

This Guide

ABOUT THIS GUIDE

As an introduction to Kingdom Hearts II, we would like to spend a few moments helping you get acquainted with the main characters in the game. If you have previously played Kingdom Hearts (PlayStation 2) or Kingdom Hearts: Chain of Memories (Game Boy Advance), you will of course already be very familiar with Sora and friends. If Kingdom Hearts II is your first experience of the series, we will briefly describe events up until this point, but hopefully without giving away too many plot details. We certainly don't want to spoil your enjoyment should you decide to catch up on the previous games at a later date!

With this guide, we have generally been very careful to reveal as little of the plot as possible. The How to Play chapter takes you through the gameplay system in detail. The Characters chapter features a full description of the heroes of the story

and their many skills; the Objects and Enemies chapters obviously fulfil a similar purpose. However, we've been careful to ensure that boss enemies are only covered at the appropriate points in the walkthrough, so that you can happily peruse other chapters without fear of encountering images of top-secret adversaries.

The Walkthrough chapter is designed to guide you through the game step by step. As long as you can resist the urge to flick ahead, you should be safe from any plot "spoilers". Finally, the last chapter is entitled Extras, and contains all of the additional information that you'll need to complete 100% of Kingdom Hearts II: secrets, bonus worlds, detailed information on Gummi Ships, and much more besides. Use the Index at the back of the guide to search for specific keywords and information.

THE STORY SO FAR...

SORA

Sora was the hero of the first Kingdom Hearts adventure. He was born 15 years ago in the Destiny Islands, growing up with a very strong sense of justice. Upbeat by nature, he is a cheerful and happy teenager who still maintains his lightness of spirit in spite of the fateful events of the first Kingdom Hearts game. He is the chosen bearer of the mystical weapon, the Keyblade. Sora's mission is to find his friends again, from whom he has been separated for almost a year.

GOOFY

Goofy is the Captain of the Royal Knights in Disney Castle. He has the complete trust of King Mickey and Queen Minnie. Though a capable and reliable fighter, the good-natured Goofy doesn't relish combat, and for that reason he uses a defensive shield as a weapon. Along with Donald and Sora he is trying to find the missing King.

KING MICKEY

Although Donald and Goofy strive to protect their sovereign, King Mickey is also a bearer of the Keyblade, and is clearly capable of looking after himself. At the end of Kingdom Hearts he remained in the Realm of Darkness with Riku to close the Realm's door from the inside, and therefore save the world. Will he ever find his way back into the light?

RIKU

This confident teenager appears wise beyond his years. He is a year older than Sora, to whom he was a friend, role model and good-natured sporting rival. In Kingdom Hearts he didn't just fight against his friend, but also against the darkness in his own heart — and it often seemed as if he would lose both battles...

DONALD

Donald is the Royal Court Magician, to give him his official (and rather grand) title. Patience is not exactly one of the irascible duck's virtues, but he is an expert at handling a magic staff. At Mickey's behest, and accompanied by Goofy, he was searching for a special "key" during the first adventure, which is how he came to meet Sora — the wielder of the keyblade — in Traverse Town. Together, the trio of Sora, Donald and Goofy embarked on a dangerous journey...

KAIRI

This young lady is approximately the same age as Sora. She wasn't born in the Destiny Islands, but grew up there with Sora and Riku. She was eventually separated from her friends by the Heartless. Although Sora did everything to find Kairi, the pair were once again separated at the end of Kingdom Hearts when she returned to the Destiny Islands.

ROXAS

We meet this youth from Twilight Town for the first time at the start of Kingdom Hearts II. He is trying to enjoy the last days of the summer holidays with his friends Hayner, Pence and Olette. You will discover the role he plays as the story unfolds.

HEARTLESS

The Heartless are mysterious beings, seemingly soulless and relentless, who exist exclusively to fight. They are drawn out of the darkness of people's hearts, and a special bond exists between them and the Keyblade. Sora and his friends were able to stop the Heartless in the first Kingdom Hearts adventure, but it seems that they were not entirely successful...

NOBODIES

The Nobodies are dark Heartless, apparently controlled by Organization XIII.

ORGANIZATION XIII

The members of this shadowy group hide their faces in the darkness of their hoods. The name indicates that the group originally had 13 members, but Sora and his friends eliminated several of them in Kingdom Hearts: Chain of Memories. It remains to be seen what this inscrutable organization may be planning this time...

THE HEART OF DARKNESS

The first Kingdom Hearts adventure began on the Destiny Islands. Three friends — Riku, Sora and Kairi — lived a carefree existence in the island paradise. One day, they decided to build a raft and set sail to explore the wider world beyond their idyllic home. However, before they could get too far, their island was enveloped in darkness and the friends were separated. Sora woke up in a strange place called Traverse Town, where he met a young man called Leon, and his group of friends, who had been banished from their world by the Heartless. He also met Donald and Goofy, who had been sent on a mission by their King to seek out the Keyblade: a mystical weapon that had quite literally fallen into Sora's hands.

Sora was able to use the Keyblade to seal up the Keyholes to the worlds to protect them from the invading Heartless hordes. Together, Sora, Donald and Goofy embarked on a journey to save Sora's friends, find the King and rescue the worlds. They travelled around in the Gummi Ship, visiting (among other places) Wonderland from "Alice in Wonderland", Olympus Coliseum, Tarzan's Deep Jungle, Agrabah, Halloween Town, Peter Pan's Neverland and Hollow Bastion. But the Heartless had greater objectives than merely conquering a few worlds here and there. They had their eyes on the heart of all the worlds, the source of the light — Kingdom Hearts.

Seven princesses of the purest hearts played a key role in the story: Alice, Belle, Cinderella, Sleeping Beauty, Jasmine, Snow White and one other. In order to rescue Kairi, Sora had to fight against his old friend Riku, who had apparently joined the forces of darkness. The individual pulling all the strings behind the scenes was the powerful witch Maleficent. However, Maleficent was unaware that even she, in turn, was being manipulated by a certain Ansem, who had studied the Heartless and was entering his observations in the pages of his secret report. He was finally revealed as the Master of Darkness, against whom Sora had to fight at "the end of the world" to save his friends. Finally, the door to Darkness was closed by King Mickey, with he and Riku staying behind on the other side. Sora was again separated from Kairi, remaining with Goofy and Donald, and his search started all over again...

CHAIN OF MEMORIES

The story of Chain of Memories started where Kingdom Hearts left off, bridging the gap between Kingdom Hearts I and II. In Chain of Memories, Sora, Donald and Goofy visited Castle Oblivion, a mysterious place where they lost memories and acquired new ones as they climbed the castle's 13 floors (this is a sequence that features in the introduction to KH2). This is when Sora first met members of the "Organization": Axel, Larxene, Vexen and Marluxia. There is also another story running through Chain of Memories: that of Riku, who remained on the other side with King Mickey. Two more agents of the Organization appeared in his story: Lexaeus and Zexion.

As the story unfolded, Sora not only forgot his objectives and the search for his friends, but even his memories of Kairi faded. Instead, he acquired new "memories" of a girl called Naminé, who was imprisoned at the top of the tower, and who apparently had the power to change memories. After Sora defeated Marluxia, Naminé explained to him that his memories about her were not real, but actually referred to another very important person in his life. For his memories to be restored, Sora had to forget everything that ever happened in the Castle of Oblivion...

