the two orbs it holds in two of its hands. This isn't easy, since the creature can leap from one end of the arena to the other. Don't let it get away, and use Superglide to chase after it. Also, avoid collisions when it leaps. When it pulls back its top two arms and begins to spin its blades, run away a bit or suffer the consequences!



After you destroy the orbs, the monster releases a bunch of HP balls. It then crashes to the ground and sits idle for a few moments. Chain attacks to its head, which bobs and weaves in every direction. After a brief period of time, the boss rises and commences its second form of attack.



Zisa erects a protective shield, and the HP meter displayed at this point is that of the barrier. Only magic spells can destroy the barrier. Use Superglide as needed to stay close to Zisa, because the shield will drop MP balls as you inflict damage to it. Replenish MP as needed, and blast Zisa's shield with shots of Thundaga. During this segment of the battle, Zisa attacks with small, airborne fireballs that explode in midair. He also creates tornadoes on every side of Sora, which quickly close in and cause major damage.



To avoid either attack, use the Dodge Roll ability, then cast Aeroga and fly at the barrier. Aeroga will weaken the force field a little bit with each impact.



With the barrier obliterated, Zisa collapses into the sand again. Use this opportunity to reduce its true HP meter some more. Use special attacks (such as Ragnarok) to inflict as much damage as possible in this short period. When the enemy rises once again, start over by destroying the hand orbs. The monster's pattern repeats indefinitely until you can defeat it.

Zisa is an extremely tough foe against average fighters, but high-level characters with lots of abilities shouldn't have a tough time. If the fight is too difficult, complete some mini-games and level up your characters in hot zones like the End of the World.

GUMMI GARAGE

Goofy and Donald arrive in Traverse Town in a fully customizable craft built entirely of colored blocks called gummis.

The gummi ship is used to navigate from world to world. The gummi ship that Goofy and Donald pilot is a basic model. It has flying and shooting capabilities, but that's about it. As you obtain new gummi blocks, you can customize your craft to fly faster, shoot with more power, and take less damage. You can also build new gummi ships from scratch or by using blueprints found in the game. This section tells you everything you need to know to become an expert gummi ship engineer!

NAVIGATIONAL MAP

To fly from one world to another, choose a destination on the navigational map and press the **•** button to confirm your course. Use the left analog stick to highlight different worlds and view some statistics. Each world's Battle LV indicates the difficulty posed by its Heartless inhabitants. When faced with unexplored worlds, it's generally wise to choose a destination that is just one Battle LV higher than the world from which you're departing.



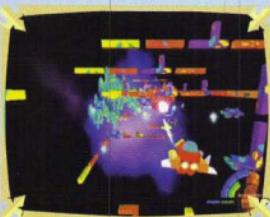
USING WEAPONS

Flying through deep space, you will encounter space junk and debris that become dangerous obstacles. You can blast some of the debris, such as colored cards and meteors, out of the way. However, the cannon on the first model is too weak to obliterate the debris quickly and safely. After you've obtained more gummi weapon blocks, attach them for greater destructive power or a wider spread of fire. Laser gummis provide auto-targeting.



CONTROLLING A GUMMI SHIP

After you choose a course, the gummi ship flies forward until it reaches its charted destination. During the flight, you maneuver the ship on-screen with the left analog stick. The controls for ascent and descent are inverted to simulate how real pilots navigate aircraft. Moving the left analog stick up causes the craft to descend, while moving it down causes the craft to rise. Move it left or right to swing from side to side.





Use the crosshairs to line up shots, and blast away. Press and hold the **•** button to fire a continuous stream of cannon fire. This should enable you to avoid collisions and destroy objects in front of you.



ENEMY FIGHTERS

Amid the space junk and moving obstacles you must fly through, the Heartless also lie in wait! Enemy ships will attack as you're making your way across the cosmos. Use your navigational skills and your ship's weaponry to evade or destroy any Heartless crafts.

As you travel further, the Heartless ships become larger and more devastating. Although the initial cannon is sufficient to eliminate lesser foes encountered in the early stages, you should eventually make use of stronger gummi blocks to build a stronger, faster gummi ship.

SPOILS OF SPACE

Destroyed obstacles leave behind items that replenish power, armor, and shields. Certain items replenish the capabilities of special gummi blocks attached to your ship, such as shields, special weapons, or boosters. Also note that enemy ships can leave behind gummi blocks and blueprints.



FLIGHT CONTROLS

Action	Control	Note
Maneuver	left analog stick	Attaching wing gummis improves flight responsiveness.
Cannon		Attach additional cannons to fire more shots simultaneously.
Laser		Fires lasers attached to the ship. Consumes the blue power meter.
Accelerate		An attached Haste-G or Haste2-G booster gummi increases speed momentarily.
Decelerate		Deceleration, helpful to pick up items left by Heartless ships and space debris.
Arm	right analog stick	With Drain-G or Osmose-G equipped, tilt the right analog stick to attract items within a wide radius around the ship. Consumes power meter.
Transform		Switches between two gummi ships equipped with a Transform-G. Consumes power meter.
"Target Lock" feature		Hold button to stabilize aim while moving ship around.

FLIGHT GAUGES

The indicators displayed in the bottom-right corner of the screen during flight specify everything you need to know about the ship's status. Adding gummi blocks with special capabilities to your gummi ship causes new gauges to appear.



ARMOR: The gummi ship's equivalent of HP, indicated by the green bar in the lower-right corner of the screen. Damage sustained in flight depletes armor. You can replenish armor by picking up special items left behind by destroyed meteors. If your ship's armor is reduced to zero, you return to the previous world and all gummis obtained during the flight are lost. Attaching gummi blocks with higher armor ratings to your gummi ship will extend the armor meter.

POWER: Power, indicated by the blue meter, is necessary to operate certain gummi ship features. Such features are acquired by adding certain gummi blocks to your ship. Power is consumed during flight through the use of special gummis such as the following:

- Special weapons
- Use of Drain-G or Osmose-G to attract items from a distance
- Switching gummi ships using the transform feature

SHIELD: The shield meter is only displayed when either a Shield-G or Shield2-G is attached to the ship. The shield can absorb several hits and collisions in place of the ship's armor. As enemy projectiles and debris strike the shield, the series of red squares in the lower-right corner of the screen will be depleted. When the shields are destroyed, damage will begin to reduce the armor meter.

CHARGE: This meter is only displayed when a Haste-G or Haste2-G is attached to the gummi ship. Press the \bullet button to accelerate for a short time. You may want to do this to avoid collisions with obstacles and enemy ships. You can only activate it when the meter is full. The meter drains while the turbo boosters are in use. After each use, the meter slowly refills.

REWARDS

After you've obliterated some enemy ships and obstacles, you'll see lots of items left behind. Pilot the gummi ship toward these treasures to pick them up. Decelerate (press the \bullet button) to slow down and collect them more easily.



GUMMI BLOCK: Diamond-like in appearance. Use them to construct and modify your gummi ships.



BLUEPRINT: There is a small chance that a Heartless ship will drop a blueprint. These blueprints can help you build and fly particular crafts. However, if you have a certain blueprint, it will no longer drop.



ARMOR: Recover from damage by grabbing these strangely shaped, greenish-blue objects.



POWER: Collect blue spheres decorated with stars to refill your ship's power.



SHIELD: The yellow objects will replenish your ship's shields.



SPECIAL: You can obtain yellow stars by destroying large asteroids. They will recharge *all* of your meters at once!



GUMMI GARAGE MANUAL

While on the Navigational Map, press the  button to enter the Gummi Garage. This menu enables you to build and customize gummi ships. The first time you enter the Gummi Garage, Chip and Dale will offer a very informative tutorial.

After the tutorial, use the Help option from the main menu. Read all the topics concerning gummi blocks, blueprints, the gummi garage, and so on.



BUILD MODE

directional buttons	Move cursor/gummi according to view
left analog stick	Rotate selected gummi block
right analog stick	Rotate view of grid
	Move cursor up on the grid
	Move cursor down on the grid
	Start from scratch (when entire ship is selected)
	Select entire ship
	Detach selected gummi
	Attach gummi
	Reposition selected gummi
	Return to Select Mode
	Enter Inspect Mode
SELECT	Build Mode gummi guide

INSPECT MODE

right analog stick	Rotate gummi ship
 	Zoom in
 	Zoom out
	Display features
	Display report
or 	Return to Build Mode
	Test equipment
SELECT	Inspect Mode gummi guide
START	Exit to Gummi Garage
SELECT	Select Mode gummi guide
START	Exit to Gummi Garage

Practice Makes Perfect



Watch the tutorial carefully, then experiment with the gummi building controls on your own. If you need help, repeat the tutorial and your exploration of the control scheme until you understand how to manipulate the gummi blocks in the 3D building space.

