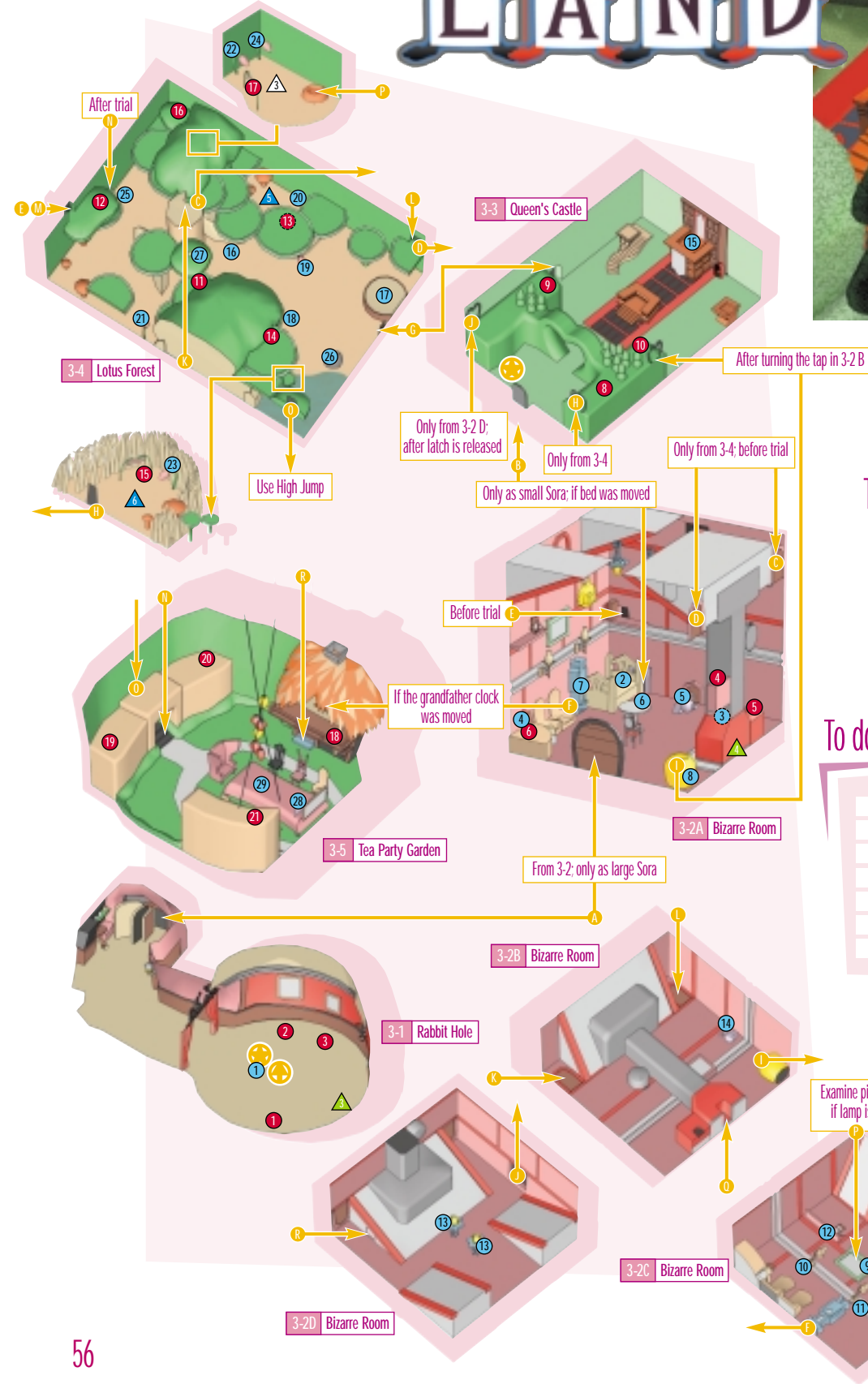


WONDERLAND



Trinities

Trinity	Location	Purpose	Page
5	3-4	Ether, Tent, Potion	-
4	3-4	Camping Set	-
3	3-1	Elixir	-
2	3-2	Mythril Shard	-
1	3-4	Lady Luck	104

To do List

- Follow the White Rabbit
- Drink from the blue bottle
- Gather evidence of Alice's innocence
- Destroy the Queen of Hearts's Tower
- Find the Bizarre Room containing the Cheshire Cat
- Light the lamps
- Defeat the Trickmaster

Some exits (E/M/D/L/C/R) are marked with two letters. The first letter is valid before Alice's trial, the second one after it. You can only enter the area that contains blue Trinity 6 after the trial.

Items

No.	Item	Location	Condition	Page
1	Camping Set	3-1	Return from 3-3 and defeat all opponents (before trial)	59
2	Megalixir	3-1	Defeat all opponents following Kairi's rescue (after Hollow Bastion)	104
3	Mega-Potion	3-1	Defeat all opponents after trial (prior to Kairi's rescue)	59
4	Evidence: Claw Marks	3-2 A	Through entrance D	59
5	Evidence: Stench	3-2 A	Through entrance C	59
6	Mythril Shard	3-2 A	Move teddy bear in 3-2 C	-
7	Defense Up	3-2 C	Light lamp	-
8	Aero-G	3-3	Through entrance H	-
9	Dalmatians 13,14,15	3-3	Through entrance J	-
10	Dalmatians 58,59,60	3-3	Through entrance I	-
11	Dalmatians 16,17,18	3-4	-	-
12	Evidence: Antenna	3-4	-	59
13	Evidence: Footprints	3-4	-	58
14	Orichalcum	3-4	High Jump	-
15	Shell-G	3-4	Attack flower with Thunder	-
16	Thunder-G	3-4	Attack mid-jump	-
17	Thundara-G	3-4	Attack flower with Thunder	-
18	Aeroga-G	3-5	Through entrance F (behind the grandfather clock)	-
19	Aeroga-G	3-5	Through entrance O (High Jump)	-
20	Dalmatians 19,20,21	3-5	Through entrance O or F (High Jump)	-
21	Mythril	3-5	Through entrance O (High Jump + Glide)	94

