

Kingdom Hearts: Chain Of Memories FAQ/Walkthrough

by simprule

Updated to v0.9 on May 25, 2005

ASCII art by: <http://www.degraeve.com/>

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<http://www.kh2.co.uk>

Official Kingdom Hearts Ultimania Guide [2004]

Game Versions: N/A (English)

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Content Contributors: Pete Campbell

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Warning:

This FAQ contains spoilers
throughout, be careful.

You are currently reading
Version 0.9

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I. Introduction to the game

This game is the GBA sequel of Kingdom Hearts. It takes place directly after the ending cutscene of Sora, Donald, and Goofy chasing Pluto with a letter in his mouth. The intro starts it all; you see Sora, Donald and Goofy continuing their chase after Pluto as you zoom out and see the VERY long path. A full moon is shining over the trio, Sora brutally wakes up while the other two are still asleep. He gets up and walking towards a three way crossroad. He hears a voice saying: "Ahead lies something you need-". Sora turns around only to find nothing... He looks around and behind him the cloaked unknown appears again saying this time: "-but to claim it, you must lose something very dear." The unknown starts floating and starts turning around while fading off screen as the camera continues along the path. You see a hand drawing on a notebook and a weird creature in a cage next to the artist. The hands hold up the drawing showing Castle Oblivion, then puts it on the table as you start to see the real castle oblivion at the far end of the path. Sora is walking to it, still unsure, as you see all parts of the oblivion castle in different angles. Then the KH:COM Logo appears in front of us.

II. Contact Information

If you have questions, suggestions, critics, and other of that stuff contact Me or Pete at:

zeroblath@hotmail.com [Me]

pc_mako@hotmail.com [Pete]

In your e-mails, please
put in as the subject
title "KH COM FAQ". Or
else I might delete it if
I'm in a bad mood =P

I have nothing to do with this game, meaning all names, characters, logos, locations, and everything else in the game which is on this guide is owned and created by Square-Enix, Disney and the developer, Jupiter. I have nothing with the production or know any of the staff

This guide though, is copyrighted to KHU for entertainment and for anyone who is stuck in the game but badly and has no clue how to continue and needs help or simply to play the game with a guide for any other ways to finish levels (always fun!). Copyright Kingdom Hearts Ultimania 2004-2005

This Faq may not be edited in any Shape or form!

III. History of the guide

[0.11] Thursday, November 11, 2004 - 20:25pm (GMT+1)

KH:COM is out! And I got it! I really LOVE this game! It's way too good in sooo many ways! Anyways I did the entire floor 1 section since I don't think I'll have enough time to finish floor 2. And I hope you get some more help from this =P

[0.2] Saturday, November 13, 2004 - Noon (GMT+1)

Heh, I couldn't update yesterday because of school, now it's the weekend and I'm working hard on it, sort of, I'm in Monstro (floor 5) in my real game but I'll do Agrabah (floor 2) for now. And just a warning, I'm doing the game VERY low level... I'm level 16 right now at my save file of Monstro and the boss' is sort of hard for the moment... anyways I've added the CREDITS section and edited some of the traverse town section for hints and stuff. Enjoy.

[0.3] Sunday, November 14, 2004 - 22:52pm (GMT)

Hey its Pete!

We have started to focus more on the Boss Guides for now as it is clearly only common sense needed to navigate the Worlds. The remaining Boss Guides will be up tommorow afternoon, including Riku IV/Marucia/Marucia II

[0.4] Tuesday, November 16, 2004 - 18pm (GMT+1)

It'sa me... Ruby! ehh... I suck at copying... >.>
Anyways I just have to thanks Jack so much for doing the 100 Acre Wood guide! And omfg I didn't even know that... I just walked right through it lol!
Anyways I added... Coliseum! And... that's all! With all the boss guides of course =P I'd work on Reverse Rebirth also but I'm stuck on Riku IV... that blotch! meh... anyways have a nice.. day? >.>

[0.5] Tuesday, November 17, 2004 - 18pm (GMT+1)

I feel horrible... meh... anyways I've added Wonderland to the guide. Hope you enjoy it. I was going to add Monstro but I didn't have enough time then :/. I've also putted up a Moogle Store section so that you can understand them more if you'd want ^^ Edited the credits section and Notes Before playing :

=Updated=

- Notes before playing
- Moogle store
- Wonderland walkthrough

[0.6] Saturday, November 20, 2004 - 1pm (GMT+1)

Damn, finally got Reverse Rebirth! I sometimes hate that random deck thing... In atlantica I got all cards UNDER 5 of card value... yeesh... anyways I did a major update for Reverse Rebirth, updating as I play! I also added a section to understand how to use Riku's dark Powers and such... hopefully it'll help! I'm gone for the weekend, or else I'd update even more... hopefully Monstro will be updated once I'm back tommorow afternoon... but who knows?

=Updated=

- Dark Powers (Riku)
- Reverse Rebirth = 1. to 5.

[0.7] Sunday, December 12, 2004 - 8:30pm (GMT+1)

Sorry for the big lack of update, didn't have any time and I was on a class trip that lasted a week. Anyways I added pretty much a lot since the KH:COM came out in the US and I can understand all the explanations now and that. I'll finish HB after the boss fight for tommorow hopefully, so yea, I'm level 43 and not 33 but it was because I fought the entire day for a valued 9 card and found one easily in Monstro just now... stupid meh...

=Updated=

- In-Game Menu
- Sora's story = 5. to 9.
- Codebreaker Codes

[0.8] Saturday, December 18, 2004 - 8pm (GMT+1)

Happy soon-to-be-christmas people! I've got my winter vacation finally and hopefully I can finish Sora's story with this. I'm really annoyed with Riku IV today. Anyways, as you can guess the walkthrough goes now to the intersection of Destiny Islands and Castle Oblivion. Something I'm really amazed is that I managed to beat Darkside under 5 minutes unlike previous time ^^.
The strategy of it will be for 0.9 so see you at the next update!