GARAGE CONTROLS

Building new vessels in the Gummi Garage can be overwhelming at first. Don't worry about making mistakes. Press the  button to return to Select Mode, then continue to press the  button until the main Gummi Garage menu appears.



STARTING A NEW SHIP

To create a new gummi ship, select the Garage option. You'll then see a list of all the blueprints you've acquired. Choose a model from the list.



SELECT MODE

directional buttons Up/Down	Scroll through gummi blocks
directional buttons Left/Right	Scroll through gummi block classes
left analog stick	Rotate gummi block
right analog stick	Rotate view of grid
	Paint (requires spray)
	Color palette (in paint mode, requires palette)
	Exit to gummi menu
or 	Build Mode

L1

L2

L1

L2



You may need to upgrade the gummi ship computer and construction area to accommodate some blueprints. If a blueprint's model is too complex for you to build, you need to purchase the COM. LV2 or COM. LV3

upgrade from Cid. You can then use more blueprints and use more gummi blocks with higher specs in your construction. The SYS. UP1 and SYS. UP2 upgrades will expand the dimensions of the construction grid, enabling you to build larger ships.

USING MODES

After choosing a valid blueprint, you will enter Select Mode. There are three main areas of the gummi garage. They are:

1. The Select area
2. The Build area
3. The Inspect area

SELECT MODE

Use the Select Mode to choose a gummi block to add to the design. You can select gummi blocks individually or by class. Classes divide gummi blocks into categories for easy selection. The classes are: Cockpits, Engines, Armor (divided into three levels), Wings, Special blocks, and Weapons.

As you scroll through individual blocks, watch for the class icon in the lower-left corner of the screen. The quantity of each gummi block in your inventory is listed under the class icon.

The gummi block on the left side of the screen is the one that will be placed when Build Mode is entered. Before placing it, you can change its color by using the Spray, which can be obtained from Cid in Traverse Town. When you're ready to attach the gummi block, press **•** or **□** to enter Build Mode.



BUILD MODE

Use the right analog stick to rotate the construction area, and use the directional buttons to move the cursor to the location where a new block should be placed. Press the **•** button to place blocks, or press the **○** button to remove them.



ADDING BLOCKS

To add blocks, press the directional buttons to move the box-shaped cursor around the grid. The selected gummi block moves with the cursor. To adjust the angle of the gummi block to the model, rotate the block with the left analog stick. When the block is in the desired position, press the **•** button to confirm placement.

REMOVING BLOCKS

To remove a block, move the cursor to the position of the block you want to remove from the model. When the selected block disappears and the block attached to the model is highlighted in red, you can remove the block by pressing the **○** button. After you remove the current block, the gummi you selected to place will reappear.

This function makes it very easy to replace lower-level gummis with higher-level ones. Blocks that you remove from models are returned to the gummi block inventory for later use.



BLOCK LEVEL

If you want to place blocks on top of your cockpit or under the wings, press **□** or **△** to raise or lower the level of the grid. The grid cursor moves with the grid. Adjusting the grid level allows for placement of gummis at any level above or below the main part of the vessel. Remember that gummi blocks don't have to be connected to the ship to be a part of the design. They can also float in space above or below the cockpit area.





MOVING BLOCKS

Move the cursor to a currently attached block on your ship. When the block is highlighted red, hold the **•** button and move the block around by pressing the directional buttons. This enables you to easily adjust block placement. Hold the **•** button and press **□** or **□** to raise or lower the level of the block. Hold the **•** button and move the left analog stick to rotate the block in place.

INSPECT MODE

Build Mode isn't the best way to view your ship. Go into Inspect Mode to check the placement of all your blocks, as well as changes to the ship's speed and durability. To enter Inspect Mode, press **□** while in Build Mode.



Inspect Mode enables you to view your ship at close- or long-range while it appears to be flying. To view all of the animations and attacks your ship is capable of, press the **•** button.

Press the **•** button to view your ship's specs. The speed and armor ratings improve or worsen depending on the number of blocks used, the engine type, and whether or not the ship has wing gummis attached.



GUMMI BLOCKS

Here's a comprehensive list of all the blocks used in gummi shipbuilding. Rather than detail each and every piece, a few notes about some interesting blocks of each type are listed. Hopefully, this information will provide some incentive to go out and get the best blocks for your ships!

Press the **•** button to view the current button configuration for flying the gummi ship. As you add special gummis to your ship (such as radar, shields, or a capture arm), new button configurations will appear.

BUILDING THE PERFECT SHIP

Here is my baby, the ship I flew throughout my adventures in *Kingdom Hearts*. Surprisingly, this is the default Kingdom model! As my collection of gummi blocks grew, I replaced all of the armor pieces with Armor 3 Dispel-G pieces, upgraded the cockpit, and extended the nose to include more blocks.

For firepower, I removed the original cannon and attached four Thundara-G weapons to the wings. The two cannons on the ends fire in three directions vertically, while the pair under the nose fire horizontally. Everything in front, above, below, and out to the side of my ship is obliterated instantly!



I added all the bells and whistles, too. This ship has shields, radar, capture arms, boosters, and an Esuna-G to reveal hidden objects. With the Ultima-G laser installed, nothing stands a chance against me. I placed all the odd-shaped special gummis under the wings, so they didn't disrupt the ship's aerodynamic design.

COCKPITS

A cockpit is required to fly any gummi ship. Where else is the crew going to sit? Cure-G and Curaga-G cockpits increase the amount of armor restored when recovery items are picked up. Life-G and Full-Life-G gummi blocks automatically refill some of the armor gauge once during a flight if all armor gets depleted due to damage. The Full-Life-G cockpit completely restores all armor!

Name	Size	Max	Price	Armor
Cure-G	2X2X2	1	-	200
Curaga-G	2X2X2	1	500	200
Life-G	2X2X2	1	750	200
Full-Life-G	2X2X2	1	-	200

ENGINES

A ship's flight speed and performance are greatly affected by its engines. For example, the Holy-G engine has the power to blow through space in no time at all. The speed of Holy-G is great, but unless you apply the brakes the entire time you're likely to miss a chance to collect dropped items. Choose your engine wisely to suit your piloting style.

Name	Size	Max	Price	Armor	TopSpd	LowSpd	HP*
Fire-G	IXIXI	6	120	10	80	60	10
Fira-G	IXIXI	6	250	20	90	70	20
Firaga-G	2X2X2	4	500	30	100	80	50
Flare-G	IXIXI	4	1000	40	110	90	30
Holy-G	2X2X2	2	1500	50	120	100	80

* HP represents horsepower.

ARMOR

The various types of Protect-Gs are more versatile than other armor blocks.

Name	Size	Max	Price	Sell	Armor
Protect-G	IXIXI	99	20	2	5
Protect-G	IXIXI	99	20	2	3
Protect-G	IXIXI	99	20	2	3
Protect-G	IXIXI	30	20	2	4
Protect-G	IXIXI	30	20	2	4
Protect-G	IXIXI	10	20	2	3
Protect-G	IXIXI	10	20	2	3
Protect-G	IXIXI	10	20	2	3
Shell-G	IXIXI	99	-	3	10
Shell-G	IXIXI	99	-	3	5
Shell-G	IXIXI	99	-	3	5
Shell-G	IXIXI	20	-	3	7
Shell-G	IXIXI	20	-	3	7
Shell-G	IXIXI	8	-	3	5
Shell-G	IXIXI	8	-	3	5
Shell-G	IXIXI	8	-	3	5
Dispel-G	IXIXI	99	-	4	15
Dispel-G	IXIXI	99	-	4	7
Dispel-G	IXIXI	99	-	4	7
Dispel-G	IXIXI	10	-	4	12
Dispel-G	IXIXI	10	-	4	12
Dispel-G	IXIXI	6	-	4	7
Dispel-G	IXIXI	6	-	4	7
Dispel-G	IXIXI	6	-	4	7

WINGS

Wing gummis improve a ship's maneuverability. Use Tornado-G blocks for the smoothest control available.

Name	Size	Max	Price	Sell	Armor	Handling
Aero-G	IXIXI	99	20	1	5	98
Aero-G	IXIXI	99	20	1	5	98
Aero-G	IXIXI	99	20	1	5	98
Aerora-G	IXIX2	30	40	2	15	105
Aerora-G	IXIX2	30	40	2	15	105
Aeroga-G	IXIX3	20	-	4	12	110
Aeroga-G	IXIX3	20	-	4	12	110
Float-G	IXIX3	10	-	3	8	110
Float-G	IXIX3	10	-	3	8	110
Tornado-G	2X1X2	10	-	5	10	120
Tornado-G	2X1X2	10	-	5	10	120

SPECIAL GUMMIS

Special gummis add new capabilities to your ship. The addition of special gummis makes flying between worlds much easier and more interesting.