Props

No.	Prop	Location	Condition	Page
1	Save Point	3-1	(Appears after 3-2 is visited)	61
2	Bed	3-2 A	Can be moved by large Sora	58
3	Flower pot	3-2 A	Yields Mythril Shard, 2x Potion (if lamps in 3-2 D are lit)	-
4	Book	3-2 A	Is activated by teddy bear in 3-2 C	61
5	Doorknob	3-2 A	-	58
6	Bottles	3-2 A	Enlarge / shrink Sora	58
7	Grandfather clock	3-2 A	Activated by teddy bear in 3-2 A that drops in 3-2 C	61
8	Vase	3-2 A+B	Activated by turning the tap in 3-2 B	61
9	Picture	3-2 C	(Activated by lighting lamp); examine to use exit P	-
10	Left lamp	3-2 C	Turn on to open exit P	61
11	Right lamp	3-2 C	Turn on make Defense Up materialise	61
12	Shelf with teddy bear	3-2 C	Sever supports to drop the teddy bear	61
13	Lamps	3-2 D	Turn on to make flower pot and Trickmaster appear in 3-2 A	60
14	Tap	3-2 B	Turn on to open passage I	61
15	Queen of Hearts	3-3	-	58
16	Tree	3-4	Can be rotated by large Sora	59
17	Tree stump	3-4	Step on it with large Sora to open exit D	59
18	Flower 1 (yellow)	3-4	Enlarges Sora in exchange for a Potion	59
19	Flower 1 (red)	3-4	Gives Camping Set in exchange for an Ether	-
20	Flower 2 (yellow)	3-4	Gives Hi-Potion in exchange for a Potion	-
21	Flower 2 (red)	3-4	Gives Camping Set in exchange for an Ether	-
22	Flower 3 (yellow)	3-4	Gives Mythril Shard and munny in exchange for an Elixir	-
23	Flower 3 (red)	3-4	Gives Mega-Potion in exchange for a Hi-Potion	-
24	Flower 4 (yellow)	3-4	Gives Hi-Potion in exchange for a Potion	-
25	Boulder	3-4	Disappears after trial	-
26	Boulder	3-4	Can be moved by large Sora (appears after trial)	60
27	Nut	3-4	Shrinks large Sora	59
28	Sign	3-5	Gives hint relating to chairs	61
29	Chairs 1-7	3-5	Yield various surprises	61

Opponents

Name	Shadow	Soldier	Red Nocturne
HP	12	24	24
Page	122	123	123

Name	Large Body	Blue Rhapsody	Yellow Opera
HP	160	24	24
Page	123	123	124

Name	Air Soldier	Darkball	Defender
HP	33	60	240
Page	124	126	126

Name	Wizard	White Mushroom	Queen of Hearts
HP	75	-	10
Page	126	127	130

Name	Cards (Spades)	Cards (Hearts)
HP	45	60
Page	131	130

Name	Tower	Trickmaster
HP	-	600
Page	131	132

Characters

How to play

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Worldmap

Dive Into The Heart

Destiny Islands

Disney Castle

Traverse Town

Wonderland

Olympus Coliseum

Deep Jungle

Traverse Town (2)

Agrabah

Monstro

Atlantica

Halloween Town

Neverland

Traverse Town (3)

Hollow Bastion

Traverse Town (4)

Hollow Bastion (2)

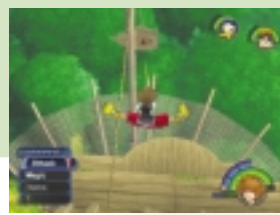
End of the World

HOW TO JUMP FURTHER

Bear in mind that you can jump further by attacking with your Keyblade at the right moment (see page 24 in the How to play chapter). This makes crossing the gap between the last hippo and the grass area easier. It also helps you reach the treasure chest that contains an **Esuna-G** (Fig. 3). Similarly, you can reach the chest with the **Mythril** in 5-1 by attacking 4 - 5 times upon jumping off the Tree House (Fig. 4).



03

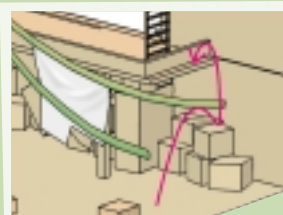


04

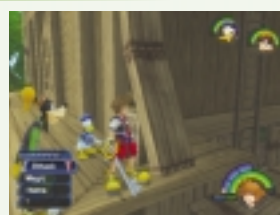
Back to the Tree House

Once you have talked to Kerchak go to the Tree House. Turn and make your way up the vines to reach the Climbing Trees. If you activate all of the wilted flowers here with magic, no more opponents will appear. Move on to 5-1 and enter the house where you will come across Clayton. You might want to open the chests in this location before heading back to the Camp if you didn't do so already. While the stairs leading to the first floor are damaged, you can leap up over the crates (Fig. 5) to reach exit B. Move around the outside of the entire

building. At the very end of the walkway, jump towards the ladder that leads to the roof (Fig. 6).