THE FIRST BATTLE

The first onscreen gauges will be explained during your practice battle with Seifer. Initially only the green HP gauge is of any interest, as the blue MP gauge will not be operational yet — you can't use magic until you reach Hollow Bastion later in your adventure. The Commands menu will also be shown on the left. There is only one command at present: "Attack".

In the early stages of the battle, Seifer will hardly attack at all, so feel free to experiment with the controls. Remember that potential targets close to you will be marked by a yellow marker (Fig. 6). When you launch your attack with **X**, it will be directed at the targeted enemy, even if your character is looking in the opposite direction. For this reason, it's usually a good idea to actively target your enemies with **R1**.

Seifer can block frontal attacks with great aplomb, deflecting your blows by striking out with his own weapon. However, hitting him on his unprotected back will prove effective. Learn to analyse your enemy's behaviour, and watch for good opportunities to attack. For example, an ideal chance will present itself when Seifer shouts "Don't leave me hanging around now": his mouth may be flapping, but he'll be standing stock still, so you can batter him with ease. Another choice opening will occur when he jumps backwards — seize the moment and go after him. Above all, try to develop a feeling for the actions and reactions that occur during combat. Press **X** quickly and repeatedly after inflicting a blow to unleash an attack combo.

After a few hits, the battle will progress to the second stage and Seifer will begin to counter your attacks. An onscreen message will alert you to the fact that you can block his attacks by striking simultaneously (as Seifer has already demonstrated). You shouldn't rely on this technique, as the timing takes a little getting used to. Your best bet is to dodge his attacks as much as possible; this isn't too hard, as he's quite slow and tends to announce his moves. Just step to the side when he lunges and then immediately attack (Fig. 7). When he jumps into the air, run directly beneath him, as his next attack will always be aimed diagonally downwards.

Your combat skills will again be put to the test when you have to fight a Nobody in front of the Old Mansion. In the first phase of this battle the monster is impervious to damage. Once you have dealt it a few ineffectual blows (or your HP has dropped below 25%), Roxas will receive a Keyblade (Fig. 8) and you can finally strike out in a meaningful fashion. You will also get the chance to deploy your first combat-specific reaction command. Press **A** to perform Reversal when you are near your opponent to dash behind it. This will disorientate the Nobody for a few moments, affording you the perfect opportunity to lash out with your newly-acquired weapon. Information on all the enemies and their reaction commands (including when you can utilise them, what effect they have, and so forth) can be found in the Enemies chapter — see page 58.



HIT POINTS (HP)

The green bar next to your character's picture represents your HP. This is reduced when an enemy lands a successful strike, or occasionally if you touch certain hazardous objects. If you take a hit, the HP loss will be shown briefly in red, and the green bar will shrink accordingly.

Should HP drop below 25% an alarm will sound and a red light will flash. This is a useful audiovisual cue to alert you to the imminent danger; the character's picture will also change. If HP is reduced to zero you will, as a rule, find yourself staring at the Continue menu, where you will be presented with the option to "Load Game" or "Continue". Don't worry too much about this for now, though. Up until the third day there are no negative consequences for being defeated in battle.

The small green sliver of an energy gauge that you begin the game with represents just 20 HP, but don't worry — this thin green line will get a whole lot longer by the end of the game! The hero's maximum HP will regularly be boosted as a bonus for defeating various bosses, thus lengthening the bar.

ORBS

When you finish off the enemy in front of the Old Mansion, it will leave behind green orbs and small golden boxes (Fig. 9). The green objects are HP orbs and the gold items are pieces of munny. This enemy will drop five large HP orbs and 15 large munny orbs. This is unusual, as Dusks normally leave different items behind. Find out more about this in the Enemies chapter.

Spilled orbs remain on the ground for a reasonable amount of time, so you generally have plenty of opportunity to collect them at the end of a battle. Later on you will even be able to equip abilities that helpfully draw orbs towards you, so you don't have to dash around as much. Also, at the end of certain Mission Battles — which tend to involve a specific, plot-related objective — the orbs will automatically fly into your pocket. This very battle is one such instance, as the following day you will notice in the Main Menu that Roxas now has 150 munny that he didn't have before.

Other kinds of orbs will appear at a later point in the game: transparent bubbles (MP orbs) and yellow orbs (Drive orbs), which will only be available when you acquire relevant abilities. Some enemies will also leave behind items other than orbs, such as Potions.



HP orbs restore your character's HP (life points).

They come in two sizes:
Small = 1 HP, Large = 5 HP



MP orbs restore your character's MP (magic points).

They come in two sizes:
Small = 1 MP, Large = 3 MP



Drive orbs replenish the Drive and Summon gauges.

They come in two sizes:
Small = 1% of the gauge, Large = 3% of the gauge



Munny is the in-game currency.

It comes in three sizes:
Small = 1 munny, Average = 5 munny, Large = 10 munny



Items: Enemies will leave behind a wide range of items.

These come in different shapes, sizes and colours, depending on what they are

SAVING YOUR GAME

You will get the chance to save your game for the first time at the start of the second day in Twilight Town. To do so, step into the swirling circle of light (Fig. 10) and open the Save menu. "Save circles" have another extremely vital function: they restore your entire party's HP and MP.

Once you leave Twilight Town you can use most of the save points you find in other worlds to return to the World Map. All save points that can be found in the game are marked on the maps in our walkthrough, which starts on page 72. Bear in mind that you can also save your game on the World Map (see page 25).

MAPS

Shortly after saving, you will acquire your first map — the Twilight Town Map. You will acquire certain maps automatically during the adventure and find others in treasure chests. Information on when and where they can be found is detailed in the Walkthrough chapter. The current map will be displayed automatically in the top right-hand corner of the screen (Fig. 11), and will show a simple outline of your immediate surroundings, a key icon that indicates the current direction of movement, and red lines that show boundaries that act as entrances and exits. Incidentally, you should note that specific areas in each world are occasionally "off limits" until later in the adventure. A text prompt will appear if this is the case.



SKATEBOARDING

Skateboards (Fig. 12) provide a quick way of getting around the current map section. Mount the board with the **A** "Hop On" reaction command.

Steer as normal with the left analog stick, and use **C** to Jump. Once you are moving, the skateboard will roll forward until you bump into an obstacle or press **C** to dismount.

The humble skateboard is not just a means of getting around town: you can also use it to perform tricks. For example, use **X** to perform a Heelflip. There are three more tricks to attempt when in midair: **C** is Air Walk, **C** for Method Grab, and **X** to perform a 360° Spin. When you are near an appropriate surface, you can also use **A** to execute the Grind reaction command. Some reaction commands, such as Talk, will not be available while you are using a skateboard.

The skateboard you're riding will disappear when you roll into the next section of the map. You can find other skateboards at specific times and certain areas of the game. At first they're pretty rare, but later on they become more prevalent (especially when you revisit certain places). In many worlds (such as the Land of Dragons, Beast's Castle and Pride Lands), you won't see any at all.