Name	Size	Max	Price	Armor	Energy Use
Drain-G	4X1X1	4	500	15	1
Drain-G	4X1X1	4	500	15	1
Esuna-G	IXIXI	6	400	10	0
Esuna-G	IXIXI	10	250	10	0
Haste-G	IXIX2	2	1000	30	0
Haste2-G	IXIX2	2	1500	30	0
Osmose-G	4X1X1	2	1000	15	1
Osmose-G	4X1X1	2	1000	15	1
Warp-G	IXIX1	1	-	0	0
Transform-G	IXIX1	1	-	10	1
Scan-G	IX2X1	2	250	15	0
Scan-G	IX2X1	2	500	15	0
Shield-G	IXIX2	1	500	10	0
Shield2-G	IXIX2	1	1500	10	0

WEAPONS

You can add up to 10 weapons of any type to a ship. Try putting several of the same type of gun right next to each other on one gummi ship. Their concentrated blast can defeat almost any Heartless ship in one or two shots!

The Thundara-G is an excellent secondary weapon. By placing just one Thundara-G on the ship, diagonal shots will emit in two directions out to the sides. Placed flat on the ship, it will shoot left and right. Try placing one on its side to shoot diagonally up and down.



Name	Size	Max	Price	Armor	Power	Power Use
Thunder-G	IXIX2	10	500	25	50	0
Thundara-G	IXIX2	8	1000	30	75	0
Thundaga-G	IXIX3	6	1500	35	100	0

LASERS

A blue icon appears when your laser sights lock onto an enemy in the distance. Press the button to fire. You can lock onto and shoot at as many enemies as you have lasers attached to your ship.

The Ultima-G is the most powerful weapon to mount on a gummi ship. Its laser will tear through the first Heartless and also hit the next enemy ship in line, or the shot might even circle around and hit the same enemy twice!

Name	Size	Total	Price	Armor	Power	Power Use
Comet-G	IXIX2	8	500	30	1000	0.1
Meteor-G	IXIX2	6	1500	35	300	0.1
Ultima-G	IXIX3	4	2500	40	100	0.1

UPGRADES AND OPTIONS

You can purchase special upgrades and options from Cid's gummi shop in Traverse Town after defeating the Guard Armor boss. They allow you to customize your gummi ship further.

SPRAY: The Spray enables you to change the color of each gummi block before placing it onto a ship. While the block is displayed in Select Mode, press the button to make the spray arm appear. Press the left or right directional button to choose a color. You can purchase the Spray from Cid for 250 munny.

PALETTE: The Palette enables you to choose eight colors at a time from a palette of 64. Press the button in Select Mode to do a paint job. Press the button to open the expanded palette. The default colors are in the top row. You can purchase the Palette from Cid for 400 munny.



SYS. UP: Upgrading the system expands the construction area in the garage. The first SYS. UP expands the construction area from six squares to eight (or, 6 x 6 x 8 x 8). You can purchase it from Cid's gummi shop for 400 munny.

SYS. UP2: Upgrading the system a second time expands the construction area to the maximum of 10 squares (or, 10 x 10). You can purchase it from Cid for 750 munny.

COM. LV: Computer upgrades are great because they enable you to save more gummi ship designs, construct gummi ship models with high gummi block counts, and they also increase each ship's power. Purchase the COM. LV upgrades as soon as possible. You can purchase COM. LV2 for 500 munny, and COM. LV3 for 1000 munny.

SHIP BLUEPRINTS

Blueprint	Def	Spd	Atk	Where Found
Kingdom	***	*	*	Default model
Hyperion	***	***	***	Defeat more than 3000 Heartless, learn all summons, talk to Geppetto
Geppetto	***	*	*	At Geppetto's House, talk to Geppetto
Cid	***	*	0	Defeat 500 Heartless, talk to Geppetto
Leon	***	**	**	Defeat 4000 Heartless, talk to Geppetto
Yuffie	***	*	0	Defeat 1500 Heartless, talk to Geppetto
Aerith	***	*	**	Defeat 3000 Heartless, talk to Geppetto
Cactuar	***	*	0	Defeat 1000 Heartless, talk to Geppetto
Chocobo	***	*	0	Enter Geppetto's House 30 times or more, then speak to Pinocchio
Cindy	***	*	*	Defeat Cindy ships
Shiva	***	*	*	Defeat Shiva ships
Lamia	***	*	0	Defeat Lamia ships
Sandy	***	*	0	Defeat Sandy ships
Sylph	***	*	*	Defeat Sylph ships
Carbuncle	**	*	0	Defeat Carbuncle ships
Mindy	***	**	**	Defeat Mindy ships
Goblin	***	*	*	Defeat Goblin ships
Bomb	**	*	0	Defeat Bomb ships
Remora	**	*	*	Defeat Remora ships
Ahriman	***	**	0	Defeat Ahriman ships
Imp	**	*	0	Defeat Imp ships
Siren	**	*	0	Defeat Siren ships
Stingray	*	*	0	Defeat Stingray ships
Catoblepas	**	*	0	Defeat Catoblepas ships
Adamant	***	*	*	Defeat Adamant ships
Serpent	***	**	*	Defeat Serpent ships
Ifrit	***	*	*	Defeat Ifrit ships
Odin	***	*	**	Defeat Odin ships
Atomos	***	*	*	Defeat Atomos ships
Golem	***	*	*	Defeat Golem ships
Diablos	***	***	***	Defeat Diablos ships
Deathguise	***	***	*	Defeat Deathguise ships
Typhoon	***	**	*	Defeat Typhoon ships
Alexander	***	*	*	Defeat Alexander ships
Leviathan	***	***	***	Defeat Leviathan ships
Ramuh	***	**	*	Defeat Ramuh ships
Omega	***	*	0	Defeat Omega ships

THE HEARTLESS & OTHER ADVERSARIES

Refers to before and after Kairi's rescue.

HP: Enemy's max hit points.

Atk. Pow.: Enemy's attack power.

Def. Pow.: Enemy's defensive power.

MP Rec.: Increase in magic points when you hit the enemy.

EXP: Experience received for defeating the enemy.

Condition	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP.
Before rescue	160	11	10	15	7
After rescue	300	35	27	49	240

Defeated

HP BALL MP BALL MUNNY ITEM(S)

1 x 8

1 x 15
20 x 1

Hi-Potion (4%)
Spirit Shard (12%)
Protera Chain (1%)

WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP

x1.0 x1.0 x1.0 x1.0 x1.0 (1) x1.0 (1)

KO OTHER

LARGE BODY

{1} After rescue, Gravity is x0.8 and Stop is x0.6.

Before rescue

After rescue

Condition	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP.
Before rescue	120	27	21	38	40
After rescue	135	35	27	48	120

Defeated

HP BALL MP BALL MUNNY ITEM(S)

5 x 1

5 x 2
20 x 1

Hi-Potion (2%)
Mega-Potion (1%)
Power Gem (4%)

WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP

x1.0 x1.0 x1.0 x1.0 x1.0 x1.0 x1.0

KO OTHER

AIR PIRATE

Before rescue

After rescue

Condition	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP.
Before rescue	33	15	12	18	5
After rescue	120	35	27	47	90

Defeated

HP BALL MP BALL MUNNY ITEM(S)

1 x 4

1 x 1
5 x 1

Potion (2%)
Hi-Potion (1%)
Spirit Gem (4%)

WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP

x1.0 x1.0 x1.0 x1.0 x1.0 x1.0 x1.0

KO OTHER

AIR SOLDIER

After rescue

Condition	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP.
Before rescue	120	40	30	55	150
After rescue	220	40	30	55	150

Defeated

HP BALL MP BALL MUNNY ITEM(S)

2 x 5
15 x 3

5 x 3
20 x 2

Ether (2%)
Gale (6%)
Mythril (1%)

WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP

x1.0 x0.5 x0.5 Absorb x0.5 x0.3 x1.0 x1.0

KO OTHER

ANGEL STAR

End of the World

Condition	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP.
Before rescue	1500	40	30	56	10,000
After rescue	1500	40	30	56	10,000

Defeated

HP BALL MP BALL MUNNY ITEM(S)

1 x 1
0.49

WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP

x1.0 x0.49 x0.5 x1.0 x0.02 Null x0.5 x0.5

KO OTHER

ANSEM (1ST TIME)



End of the World	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
BOSS	1200	40	30	60	20,000
ANSEM (2ND TIME)					
WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP	x1.0 x0.49 x0.5 x1.0 x0.02 Null	x0.5 x0.5	KO OTHER		

End of the World	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
Neverland	750 (1)	27	21	40	2000 (1)
Raven's Claw					
WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP	x1.0 x0.49 x0.5 x1.0 x0.04 x0.3	x0.5 x0.5	KO OTHER		

{1} For replicas created by Antisora, HP is 1 and EXP is 0.