=Update=

- Riku's Dark Powers (by GoodHeartGB)
- Sora's story = 10. to 12.
- English vs. Japanese changes
- Boss fights (1. to 9. {Guard Armor to Vexen})

=Future (highly sure) Update=

- Boss fights (10. to 13.)
- Sora's story = 13.
- Alternate Strategy for Darkside (By Ruby -me-)

[0.9] Tuesday, December 21, 2004 - 4pm (GMT+1)

Three days and it's Christmas (24th)! Hope you already bought your presents for your friends and family. Anyways,

IV. The Game

Here is a section that will get you to understand different aspects of the game.

A. Commands

Field Controls:

Control Pad: Move

A Button: Attack

B Button: Jump

When Near Save Point: A to open Save Menu

Game Menu - Press Start

Open Door: Stand near door, use Keyblade

Battle Controls:

Control Pad: Move Sora

A Button: Use Card

B Button: Jump

Left/Right Twice: Dodge Roll

Recharging Cards: Hold down A

L Button: Cycle Cards Left

R Button: Cycle Cards Right

B. Cards

Theirs two card categories in KH:COM.

- First Category: attack/magic/item cards
- Second Category: Enemy Cards

You can switch categories by clicking the Select button in battle.

C. Battle system

To get into a battle, it's different then in KH. You see an enemy in the game, and when you connect you get into a new screen by going through flashy effects, and then the battle ensues. When fighting a heartless, your cards are at the bottom-left corner of the screen, health bar on the upper-left of the screen, and your target's health bar on the upper-right corner of the screen. When using a card, it will go into the middle, making your set turn so you can use the next one, and the card you used will disappear once your move is over. When an enemy attacks, a grey dark card will come from the right corner and with an image of the attacking enemy.

Some battle hints:

+ When you run out of cards in your deck, you highlight the numbered card and hold down the A button to reshuffle your deck. Once this happens the numbered card will have a meter that will charge, and the number on it will say how long it lasts.

+ To do quick chain combos, quickly hit the shoulder buttons. If the numeric value shown on the cards adds up to a specific amount, then you'll be able to use a powerful combo attack.

+ When facing off against enemies, the numerical value of the card being used comes to play and chooses which attack can get through. The highest value of the card, the better chances it'll get through. With a bigger collection of cards you can perform combos by staking three cards together.

+ The enemies drop BLUE, RED or WHITE orbs, get them to get EXP!

D. Items

E. Room Synthesis

"To proceed to the next room, you'll need a map card. Map cards are used to synthesize new, unexplored rooms. First select the map card you want to use."

Control Pad: Select a card

A Button: Confirm

B Button: Cancel

"Each Room has a criterion, e.g. this room has a criterion of 1+, a card with the value of 1 or greater will allow you to enter the room"

"Cards have values from 0-9"

"Zero value cards, meet all criteria"

"There are cards without any value at all, called Keycards. These are used to open special doors"

There are different synthesizing cards color. When going into a new room, you'll need the same, lower, or higher cv it asks. Sometimes you also need the same COLOR.

The Yellow cards are received at each world. There are only 3 for each world. They are used to get into those yellow rooms in the map (SELECT or Start then

second option) for special events, boss fights etc.

Floor System:

Castle Oblivion is split up FLOORS. Each FLOOR can be turned into a different world.

E.G. After completing Traverse Town (FLOOR 1) you'll be given access to the world select screen depending on the world you choose, this'll turn into FLOOR 2

Within each world there are ROOMS. These ROOMS can change in Shape, Size and Layout, these changes are caused by whatever Card you use to access them (the value of the card, refer to room synthesis).

F. Moogle Shops

Moogle shops are found in rooms. When synthesizing a room, if there's a moogle picture on it, synthesize the room with it and you'll find a shop there. When talking to the moogle for the FIRST time in the room (not the first time ever) you'll get 5 keyblade cards (completely random). Sometimes they are awesome, other times they are dissapointing. It's completely random I think!

When opening the moogle shop, you'll have two places to go to. The left is for buying cards. The right is for selling your cards into moogle points. The unit you use to buy are MOOGLE POINTS.

BUYING CARDS = When buying cards, you'll be using moogle points and receiving 5 in one package. When buying a packet, all of the other ones will be randomnized again for your enjoyment.

SELLING CARDS = By selling cards, you can get moogle points. Be careful though when you are doing so, because you might accidently sell your greatest ally... or something XD

G. Dark Powers (Riku)

1. How to change Form

In order to change forms you need 30 DP in battle. To get the DP needed you must either:

- A. Card break an enemy and depending on the difference between values (up or down) is how many DP you'll get.
- B. Get hit 30 times. Each hit gives one DP.

2. Changing Form

After 30 DP is collected just use any card and Riku will enter this cool transformation to his dark form. But if you are card broken during this you will have to try again (your DP will stay at 30).

3. Dark Riku Advantages

- A. Increased attack power.
- B. The ability to use sleights.
- C. Your dodge jump (similar to dodge roll) can go farther than before.
- D. Your 3 hit combo will be more powerful - mulitple hits with just 1 card.
 - 1st attack: Sliding slash will move you forward a bit and slash.
 - 2nd attack: Spin slash that can hit 2-3 times.
 - Finisher: A falling jump strike that hits 3-4 times on the way down.