05



06



This lively female gorilla was raised with Tarzan™. A little older than her human friend Terk is concerned with the welfare of others, and is like a caring sister to Tarzan™. Her curiosity sometimes gets her into trouble...



This adult female gorilla found the orphaned Tarzan™ in the jungle and adopted him. Kala's own offspring were slaughtered by Sabor. Kala focused all of her maternal affections on Tarzan™. Although she is not happy about Tarzan™'s contact with humans, she respects his decisions.



Kala's mate is the leader of the gorillas. The group's safety is his foremost concern, and as such, he strictly avoids all contact with humans. He was always opposed to adopting Tarzan™ and even to this day, he cannot accept him as a group member. Ever since Tarzan™ met Jane, Kerchak has been worried that the gorillas may be in great danger.

Research at the Camp

You can fulfil a number of additional tasks at the Camp. Collect the **Recipe Cards** at the flagpole and the grandfather clock, then examine the cooking pot. If you have a **Potion**, put it into the pot. Then strike the stove to open its door.

Finally, light the stove by casting **Fire** and thus you have created a **Hi-Potion**! Examine the lab bench after finding the three Research Notes in the area. Use a **Potion** and cast a **Blizzard** spell to take your reward: two rations of **Ether**.

Rescuing Gorillas

Upon your return to the Tent, Jane asks you to protect the gorillas. The primates are attacked by Heartless in five locations. The first time that you defeat the villains in each of the five areas, you will be handed gummi blocks as tokens of the gorillas' gratitude. The first confrontation occurs right outside the Tent; another battle must be won inside the Tree House. If you are not sure where to find the

Heartless next, ask Jane for hints.

Have a word with Jane once you have rescued all of the gorillas. Now enter the Bamboo Thicket.

Location	Reward
5-1 Tree House	Shell-G
5-4 Climbing Trees	Aeroga-G
5-8 Camp	Protect-G
5-10 Bamboo Thicket	Fire-G
5-11 Jungle: Cliff	Aeroga-G

SABOR

This vicious and dangerous leopard was responsible for the death of Tarzan™'s parents. He also abducted the young of Kala, a female gorilla. Sabor has a cruel streak and prefers to attack weaker prey. All inhabitants of the jungle have learned to dread the leopard's sudden attacks.

Strategy Your final fight with Sabor takes place in the Bamboo Thicket (Fig. 7). The leopard is now stronger than before. It is best to avoid his pouncing attacks using **Dodge Roll** and then to attack him from the side. Alternatively, use **Sonic Blade**: this stuns Sabor for a short time, enabling you to get in a few strikes. After defeating Sabor return to the Tent where you will learn that Jane has been abducted.



HP:	180
STR:	12
DEF:	11
EXP:	150
Item:	White Fang

07

Rescue Jane

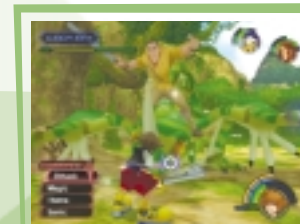
You must first reach the Climbing Trees in order to find Jane. As the passage between 5-2 and 5-3 cannot be used for now, you will have to cross the Hippos' Lagoon (5-7) and climb the Vine. When you arrive at 5-4, you will discover a big, black fruit hanging from a tree in the

centre. You must destroy this nasty growth, whilst being attacked by countless Powerwilds, in order to liberate Jane. Following this encounter, you will need to protect the gorillas yet again. A confrontation is about to take place at the Cliff (5-11).

CLAYTON + STEALTH SNEAK

Strategy Clayton is waiting at the Cliff, accompanied by a number of Powerwilds. You should avoid his gunshots with **Dodge Roll**, then attack. Once Clayton's HP has dropped below 70% and he is struck by Sora, the Heartless disappear and the second battle begins. You can prevent Clayton from using a **Potion** by attacking him directly. Even so, he will begin the second battle with his HP fully restored. A rocky division separating the area falls apart and Clayton is raised up by an invisible creature. Attack the **Stealth Sneak** first (Fig. 8). It loses consciousness after a while, and Clayton is thrown to the ground. This is advantageous to you, as Clayton can heal this creature with a **Potion** only while he is sitting on it. Once on the ground, Clayton fires his shotgun. Approach him quickly and attack him again. The **Stealth Sneak** will also throw Clayton to the ground if you hit it with the finishing attack of a combo. After the battle, Sora gains the power of healing in the form of the **Cure** spell.

HP:	250 (Clayton) 750 (Stealth Sneak)
STR:	12
DEF:	11
EXP:	240 (Clayton) 30 (Stealth Sneak)
Item:	Mega-Potion (Stealth Sneak)



08

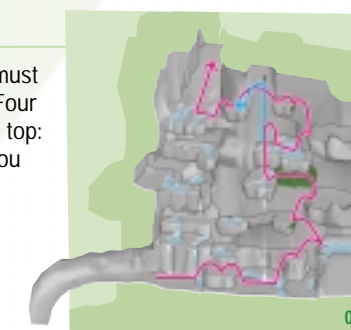


The Cavern of Hearts

The Cavern of Hearts becomes accessible following your victory over Clayton. You must reach a recess near the top of the cliff; (Fig. 9) shows the best path for you to take. Four chests can be opened on your way up. You have two possible paths as you near the top: The blue trail is slightly shorter - provided you do make the jump. If unsuccessful, you will have to climb back up from the bottom.