Before rescue	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
After rescue	120	22	19	33	30
CONDITION	HP BALL MP BALL MUNNY	ITEM(S)			
Defeated	1 x 3 5 x 1	Mega-Potion (4%) Thunder Gem (8%) Thunder Ring (1%)			
WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP	x1.0 x1.0 x1.0 x1.0 x0.9 (1) x1.0 (1) x1.0	KO OTHER			

End of the World	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
Cannon (Sm)	120	40	30	56	90 (1)
Mega-Potion (5%)					
Cannon (Lg)	1 x 5	15 x 5			
WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP	x1.0 x1.0 x1.0 x1.0 x0.8 x0.6	x1.0 x1.0	KO OTHER		

{1} For a large cannon, HP is 240 and EXP is 240.

Before rescue	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
After rescue	39	18	15	22	7
CONDITION	HP BALL MP BALL MUNNY	ITEM(S)			
Defeated	1 x 4	Potion (2%) Blaze Gem (4%) Protera Chain (0.5%)			
WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP	x1.0 x1.0 x1.0 x1.0 x1.0 (1) x1.0 (1) x1.0	KO OTHER			

Halloween Town (Before rescue)	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
BOSS	180	24	20	36	240 (1)
Halloween Town (After rescue)	500	35	27	49	800 (1)
BARREL					
WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP	x1.0 x0.49 x0.5 x1.0 x0.04 (1) x0.3 (1) x0.5 x0.5	KO OTHER			

{1} Becomes 1/10 if Barrel is defeated before Lock or Shock.

{2} After rescue, Gravity is x0.03 and Stop is x0.2.

{1} After rescue, Gravity is x0.8 and Stop is x0.6.

{1} After rescue, Gravity is x0.8 and Stop is x0.6.

	HP	Atk Pow.	Def. Pow.	MP Rec.	EXP		
Before rescue	24	21	17	23	3		
After rescue	60	35	27	43	30		
CONDITION	HP BALL	MP BALL	MUNNY	ITEM(S)			
Defeated				1 x 3 5 x 4	Camping Set (1%) Cottage (0.5%) Mythril Shard (1%)		
WEAPON	FIRE	BLIZZARD	THUNDER	GRAVITY	STOP		
x1.0	x1.0	x1.0	x1.0	x1.0!	x1.0!	x1.0	x1.0

{1} After rescue, Gravity is x0.8 and Stop is x0.6.

	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
Hollow Bastion	1350	35	27	57	16,000
Olympus Coliseum	1500	42	34	57	600
End of the World	1050	40	30	57	450
CONDITION	HP BALL	MP BALL	MUNKIN	ITEM(S)	
End of the World	1 x 10 5 x 5	2 x 10 15 x 5	1 x 10 5 x 5 20 x 5	Mythril Shard (20%) Mythril (20%) Orichalcum (20%)	
Hollow Bastion				Omega Arts	
WEAPON	FIRE	BLIZZARD	THUNDER	GRAVITY	STOP
x1.0	Null	Null	Null	x0.03 (I)	Null
					KO OTHER

{1} At the End of the World, Gravity is x0.1

Before rescue	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP.
Condition	HP Ball	MP Ball	Munny	Item(s)	
Defeat with a combo's finishing move			1 x 5		
Defeat with a combo's finishing move (15%)			1 x 50	Mystery Goo (100%) Mystery Mold (10%)	
Defeat with a combo's finishing move (2%)			20 x 50	Mystery Goo (100%) Mystery Mold (100%)	
WEAPON	FIRE	BLIZZARD	THUNDER	GRAVITY	STOP
x1.0	x1.0	x1.0	x1.0	x1.0	x1.0
KO	OTHER				

	HP	Atk Pow.	Def. Pow.	MP Rec.	EXP	
Before rescue	300 (1)	27	21	40	100	
After rescue	450 (1)	35	27	49	240	
CONDITION	HP BALL	MP BALL	MUNNY	ITEM (1)		
Battlefield defeated	1 x 5 5 x 1	2 x 5 15 x 2	1 x 3 5 x 2 20 x 3	Elixir (1%) Power Gem (8%)		
Stern or mast broken		5 x 4 20 x 3		Elixir (4%) Power Gem (16%) Element Ring (2%)		
WEAPON	FIRE	BLIZZARD	THUNDER	GRAVITY	STOP	
x1.0	x1.0	x1.0	x1.0	x0.5	x0.8	x1.0

{1} HP shown is for the main body. The mast has 1/7 of this HP, the stern has 1/10, and the cannons have 1/12.

Condition	HP Ball	MP Ball	Munny	Item(s)	EXP
Defeated	5 x 3				120 40 30 56 120

	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
Before rescue	24	11	10	9	1
After rescue	60	35	27	43	60
Condition	HP Ball	MP Ball	Munkey	Item (%)	
Defeated	1 x 1	2 x 5		Ether (1%) Frost Shard (12%) Blizzard Ring (0.5%)	
WEAPON	FIRE	BLIZZARD	THUNDER	GRAVITY	STOP
x1.0	x1.0	Absorb	x0.5	x1.0	x1.0
x1.0	x1.0				x1.0 x1.0
					KO OTHER

(1) After rescue, Gravity is x0.8 and Stop is x0.6.

	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
Before rescue	18	12	11	13	2
After rescue	90	35	27	47	60
CONDITION	HP BALL	MP BALL	MUNNY	ITEM(S)	
Slips on a banana peel	1 x 20	5 x 5		Ether (20%) Mega-Ether (4%) Power Shard (2%)	
Defeated	2 x 1	1 x 5	5 x 2	Hi-Potion (25%) Power Shard (12%) Protera Chain (1%)	
WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP	x1.0 x1.0 x1.0 x1.0 x1.0 x1.0				
KO OTHER					

BOUNCYWILD

{1} After rescue, Gravity is x0.8 and Stop is x0.6.

	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
Neverland	900	27	21	42	3400
CONDITION	HP BALL	MP BALL	MUNNY	ITEM(S)	
Neverland				Ans Arcanum Anssem's Report 9	
WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP	x1.0 x0.49 x0.5 Null x0.04 x0.3				
KO OTHER	x0.25 x0.5				

CAPTAIN HOOK

	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
Wonderland	60	9	9	11	0
WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP	x1.0 x1.0 x1.0 x1.0 x1.0 x1.0				
KO OTHER	x1.0 x1.0				

BOSS

CARD SOLDIER, HEART

When HP reaches zero, they will only be knocked out. After a short period of time, they will regain all HP and rise up again.

	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
Wonderland	45	9	9	11	0
WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP	x1.0 x1.0 x1.0 x1.0 x1.0 x1.0				
KO OTHER	x1.0 x1.0				

BOSS

CARD SOLDIER, SPADE

When HP reaches zero, they will only be knocked out. After a short period of time, they will regain all HP and rise up again.

	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
Agrabah	380	18	15	26	400
WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP	x1.0 x0.49 x0.5 x1.0 x0.04 x0.3				
KO OTHER	x0.5				

BOSS

CAVE OF WONDERS GUARDIAN

	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
Olympus Col. (Before rescue)	600	11	10	17	200
Olympus Col. (After rescue)	900	35	27	53	2000
Olympus Col. (Hades Cup)	1200	42	34	57	1000{1}
CONDITION	HP BALL	MP BALL	MUNNY	ITEM(S)	
After preliminary rounds				Inferno Band	
WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP	x1.0 x0.49 x0.5 x1.0 x0.04{2} x0.3{2}				
KO OTHER	x0.5 x0.5				

BOSS

CERBERUS

{1} Becomes 100 after Cerberus is defeated one time during the Hades Cup.

{2} After rescue and during the Hades Cup, Gravity is x0.03 and Stop is x0.2.



End of the World		HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
CONDITION		HP BALL	MP BALL	MUNNY	ITEM(S)	
Defeated						
Superglide ability						
						
WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP						
$x1.0$ $x0.49$ $x0.5$ $x0.25$ $x0.01$ $x0.1$ $x0.5$ $x0.5$						
KO OTHER						

CHERNABOG

Olym. Col. (Prelim, before rescue)		HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
CONDITION		HP BALL	MP BALL	MUNNY	ITEM(S)	
Olym. Col. (Prelim, after rescue)		300	11	10	15	80
Olym. Col. (Herc, before rescue)		600	35	27	51	800
Olym. Col. (Herc, after rescue)		450	29	23	40	500 {1}
Olym. Col. (Hades Cup)		600	35	27	51	1000 {1}
Olym. Col. (Hades Cup)		600	42	34	57	1000 {2}
						
WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP						
$x1.0$ $x0.49$ $x0.5$ $x1.0$ $x0.04(3)$ $x0.3(3)$ $x0.5$ $x0.5$						
KO OTHER						

{1} Become 100 after Cloud is defeated one time during the Hercules Cup.