4. Sleights

- A. Dark Firaga: Need- 3 soul eaters; Value- 16-25
- B. Dark Break : Need- 3 soul eaters; Value- 5-15
- C. Dark Aura : Need- 3 soul eaters; Value- 27

H. In-Game Menu

- 1- Review Decks (edit, change, select a deck)
- 2- World Map (see the level's map)
- 3- Map Cards (for creating a room)
- 4- World Cards (Which world did you already do or are in)
- 5- Status (Shows all abilities you did, press R for guide to using it)
- 6- Journal (Jiminy's Journal where he keeps enemies database etc.)
- 7- Quick Save (Saves the game for a CONTINUE at the main screen and quits)

V. Notes Before Playing

1. If you're getting frustrated when playing, just can't beat a boss, and really starting to get a headache because of this, take a break, when you'll come back you might be even better at beating the boss of level!
2. I recommend starting using Moogles shops at floor 4-5. By then you should have enough moogles points and the card.
3. If you're feeling great and all, beat all the heartless in a room you're in. To reset the heartless, leave then, before re-entering it, attack the door and RE-synthesize it so you'll get new enemies again. You can never run out now, except if you have no more cards =P
4. When spotting a heartless in the in-game field, strike it then so the battle will start. This will get you the upper-hand of it.

VI. Walkthrough

When pressing START at the starting menu, by pressing L or R you can change the visibility of the screen to choose the contrast of the screen. After choosing it, choose your save file for the new game and the game starts!

= [Introduction + Tutorial] =

After the awesome opening movie, Sora & Co. are talking about they can feel the presence of Riku and Mickey within Castle Oblivion. After this a black-robed unknown appears. Donald and Goofy charge in to attack this Unknown, but fail as their magic is useless. The unknown then tells Sora that he lost all of his spells and his abilities.

As the game starts, you'll see Traverse Town, to access it click the "A" button. You'll see a small scene in Castle Oblivion, the Unknown will fade and you'll appear in Traverse! The unknown reappears and Sora seems to notice he can't leave the place. Get ready for your battle tutorial...

=====

BATTLE TUTORIAL-1

=====

A Donald card hops around until it stops in front of the Unknown. It then goes to you and you can use it. Now at the bottom-left you can see the Donald card to be chosen. Press the "A" button to summon Donald and he'll cast a fire spell, which the unknown blocks. By pressing B, you jump. If you hold B you jump a bit higher. By clicking a left/right directional arrow TWICE, Sora will dodge roll.

Then, by pressing the A button multiple times you will attack, the chosen card will go on the middle and disappear once it's executed. Do it 3 times. After a small talk, attack until you RUN out of battle cards. You'll see a card with the number "1" on it. Press A until that black card is filled up and you'll regain a new set of cards to use! By clicking the L or R button you can switch cards. Do it 6 times. After this, click SELECT and you'll see an EMPTY card. This changes your card's category. Before this, you were at the first one, [attack/item/magic], this second one is the [enemy cards] category.

So after switching back to your previous category, the current battle tutorial will end and a conversation will start. After a while it will tell you your in-game commands while you're NOT in a battle.

A = swing keyblade

B = Jump

Directional pad = Move sora

=====
BATTLE TUTORIAL END-
=====

Okay, so now you're free to go, get used to the in-game commands and then when you're ready (you are by now right?), go towards the door and press the A button (attacking a door... lol)... and guess what... new room synthesis tutorial!

=====
ROOM SYNTHESIS-
=====

The commands are pretty easy, you can guess them really:

Control Pad: Select a card

A Button: Confirm

B Button: Cancel

Simple nay? Thanks to Jack for translations of the tutorial.

"Each Room has a criterion, e.g. this room has a criterion of 1+, a card with the value of 1 or greater will allow you to enter the room"

"Cards have values from 0-9"

"Zero value cards, meet all criteria"

"There are cards without any value at all, called Keycards. These are used to open special doors"

"To proceed to the next room, you'll need a map card. Map cards are used to synthesize new, unexplored rooms. First select the map card you want to use."

Okay, understand a bit more? Anyways you'll have two cards...

which to choose... only the left one works :P

So choose it, and you'll get to hear the awesome (sort-of) TT music and you're in a new place!

=====
ROOM SYNTHESIS END-
=====

=====

= 1. [Floor 1] [Traverse Town] =

-Hints-

=When playing through traverse town, hit the lamps or step on houses since you will get hp balls or Moogles points (really important) even (cards also!)
Hitting a lamp will turn it on or off.=

-Leveling up-

=When you level up you can raise three stats:

MAX HP (more Health Points)

MAX CP (more Card Points)

SLEIGHTS (Special card moves - choose it and click R and L for description)

-Battle Hints-

=When in the in-game field you see a heartless, attack it from then, and the battle will start. One difference, the heartless/enemies are frozen for some seconds.=

God I still miss traverse town... oh wait I won't annoy you with that lol, anyways if you jump and go a level higher in front of you, you'll see a hexagon shaped crystal, which is the save point! Get near it to save if you still remember doing that each minute in KH1 since you thought a tough boss would appear out of nowhere... which never happened... So if you save or not, you can't after this for a moment, after one movement a barrel crashes on the ground... intact!

So get over it and smash it with your keyblade (A button) and a keyblade card (cv = card value) with a cv of 1! And guess what appears behind you... your first REAL battle! A heartless! Be warned though, you only see one heartless outside but there's more... IN the battle! Anyways I hope you paid attention to the tutorial so get ready for some ass-kicking action! Walk over to him to engage battle!

=Battle hints=

Attack the first one in front of you with a three hit combo, that should do it. Anyways attack the others and you're done! You know you can get some variety and use other cards by switching them (L and R) ;P
If you attack at the SAME time as the enemy, the winner (highest CV) gets to card break the opponent ^^

Anyways after the battle, you will learn about Quick Save and what it does, you can roam around if you want, if you JUMP on the sort of house opposite of the save point, you'll get some health from it. So now, go for the door at the far right and attack it. Room synthesis I smell! Thanks to the awesome Heartless card, use it and you get into a new part of the Town! Wow it sure did change meh... So this is the difficult and weird part, the rooms you go to are TOTALLY random! The only thing that's the same are Where the doors are! So I won't be able to tell you 100% but I'll tell where each door is at and such. For more help on it, press START, then choose WORLD MAP (2nd option). So anyways, go north in this room (fighting as needed if you want) and synthesize this room.