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SORA

When he finally makes his appearance in the game, Sora inherits Roxas's equipment, his current level and the abilities he has learnt. The following tables show you the development of his status values, his attack techniques, and the abilities and spells he can learn. Later in this chapter you will find a detailed overview of the different Drive Forms — and, of course, the relevant Growth abilities. An Additional abilities can be activated by equipping specific Keyblades, but exactly what they are will depend on the weapon. For more information, see the overview in the Objects chapter on page 45.

STATUS

HP	30
MP	100
Armor Slots	1
Accessory Slots	1
Item Slots	3
Items	-
Weapon	Kingdom Key

LEVEL TABLE

This table shows you how Roxas and Sora develop through the accumulation of experience points. Remember that one of the three status values is permanently increased by 1 point following your choice of weapon on the first day (see page 76). You should also bear in mind that you can increase the AP value by 1-2 points by doing odd jobs on the second day. Regarding the in-game Status menu, note that any increases gained from equipping Keyblades, armor and accessories are also taken into consideration.

The symbol in the "ABI" column indicates that your hero learns a new ability on this level. You can see exactly what each one is by referring to the "Abilities from Level Ups" table.

LV	EXP	STR	MAG	DEF	AP	ABI
1	0	2	6	2	2	-
2	40	-	-	4	-	-
3	100	3	-	-	-	-
4	184	-	-	6	-	+
5	296	4	-	-	4	-
6	440	-	7	8	-	-
7	620	5	-	-	-	+
8	840	-	8	-	6	-
9	1,128	6	-	-	-	+
10	1,492	-	9	10	-	-
11	1,940	7	-	-	8	-
12	2,480	-	10	-	-	+
13	3,120	8	-	-	10	-
14	3,902	-	11	12	-	-
15	4,838	9	-	-	-	+
16	5,940	-	12	-	12	-
17	7,260	10	-	-	-	+
18	8,814	-	13	14	-	-
19	10,618	11	-	-	14	-
20	12,688	-	14	-	-	+
21	15,088	12	-	-	16	-
22	17,838	-	15	16	-	-
23	20,949	13	-	-	-	+
24	24,433	-	16	-	18	-
25	28,302	14	-	-	-	+
26	32,622	-	17	18	-	-
27	37,407	15	18	-	-	-
28	42,671	-	19	-	-	+
29	48,405	16	-	-	20	-
30	54,865	-	20	20	-	-
31	61,886	17	-	-	-	+
32	69,566	18	21	-	-	-
33	77,984	19	-	-	-	+
34	87,160	-	22	22	-	-
35	97,177	20	-	-	22	-
36	108,057	-	23	-	-	+
37	119,887	21	-	-	24	-
38	132,691	-	24	24	-	-
39	146,560	22	-	-	-	+
40	161,520	-	25	-	26	-
41	177,666	23	-	-	-	+
42	195,026	-	26	26	-	-
43	213,699	24	27	-	-	-
44	233,715	-	28	-	-	+
45	255,177	25	-	-	28	-
46	278,117	-	29	28	-	-
47	302,642	26	-	-	-	+
48	328,786	27	30	-	-	-
49	356,660	28	-	-	-	+
50	386,378	-	31	30	-	-

ABILITIES FROM LEVEL UPS

Sora will learn new abilities when he reaches certain levels. Exactly what these will be depends on the weapon chosen in the Station of Serenity on the third day (see page 79): blade = Warrior, staff = Mystic and shield = Guardian.

LV	Warrior	Mystic	Guardian
4	Scan	Scan	Scan
7	Combo Boost	Experience Boost	Item Boost
9	Experience Boost	Item Boost	Combo Boost
12	Magic Lock-On	Magic Lock-On	Magic Lock-On
15	Reaction Boost	Fire Boost	Damage Drive
17	Item Boost	Combo Boost	Experience Boost
20	Leaf Bracer	Leaf Bracer	Leaf Bracer
23	Fire Boost	Damage Drive	Reaction Boost
25	Drive Boost	Draw	Once More
28	Draw	Once More	Drive Boost
31	Combination Boost	Blizzard Boost	Defender
33	Damage Drive	Reaction Boost	Fire Boost
36	Air Combo Plus	Negative Combo	Jackpot
39	Blizzard Boost	Defender	Combination Boost
41	Lucky Lucky	Thunder Boost	MP Rage
44	Negative Combo	Jackpot	Air Combo Plus
47	Once More	Drive Boost	Draw
49	Finishing Plus	Berserk Charge	Second Chance
53	Thunder Boost	MP Rage	Lucky Lucky
59	Defender	Combination Boost	Blizzard Boost
65	Berserk Charge	Second Chance	Finishing Plus
73	Jackpot	Air Combo Plus	Negative Combo
85	Second Chance	Finishing Plus	Berserk Charge
99	MP Rage	Lucky Lucky	Thunder Boost

GET BONUS!

After defeating boss enemies or winning Mission Battles, Sora and friends will usually acquire an ability, a magic Element, an increase in maximum HP, or some other form of bonus. You will receive the first three while playing as Roxas, and there are 50 bonuses in total. The "Bonus LV" entry in the Status menu indicates how many you have received so far. You don't have to follow the order shown here — this list is set out in the order in which the relevant worlds are described in the walkthrough.

LV	Bonus	Requirement
1	Aerial Recovery	Station of Serenity: Defeat the three Nobodies (with Roxas)
2	HP+5, Guard	Station of Awakening: Defeat Twilight Thorn (with Roxas)
3	HP+5	Twilight Town: Defeat Axel in the Mansion (with Roxas)
4	Fire Element	Hollow Bastion: Defeat all the enemies in the Bailey
5	Slide Dash	The Land Of Dragons: Defeat all the enemies in the Village Cave
6	HP+5, Aerial Sweep	The Land Of Dragons: Defeat Shan-Yu
7	Upper Slash	Beast's Castle: Defeat Threshold and Possessor
8	Armor Slot+1	Beast's Castle: Bring the Beast to his senses
9	HP+5, Retaliating Slash	Beast's Castle: Defeat Dark Thorn
10	Dodge Slash	Olympus Coliseum: Defeat Cerberus
11	Aerial Spiral	Olympus Coliseum: Complete Phil's Training
12	HP+5	Olympus Coliseum: Defeat Demyx
13	Trinity Limit	Olympus Coliseum: Defeat Pete
14	HP+5, Thunder Element	Olympus Coliseum: Defeat The Hydra
15	Accessory Slot+1, Auto Summon	Disney Castle: Accompany Minnie to the Audience Chamber
16	Slapshot	Timeless River: Defeat Pete (1 st battle)
17	HP+5, Reflect Element	Timeless River: Defeat Pete (2 nd battle)
18	HP+5	Port Royal: Defeat all enemies on the Interceptor before they steal the Medallion
19	Item Slot+1	Port Royal: Throw all the explosive barrels on the Interceptor overboard

