VILLAINS

Are you having problems battling the Heartless, or any other of the villains that inhabit the worlds of KINGDOM HEARTS? The information on the following pages will help you identify your opponents' strengths and weaknesses. The opponents are listed in the approximate order of their appearance in the game, with the exception of the bosses. The boss opponents are presented at the end of this chapter. This way you can choose which information you require and when...

Name and Illustration
The name and accompanying illustration of the opponent.

General Information
Most creatures will become stronger at a specific point in the story, namely after Sora saves Kairi. When you come across a statistic entry bearing two figures separated by a “/”, the first figure is your opponent's stats before Kairi's rescue, whilst the figure on the right of the “/” mark represents this stat after Sora has saved her. If there is only one figure in an entry, this means that this opponent's stats do not change during the game. In some cases, an opponent's statistics may change, but not because of Kairi's rescue. These are explained briefly in the "Details" column, preceded by an "*".

Location
The world icons indicate where you will encounter an opponent.

HP
An opponent’s stamina is expressed in hit points. If you have equipped the S can ability, the creature’s HP bar will be displayed in the top left-hand corner of the screen. The colour of an opponent’s HP bar indicates the following:

| 1 – 300 | HP | Green |
| 301 – 600 | HP | Yellow |
| 601 – 900 | HP | Orange |
| 901 – 1200 | HP | Reddish brown |

STR
An opponent’s Strength figure indicates the damage inflicted by its attacks. The higher the figure, the more powerful the creature’s blows.

DEF
The Defense figure tells you how well your opponent is protected against attacks. The higher the figure is, the better the enemy’s protection against damage.

EXP
All of your characters earn experience points following victory in battle, irrespective of whether they participated in combat or not. (See page 36 in the How to play chapter for more information on EXP.)

MP Recovery
When an opponent sustains damage from an attack, the Charge gauge of the character that executed the blow is filled by this figure. (See page 28 in the How to play chapter for more information on recovering MP by using the Attack option.)

Attack Type
The entry in this column indicates which attack types an opponent uses. Not all of its attacks are necessarily of the type displayed here, as each opponent can use a variety of attack techniques.

Vulnerable to Attack Type
If a figure only applies to a specific attack type, the abbreviation Ab. denotes that the creature actually absorbs the full extent of the attack and fills its HP bar in doing so.

HP Balls
When defeated, an opponent will drop the number of large and/or small HP balls displayed in this column. Small HP balls restore 1 HP each, large ones restore 5 HP. If you have equipped the Jackpot ability, the number of HP balls dropped will increase.

MP Balls
Defeated opponents may also leave behind MP balls. Each small MP ball restores 2 points to the Charge gauge (which corresponds to 1/7 of a Charge segment). Large MP balls restore 15 points to the Charge gauge (which is equivalent to 1/2 a Charge segment). If you have equipped the Jackpot ability, the number of MP balls dropped by your opponent will increase.

Munny Balls
This figure shows the amount of Munny you can earn by defeating an opponent. Small Munny balls yield 1 Munny each; medium-sized ones give 5 Munny, and large Munny balls 20 Munny. If you have equipped the Jackpot ability, the number of Munny balls dropped by your enemy will increase.

Item and % Chance
When you defeat an opponent, there is a possibility that you will receive up to three items. The items and the % chance of obtaining them are listed in this column. If you have equipped the Lucky Strike ability, the chance of obtaining items will increase.

Details
If a figure only applies to specific events in the game, you will find the relevant information here. Entries of this kind are preceded by an "*". Any additional information of interest on a creature is also given in this column.