New room, you have two doors, one north, another at the left. I say, GO TO THE LEFT. In the world map it's a yellow one, meaning? Special! Doors with keyblade are special doors, same for a heart or heartless card.

So go there and synthesize it. To do it, you'll need to use your YELLOW card and another one, then an event will start. Leon has completely forgotten about you and co, saying he never saw you in his life. After some confusing scene and Yuffie appearing (making it MORE confusing) you'll get a battle tutorial on how to battle.

=====

BATTLE TUTORIAL-2

=====

Each cards have a card value ranged from 0 to 9. When both you and the enemy play a card at the same time, the higher valued card wins which is called a "card break". Try it out.

The card with lowest card value will be card broken, so even great cards can be card broken. When card broken you (or the enemy) becomes open to other attacks. Cards with 0 as card value are SPECIAL.

The 0 card can card break ANY cards the opponent plays, but it can be card broken by any, sorta like a double edged sword. After this is how to STOCK.

You don't need to use each card individually one by one, you can stock them until three (maximum) and use it. This is much more powerful and the card value of the combo is all numbers added together. To stock press L and R at the same time, then to use it after stocking three cards press L and R. Special abilities can be used by stocking, they are called "sleights", but when using a SLEIGHT, you will lose the first card for the entire battle but getting it back at the end only, losing everything is bad luck.

=====

BATTLE TUTORIAL END-

=====

So, had fun? You'll get a new yellow card (key of guidance) for another special room for the world, and get a Simba summon card ^^ . Anyways now you'll be leaving this room and appear in the previous one, and it has it's chances of NOT being the same as before :P

So now, go to the north room, and hopefully you can synthesize it, or else just fight until you can. In the third room, again head to the left fighting until you reach the door. This time, synthesize a yellow card again, with a card with a cv of 3 or higher.

This time, the conversation is of Leon, you, aerith and yuffie. This isn't helping a lot to understand what's going on but you'll leave anyways.

You'll get a yellow card (Key to the Truth) for the last special room. Anyways go up north and synthesize this room as always, after this, guess what, just find the door on the left/up area! This time by synthesizing it, you need a GREEN card, and the yellow one... and with this... you'll get... into... another room! Cid is here (alone) and you'll engage into a convo... anyways you'll see the camera showing the clock tower place Gizmo shop remember? From KH1? So now, the screen will shake as the bells are ringing... and I hope you've been waiting for this... your first BOSS!

=====

BOSS: Guard Armor-

=====

Recommended Level: Any, but for security 4 or higher.

Attacks:

1. Footsies: Sends the feet stomping at you. Slow and easily walked around.
2. Claw spin: spins the claws around the center torso.
3. Clawing: uses the claws to hit you, if sandwiched between it and the edged can do continous damage with multiple cards, dodge roll to escape this situation
4. Jump: jumps and lands on you, just try to get out of the way
5. Torso spin: after the other parts are defeated this is the attack it

will use. Not exactly dangerous

Strategy:

Keyblade cards: Since this is what your deck mostly comprises of use them.
Just attack him when you can and stop to dodge his attacks.

Magic cards: You can only use these on his lower portion parts (feet) and when he's knocked to the ground from a card break or green Mickey card. The higher lvl spells (e.g. blizzara, firaga, etc) can hit higher enemies but you most likely dont have the cards to support these moves yet.

Summmon/partner cards: use goofy and donald together in stock combos to insure against card breaks. Since these cards dissappear after use any way using them in stock moves doesn't matter.

=====
END OF BOSS BATTLE-
=====

So, after the cutscene of Aerith explaining to you a warning that memories can be dangerous and some talking, are we done with Traverse Town? Yes! Go to the upper-right room (if you look at the world map). Climb the ladder until the top. Save then enter the... door! Why not go to the other rooms we didn't visit? Wondering? There's a special yellow card bar to unlock it which we DON'T currently have. So sorry for any disappointments =P

Castle OBLIVION!

So now that we're back to Oblivion Castle... The unknown comes back. Someone comes to the rescue! ... Wait... that's another unknown... nvm >.>
So he summons two weapons... and a fight starts!

=====
BOSS: Axel-
=====

Attacks:

1. Normal attack: hits you with his weapons a few times about 3 not much damage though.
2. Wheel Throw: throws his weapon at you and teleports to other side and catches it.
3. Fire wall: sends a wall of fire at you, not exactly that fast and can be dodged if you move behind axel at the last second or dodge roll through it.

Strategy:

Keyblade cards: Just slap him with them when your close enough and have the chance

Magic cards: Blizzard will do tremendous damage to axel use it as often as possible

Summmon/partner cards: Goofy can do a "bit" of damage but hes not exactly useful. donald isnt that great since he likes to use fire more often then his other spells (IMO) and that will heal axel.

=====
END OF BOSS BATTLE-
=====

=====
You'll get "world cards" deck which contains 5 worlds: Agrabah, Wonderland, Olympus Coliseum, Monstro and Halloween Town. Axel will appear and some more conversation will start. After this, going up the stairs will give you a warning that if you go back to the previous level the world's rooms will be resetted. So continue. They'll talk some more mentioning Hollow Bastion but they forgot the name, proving they're forgetting memories.

"Oh for Pete's sake!" -Donald

After convo save and go up the stairs to choose Agrabah!