LV	Bonus	Requirement
20	Drive Gauge+1, Aerial Finish	Port Royal: Defeat Captain Barbosa
21	HP+5	Agrabah: Take the jewel to the Stone Guardians in the Cave Of Wonders
22	HP+5	Agrabah: Defeat all enemies in the Treasure Room
23	Explosion	Agrabah: Defeat the Volcanic Lord and the Blizzard Lord
24	HP+5	Halloween Town: Defeat the Prison Keeper
25	Item Slot+1	Halloween Town: Defeat Oogie Boogie
26	HP+5	Pride Lands: Defeat Shenzi, Banzai & Ed
27	MP+10	Pride Lands: Defeat Scar
28	HP+5	Space Paranoids: Stop the three monitors in the Dataspace
29	Drive Gauge+1, Horizontal Slash	Space Paranoids: Defeat the Hostile Program
30	Armor Slot+1, Blizzard Element	Hollow Bastion: Defeat Demyx
31	Guard Break	Hollow Bastion: Defeat 1,000 Heartless at the Great Maw
32	Thunder Element	The Land Of Dragons: Defeat Storm Rider
33	HP+5, Reflect Element	Beast's Castle: Defeat Xaldin
34	Summon Boost	Port Royal: Defeat Grim Reaper (1 st battle)
35	Magnet Element	Port Royal: Defeat Grim Reaper (2 nd battle)
36	Fire Element	Agrabah: Defeat Jafar
37	MP+10, Counterguard	Olympus Coliseum: Defeat Hades
38	Item Slot+1	Halloween Town: Defeat Lock, Shock & Barrel
39	HP+5, Finishing Leap	Halloween Town: Defeat the Experiment
40	Accessory Slot+1	Pride Lands: Defeat Shenzi, Banzai & Ed (2 nd battle)
41	HP+5, Thunder Element	Pride Lands: Defeat Groundshaker
42	HP+5	Space Paranoids: Defeat all enemies on the Solar Sailer Simulation
43	HP+5, Reflect Element	Space Paranoids: Defeat the MCP
44	HP+5	Twilight Town: Defeat all enemies in front of the Old Mansion
45	MP+10	Twilight Town: Defeat all enemies in Betwixt And Between
46	Magnet Element	The World That Never Was: Defeat Xigbar
47	HP+5	The World That Never Was: Defeat Luxord
48	Drive Gauge+1	The World That Never Was: Defeat Saix
49	MP+10	The World That Never Was: Defeat Xemnas
50	Drive Gauge+1	Hollow Bastion: Defeat secret boss (see page 229)

ACTION ABILITIES

Sora learns a vast number of action abilities during the game, which can be activated in the Abilities menu. The strength factor of the attacks is based on Sora's Strength value. However, the damage dealt by "Explosions" and Form changes is based on the Magic value. The list follows the same order as the in-game Abilities menu. The Auto Form abilities are gained by

ATTACKS

These are normal Keyblade attacks carried out by Sora or Roxas that are triggered with ⓧ. The type of technique depends on various factors: how far away the enemy is, the total number of opponents faced, and whether you are fighting on the ground or in midair.

All the assaults are Weapon type attacks and, in each case, the force of the blow will depend on the hero's Strength value. All techniques can be blocked by the enemy. Each hit will fill Sora's Drive gauge by 3% to 4%. Boss enemies can only be defeated with a finishing technique.

Technique	STR Factor	Note
Vertical Slash	100%	With enemies nearby, he moves forwards slightly and lunges with the weapon
Horizontal Slash	65%	With several enemies nearby, sweep with the weapon. This can hit several enemies
Strike	Strike 65% Swing 33%	Sora approaches an enemy, strikes with the weapon, then swings the weapon out to the side
Upward Swing	100%	With enemies above the character, or during a combo in the air, swings the weapon upwards
Deep Strike	100%	Technique when fighting in midair — diagonal and downward swing with the weapon
Rotating Strike (Vertical)	200%	Combo finish on the ground — swings the weapon downwards coming out of a small jump
Rotating Strike (Horizontal)	150%	Combo finish on the ground with many enemies nearby — swings the weapon coming out of a body spin
Somersault Strike	200%	Combo finish in the air — vertical swing coming out of a forward somersault
Rotating Swing	150%	Combo finish on the ground, with a number of enemies nearby — sideways lunge

reaching level 2 of the relevant Form. You can find further information on pages 34-37. The last entry, Form Change, is not a separate ability, but a technique that is automatically triggered each time a Form is activated.

Name	AP	Type	STR Factor	Drive Gauge %	Block	Boss	Note
Guard	2	-	-	-	-	-	Sora/Roxas blocks/deflects frontal attacks with ⓧ. Only available on the ground. (Only possible when standing still if Quick Run is activated)
Upper Slash	4	ⓧ	100%	3	✓	✓	With ⓧ during a combo on the ground: Sora strikes the enemy with a vertical swing in the air
Horizontal Slash	2	ⓧ	25% / 25% / 100%	1/1/3	✓	✓	With ⓧ during a combo in the air: Sora swings the weapon sideways three times
Finishing Leap	5	○	200%	3	✓	✓	With ⓧ on the ground when a combo finish can be carried out: Sora plunges the weapon into the ground and nearby enemies are blasted by the shockwave
Retaliating Slash	3	ⓧ	100% / 65%	3/3	✗	✗	When Sora is hurled into the air by the impact of a hit you can suspend him in midair with ⓧ and strike twice
Slapshot	2	ⓧ	150%	4	✓	✗	With a nearby enemy on the ground, Sora swings the weapon upwards
Dodge Slash	2	ⓧ	100%	3	✓	✗	With nearby enemies on the ground, Sora swings the weapon around three times and advances towards his opponents
Slide Dash	2	ⓧ	100%	3*	✗	✗	With an enemy some distance away on the ground, Sora strikes with his weapon after lunging forwards and then swings the weapon around
Guard Break	3	ⓧ	250%	4	✓	✓	Combo finish on the ground: Sora repels the nearby enemy. If "Explosion" is also activated, that ability will take priority if there are a number of enemies nearby
Explosion	3	○	25% Repel 150%	1 Repel: 3	✓	✓	Combo finish on the ground. Spinning energy orbs inflict 4x damage and beat the enemy back. The repel inflicts a maximum of 2x damage
Aerial Sweep	2	ⓧ	65%	3	✓	✗	When an enemy is in the air, Sora jumps up and swings the weapon during a spin. Maximum three hits
Aerial Spiral	2	ⓧ	100%	3	✓	✗	Midair technique — Sora approaches the enemy and swings the weapon during the somersault. Maximum three hits
Aerial Finish	3	ⓧ	50% / 25% / 25% / 25% / 200%	3/1/1/1/3	✓	✓	Combo finish in the air — Sora swings the weapon five times at a single target and beats the enemy back. (Except when several opponents are near)
Counterguard	4	○	100%	3	✓	✗	Is triggered with ⓧ during the pause in defence after countering the enemy attack. Releases a shockwave
Auto Valor	1	-	-	-	-	-	If Sora's HP drops below 25%, you can trigger Valor Form with a reaction command
Auto Wisdom	1	-	-	-	-	-	If Sora's HP drops below 25%, you can trigger Wisdom Form with a reaction command
Auto Master	1	-	-	-	-	-	If Sora's HP drops below 25%, you can trigger Master Form with a reaction command
Auto Final	1	-	-	-	-	-	If Sora's HP drops below 25%, you can trigger Final Form with a reaction command
Auto Summon	2	-	-	-	-	-	If the other party members are not fit for combat, call up a Summon with a reaction command
Trinity Limit	5	-	-	-	-	-	See the detailed description under the heading "Limit"
Form Change	-	○	200%	0	✓	✗	A shockwave is created when a Form is activated. Sora is temporarily invincible in this phase and enemy attacks are deflected



OBJECTS

This section may seem to be a run-of-the-mill “objects” chapter when you first flick through it, but it’s actually much more than that. The information contained herein is designed to effortlessly smooth your passage through the world of Kingdom Hearts II. Most notably it will keep those ever-industrious moogles from getting their pompoms in a twist when you don’t bring them enough items to synthesize in their Workshops. It will also ensure that you never again suffer the exasperating experience of spending all your munny on an item, only to find it in a treasure chest in the very next room!