Sora receives another **Navi-G Piece**. Tarzan™ hands him the **Jungle King** Key Chain, which you need to equip in the Equipment menu. You also learn how to activate **Red Trinities**.

As your gummi ship cannot yet head for new worlds, you should put in another stop at Traverse Town and ask Leon about the Navi-Gummi.



09

Mini-Games

You can participate in two types of mini-game in the Deep Jungle.

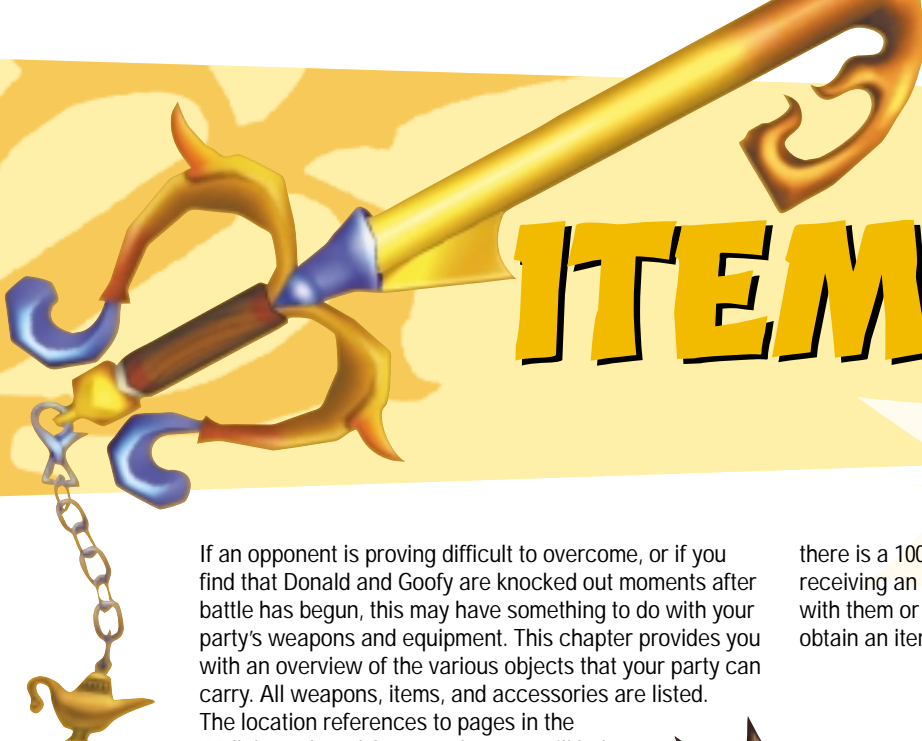
Vine Jump: In 5-6, examine the flower on the ground near the save point (Fig. 10). You can now choose to start one of four Vine Jump races. See the map in the Secrets chapter (page 143) for more information on the positioning of the vines. There are no prizes to be won for this Mini Game.

Jungle Slider: Jump into the tree hollow in 5-2 after sealing the Keyhole in 5-13. If you succeed in collecting ten pieces of fruit during your slide down, you receive an **AP Up**. You can unlock four additional courses and earn as many more prizes if you collect all of the pieces of fruit on the course. See page 142 for more details.



10

ITEMS



If an opponent is proving difficult to overcome, or if you find that Donald and Goofy are knocked out moments after battle has begun, this may have something to do with your party's weapons and equipment. This chapter provides you with an overview of the various objects that your party can carry. All weapons, items, and accessories are listed. The location references to pages in the Walkthrough and Secrets chapters will help you quickly track down the objects that you are looking for. Page numbers referring to opponents are included if

there is a 100% chance of your receiving an object following a battle with them or if this is the only way to obtain an item.



WEAPONS

The weapons are listed according to their strength. Each has specific properties. A weapon's STR figure combined with the STR figure of the character wielding it, determines the damage inflicted when used. Weapons may also alter their user's Max MP. The figures in the Critical % column indicate the likelihood of landing a critical hit with a weapon and, should the occasion arise, inflicting greater damage (Critical Bonus). See page 34 in the How to play

chapter for more information on critical hits. The range or size of a weapon is also important when selecting one to use. For example, a long-range weapon will be more effective than a short-range one when facing single, distant opponents. The purchase prices and the second-hand prices at which you can sell your weapons are listed in the tables along with where and how each weapon can be obtained.

Sora's Weapons



Sora's weapons cannot be sold.

Weapon	STR	Max MP	Critical %	Critical Bonus	Range	Location
Wooden Sword	0	-	100	0	-	Initial weapon and Hollow Bastion (p. 99)
Dream Sword	1	-	100	0	-	Dive Into The Heart (p. 45)
Dream Rod	1	-	50	0	-	Dive Into The Heart (p. 45)
Dream Shield	1	-	0	-	-	Dive Into The Heart (p. 45)
Kingdom Key	3	-	100	0	medium	Destiny Islands (p. 48)
Spellbinder	4	+2	100	0	medium	Traverse Town (p. 81)
Jungle King	5	-	50	0	long	Deep Jungle (p. 69)
Wishing Star	5	-	always	4	short	Traverse Town (p. 51)
Three Wishes	6	-	100	0	medium	Agrabah (p. 76)
Crabclaw	6	+1	100	0	medium	Atlantica (p. 85)
Pumpkinhead	7	-	200	0	long	Halloween Town (p. 90)
Fairy Harp	8	+1	100	4	short	Neverland (p. 94)
Lady Luck	8	+2	100	0	medium	Wonderland (p. 56)
Olympia	9	-	150	4	medium	Olympus Coliseum (p. 62)
Oathkeeper	9	+1	200	0	medium	Traverse Town (p. 104)
Metal Chocobo	10	-1	10	0	long	Olympus Coliseum (p. 95 and 169)
Lionheart	10	+1	100	0	long	Olympus Coliseum (p. 169)
Divine Rose	10	-	200	0	short	Hollow Bastion (p. 105)
Oblivion	11	-1	100	4	long	Hollow Bastion (p. 98)
Ultima Weapon	12	+2	200	4	long	Item Workshop