=====
= 2. [Floor 2] [Agrabah] =

-Hints-

=The barrels that are very light light light brown (close to white) can't be destroyed. So don't bother. But sometimes hitting them gets you an item or hp, moogles points so still try your luck.=

You get in Agrabah pretty early this time of the year... Anyways directly as you arrive there, you'll need to help Aladdin fight some heartless. Easy as cake... Anyways once you're done, more heartless will appear... do not fear! The genie is there! After he rescues you (even if you'd come out alive) you'll be able to play. So now, go to the upper-left section to open a key door. It's random what you need but for me I needed a green card and the key card.

So after synthesizing it, you'll see a short cutscene. Nothing important. So leave and go up to the north room. This time, take a left and enter this room. Enter the key door (simple as that!) by adding multiple cards together to get 15 or higher, and use your key card. Jasmine is surrounded by Heartless! Go and save her!... not... the Genie takes care of them. I know, you're all sad that you didn't get to fight the heartless... right? Well don't worry! More just came from delivery! Now go teach them a lesson! After defeating them, Jafar comes and just takes the Genie and Jasmine, just like that! I mean, come on, can you believe that! He has noooo matters! I think someone needs a good "getting-killed" lesson!

Ok just head south twice until you can get to the last locked room, to your right. I needed a red card and the key card, so if you have it, no problem. Open the door... and get ready for a boss fight!

=====
BOSS: Jafar-

=====
Recommended Level: I easily beated Jafar on level 7.

Attacks:

1. Molten fire ball: goes into the lava and picks up a meteor and tosses it at you. Cards can easily be broken but the damage is quite good if it doesn't happen.
2. Ground smash: smashes the front panel and makes the panels change position.
3. Laser eye: Jafar will shout and then make a laser that goes across the screen just jump because only the front bit of the laser can hurt you.

Strategy:

Keyblade cards: Since your main goal here is to hit the lamp that Iago carries keyblades are the only way to go up to a certain point which you're either on platform that is completely raised or you use a green mickey card.

Magic cards: Only useful when on a high platform or after a green mickey card is used. Healing of course - you need 1 or 2 cure cards.

Summon/partner cards: Donald is decent but don't expect too much from him. Goofy is yet again a waste of your time. Simba is an OK choice, but like Donald don't expect too much from him.

=====
END OF BOSS BATTLE-
=====

After defeating Jafar, Genie will join you; equip him when you can since he's pretty useful. So just climb the ladder to your right, save on top and enter Castle Oblivion again.

Nothing much here to do, just follow the conversations and go up the stairs. You'll see a small scene of Namine drawing. If you're not paying attention, you'll see it again in two floors or so I think. So after more conversations save if you want, and go up the door and choose your location... Olympus Coliseum!

=====

= 3. [Floor 3] [Olympus Coliseum] =

-Hints-

=If you see three boxes (small) together, you can't do anything to them, so don't bother XD=

As you enter the Olympus Coliseum, I know you'll realize one VERY sad thing, no more coliseum matches!! *whimpers*... ok maybe not THAT sad but I enjoyed them... atleast... guess KH2 needs to be waited for >.>
So after the discussion, Hades and... CLOUD (yay!) appearing, you'll be enjoying yourself, at the beach... hmmm at the coliseum beating heartless and stuff... just like the good ol' days...

In the first room, just kill any heartless if you're in the mood for that. If not, open up the door to the right ^^ Next room, you can't open the key door in the right of the room just yet, so open the one that is up. This key door needs a gold bar so it won't work neither, go up again. Next room, the key door is the last one this time, so not this one, go to the right into (again) a new room. Then the south door is FINALLY ours! Synthesize it (battle if needed for cards) and open it up. Herc and Phil! Anyways after Cloud comes in and they... do a... race (?) you're playable again. Guess what? Go back ALLLLL the way to the start! Where the first key door you saw is! So after a long (or short) and tiring (or easy) journey (or walk)... oh wait! You're transported to the room just above it! How nice of them =P So go to the first key door (door to the south) and open the door.

Cloud is there and challenges you to a battle to death (I think)!

=====
mini BOSS: Cloud-

=====
Recommended Level: 10 is good.

Attacks:

1. Normal attack: Cloud just attacks you normally
2. Triple air slashes: His stock move, and the move you get by using three cloud cards in stock combo. He goes in the air, comes down and slashes for three times. Card break with a 0.

Strategy:

ALWAYS keep a 0 (cv) card on yourself, and never let it card breaked. Use it only when it's the triple air slashes, so never use it in a stock combo neither. For his normal attacks, it's easy so just dodge, he has some pretty decent card value in the attacks so he might card break you once or twice. Just use stock combos SOMETIMES (not always) and attack normally and you should be having no problem!

=====
END OF mini BOSS BATTLE-
=====

After this easy (mini) boss fight, next room is... Hades (big) boss fight!

=====
BOSS: Hades-
=====

Recommended Level: 14

Recommended Deck:

- 1 card: 0 card value
- 2 Blizzard (or 1 if you can't get a 2nd)
- Simba can help
- 2 Cure spells (very important)
- Keyblades: over 4 Card Value

DO NOT take Genie, he is useless here. Fire HEALS Hades.

Attacks:

1. Fire finger: Shoots a small puff of flame that doesnt even travel across the screen (visibly) it can be dodged but doesnt do much any way
2. Flamethrower: Puts his hands forward and shoots flames, this is his most lethal move. this will do continuous damage and is very annoying and almost impossible to get out of after being caught in it.
3. Fire Ball: Throws a fire ball at you

Strategy:

Keyblade cards: If you use keyblade cards you want to stay behind Hades as often as possible. Don't go on the defensive in this battle or you'll end up dying. Slap him with your key as often as possible. He does have 0 cards so be careful of card breaks.

Magic cards: You want blizzard cards here big time. One blizzard can take a huge chunk from his life. If you have 2 or more combine them together using the stock move and you'll perform the next level of the spell. Be careful not to miss or you'll have wasted a good magic move and one of your cards will dissapear for the entire battle (the first one of the combo). Also have a Cure or two and combine them if you think you'll be card broken or need a lot of health back.