The following pages provide a comprehensive overview of all the objects you can find in Kingdom Hearts II, with details on every weapon, piece of equipment and item. We also have comprehensive Synthesis facts and figures (to keep the moogles happy), Recipes (ditto), and so much more besides. Of course, we don’t merely reveal what each object does, but also how, where and when you can acquire it. That sound you hear? It’s the moogles cheering.

WEAPONS



Each character uses a unique type of weapon that complements their particular style of combat: Sora wields keyblades, Donald favours staves, and Goofy brandishes shields. The weapons in the following tables are listed in ascending order of their Strength value. A weapon’s Strength (STR), combined with the Strength value of the character wielding it, determines the level of damage inflicted when its user strikes an enemy. Each weapon also has a Magic value (MAG), which can increase a character’s spell casting ability.

Every keyblade is imbued with a specific Ability. This Weapon ability is bestowed on to Sora while the keyblade is equipped, and requires no AP to activate. Donald and Goofy’s weapons don’t always have this bonus.

The information listed under Item/Shop tells you where you can acquire a weapon. For example, you may find something in a particular treasure chest, or you could buy it in a Shop. Sora will automatically receive numerous keyblades during the course of the adventure, so the Keyblades table is slightly different (Item/Event), relating when and where Sora finds or receives each one. Specific enemies may, when vanquished, drop weapons that Donald and Goofy can use. In these instances, the accompanying percentage indicates the likelihood of such a fortuitous outcome.

Once you have seen a weapon on sale in one of the many Shops you visit on your travels, it will subsequently be made available for sale in Twilight Town and Hollow Bastion. “Synthesize” means that this object can be “manufactured” by a moogle. You can find more detailed information on synthesis on pages 52-57.

KEYBLADES

Name	STR	MAG	Item/Event	Ability	Description
Sweet Memories	0	0	100 Acre Wood: Treasure chest in the Spooky Cave	Lucky Lucky	The likelihood of defeated enemies leaving items behind increases by 30%
Hidden Dragon	2	2	The Land Of Dragons: After the victory over Shan-Yu	MP Rage	MP is restored as HP is lost
Gull Wing	3	0	Hollow Bastion (Battle Level 34): Treasure chest at the Postern	Experience Boost	If Sora’s HP is reduced to 25% or less, he will receive double experience points for defeating enemies
Kingdom Key	3	1	Sora’s basic weapon	Defender	If HP drops below 25%, the Defense value is increased by 2 points
Star Seeker	3	1	Twilight Town (The Tower): From the fairies in the Wardrobe	Air Combo Plus	Maximum number of attacks in a midair combo increases by 1
Follow the Wind	3	1	Port Royal: After the victory over Barbossa	Draw	Orbs are drawn towards you from a greater distance
Monochrome	3	2	Timeless River: After the victory over Pete	Item Boost	Healing effect of items is increased by 50% during combat
Photon Debugger	3	2	Space Paranoids: After the victory over the Hostile Program	Thunder Boost	Damage from Thunder attacks is increased by 20%
Mysterious Abyss	3	3	Atlantica: After Ursula’s Revenge	Blizzard Boost	Damage from Blizzard attacks is increased by 20%
Oathkeeper	3	3	Twilight Town (Battle Level 28): At the meeting on Station Plaza	Form Boost	The Form gauge empties 20% slower
Fatal Crest	3	5	Olympus Coliseum: Reward for winning the Goddess of Fate Cup	Berserk Charge	During MP Charge, the Strength value increases by 1 point and the maximum number of attacks in a combo is unlimited
Hero’s Crest	4	0	Olympus Coliseum: After the victory over the Hydra	Air Combo Boost	The damage inflicted by the finishing technique increases relative to the number of hits in the aerial combo
Circle of Life	4	1	Pride Lands: After the second conversation in the Oasis	MP Haste	MP Charge is 25% faster
Wishing Lamp	4	3	Agrabah: After the victory over Jafar	Jackpot	Defeated enemies leave behind 50% more orbs and munny
Bond of Flame	4	4	Twilight Town: After the battle in Betwixt and Between	Fire Boost	Damage from Fire attacks is increased by 20%
Rambling Rose	5	0	Beast’s Castle (Battle Level 36): After the second conversation in the Beast’s Room	Finishing Plus	Combo finish techniques with Attack or Magic can be carried out twice in a row
Guardian Soul	5	1	Olympus Coliseum: After the victory over Hades	Reaction Boost	The damage inflicted by reaction commands is increased by 50%
Sleeping Lion	5	3	Hollow Bastion (Battle Level 45): In front of the computer in Ansem’s Study	Combo Plus	Maximum number of attacks in a ground-based combo increases by 1
Decisive Pumpkin	6	1	Halloween Town: After the victory over the Experiment	Combo Boost	The damage inflicted by the finishing technique increases relative to the number of hits in the combo on the ground
Oblivion	6	2	The World That Never Was: During the meeting at Naught’s Skyway	Drive Boost	The Drive gauge fills up 20% faster during MP Charge
Ultima Weapon	6	4	Synthesize (Ultimate Recipe)	MP Haste	MP Charge is 100% faster
Fenrir	7	1	After the bonus battle – see Extras chapter, page 231	Negative Combo	The maximum number of attacks in a combo on the ground and in the air is reduced by 1

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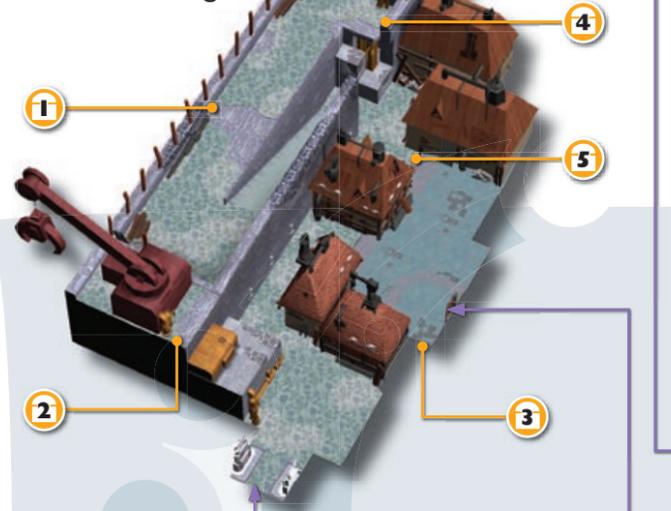
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You can only enter additional sections of Hollow Bastion at a later date; refer to the maps on page 154.