{2} Become 100 after Cloud is defeated one time during the Hercules Cup.

{3} After rescue and during the Hades Cup, Gravity is $x0.03$ and Stop is $x0.2$.

Before rescue		HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
CONDITION		HP BALL	MP BALL	MUNNY	ITEM(S)	
After rescue		60	31	24	40	32
End of the World (World of Chaos)		90	35	27	45	60
World of Chaos		90	35	27	53	60
Everywhere else		1 x 10				
						
WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP						
$x1.0$ $x1.0$ $x1.0$ $x1.0$ $x1.0(1)$ $x1.0(1)$ $x1.0$ $x1.0$						
KO OTHER						

{1} Alter rescue and within the World of Chaos, Gravity is $x0.8$ and Stop is $x0.6$.

Deep Jungle		HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
CONDITION		HP BALL	MP BALL	MUNNY	ITEM(S)	
Defeated						
Learn Cure magic						
						
WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP						
$x1.0$ $x0.49$ $x0.5$ $x1.0$ $x0.04$ $Null$ $x0.5$ $x0.5$						
KO OTHER						

CLAYTON

Wonderland		HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
CONDITION		HP BALL	MP BALL	MUNNY	ITEM(S)	
Handles destroyed		1 x 3	2 x 10			
Tower destroyed						
						
WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP						
N/A N/A N/A N/A N/A N/A N/A N/A						
KO OTHER						

Since this is treated as a mechanism, the Crank Tower has "endurance" rather than HP. The gear handles have an endurance of 9, while the Tower itself has an endurance of 24.

Dive to the Heart		HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
CONDITION		HP BALL	MP BALL	MUNNY	ITEM(S)	
Destiny islands		240	2	2	0	18
End of the World		300	6	6	0	60
End of the World		900	40	30	58	8000
						
WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP						
$x1.0$ $x0.49$ $x0.5$ $x1.0$ $x0.04(1)$ $Null$ $x0.5$ $x0.5$						
KO OTHER						

{1} At the End of the World, Gravity is $x0.03$.



Before rescue
After rescue

CONDITION	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
Defeated	240 300	31 35	24 27	44 49	120 240

WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP
 x1.0 x1.0 x1.0 x1.0 x0.9(1) x1.0(1) x1.0 x1.0
 KO OTHER

DEFENDER

{1} After rescue, Gravity is x0.75 and Stop is x0.6.

Before rescue
After rescue

CONDITION	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
Defeated	240 300	18 35	15 27	24 49	20 240

WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP
 x1.0 x1.0 x1.0 x1.0 x1.0(3) x1.0(3) x1.0 x1.0
 KO OTHER

FAT BANDIT

{1} Limited to the time from when the enemy inhales deeply until it starts to breathe out fire.

{2} Limited to the time from when the enemy inhales deeply until it finishes breathing out fire.

{3} After rescue, Gravity is x0.8 and Stop is x0.6.

Before rescue
After rescue

CONDITION	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
Defeated	70 135	24 35	20 27	34 47	20 120

WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP
 x1.0 x1.0 x1.0 x1.0 x1.0(1) x1.0(1) x1.0 x1.0
 KO OTHER

GARGOYLE

{1} After rescue, Gravity is x0.8 and Stop is x0.6

End of the World

HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
1200	40	30	62	3000

BOSS

WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP
 x1.0 x0.49 x0.5 x1.0 x0.02 Null x0.5 x0.5
 KO OTHER

FACE

Atlantica (Before rescue)
Atlantica (After rescue)

HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
60 120	22 35	19 27	100 100	150 500

BOSS

WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP
 x1.0 x1.0 x1.0 x1.0 x1.0 x1.0 x1.0 x1.0
 KO OTHER

FLOTSAM/JETSAM

All the stats apply to both Flotsam and Jetsam.

Arabah

CONDITION	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
Attack hits Sora	N/A	18	15	N/A	N/A

WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP
 Null Null Null Null Null Null Null Null
 KO OTHER

GENIE



	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
Before rescue	15	15	12	14	4
After rescue	45	35	27	43	90
CONDITION	HP BALL	MP BALL	MUNNY	ITEM(S)	
Defeated	1 x 4	1 x 1	Ether (4%) Bright Shard (10%) Protera Chain (0.5%)		

GREEN REQUIEM

{1} After rescue, Gravity is x0.8 and Stop is x0.6.

	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
Olymp Col. (Hades Cup)	1800	42	34	64	3000 (1)
WEAPON	FIRE	BLIZZARD	THUNDER	GRAVITY	STOP
x1.0	Absorb	Absorb	Absorb	x1.0 (1)	x1.0 (1)
KO	OTHER				

	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
BOSS					
WEAPON	FIRE	BLIZZARD	THUNDER	GRAVITY	STOP
x1.0	Absorb	x1.0	Null	x0.02	x0.2
KO	OTHER				

HADES

{1} Becomes 100 after Hades is defeated one time during the Hades Cup.

	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
Olymp Coliseum	1500	46	46	70	5000
WEAPON	FIRE	BLIZZARD	THUNDER	GRAVITY	STOP
x1.0	x2.0	Null	x0.5	x0.02	Null
KO	OTHER				

	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
BOSS					
WEAPON	FIRE	BLIZZARD	THUNDER	GRAVITY	STOP
x1.0	x2.0	Null	x0.5	x0.02	Null
KO	OTHER				

ICE TITAN

	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
Traverse Town	700	8	8	12	110
Olym. Col. (Phil Cup, before rescue)	120	15	13	25	150
Olym. Col. (Phil Cup, after rescue)	450	31	20	56	1500
Olym. Col. (Hades Cup, after rescue)	450	31	20	56	1500

	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
Traverse Town	84 per arm	11	10	13	0
Olym. Col. (Phil Cup, before rescue)	14	15	13	25	37
Olym. Col. (Phil Cup, after rescue)	54	31	20	56	375
Olym. Col. (Hades Cup, after rescue)	54	31	20	56	375

	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
Traverse Town	196 per leg	11	10	13	0
Olym. Col. (Phil Cup, before rescue)	180	17	14	20	80
Olym. Col. (Phil Cup, after rescue)	450	35	27	53	500
Olym. Col. (Hades Cup, after rescue)	450	40	30	53	500

	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
Traverse Town	1 x 15				
Arm or leg destroyed					
Brave Warrior					

	WEAPON	FIRE	BLIZZARD	THUNDER	GRAVITY	STOP	KO	OTHER
BOSS	x1.0	x0.49	x0.5	x1.0	x0.04 (1)	Null	x0.5	x0.5

GUARD ARMOR

{1} After rescue and during the Phil Cup and Hades Cup, Gravity is x0.03.

	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
Olym. Col. (Herc. Cup, before rescue)	450	29	23	44	700 (1)
Olym. Col. (Herc. Cup, after rescue)	750	35	27	53	1000 (1)

	WEAPON	FIRE	BLIZZARD	THUNDER	GRAVITY	STOP	KO	OTHER
BOSS	x1.0	x0.01	x0.01	x0.01	x0.04/2	x0.3 (2)	x0.5	x0.5

HERCULES

{1} Becomes 100 after Hercules is defeated one time during the Hercules Cup.
{2} After rescue, Gravity is x0.03 and Stop is x0.2.

	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
End of the World (World of Chaos)	300	40	30	55	120
Everywhere else	300	35	27	55	120
World of Chaos	5 x 3	15 x 3			
End of the World	5 x 3	15 x 1			

	WEAPON	FIRE	BLIZZARD	THUNDER	GRAVITY	STOP	KO	OTHER
BOSS	x1.0	x1.0	x1.0	x1.0	x0.8	x0.6	x1.0	x1.0

INVISIBLE

THE HEARTLESS
& OTHER ADVERSARIES

Condition	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
Agrabah	500	18	15	27	600
Defeated					

ITEM(S): Blizzard magic upgraded

WEAPON	FIRE	BLIZZARD	THUNDER	GRAVITY	STOP
x1.0	x0.49	x0.5	x1.0	x0.04	x0.3

KO OTHER

JAFAR (1ST TIME)

Condition	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
Agrabah	1500	42	34	64	20,000
Defeated					

WEAPON	FIRE	BLIZZARD	THUNDER	GRAVITY	STOP
x1.0	x0.49	x0.5	x1.0	x0.02	Null

KO OTHER

KURT ZISA

Condition	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
Traverse Town	120	8	8	10	30
Olympus Col. (Pig Cup, before rescue)	600	21	18	33	400
Olympus Col. (Pig Cup, after rescue)	750	35	27	53	800
Olympus Col. (Hades Cup)	750	42	34	57	800

WEAPON	FIRE	BLIZZARD	THUNDER	GRAVITY	STOP
x1.0	x0.49	x0.5	x1.0	x0.04(1)	x0.3(1)

KO OTHER

LEON

{1} Alter rescue and during the Hades Cup, Gravity is x0.03 and Stop is x0.2.