Summon/partner cards: Don't use Goofy at all hes a waste of time against bosses. Donald should only be used if you put him in a stock combo as the first card. If you have multiple cards of the same summon (e.g. 2 or 3 simbas) combine them to get the full effect. Simba though isn't much use here due to the fact that his lvl 1 summon (1 card) doesn't do much damage and the lvl 2 doesn't either and only adds a mediocore stunning effect that doesn't last long at all. Lvl 3's stunning effect doesn't last on Hades very long either.

=====
END OF BOSS BATTLE-
=====

Whoo! Now that was fun! I think... anyways you'll get a Cloud card now! One of your greatest ally, if not first (Cure spell is better lol). So climb the latter as always, and on top save then enter the room to Oblivion castle. In it, after a small discussion, go up the stairs and you'll see the first UNKNOWN discussion scene. They're very interesting I suppose... too bad I don't understand a WORD they say =P After this choose your next location...

=====

= 4. [Floor 4] [Wonderland] =

-Hints-

=The flowers you'll see and meet with, when attacking them they give you HP balls, Moogles points or even cards I think. So don't forget to wack them! =

Oh joy... like I wanted to go here anyways... >.>

Eugh! A talking RABBIT! I thought we killed him in KH1... oh wait... that wasn't it... beh... anyways after the talking cutscene enjoy your stay at WONDERLAND! (unlike me...)

Anyways go to the left, hitting heartless and flowers as you go. Synthesize the door to open it and enter the next room. In this one, go to the upper part of the room, a key door room is to the right but the door to it is somewhere else = not here. Open the door at the upper part and enter the next one. The 2nd key door is at the right here so don't forget it. The upper door leads to the room just before the LAST key door. So go to the left one since it's the last one. Here, open the south door with a numbered card that is required and the key door card. So after some discussions... cards come jumping at you...
MINI BOSS FIGHT!

=====
mini BOSS: Cards-
=====

Recommended Level: any level and it's easy really.

Attacks:

1. Normal attack: attacks you.

Strategy:

Just hack and smash and heal when needed. This is just really easy.

=====
END OF mini BOSS BATTLE-
=====

More cards come towards you after the battle but you run away... no you're not scared but you've got some... ehh family problems yea! Anyways now go to the 2nd key door. If you remember, good ^^ If you don't... Go to the room to the north and open the key door at your right and you're there! Anyways Chesire Cat makes it's appearance! Now that's something that is... better than a... talking... rabbit >.> Cutscene finished - moving on.

"Try too hard to remember and your memories might lie to you."

(Sora daydreamed of Kairi earlier and remembering her she changed to Namine, meaning he tried hard to remember so his memories of her appearance lied.)

Now after this, go back to where the 2nd key door was (in which room) since you are back at the start, so normally you should find your way, if not: Left, up. Then open the upper door to enter a new room, here go to your left and open the last Key door... get ready for a boss fight!

=====

BOSS: Trickmaster-

=====

Recommended Level: 14 works easily

Attacks:

1. Flame twirl: twirls his little flaming things around as he walks across the screen. not much damage
2. Floor smash: smashes the floor damaging all who touch it
3. Fire/ra/aga: crosses arms and throws/shoots it at you
4. Flame twirl vertical: twirls the flames at his feet then raises them in the air damaging you if your in its path

Strategy:

Keyblade cards: Keyblades are nice here since magic doesn't aim any higher than sora (well most of it). Use keyblades for most of this fight.

Magic cards: Only use magic cards after using a green mickey card to raise the table in the center of the room. But if you do get a chance to shoot him on the table the damage from magic is very high. Also if you use a lvl 2 or 3 spell that could work but remember about using 3 card combos. You'll lose cards like nuts.

Summon/partner cards: Don't use goofy he doesn't do crap to bosses and further more dont use him on any boss at all. Donald is ok since his magic tracks and he can heal you. If you use multiple donalds in a stock move his magic will be lvl 2 spells. simba is not a boss summon at all since he's lil damaging and meant for regular heartless. Genie will typically use Gravity and Stop the most and that doesn't effect Trickmaster at all so don't use Genie either. Cloud will pwn (properly own) the trickmaster but only if the table is raised or if lucky: when he's kneeling.

=====

END OF BOSS BATTLE-

=====

At the end, climb the wine to reach the top and save. Then enter the door. Well whaddya know? Same Namine drawing cutscene! I told you it'd happen! Anyways after all the conversations. Save again if you're bored and get to the big man-eating-flying-in-space-world... which is a WHALE! Heh...

=====

= 5. [Floor 5] [Monstro] =

"Well, for Pete's sake."

Pinoke and Gepetto are still inside Monstro (not in TT like the end of KH) so after some talking follow Pinocchio. Anyways when you can move, there are two paths: East and north. The east path leads to the room previous of the 2nd event room so remember the location. Go to the east door still but open the north door, then east one. The special door is the 1st event door so go to it. Try synthesizing it (or else battle for map cards) and enter it.

After some discussions you'll leave the room and appear at the previous one. Make your way back to where you found the first key door leading to the 2nd event room, and prepare for a boss fight.

=====

BOSS: Parasite Cage-

=====

Recommended Level: 17

Attacks:

1. Tentacle Smash: Pretty obvious hell smash at you with his tentacles the CP on this card isnt to high usually so its not much of a problem to card break but if you get hit by it youll be knocked into the slime for extra damage
2. Poison bubble: this attack takes a while to perform and is not very strong. He basically sucks up some air and spits a large bubble at you.

Strategy:

Keyblade cards: When the panel you're on moves to the front use keyblade cards to deal quick damage and land safely back on the panel. Also use keyblade cards to card break it's attacks so you dont get knocked into the acid.