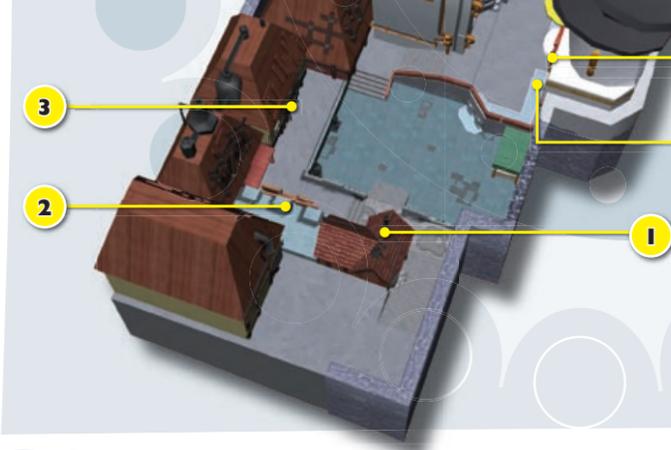


Battle Level 8

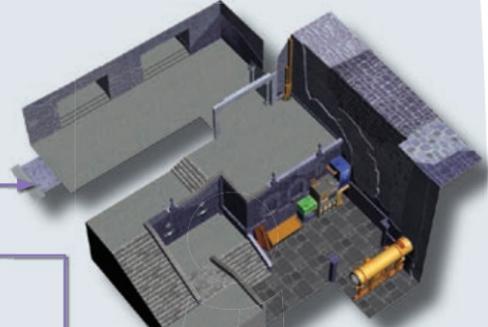
2-2 Borough



2-1 Marketplace



2-4 Bailey



2-3 Merlin's House

ENEMIES

	Dusk	Creepier	Samurai	Shadow	Soldier
HP	50	31	50	16	31
Page	68	68	69	60	60

MOOGLES

These mysterious and — let's face it — adorable creatures, who have a signature pendant for the word "kupo", have long made regular cameo appearances in the Final Fantasy series. The conspicuous red pompoms on their heads are a source of great fascination for young and old — but please, keep your hands to yourself! A famous moogle, Stiltzkin, played a significant supporting role in the PlayStation classic Final Fantasy IX, and also in Final Fantasy: Crystal Chronicles on the Gamecube. In the first Kingdom Hearts adventure, the moogles ran a cleverly concealed workshop in Traverse Town.



TREASURE CHESTS

Location	Contents	
1 2-2	Drive Recovery	<input type="checkbox"/>
2 2-2	AP Boost	<input type="checkbox"/>
3 2-2	Hi-Potion	<input type="checkbox"/>
4 2-2	Mythril Shard	<input type="checkbox"/>
5 2-2	Tent	<input type="checkbox"/>

ENVIRONMENT

Location	Description
1 2-1	Accessory Shop
2 2-1	Armor Shop
3 2-1	Weapon Shop
4 2-1	Item Shop
5 2-1	Synthesis Workshop

WEDGE'S ARMOR SHOP

Object	Munny
Elven Bandanna	100
Shadow Anklet	150

HUEY, DEWEY AND LOUIE'S ACCESSORY SHOP

Object	Munny
Ability Ring	80

HUEY, DEWEY AND LOUIE'S WEAPON SHOP

Object	Munny
Hammer Staff	100
Adamant Shield	100

HUEY, DEWEY AND LOUIE'S ITEM SHOP

Object	Munny
Potion	40
Ether	120
Tent	100

TASKS

- Talk to the moogle to open up the Synthesis Workshop
- Defeat the Nobodies in the Borough
- Visit Merlin's House
- Meet Leon in the Bailey and protect the gates



HUEY, DEWEY, LOUIE AND UNCLE SCROOGE

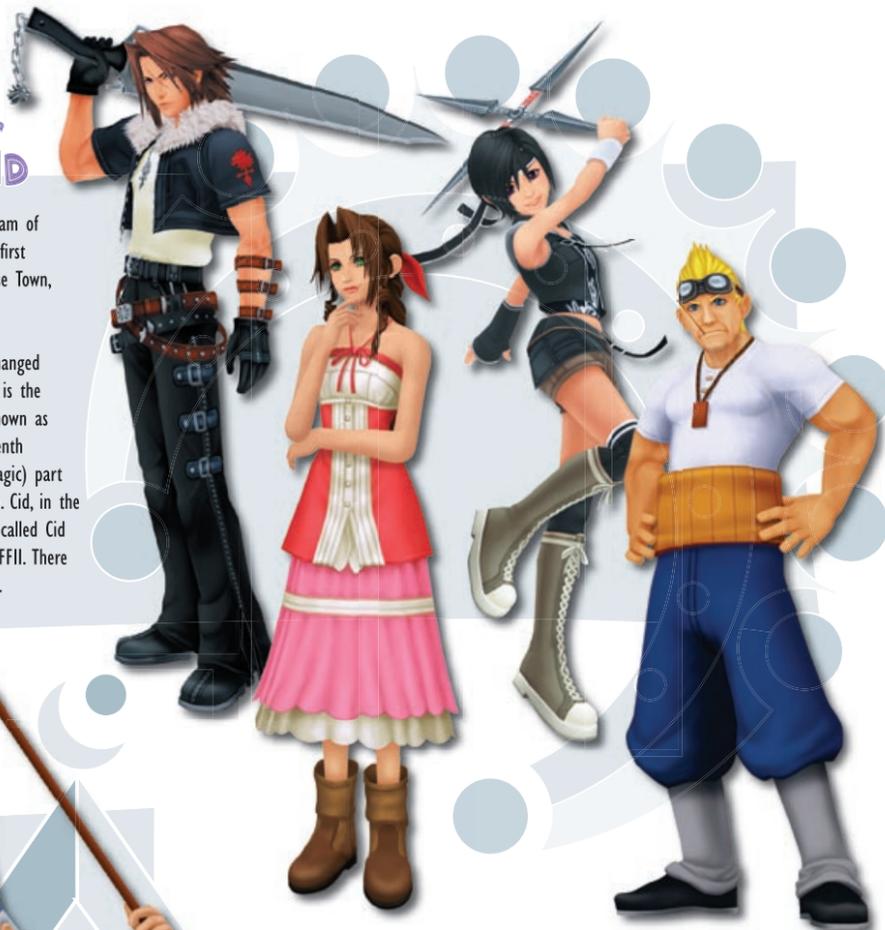
The "boy scouts" from The Junior Woodchucks first appeared in a comic in 1937 (their first film followed a year later). Their famous great uncle Scrooge was first drawn in 1947 by legendary Disney comic artist Carl Barks. His English name, Scrooge McDuck, is based on Ebenezer Scrooge from the Charles Dickens novel A Christmas Carol. Despite his vast fortune of 50 fantastillion dollars, this wealthy citizen of Duckburg had to wait 20 years before his first (short) film appearance.



LEON, AERITH, YUFFIE AND CID

The Hollow Bastion Restoration Committee features a team of famous characters from the Final Fantasy series. In the first Kingdom Hearts story, Sora encountered them in Traverse Town, where they were living in virtual exile.