Donald's Weapons

Weapon	STR	Max MP	Range	Price	Sells at	Location
Mage's Staff	1	-	short	-	-	Initial weapon
Morning Star	2	-	short	150	30	Item Shop
Magus Staff	3	+1	short	1000	100	Item Shop
Shooting Star	4	-	short	750	100	Item Shop
Warhammer	4	-1	long	250	50	Item Shop
Wisdom Staff	5	+1	short	4000	150	Item Shop
Wizard's Relic	5	+2	long	-	1000	Opponent: Wizard (p. 126)
Lord Fortune	6	+1	short	-	-	Traverse Town (p. 104)
Silver Mallet	7	-1	long	1000	100	Item Shop
Dream Rod	8	+2	long	-	-	Traverse Town (p. 140)
Grand Mallet	9	-1	long	4000	150	Item Shop
Violetta	9	-1	short	-	-	Olympus Coliseum (p. 62)
Save the Queen	9	+2	long	-	-	Olympus Coliseum (p. 169)

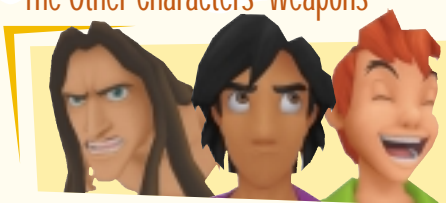
Donald can only land critical hits with the Violetta weapon (Critical % = 100, Critical Bonus = 9).

Goofy's Weapons

Weapon	STR	Max MP	Size	Price	Sells at	Location
Knight's Shield	1	-	medium	-	-	Initial weapon
Stout Shield	1	-	large	250	50	Item Shop
Smasher	3	-	small	250	50	Item Shop
Golem Shield	3	-	large	1000	100	Item Shop
Mythril Shield	4	-	medium	750	100	Item Shop
Adamant Shield	5	-	large	4000	150	Item Shop
Onyx Shield	6	-	medium	2800	150	Item Shop
Dream Shield	6	+2	medium	-	-	Traverse Town (p. 140)
Gigas Fist	7	-	small	1000	100	Item Shop
Genji Shield	8	-	large	-	-	Olympus Coliseum (p. 169)
Herc's Shield	9	-	medium	-	-	Olympus Coliseum (p. 95)
Defender	10	+1	large	-	1000	Opponent: Defender (p. 126)
Save the King	10	+2	large	-	-	Olympus Coliseum (p. 169)

Goofy is unable to land critical hits.

The Other Characters' Weapons



Character	Weapon	STR	Critical %	Critical Bonus	Location
Tarzan	Spear	3	100	0	Default weapon
Aladdin	Sword	5	100	0	Default weapon
Peter Pan	Dagger	1	100	0	Default weapon

Ariel, Jack, and Beast do not carry weapons.

- Characters
- How to play
- Walkthrough
- Items
- Villains
- Secrets
- Weapons
- Equipment
- Items
- Shopping
- Synthesizing



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...



- Characters
- How to play
- Walkthrough
- Items
- Villains
- Secrets



1

BATTLESHIP

Statistics:

4

HP *1

300 / 450

5

STR

27 / 35

6

DEF

21 / 27

7

EXP

100 / 240

8

MP Recovery

40 / 48

9

Attack Type: Fire

Drops:

11

HP Balls

small x 5, large x 1

12

MP Balls

small x 5, large x 2

13

Munny Balls

small x 3, medium x 2, large x 3

14

1st Item *2

Elixir 1 %

14

2nd Item

Power Gem 8 %

14

3rd Item

- - %

10

Vulnerable to Attack Type:

Weapon

1

Fire

1

Blizzard

1

Thunder

1

% Attack

0.5 / 0.4

Stop

0.8 / 0.6

Stun

1

No Type

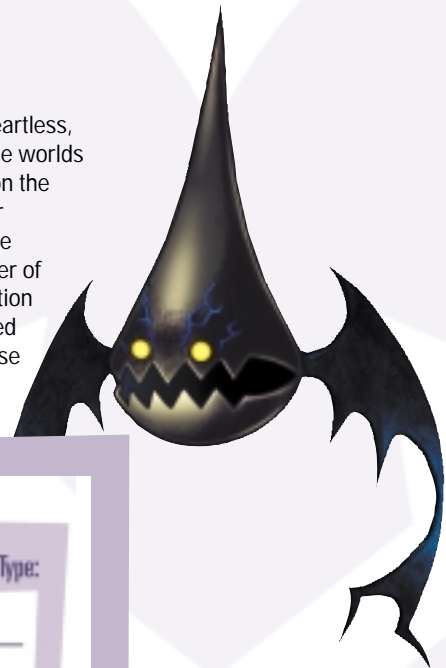
1

15

Details:

*1 The stem is worth 1/10 of the total HP, the cannon is worth 1/12 of the total HP, and the mast has 1/7 of the total HP.