Magic cards: Use when the panel moves to the back. Aim right and don't use gravity magic since it wont work as is the case with most bosses.

Summon/partner cards: Dont use Goofy as always and only use donald in a stock combo as the first card. Simba has no use here, Cloud if you have a high CP one or combine it with other cards is quite good here but only in front line. Genie is almost useless do to the fact that 2 out of his 3 spells doesn't have any effect on the Parasite Cage.

=====

END OF BOSS BATTLE-

=====

One more event room and your donneeeeeeee... Monstro is sure long... so much rooms.... Anyways go to the north/west way or west/north way (leads to same room). I recommend fighting enough to get a Teeming Darkness with a card value that matches the last event room's door card value. Next go north and then east for the room just before the last event one.

=====

mini BOSS: Heartless-

=====

Recommended Level: whichever you want...

Strategy:

This is a very different battle, you have to kill Shadows until the upper-right bar is completely filled up, and before the battle is over, with Teeming Darkness there will be much more heartless so more chances to win. So this is basically a very fast hack&slash mini boss fight.

=====
END OF BOSS BATTLE-
=====

This might have taken several tries but that doesn't really matter, just don't give up. To know if you won, the bar won't drop down when it's full and when you defeated all the shadows you'll see a Dumbo card which you need to get.

So after the conversation go up the... bone ladder and save, get back to Castle Oblivion. Larxene and Axel will be discussing an important matter about Sora's memories and their "plan" to take the Organization...

Save, go up the stairs and choose the last world of the first set: Halloween Town!

=====

= 6. [Floor 6] [Halloween Town] =

After Jack Skellington's introduction (good thing that he's back) finish the conversation and you'll start HT. Go to the east room right away. Wow, if you look at the map card you'll see LOTS of rooms... guess Monstro was easy compared to such thing... anyways here's how to access each event room from the START:

1st event- East
 North
 West

You'll be at the Dr. Finkelstein's laboratory. He'll explain his experiments. Then you'll tag along Jack to find Sally.

2nd event- East
 North
 North
 East
 South

Sally is there and has the potion, saying to Jack that it's dangerous, before anyone could do anything Oogie took the potion, talked then ran away and for you to follow.

3rd event- East
 East
 East
 East
 South

=====
BOSS: Oogie Boogie-
=====

Recommended Level: 21

1. Dice Roll (Regular): While your down below him he will throw 3 dice always at a CP of 7 you need to Card Break them to get the spikes lowered so you can get to Oogie. if you don't Card break any they will summon either blades that come to slice you up or a spinning top of death.

2. Dice roll(Drop Down): This will drop when you are up with Oogie too long and will knock you back down.

Strategy:

Keyblade cards: Use them in either of two ways or both:

1. to card break the dice
2. to attack oogie when you get up to him.

Magic cards: Exactly the same strategy as keyblade cards. And gravity doesn't do anything as usual.

Summon/partner cards: Use these when you get up to Oogie; don't waste them on the dices.

=====
END OF BOSS BATTLE-
=====

Wow that was soo easy... Especially since I was level 26 (had to fight a lot for cards to get to event doors... it was hell) so anyways after the cutscene, everyone's happy yay... Anyways go up the ladder, save, enter castle oblivion.

Whooo Larxene will talk to you telling you a lie, that the paopu fruit was given to you by Naminé and not Kairi, anyways boss battle.

=====
BOSS: Larxene-
=====

Recommended Level: 22

-
1. Physical Attack: Basic slash with the claws you can try to dodge but it's not a powerful attack
 2. Thunder/ara/aga: Thunder based attack
 3. Forward Lightning: Shoot's the lightning out of her claw weapons and straight at you
 4. Claw Missile: Several missiles aimed and then shot at you, avoid using Dodge Roll.

Strategy:

Keyblade cards: Hate to say it but, you heavy Magic users are gonna have to get used to keyblades for this battle. Magic is hard to work with Larxene due to her high speed. You can't shoot magic nearly as fast as she can move. Keyblades are probably the best choice here.

Magic cards: Cures are really all you need. And maybe if your a magic marksman you can use blizzara/aga to damage her since there attack is wide spread and still powerful.

Summon/partner cards: Don't use Donald or Genie. Donald might cast thunder on her and heal her and same thing with Genie and his other two attacks don't have any effect at all. Cloud might work if you can position him right.

=====
END OF BOSS BATTLE-
=====

After the battle, some more talking, go up the stairs and Vexen will make an introduction, anyways some more talking, save and go to Atlantica.

=====
= 7. [Floor 7] [Atlantica] =

I hate this level, soooo boring... not much diff, between KH and KH:COM it seems... Some talking and you get the Key of Beginnings. These all start from the FIRST room.

1st event- West
 South
 West

Sebastian is here and explains that the trident was stolen, and that the kind was worried. Anyways after the discussion you'll be leaving. You'll be from the first room (WEST - WEST). But the way is from the start.

2nd event- West
 North
 East

You'll find Ariel in her grotto, Ursula will show up and they'll talk about their "deal". Sora appears after she left and explains that they'll help since she can't trust Ursula. You'll get a new temporary ally card, Ariel.

3rd event- West
 West
 West
 West
 South

Prepare for you're worldly boss fight, Ursula, only after a conversation.

=====
BOSS: Ursula-
=====

Recommended Level: 25

Attacks:

1. BIG OL BEAM!: she shouts some weird phrase and then about 1 sec later will let out a big beam from her mouth, just move to the opposite side of the way she's facing and you'll be fine.
2. Bubbles: she will spit a few bubbles from her mouth that sorta track you but aren't that damaging, more of a delay than an attack.

Strategy:

Keyblade cards: These will probably do the most in this battle. You can use them to get the tentacles down easy and damage the head after they're down.