Leon is actually Squall Leonhart from FFVIII, and has changed his name to distance himself from his past; his weapon is the notorious Gunblade. Aerith (Aerith Gainsborough, also known as "Aeris") and Yuffie (Yuffie Kisaragi) appeared in the seventh instalment of the series. Aerith played a pivotal (and tragic) part in FFVII's story, but has a particularly low-key role here. Cid, in the form he assumes here, also hails from FFVII. Characters called Cid have long cropped up in all Final Fantasy games since FFII. There is even one in the film Final Fantasy: The Spirits Within.



MERLIN

Merlin was at Sora's side in the first Kingdom Hearts to offer help and advice. Donald learnt his skills in magic from him. The famous magician from Arthurian legend, Merlin featured in the 1963 Disney cartoon The Sword in the Stone, based on T.H. White's classic story of the same name. Relating the childhood events of the future King of England, Merlin helped the unlikely young 'Wart' become the legendary King Arthur.



THE BESIEGED TOWN

Be sure to talk to the moogles from Mog's Workshop (Fig. 1) when you reach the Marketplace. Select Synthesize to hand him all your synthesis materials (such as Mythril Stones). For this, you will be rewarded with an Elixir, but you can't synthesise anything yet. Read more on this topic on pages 52-57.

In the Borough area you will encounter a gang of Nobodies. To add to the chaos, you will also be "helped" by the Town Defense System: glowing spheres that dart across the ground and fling enemies into the air (Fig. 2). Now would be a good time to practice using the Drive command in a moderately simple combat setting. You will acquire the Marketplace Map once the battle ends. Follow Yuffie to Merlin's House (2-3). Heartless will crawl out of the woodwork and start prowling the streets of the Borough, so be ever vigilant.



MERLIN'S HOUSE

In Merlin's House (Fig. 3) you'll meet the rest of the Hollow Bastion Restoration Committee: Leon, Aerith and Cid, as well as Merlin, of course. You will also acquire the Membership Card and the Blizzard Element. The Magic Command will now appear in the Commands menu, and you can deploy Blizzard from now on, either from the menu or via a shortcut. Read more about using magic on page 21. Note: you can now return to the World Map from most (but not all) save points.

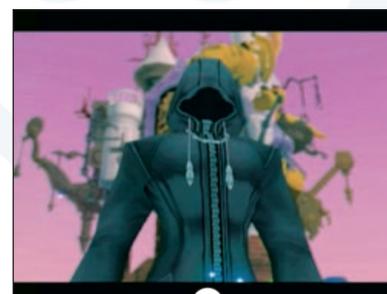
PROTECT THE GATES!

After saying goodbye to Merlin, go to meet Leon in the Bailey (2-4). Before you get a chance to swap war stories, Sora will be separated from Donald and Goofy and will team up with Leon to fight the Nobodies. Your main task here is to defend the city gates. Their condition is indicated by a green bar next to a gate icon. When the bar turns red, it means that the gates are taking damage.

First, the Dusks will attack (Fig. 4). The second wave consists of Creepers and Samurai. More Dusks will arrive later. Remember you can now use the long-distance Blizzard magic. You can replenish your MP by collecting transparent orbs or from MP Charge.

When you're battling the Samurai the Duel Stance reaction command will sometimes appear. The action then stops and all the entries in the Commands menu will be replaced by "?". You must quickly find a command called The End to eliminate the enemy.

After the victory, you will receive the Fire Element, adding Fire magic to your spells. After the battle an agent from Organization XIII arrives, creating further confusion for Sora (Fig. 5). The Keyhole to Hollow Bastion will then be sealed and you will acquire Secret Ansem's Report 7, before automatically returning to the Gummi Ship.



WORLD MAP

You can no longer reach Twilight Town on the World Map, but two new portals will have appeared. These are Gummi Routes (Fig. 6). You must pass through them to reach the worlds on the other side. You have a choice of two routes:

- Stardust Sweep leads to Beast's Castle
- Asteroid Sweep leads to the Land of Dragons

As Beast's Castle (see page 102) has the higher Battle Level, you are advised to opt for Asteroid Sweep first.

THE GUMMI ROUTES

Fly through the Asteroid Sweep portal. You can use the menu item Gummi Editor to re-model your ship later (read more on page 244), but it's not essential at this point. As its name suggests, the third menu item will take you back to the World Map. Select Start when you are ready for some shooting action. At this point your only blueprint will be the Highwind, so select it to get going, then choose Start from the next menu to blast off.

You must use the Gummi Ship to blast your way through the 3D levels (Fig. 7). Navigate with the left analog stick and use \otimes to shoot. If you press **START** when in flight, you will find lots of information in the Pause menu under Advice Log. The explanation of the Lock Target function is particularly useful: hold down \otimes to lock on to multiple targets and then release the button to fire. You can learn about the Gummi Ship in detail from page 231 onwards. Once you reach the end and open up the route, you won't have to battle through these areas again — unless, that is, you want to undertake the new missions.

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should normally be complete by the end of the game. If not, you can compare the list in the Enemies chapter on pages 60-71 with your list in the Journal — it will follow the same order. The last 11 Heartless in the Journal list are boss enemies.

- If reaction commands can be used with a particular enemy, this will be shown by one or more grey boxes in the bottom right-hand corner of the screen (Fig. 1). The number in the box indicates how often you have already used the reaction command. The Enemies chapter tells you what the command does, and in which situations you can use it.
- **The Nobodies:** This is presented in the same way as the Heartless menu. The boss Twilight Thorn, who you only fight with Roxas, will appear automatically when you reach the World That Never Was. (The ghost pirates in Port Royal do not feature in the Journal. They're quite upset about it, actually.)
- **Treasures, Maps, Missions, Minigames, Character Links:** These are the same entries as those found in the Notes pages.
- **Combo Attacks:** The various Limit attacks you have carried out are shown here, along with the highest Hits total that you achieved with them. If you spot some gaps in your repertoire, use our complete list (see "Combo Attacks") to help improve your tally.
- **Synthesis Notes:** The first entry on the list will be completed when your moogles reach Level 9. You can find further details in the Objects chapter (see page 57), where you will also find a list of all the "types of materials" and their locations. You can discover the 50 things you must do to complete the Collection list on page 221 under the "Prizes For Collectors" heading. The last entry in the Collection list, "synthesized recipes", is slightly ambiguous, as there are only ten recipes in the game. This actually refers to all the entries in the Moogles' Creations menu, which you can check on page 55.



COMBO ATTACKS

Donald/Fantasia
Donald/Flare Force
Goofy/Twister Fusion
Goofy/Teamwork
Beast/Howling Moon
Auron/Overdrive
Mulan/Dragonblaze
Aladdin/Trick Fantasy
Jack/Applause, Applause
Jack Sparrow/Treasure Isle
Simba/King's Pride
Tron/Complete Complement
Riku/Eternal Session
Sora/Trinity Limit
Peter Pan/Never Land
Chicken Little/FPS Mode
Stitch/Ohana!
"Valor" Genie/Sonic Rave
"Wisdom" Genie/Strike Raid
"Master" Genie/Final Arcana
"Final" Genie/Infinity

MINIGAMES AND MISSIONS

This is an overview of all the minigames, and the particular requirements and points targets found in the Missions menu. The sequence follows the order in Jiminy's menus. If you have already played a minigame in the walkthrough, the first message under each individual entry in the Missions list reads "Try again". This means that you only have to play the relevant game once as Sora for the task to be counted as completed. Note that you don't really win anything by participation in these minigames. The only exceptions are some of the tournaments at the Olympus Coliseum, Participation is purely a matter of gaining that Mickey icon in the journal — and, of course, the sheer fun of doing so...