*2 When you destroy either the stem, cannon or mast: Elixir 4%, Power Gem 16%, Element Ring 2%.

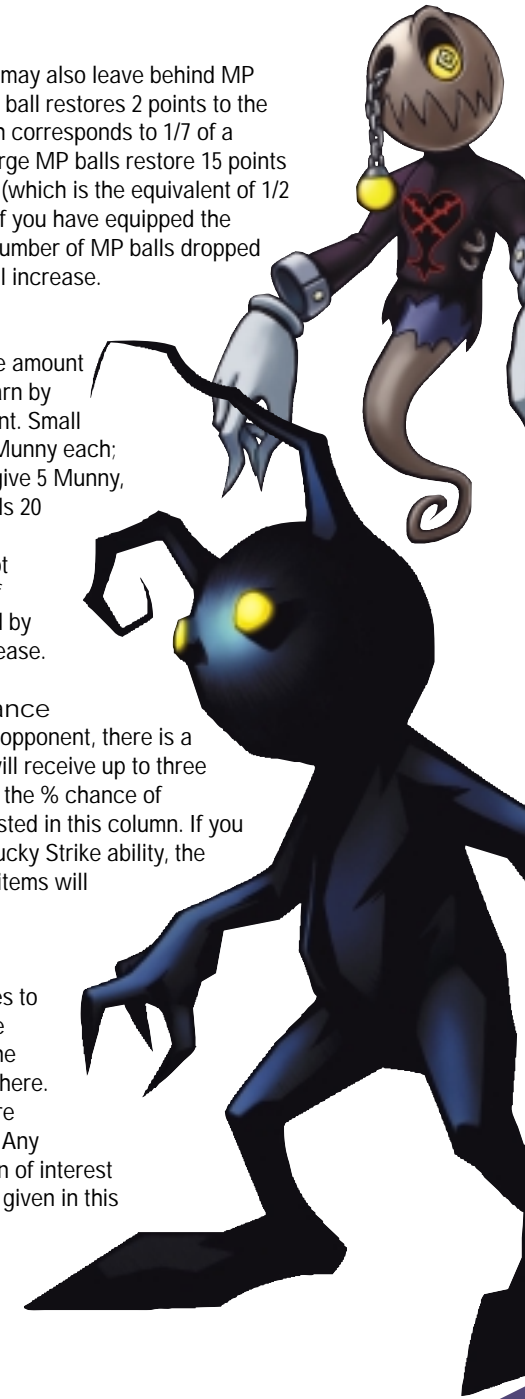


- Name and Illustration**
The name and accompanying illustration of the opponent.
- General Information**
Most creatures will become stronger at a specific point in the story, namely after Sora saves Kairi. When you come across a statistic entry bearing two figures separated by "/", the first figure is your opponent's stat 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 Scan 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
1201	HP +	Purple
- 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**
Many of your opponents are more or less immune to specific attack types. The damage that would normally be inflicted upon them is multiplied by a factor: that of the figure found in the Attack Type columns. A factor of 1 represents normal damage. Any factor less than this, such as 0.3, indicates that an opponent is partially immune to attacks of this type and, in this example will sustain only 30% of

- 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 the equivalent of 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.



YELLOW OPERA

Statistics:		Drops:		Vulnerable to Attack Type:	
HP	24 / 60	HP Balls	-	Weapon	1
STR	15 / 35	MP Balls	small x 1, large x 1	Fire	1
DEF	12 / 27	Munny Balls	small x 4	Blizzard	1
EXP	3 / 60			Thunder	Ab.
MP Recovery	14 / 43	1st Item	Ether 1 %	% Attack	1 / 0.8
Attack type:	Thunder	2nd Item	Thunder Shard 8 %	Stop	1 / 0.6
		3rd Item	Thundara Ring 0.5 %	Stun	1
				No Type	1

Details:



AIR SOLDIER

Statistics:		Drops:		Vulnerable to Attack Type:	
HP	33 / 120	HP Balls	small x 4	Weapon	1
STR	15 / 35	MP Balls	-	Fire	1
DEF	12 / 27	Munny Balls	small x 1, medium x 1	Blizzard	1
EXP	5 / 90			Thunder	1
MP Recovery	18 / 47	1st Item	Potion 2 %	% Attack	1 / 0.8
Attack type:	-	2nd Item	Hi-Potion 1 %	Stop	1 / 0.6
		3rd Item	Spirit Gem 4 %	Stun	1
				No Type	1

Details:



BARREL SPIDER

Statistics:		Drops:		Vulnerable to Attack Type:	
HP	24 / 60	HP Balls	-	Weapon	1
STR	21 / 35	MP Balls	-	Fire	1
DEF	17 / 27	Munny Balls	small x 3, medium x 4	Blizzard	1
EXP *	3 / 30			Thunder	1
MP Recovery	23 / 43	1st Item	Camping Set 1 %	% Attack	1 / 0.8
Attack type:	Fire, Stun	2nd Item	Cottage 0.5 %	Stop	1 / 0.6
		3rd Item	Mythril Shard 1 %	Stun	1
				No Type	1

Details:

* If it self-destructs: 1 EXP



SCREWDIVER

Statistics:		Drops:		Vulnerable to Attack Type:	
HP	48 / 120	HP Balls	small x 5	Weapon	1
STR	22 / 35	MP Balls	-	Fire	1
DEF	19 / 27	Munny Balls	small x 1, medium x 2	Blizzard	1
EXP	15 / 90			Thunder	Ab.
MP Recovery	31 / 47	1st Item	Hi-Potion 2 %	% Attack	1 / 0.8
Attack type:	-	2nd Item	Thunder Gem 4 %	Stop	1 / 0.6
		3rd Item	Thundara Ring 0.2 %	Stun	1
				No Type	1

Details:



GREEN REQUIEM

Statistics:		Drops:		Vulnerable to Attack Type:	
HP	15 / 45	HP Balls	small x 4	Weapon	1
STR	15 / 35	MP Balls	small x 1, large x 1	Fire	Ab.
DEF	12 / 27	Munny Balls	-	Blizzard	Ab.
EXP	4 / 90			Thunder	Ab.
MP Recovery	14 / 43	1st Item	Ether 4 %	% Attack	1 / 0.8
Attack type:	-	2nd Item	Bright Shard 10 %	Stop	1 / 0.6
		3rd Item	Protera Chain 0.5 %	Stun	1
				No Type	1

Details:



BANDIT

Statistics:		Drops:		Vulnerable to Attack Type:	
HP	39 / 120	HP Balls	small x 4	Weapon	1
STR	18 / 35	MP Balls	-	Fire	1
DEF	15 / 27	Munny Balls	small x 1, medium x 1	Blizzard	1
EXP	7 / 90			Thunder	1
MP Recovery	22 / 47	1st Item	Potion 2 %	% Attack	1 / 0.8
Attack type:	-	2nd Item	Blaze Gem 4 %	Stop	1 / 0.6
		3rd Item	Protera Chain 0.5 %	Stun	1
				No Type	1

Details:



SEARCH GHOST

Statistics:		Drops:		Vulnerable to Attack Type:	
HP	45 / 120	HP Balls *	large x 1	Weapon	1
STR	21 / 35	MP Balls	small x 1, large x 2	Fire	1
DEF	17 / 27	Munny Balls	-	Blizzard	1
EXP	10 / 120			Thunder	1
MP Recovery	27 / 47	1st Item	Hi-Potion 2 %	% Attack	1 / 0.8
Attack type:	Dark	2nd Item	Mega-Potion 1 %	Stop	1 / 0.6
		3rd Item	Bright Gem 4 %	Stun	1
				No Type	1

Details:

* If you defeat the Search Ghost with a % attack or while its beam is activated: HP ball: large x 3



AQUATANK

Statistics:		Drops:		Vulnerable to Attack Type:	
HP	120 / 300	HP Balls	small x 3, large x 1	Weapon	1
STR	22 / 35	MP Balls	-	Fire	1
DEF	19 / 27	Munny Balls	small x 2, large x 4	Blizzard	1
EXP	30 / 240			Thunder	1
MP Recovery	33 / 49	1st Item	Mega-Potion 4 %	% Attack	0.9 / 0.75
Attack type:	Thunder	2nd Item	Thunder Gem 8 %	Stop	1 / 0.6
		3rd Item	Thundara Ring 1 %	Stun	1
				No Type	1

Details:



POWERWILD

Statistics:		Drops:		Vulnerable to Attack Type:	
HP	30 / 120	HP Balls	small x 3	Weapon	1
STR	12 / 35	MP Balls	-	Fire	1
DEF	11 / 27	Munny Balls	small x 4	Blizzard	1
EXP	4 / 90			Thunder	1
MP Recovery	15 / 47	1st Item	Potion 2 %	% Attack	1 / 0.8
Attack type:	-	2nd Item	Power Shard 8 %	Stop	1 / 0.6
		3rd Item	Protera Chain 0.5 %	Stun	1
				No Type	1

Details:

If a Powerwild steps on a banana and slips: Munny ball: small x 20, medium x 5; Item: Ether 20%, Mega-Ether 4%, Power Shard 16%.

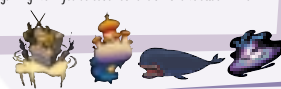


FAT BANDIT

Statistics:		Drops:		Vulnerable to Attack Type:	
HP	240 / 300	HP Balls	small x 10, large x 1	Weapon	1
STR	18 / 35	MP Balls	-	Fire	1
DEF	15 / 27	Munny Balls	small x 1, medium x 2	Blizzard	1
EXP	20 / 240			Thunder	1
MP Recovery	24 / 49	1st Item	Hi-Potion 4 %	% Attack	1 / 0.8
Attack type:	Fire	2nd Item	Blaze Gem 8 %	Stop	1 / 0.6
		3rd Item	Firaga Ring 1 %	Stun	1
				No Type	1

Details:

Defeat by attacking the abdomen (while the Fat Bandit draws his breath): HP ball: small x 15, large x 1; Munny ball: small x 2, medium x 4; Item: Elixir 4%, Blaze Gem 8%, Firaga Ring 2%. If you defeat a Fat Bandit with a % attack while he draws his breath: HP ball: small x 10.