Condition	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
Agrabah	750	18	15	29	730
Defeated					

ITEM(S):

Hi-Low with final step of 5
Hi-Low with final step of 5
Hi-Low with final step of 5
when 4 legs are on the ground

Defeat Genie jailor

Fire magic upgraded
Ansem's Report 1

WEAPON	FIRE	BLIZZARD	THUNDER	GRAVITY	STOP
x1.0	Null	x0.5	Null	x0.04	x0.3

JAFAR (2ND TIME)

Resistance Modifier numbers are for Jafar. The Genie's numbers are all x0 (Null), except Weapon, KO, and Other, which are x1.0.

Condition	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
Before rescue	160	11	10	15	7
After rescue	300	35	27	49	240

ITEM(S):

Defeated

1 x 8

HP-Potion (4%)
Spirit Shard (12%)
Proterra Chain (1%)

WEAPON	FIRE	BLIZZARD	THUNDER	GRAVITY	STOP
x1.0	x1.0	x1.0	x1.0	x1.0 (1)	x1.0 (1)

LARGE BODY

{1} After rescue, Gravity is x0.8 and Stop is x0.6.

Condition	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
Halloween Town (Before rescue)	150	24	20	36	180 (1)
Halloween Town (After rescue)	400	35	27	49	600 (1)

ITEM(S):

Receives damage

1 x 5

Knocked out

WEAPON	FIRE	BLIZZARD	THUNDER	GRAVITY	STOP
x1.0	x0.49	x0.5	x1.0	x0.04(2)	x0.3(2)

LOCK

{1} Becomes 1/10 if Lock is defeated before Shock or Barrel.

{2} After rescue, Gravity is x0.03 and Stop is x0.2.



HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
300 {1}	40	30	60 {1}	0
BOSS				
MAIN CORE/ROOM CORE				
WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP				
x1.0	x1.0	x1.0	x1.0	x0.8
Null	x1.0	x1.0	x1.0	x1.0
KO	OTHER			

{1} HP and MP Recovery shown are for the Main Core. The Room Core's HP is 30, and its MP Recovery is 58.

HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
1200	31	24	48	6000
Hollow Bastion				
CONDITION HP BALL MP BALL MUNNY ITEMS				
Defeated Fireglow				
WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP				
x1.0	x0.49	x0.5	x1.0	x0.04
x0.3	x0.5	x0.5	Null	x0.5
KO	OTHER			

MALEFICENT DRAGON

HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
90 {1}	24	20	40	2500 (2)
150 {1}	35	27	53	2500 (2)
BOSS				
OOGIE BOOGIE (2ND TIME)				
WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP				
x1.0	x0.49 (3)	x0.5	Null	Null
Null	Null	Null	x0.5	x0.5
KO	OTHER			

{1} HP shown is for each dark glob. HP for the large lantern is the same value. HP for the small lantern is half this value.

{2} EXP for the lanterns is 1/10 of this value, respectively.

{3} For the lanterns, Fire is x0 (Null).

HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
900 {1}	31	24	47	6000 {1}
Hollow Bastion				
CONDITION HP BALL MP BALL MUNNY ITEMS				

Defeated Cheer ability Ansem's Report 5

HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
x1.0	x0.49	x0.5	x1.0	x0.02
x0.2	x0.5	x0.5	Null	x0.5
KO	OTHER			

{1} HP and EXP shown are for Maleficent. The platform's HP is 120, and its EXP is 0.

HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
450	24	20	38	2500
800	35	27	51	2500
Halloween Town (Before rescue)				
Halloween Town (After rescue)				
CONDITION HP BALL MP BALL MUNNY ITEMS				

Defeated Holy Circlet Ansem's Report 7

HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
x1.5	x0.25	x0.25	x0.5	x0.02
x0.5	x0.5	Null	x0.5	x0.5
KO	OTHER			

OOGIE BOOGIE (1ST TIME)

HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
900	15	12	23	390
900	40	30	53	600
Body				

Traverse Town

Olympus Col. (Hades Cup)

HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
135	15	12	23	0
135	40	30	53	0
Arms				

Traverse Town

Olympus Col. (Hades Cup)

HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
135	15	12	23	0
270	40	30	53	0
Legs				

Traverse Town

Olympus Col. (Hades Cup)

HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
135	15	12	23	0
270	40	30	53	0
Traverse Town				

Arm or leg destroyed

1 x 15

Aero magic

HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
x1.0	x0.49	x0.5	x1.0	x0.04 (1)
x0.5	Null	Null	x0.5	x0.5
Opposite Armor				

{1} After rescue, Gravity is x0.03.



	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP.
Monstro (1st Battle, before rescue)	450	21	17	30	500
Monstro (1st Battle, after rescue)	750	35	27	51	800
Monstro (2nd Battle, before rescue)	900	21	17	32	1000
Monstro (2nd Battle, after rescue)	1500	35	27	53	2000

CONDITION	HP	BALL	MP	BALL	MUNNY	ITEM(S)
Knocked out		2 x 10				
Abdomen stung with weapon while knocked out		1 x 3				
Abdomen stung with weapon while anything other than weapon while knocked out		2 x 3				

WEAPON	FIRE	BLIZZARD	THUNDER	GRAVITY	STOP	
x1.0	x0.49	x0.5	x1.0	x0.04	x0.3 (1)	x0.5

KO OTHER

PARASITE CAGE

{1} After rescue, Gravity is x0.03 and Stop is x0.2.

{2} When struck with a critical hit, drops 5x1HP Ball.

	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP.
Neverland (After rescue)	1200	42	34	100	9999

CONDITION	HP	BALL	MP	BALL	MUNNY	ITEM(S)
Defeated						Stop magic upgraded

WEAPON	FIRE	BLIZZARD	THUNDER	GRAVITY	STOP	
x1.0	x1.0	x1.0	x1.0	Null	Null	x1.0

WEAPON	FIRE	BLIZZARD	THUNDER	GRAVITY	STOP	
x1.0	x1.0	x1.0	x1.0	Null	Null	x1.0

KO OTHER

PHANTOM

	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP.
Before rescue	105	27	21	38	28
After rescue	120	35	27	47	90

CONDITION	HP	BALL	MP	BALL	MUNNY	ITEM(S)
Defeated		1 x 4		1 x 6		Hi-Potion (2%) Mega-Potion (1%) Power Gem (4%)

WEAPON	FIRE	BLIZZARD	THUNDER	GRAVITY	STOP	
x1.0	x1.0	x1.0	x1.0	x1.0 (1)	x1.0 (1)	x1.0

PIRATE

{1} After rescue, Gravity is x0.8 and Stop is x0.6.

	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP.
Before rescue	600	18 (1)	15 (1)	25 (1)	250
After rescue	120	35	27	47	90

CONDITION	HP	BALL	MP	BALL	MUNNY	ITEM(S)
Defeat all parts						Ray of Light

WEAPON	FIRE	BLIZZARD	THUNDER	GRAVITY	STOP	
x1.0	x0.49	x0.5	x1.0	x0.04	x0.3	x0.5

POT CENTIPEDE

{1} Indicates stats for both Head and Tail.

	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP.
Before rescue	21	18	15	18	2
After rescue	60	35	27	43	30

CONDITION	HP	BALL	MP	BALL	MUNNY	ITEM(S)
Defeated		1 x 8				Tent (1%) Camping Set (0.5%) Mythril Shard (1%)

WEAPON	FIRE	BLIZZARD	THUNDER	GRAVITY	STOP	
x1.0	x1.0	x1.0	x1.0	x1.0 (1)	x1.0 (1)	x1.0

POT SPIDER

{1} After rescue, Gravity is x0.8 and Stop is x0.6.

	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP.
Before rescue	30	12	11	15	4
After rescue	120	35	27	47	90

CONDITION	HP	BALL	MP	BALL	MUNNY	ITEM(S)
Sits on a banana peel		1 x 5				Ether (20%) Mega-Ether (4%) Potion (16%) Position (2%) Power Shard (8%) Protera Chain (0.5%)
Defeated		1 x 3		1 x 4		

WEAPON	FIRE	BLIZZARD	THUNDER	GRAVITY	STOP	
x1.0	x1.0	x1.0	x1.0	x1.0 (1)	x1.0 (1)	x1.0

POWERWILD

{1} After rescue, Gravity is x0.8 and Stop is x0.6.