TWILIGHT TOWN 1

You may have played some minigames with Roxas, but only Sora's exploits are entered in the Journal. You can play most of them for the first time with Sora when you return to



Twilight Town (Battle Level 28). The Struggle will begin a little later, after you leave Twilight Town — see the Walkthrough chapter, page 152.

Mail Delivery

Location: Help Wanted board in Station Heights
Mission: Complete within 14 seconds

You should find it easy to achieve times of less than 10 seconds quite comfortably here. See "Mail Delivery" and "Munny, Munny, Munny" on pages 77 and 78.

Cargo Climb

Location: Help Wanted board in Station Heights
Mission: Complete within 15 seconds

The 15-second requirement may initially seem like a tall order, but you should actually be able to ace this with your normal Keyblade and without using any abilities. Start by locking on to the cart, then jump up and hit it with a triple combo in the air. Now jump behind the cart and hit it again with another triple combo. If the impact launches the cart into the air, jump with it and strike while it's still in midair. Try not to hit the cart at an angle or it will veer off to the side.



Don't tell anyone, but there's another (much easier) way: wait until you have the Finishing Plus and Negative Combo abilities. Disable all other abilities that can interfere with the desired effect (that is, combo extenders). Bear in mind that you should always strike the cart in midair during a jump. You can achieve the best times (well under 10 seconds) if you have the Fenrir Keyblade as well.

Grandstander

Location: Help Wanted board in Station Heights
Mission: Complete with 100 or more points

Two words: Aerial Sweep. That's all you need to know to excel here. You can use this ability alone to keep the ball in the air until your arm gets tired. Approach the ball and press ⊗: Sora will hit the ball high into the air. Now press ⊗ again and Sora will jump up after the ball and hit it straight up high again using a whirlwind spin. The moment Sora has landed, quickly press ⊗ again and repeat the process.

This will be much quicker with Berserk Charge. Disable everything that speeds up MP regeneration. Approach the ball and cast Cure to trigger MP Charge and, with it, the infinite combo action of Berserk Charge. Now press ⊗ repeatedly. Sora will stay "on the ball" until the MP Charge has finished, and you will make over 100 points in just a few seconds (Fig. 1).

Poster Duty

Location: Help Wanted board in Tram Common
Mission: Complete within 30 seconds

You can only complete this task within the time limit with Growth abilities. You need Aerial Dodge, Glide and, if possible, Quick Run. With Glide, you can hover from poster site to poster site via the shortest route (Fig. 2). Aerial Dodge ensures that Sora doesn't waste precious seconds after sticking the posters up and can gain time in the air. The Glide speed is also initially significantly higher. Press ⊙ immediately after sticking a poster (or series of posters) before Sora drops back to the ground, then whirl in the direction of the next poster site and Glide straight over to it. Always press ⊕ repeatedly when close to the poster while pressing the left analog stick in the direction of the site to save as much time as possible.

To shave vital seconds from your time, it's crucial that Sora has as little contact with the ground as possible once he starts his round. To achieve this, your best bet is to follow the suggested route on the map. Glide to the right using Quick Run behind Poster 1 (you can also perform a double jump if you need to), press ⊕ in the air, trigger ⊙ when you stick the poster and then change the direction to Poster 2. Glide over to it and press ⊕ again near Poster 2... and so on.

With Glide LV3, you can achieve top times of around 22 seconds if you start by sticking the 11 posters that are grouped very near to each other just to the right, under the start point on the map, and then glide to the three groups of three in the bottom left of the map. The advantage to using the planned route (see map) is that you can (just about) break the 30-second time limit imposed with Glide Level 1 (or even better, Level 2).



MAP 1



Bumble-Buster

Location: Help Wanted board in Tram Common
Mission: Complete within 10 seconds

Magnet is the key here — or, more precisely, Magnega. If Sora's Magic value is high, a Magnega spell will suffice to defeat all the bees in around 2.5 seconds. Without Magnega, you'll have to repeat the weaker Magnet spell, aided by Thundaga and the use of your trusty Keyblade.

Junk Sweep

Location: Help Wanted board in Tram Common
Mission: Complete with less than 6 points

The piles of junk must be destroyed with combo finishes. Each hit will count as a finish if you have Negative Combo activated as the sole ability and also have the Fenrir Keyblade equipped. If you push the piles of scrap together and then judge the swing direction just right (see page 78), you can even finish the task in one stroke (Fig. 3).



The Struggle: Hayner

Location: Battle board in the Sandlot
Mission: Win by a margin of 100 or more points

BL	HP	STR	DEF
28	640	27	15
47	950	43	25

You can register for this Minigame at the orange board (battle board) to the right of the alley leading to Station Heights (Fig. 4). The objective of the Struggle is the same as when Roxas was taking part (see page 81). You win when you have more orbs than your enemy after one minute of combat, or as soon as you collect all 200 orbs. Your enemy will be temporarily knocked out if you succeed in reducing his HP to zero. Bear in mind that Sora's abilities can also work in the Struggle.



Hayner is your first enemy. He has only mastered a handful of simple, slow physical attacks, so by now Sora should have no problem beating all the orbs out of him and collecting them all with a minimum of fuss. If you have activated Slide Dash, all you really need to do is to use ⊗ right from the start.

The Struggle: Setzer

Location: Battle board in the Sandlot
Mission: Win by a margin of 150 or more points

BL	HP	STR	DEF
28	320	27	15
47	475	43	25

You must beat Hayner ten times to be able to select Setzer on the battle board. He certainly has more interesting attacks up his sleeve than Hayner. Being a little on the vain side, he will occasionally take time to fluff his hair, so take the opportunity to surprise him with Slide Dash and seize the initiative. Moreover, he only has half Hayner's HP and is therefore easier to KO.

The Struggle: Seifer

Location: Battle board in the Sandlot
Mission: Win by a margin of 200 or more points

BL	HP	STR	DEF
28	192	27	15
47	285	43	25

You must mark up ten victories against Setzer to be able to confront Seifer. Contrary to his two predecessors, he can block your attacks much more frequently. Seifer's weakness is... his weakness! He only has 30% of Hayner's HP, so you can knock him out really quickly and then enjoy a few seconds to concentrate solely on collecting orbs. Seifer will also use his famous attacks repeatedly (see page 82). Legendary they may be, but you can easily counter them.



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- Atlantica
- Pride Lands
- Unusual Battle Levels
- Olympus Coliseum
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Jiminy's Journal

- Minigames and Missions

The Secret Boss

The Secret Ending

The Gummi Ship

Twilight Town

Hollow Bastion

Olympus Coliseum

Agrabah

100 Acre Wood

Atlantica

Halloween Town

Port Royal

Space Paranoids