SEA NEON

Statistics:		Drops:		Vulnerable to Attack Type:	
HP	30 / 60	HP Balls	-	Weapon	1
STR	22 / 35	MP Balls	small x 1, large x 2	Fire	1
DEF	19 / 27	Munny Balls	medium x 1	Blizzard	1
EXP	8 / 60			Thunder	1
MP Recovery	29 / 45	1st Item	Ether 1 %	% Attack	1 / 0.8
Attack type:	-	2nd Item	Frost Gem 4 %	Stop	1 / 0.6
		3rd Item	Blizzaga Ring 0.2 %	Stun	1
				No Type	1

Details:



WIGHT KNIGHT

Statistics:		Drops:		Vulnerable to Attack Type:	
HP	60 / 120	HP Balls	small x 5	Weapon	1
STR	24 / 35	MP Balls	-	Fire	1
DEF	20 / 27	Munny Balls	-	Blizzard	1
EXP	16 / 90			Thunder	1
MP Recovery	34 / 47	1st Item	Hi-Potion 2 %	% Attack	1 / 0.8
Attack type:	-	2nd Item	Mega-Potion 0.5 %	Stop	1 / 0.6
		3rd Item	Lucid Gem 4 %	Stun	1
				No Type	1

Details:



BOUNCYWILD

Statistics:		Drops:		Vulnerable to Attack Type:	
HP	18 / 90	HP Balls	-	Weapon	1
STR	12 / 35	MP Balls	small x 1	Fire	1
DEF	11 / 27	Munny Balls	small x 15, medium x 2	Blizzard	1
EXP	2 / 60			Thunder	1
MP Recovery	13 / 47	1st Item	Hi-Potion 2 %	% Attack	1 / 0.8
Attack type:	-	2nd Item	Power Shard 12 %	Stop	1 / 0.6
		3rd Item	Protera Chain 1 %	Stun	1
				No Type	1

Details:

If a Bouncywild steps on a banana and slips: Munny ball: small x 20, medium x 5; Item: Ether 20%, Mega-Ether 4%, Power Shard 24%. If a character steps on a banana and slips, that character will lose: Munny ball: small x 30, medium x 10.



POT SPIDER

Statistics:		Drops:		Vulnerable to Attack Type:	
HP	21 / 60	HP Balls	-	Weapon	1
STR	18 / 35	MP Balls	-	Fire	1
DEF	15 / 27	Munny Balls	small x 8	Blizzard	1
EXP	2 / 30			Thunder	1
MP Recovery	18 / 43	1st Item	Tent 1 %	% Attack	1 / 0.8
Attack type:	-	2nd Item	Camping Set 0.5 %	Stop	1 / 0.6
		3rd Item	Mythril Shard 1 %	Stun	1
				No Type	1

Details:



SHELTERING ZONE

Statistics:		Drops:		Vulnerable to Attack Type:	
HP	90 / 240	HP Balls	-	Weapon	1
STR	22 / 35	MP Balls	small x 5, large x 5	Fire	1
DEF	19 / 27	Munny Balls	small x 2, medium x 3, large x 1	Blizzard	1
EXP	20 / 150			Thunder	1
MP Recovery	31 / 47	1st Item	Ether 4 %	% Attack	1 / 0.8
Attack type:	-	2nd Item	Frost Gem 8 %	Stop	1 / 0.6
		3rd Item	Blizzaga Ring 1 %	Stun	1
				No Type	1

Details:



GARGOYLE

Statistics:		Drops:		Vulnerable to Attack Type:	
HP	70 / 135	HP Balls	-	Weapon	1
STR	24 / 35	MP Balls	large x 4	Fire	1
DEF	20 / 27	Munny Balls	-	Blizzard	1
EXP	20 / 120			Thunder	1
MP Recovery	34 / 47	1st Item	Ether 2 %	% Attack	1 / 0.8
Attack type:	Fire	2nd Item	Mega-Ether 0.5 %	Stop	1 / 0.6
		3rd Item	Lucid Gem 4 %	Stun	1
				No Type	1

Details:



SECRET BOSSES

Strategy

Neverland – Clock Tower: Head for Neverland after rescuing Kairi. (You cannot land directly on the Clock Tower). Include Peter Pan in your party and have a word with Tinker Bell in Cabin 3 (10-9). Your party will then fly to the Clock Tower where you will be attacked en-route by the Phantom.

As you will need a great number of MP, you should provide Sora with Elixirs and rations of Ether. Equip accessories that increase Sora's MP. If you are taking Goofy along, equip his MP Gift ability. Sora's corresponding abilities (such as MP Rage) should also be equipped.

The Phantom will only sustain damage if you hit its glowing orb with the correct attack (Fig. 1). The colour of the orb will indicate how you should attack: white - normal blows; red - Fire magic; blue - Blizzard magic; yellow - Thunder magic. Any other attacks will prove ineffective. The orb will change colour after a while or when struck. After being struck three times, it will temporarily disappear.

The Phantom curses members of your party causing a timer to appear over that party member's head. This timer will start a countdown from 12 (Fig. 2). Whenever the minute hand on the Clock Tower moves forward by five minutes, the number on the timer will drop by one. The character will become knocked out when the timer reaches 0. You can delay the countdown, but not indefinitely. Target the minute hand on the clock and cast Stop on it (Fig. 3) to prevent it from moving for one minute (real time). After that, you should periodically cast Stop magic on the hand again to keep it in place. Peter Pan will be cursed first, followed by Donald or Goofy. Sora will be affected last. You will lose this battle if the timer reaches 0 before the Phantom is defeated.

Your opponent will occasionally fire an energy ball at Sora. If this hits him, Sora will sustain damage up to five separate times. You can avoid this attack by hiding around the corner of the Clock Tower. You can neutralise the ball of energy with Aeroga, if you remain motionless.

Following your victory over the Phantom, Sora's Stop spell is upgraded.

PHANTOM

HP:	1200
STR:	42
DEF:	34
EXP:	9999



01



02



03

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