WEAPON	FIRE	BLIZZARD	THUNDER	GRAVITY	STOP	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
x1.0	x1.0	x1.0	x1.0	x1.0	x1.0	10	9	9	13	100
BOSS										
QUEEN OF HEARTS										

WEAPON	FIRE	BLIZZARD	THUNDER	GRAVITY	STOP	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
x1.0	Absorb	x1.0	x0.5	x1.0	x1.0	24	9	9	6	1
Defeated						60	35	27	43	60
Before rescue										
After rescue										

WEAPON	FIRE	BLIZZARD	THUNDER	GRAVITY	STOP	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
x1.0	Null	Null	Null	Null	Null	500	31	24	45	2000
BOSS										
RIKU (SWORD)										

{!} After rescue, Gravity is x0.8 and Stop is x0.6.

WEAPON	FIRE	BLIZZARD	THUNDER	GRAVITY	STOP	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
x1.0	x1.0	x1.0	x1.0	x1.0	x1.0	200	21	17	100	None
BOSS										
RARE TRUFFLE										

Tech count goes up each time the Rare Truffle gets tossed into the air.

WEAPON	FIRE	BLIZZARD	THUNDER	GRAVITY	STOP	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
x1.0	Null	Null	Null	Null	Null	900	31	24	49	8500
BOSS										
RIKU (KEYBLADE)										

WEAPON	FIRE	BLIZZARD	THUNDER	GRAVITY	STOP	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP
x1.0	x0.49	x0.5	x1.0	x0.02	Null	2100	42	34	64	4000{!}
BOSS										
ROCK TITAN										

{!} Becomes 100 after the Rock Titan is defeated one time during the Hades Cup.

THE HEARTLESS
& OTHER ADVERSARIES



Deep Jungle (Except for final battle) HP: 90 Atk. Pow: 12 Def. Pow: 11 MP Rec: 16 EXP: 15

Deep Jungle (Final battle) HP: 180 Atk. Pow: 12 Def. Pow: 11 MP Rec: 16 EXP: 150

Condition	HP Ball	MP Ball	Munny	Item(s)
Final Battle	White Fang			

WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP
x1.0 x0.49 x0.5 x1.0 x0.04 x0.3 x0.5 x0.5
KO OTHER

BOSS SABOR

Before rescue HP: 48 Atk. Pow: 22 Def. Pow: 19 MP Rec: 31 EXP: 15

After rescue HP: 120 Atk. Pow: 35 Def. Pow: 27 MP Rec: 47 EXP: 90

Condition	HP Ball	MP Ball	Munny	Item(s)
Defeated	1 x 5			Hi-Potion (2%) Thunder Gem (4%) Thundaga Ring (0.2%)
	5 x 2			

WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP
x1.0 x1.0 x1.0 Absorb x1.0 x1.0 x1.0 x1.0
KO OTHER

SCREWDRIVER

{!} After rescue, Gravity is x0.8 and Stop is x0.6.

Before rescue HP: 30 Atk. Pow: 22 Def. Pow: 19 MP Rec: 29 EXP: 8

After rescue HP: 60 Atk. Pow: 35 Def. Pow: 27 MP Rec: 45 EXP: 60

Condition	HP Ball	MP Ball	Munny	Item(s)
Defeated	2 x 1 (5 x 2)	5 x 1		Eden (1%) Frost Gem (4%) Blizzaga Ring (0.2%)

WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP
x1.0 x1.0 x1.0 x1.0 x1.0 x1.0 x1.0 x1.0
KO OTHER

SEA NEON

{!} After rescue, Gravity is x0.8 and Stop is x0.6.

Before rescue HP: 45 Atk. Pow: 21 Def. Pow: 17 MP Rec: 27 EXP: 10

After rescue HP: 120 Atk. Pow: 35 Def. Pow: 27 MP Rec: 47 EXP: 120

Condition	HP Ball	MP Ball	Munny	Item(s)
Defeated	5 x 1	5 x 1 (5 x 2)		Hi-Potion (2%) Mega-Potion (1%) Bright Gem (4%)
Defeat by meeting special conditions {2}	5 x 3			

WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP
x1.0 x1.0 x1.0 x1.0 x1.0 x1.0 x1.0 x1.0
KO OTHER

SEARCH GHOST

{!} After rescue, Gravity is x0.8 and Stop is x0.6.

{2} Use a Gravity spell or inflict damage to a search Ghost whose body is enveloped in the light of its HP adsorption spell.

Olympus Coliseum HP: 1800 Atk. Pow: 46 Def. Pow: 46 MP Rec: 70 EXP: 18,000

BOSS SEPHIROTH

WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP
x1.0 Null Null Null Null Null x0.5 x0.5
KO OTHER

Neverland HP: 120 Atk. Pow: 27 Def. Pow: 21 MP Rec: 38 EXP: 150

Condition	HP Ball	MP Ball	Munny	Item(s)
Defeated	1 x 3			
Upward kick misses Sora	5 x 2			
Upward kick hits Sora	20 x 3 (1)			
Cause to vanish by dealing damage	1 x 3 (5 x 2)	3 x 3 (5 x 2)		Mega-Potion (40%) Elixir (5%)

WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP
x1.0 x0.49 x0.5 x1.0 x0.04 x0.2 x0.5 x0.5
KO OTHER

BOSS SHADOW SORA

{!} Dropped by Sora. The munny you have drops by this amount.

	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP.
Dive to the Heart	10	2	2	0	1
Destiny Islands	12	6	6	0	
Traverse Town	12	8	8	6	1
Wonderland	12	9	9	8	1
Olympus Coliseum	12	11	10	11	1
Deep Jungle	18	12	11	13	1
Agrabah	21	18	15	20	2
Monstro	36	21	17	25	4
Halloween Town	39	24	20	32	6
Neverland	42	27	21	36	8
Hollow Bastion	54	31	24	40	16
End of the World	60	40	30	53	30
End of the World (Inside World of Chaos)	60	35	27	53	30
All worlds after rescue, except End of World	60	35	27	45	30

CONDITION	HP BALL	MP BALL	MUNNY	ITEM(S)
Dive to the Heart	1 x 3			
Destiny Islands	1 x 4			Potion (5%)
World of Chaos	1 x 8			Mega-Potion (10%)
All other worlds	1 x 1	1 x 2		Potion (1%) Lucid Shard (6%)

{!} After rescue, at the End of the World, and within the World of Chaos, Gravity is x0.8 and Stop is x0.6.

	HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP.
Halloween Town (Before rescue)	120	24	20	36	120{!}
Halloween town (After rescue)	300	35	27	49	400{!}

CONDITION	HP BALL	MP BALL	MUNNY	ITEM(S)
Receives damage	2 x 1			
Shock is dizzied	1 x 1			
Knocked out	2 x 5			

{!} Becomes 1/10 if Shock is defeated before Lock or Barrel.

{!} After rescue, Gravity is x0.03 and Stop is x0.2.

Condition	HP Ball	MP Ball	Munny	Items
HP reduced to 0				Hi-Potion (100%) Ether (80%) Mega-Potion (30%)

{!} After rescue, Gravity is x0.03 and Stop is x0.2.

WEAPON	FIRE	BLIZZARD	THUNDER	GRAVITY	STOP
x1.0	x0.49	x0.5	x1.0	x0.04{!}	x0.3{!}

{!} After rescue, Gravity is x0.03 and Stop is x0.2.

Condition	HP Ball	MP Ball	Munny	Items
Before rescue	90	22	19	31
After rescue	240	35	27	47

{!} After rescue, Gravity is x0.03 and Stop is x0.2.

WEAPON	FIRE	BLIZZARD	THUNDER	GRAVITY	STOP
x1.0	x1.0	x1.0	x1.0	x1.0{!}	x1.0{!}

{!} After rescue, Gravity is x0.03 and Stop is x0.2.

Condition	HP Ball	MP Ball	Munny	Items
Before rescue	24	8	8	8
After rescue	120	35	27	47

{!} After rescue, Gravity is x0.03 and Stop is x0.2.

WEAPON	FIRE	BLIZZARD	THUNDER	GRAVITY	STOP
x1.0	x1.0	x1.0	x1.0	x1.0{!}	x1.0{!}

{!} After rescue, Gravity is x0.03 and Stop is x0.2.

WEAPON	FIRE	BLIZZARD	THUNDER	GRAVITY	STOP
x1.0	x1.0	x1.0	x1.0	x1.0{!}	x1.0{!}

{!} After rescue, Gravity is x0.03 and Stop is x0.2.

THE HEARTLESS
& OTHER ADVERSARIES



HP Atk. Pow. Def. Pow. MP Rec. EXP

Deep Jungle	750	12	11	20	30
Olympus Coliseum (Hades Cup)	600	40	30	53	300

CONDITION HP BALL MP BALL MUNNY ITEM(S)

Deep Jungle: Mega-Potion (100%)

WEAPON FIRE BLUZZARD THUNDER GRAVITY STOP

x1.0	x0.49	x0.5	x1.0	x0.04 (1)	Null	x0.5	x0.5
------	-------	------	------	-----------	------	------	------

KO OTHER

BOSS

STEALTH SNEAK

{1} During the Hades Cup, Gravity is x0.03.

HP Atk. Pow. Def. Pow. MP Rec. EXP

Wonderland	600	9	9	15	150
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CONDITION HP BALL MP BALL MUNNY ITEM(S)

Enemy is knocked out: 1 x 5

Clubs extinguished: 2 x 20

Defeated: Iffrit's Horn

WEAPON FIRE BLUZZARD THUNDER GRAVITY STOP

x1.0	x0.49	x0.5	x1.0	x0.04	x0.3	x0.5	x0.5
------	-------	------	------	-------	------	------	------

KO OTHER

BOSS

TRICKMASTER

HP Atk. Pow. Def. Pow. MP Rec. EXP

Atlantica (Before rescue)	450	22	19	1	1000
Atlantica (After rescue)	1200	35	27	1	1500

WEAPON FIRE BLUZZARD THUNDER GRAVITY STOP

x1.0	Null	Null	Null	Null	x0.5	x0.5
------	------	------	------	------	------	------

KO OTHER

BOSS

URSULA (1ST TIME)

All attacks cause 1 point of damage unless she's knocked out.

HP Atk. Pow. Def. Pow. MP Rec. EXP

Before rescue	900	22	19	36	1500
After rescue	1200	35	27	53	2000

WEAPON FIRE BLUZZARD THUNDER GRAVITY STOP

x1.0	x0.49	x0.5	x1.0	x0.04 (1)	x0.3 (1)	x0.5	x0.5
------	-------	------	------	-----------	----------	------	------

KO OTHER

BOSS

URSULA (2ND TIME)

{1} After rescue, Gravity is x0.03 and Stop is x0.2.

HP Atk. Pow. Def. Pow. MP Rec. EXP

Before rescue	30	8	8	100	None
---------------	----	---	---	-----	------

CONDITION HP BALL MP BALL MUNNY ITEM(S)

Fire magic for third spell: 15 x 30

Blizzard magic for third spell: 15 x 30

Thunder magic for third spell: 15 x 50

Cure magic for third spell: 15 x 50

Gravity magic for third spell: 15 x 70

Stop magic for third spell: 15 x 70

Aero magic for third spell: 15 x 70

Fire magic cast 3 consecutive times: 15 x 30

Blizzard magic cast 3 consecutive times: 15 x 30

Thunder magic cast 3 consecutive times: 15 x 50

Cure magic cast 3 consecutive times: 15 x 50

Gravity magic cast 3 consecutive times: 15 x 70

Stop magic cast 3 consecutive times: 15 x 70

Aero magic cast 3 consecutive times: 15 x 70

WEAPON FIRE BLUZZARD THUNDER GRAVITY STOP

Blaze Shard (100%)	Blaze Gem (10%)	Mystery Goo (10%)		
Frost Shard (100%)	Frost Gem (10%)	Mystery Goo (10%)		
Thunder Shard (100%)	Thunder Gem (10%)	Mystery Goo (10%)		
Bright Shard (100%)	Bright Gem (10%)	Mystery Goo (10%)		
Lucid Goo (100%)	Lucid Gem (10%)	Mystery Goo (10%)		
Power Shard (100%)	Power Gem (10%)	Mystery Goo (10%)		
Spirit Shard (100%)	Spirit Gem (10%)	Mystery Goo (10%)		
Fire Arts (100%)	Blaze Gem (40%)	Mystery Goo (20%)		
Blizzard Arts (100%)	Frost Gem (40%)	Mystery Goo (20%)		
Thunder Arts (100%)	Thunder Gem (40%)	Mystery Goo (20%)		
Cure Arts (100%)	Bright Gem (40%)	Mystery Goo (20%)		
Gravity Arts (100%)	Lucid Gem (40%)	Mystery Goo (20%)		
Stop Arts (100%)	Power Gem (40%)	Mystery Goo (20%)		
Aero Arts (100%)	Spirit Gem (40%)	Mystery Goo (20%)		

BOSS

WEAPON FIRE BLUZZARD THUNDER GRAVITY STOP

x1.0						
------	------	------	------	------	------	------

KO OTHER

BOSS

WHITE MUSHROOM

Cast the correct spell to receive 1 Tech Point. Cast three spells of the same element correctly for 10 Tech Points.



		HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP.
Before rescue		60	24	20	34	16
After rescue		120	35	27	47	90
CONDITION	HP BALL	MP BALL	MUNNY	ITEM(S)		
Defeated	1 x 5			Hi-Potion (2%) Mega-Potion (0.5%) Lucid Gem (4%)		

WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP

x1.0						
------	------	------	------	------	------	------

KO OTHER

BOSS
WIGHT KNIGHT

{1} After rescue, Gravity is x0.8 and Stop is x0.6.

		HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP.
End of the World		1500	40	30	64	20,000
WEAPON	FIRE	BLIZZARD	THUNDER	GRAVITY	STOP	
x1.0	x0.49	x0.5	x1.0	x0.02	Null	x0.5
						x0.5
					KO	OTHER

BOSS
WORLD OF CHAOS

		HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP.
Before rescue		24	15	12	14	3
After rescue		60	35	27	43	60
CONDITION	HP BALL	MP BALL	MUNNY	ITEM(S)		
Defeated	2 x 1	1 x 1	1 x 4	Ether (1%) Thunder Shard (8%) Thunder Ring (0.5%)		

WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP

x1.0	x1.0	x1.0	Absorb	x1.0	x1.0	x1.0
------	------	------	--------	------	------	------

KO OTHER

BOSS
YELLOW OPERA

{1} After rescue, Gravity is x0.8 and Stop is x0.6.

		HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP.
Before rescue		75	31	24	42	90
After rescue		90	35	27	47	150
CONDITION	HP BALL	MP BALL	MUNNY	ITEM(S)		
Defeated		2 x 10	15 x 3	Ether (2%) Shiny Crystal (2%) Wizard's Relic (0.2%)		

WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP

x1.0	Absorb	Absorb	Absorb	x0.5(1)	x0.3(1)	x1.0	x1.0
------	--------	--------	--------	---------	---------	------	------

KO OTHER

WIZARD

{1} After rescue, Gravity is x0.4 and Stop is x0.2.

		HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP.
Before rescue		135	31	24	42	65
After rescue		150	35	27	47	120
CONDITION	HP BALL	MP BALL	MUNNY	ITEM(S)		
Defeated	5 x 3			Hi-Potion (2%) Elixir (0.5%) Power Crystal (2%)		

WEAPON FIRE BLIZZARD THUNDER GRAVITY STOP

x1.0	x1.0	x1.0	x1.0	x0.9(1)	x1.0(1)	x1.0	x1.0
------	------	------	------	---------	---------	------	------

KO OTHER

WYVERN

{1} After rescue, Gravity is x0.75 and Stop is x0.6.

		HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP.
Olympus Coliseum (Pegasus Cup, Before rescue)		300	21	18	33	300(1)
Olympus Coliseum (Pegasus Cup, After rescue)		450	35	27	53	600(1)
Olympus Coliseum (Hades Cup)		450	40	30	53	600(2)

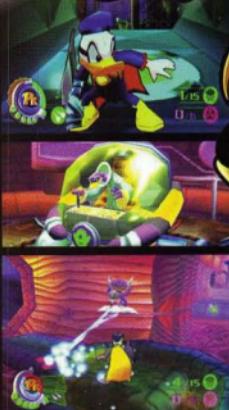
		HP	Atk. Pow.	Def. Pow.	MP Rec.	EXP.	
BOSS		300	21	18	33	300(1)	
YUFFIE		450	35	27	53	600(1)	
WEAPON	FIRE	BLIZZARD	THUNDER	GRAVITY	STOP		
x1.0	x0.49	x0.5	x1.0	x0.04(3)	x0.3(3)	x0.5	x0.5
						KO	OTHER

BOSS
YUFFIE

{1} Becomes 100 after Yuffie is defeated one time during the Pegasus Cup.
{2} Becomes 100 after Yuffie is defeated one time during the Hades Cup.
{3} After rescue and during the Hades Cup, Gravity is x0.03 and Stop is x0.2.

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OFFICIAL STRATEGY GUIDE

By Dan Birlew

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	HP	Attack	Defence	HP Regen	EXP
HP	24	8	8	8	3
MP	120	35	27	47	90
ATK	1.0	1.0	1.0	1.0	1.0
DEF	1.0	1.0	1.0	1.0	1.0
SPD	1.0	1.0	1.0	1.0	1.0
EVAS	1.0	1.0	1.0	1.0	1.0
LUCK	1.0	1.0	1.0	1.0	1.0
ITEM	1.0	1.0	1.0	1.0	1.0
WEAP	1.0	1.0	1.0	1.0	1.0
ARMOR	1.0	1.0	1.0	1.0	1.0

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