Magic cards: Not so useful in this battle. Magic cards can help for lowering tentacles but hitting the head will be difficult without the green mickey card. Thunder is damaging on her and can hit her easily so if you're going to use magic get some Thunder spells.

Summon/partner cards: For partner cards use them as you see fit none are exactly a great help in this battle except Donald. For Summon cards, Cloud can help get the tentacles down but hitting the head won't work with exception of using a green Mickey card. Genie is crap against bosses so don't use him (until further notice don't use genie).

=====
END OF BOSS BATTLE-
=====

Flounder will excuse himself to Ariel. Some more talking, go up the ladder and enter Castle Oblivion to see Riku.

=====
BOSS: Riku I-
=====

Recommended Level: 26

Attacks:
1. Normal attack: 'nuff said
2. Jump strike: Jumps and hits you.

Strategy:
Keyblade cards: Use em as you see fit.

Magic cards: Use them as you see fit.

Summon/partner cards: Use them as you see fit.

=====
END OF BOSS BATTLE-
=====

After defeating him, he'll run away, go up the stairs and save then choose your next location: Neverland.

=====

= 8. [Floor 8] [Neverland] =

Tinkerbell will show up and lead you somewhere so you'll follow her. These all start from the FIRST room.

1st event- East
 North
 East

Peter Pan will introduce himself and you'll learn that you're on a Pirate ship. After some talking you'll be leaving. From starting point you are : East-North, so go South once then west to be at the starting point, but you can guess where to go just by going south once.

2nd event- East
 East
 South

You'll find Wendy and start a conversation. Peter Pan will leave and your temp ally card will be gone. Go north-west and your at the starting point.

3rd event- East
North
North
North
West

You'll see Captain Hook which already has Wendy as a hostage, but Peter saves her. Boss battle will start.

=====

BOSS: Captain Hook-

=====

Recommended Level: 30

Attacks:

1. Regular attack: pretty good damage but just a regular attack
2. Slice and Dice: he uses this when he stocks cards of a certain order and if you are caught on the edge of the screen you will take heavy damage
3. Fire bomb: throws a fire bomb and sometimes will stock and throw multiple bombs that do heavy damage
4. Bomb presents: usually will launch in the middle of the screen that launches a bunch of present looking things that explode on contact and after a bit of time.

Strategy:

Keyblade cards: Until he gets low in hp don't use them in stock moves. Once he gets down to half the green bar start using them in stock to lower his HP quickly. Or just attack as normal - either way is fine but one is safer card wise.

Magic cards: Hook jumps around a lot and it's hard to hit him with magic. Even a blizzaga with a wide attack range has a hard time hitting him.

Summon/partner cards: Don't use partner cards unless you use them in stock combos other wise it's a waist of time and you'll be card broken. All summon cards except Genie have some effect on hook but they're not that great (and Dumbo - Dumbo is a waste of everyones time).

=====

END OF BOSS BATTLE-

=====

After the battle is over, you'll get the Tinkerbell summon card, go up the ladder, save and enter the door to Castle Oblivion. Riku is there, new boss battle!

=====

BOSS: Riku II-

=====

Recommended Level: 30

Attacks:

1. Attack: jumps and attacks normaly, it's not that strong
2. Energy ball: A stock move. after getting a full stock he'll usually cast this. To dodge, dodge roll right through it.

Strategy:

Keyblade cards: Use at your will.

Magic cards: Use at your will; but be warned he's hard to hit.

Summon/partner cards: Use partner cards in combos especially Donald since his spells track. Other summons use at your will.

=====
END OF BOSS BATTLE-
=====

Geez Riku is really aggressive towards Sora lately... Anyways go up the stairs and a convo, and now they're thinking that Naminé is Kairi! Wow. Anyways get ready for a great level, Hollow Bastion!

=====

= 9. [Floor 9] [Hollow Bastion] =

Poor ol' Beast... no luck with women right? =P
These all start from the FIRST room.

1st event- North
 North
 North
 North
 West

You'll find Belle in the library and she'll explain that she's held captive. Maleficient will enter the room while you hide and take away Belle again. You will be back at the previous room, go SOUTH four times to be back at the start or just twice (and don't pay attention to the two Norths here).

2nd event- North
 North
 East
 South
 South
 East

Maleficient and Belle are in a new room. Beast will show up, Belle'll lose her heart and everyone's mad at Maleficient. Anyways Beast will join your party. To go to starting point: North, North, West, South, South.

3rd event- North
 North
 West

Maleficient is there and get ready for a boss fight after the convo!

=====
BOSS: Maleficient Dragon-
=====

Recommended Level: 33

Attacks:

1. bite: pretty obvious, she bites at you
2. fire spit: spits fire on the floor. If your standing on the platform summoned by a green mickey head card you wont get hurt.

+++++

Sub Attacks:

1. The fire spit move creates lil fire things that run around and can be a pain. Once again if you on the platform youll be ok from them.

Strategy:

Keyblade cards: These will get you through most of the health bar. Just attack with them whenever you can.

Magic cards: If you use mostly magic then you're gonna have trouble. In order for you to hit her with most spells you need to either get a green mickey card by destroying her little flame minions or wait for her to lower her head. The earlier of which being the more favorable condition. You want quite a few healing cards for this fight since she attacks pretty darn fast and is quite powerful.

Summon/partner cards: Goofy can't hit her unless she lowers her head - same with Beast. Donald can help a bit in this fight. Cloud works nice against her but only use if he's high card value.

=====
END OF BOSS BATTLE-
=====

"There they go with the mushu stuff, a-hyuck!"

Goofy answers is all... anyways you'll be done with Dragon and be climbing some ladder! Save. Get into Castle Oblivion and Riku... not... no Riku this floor!

"Terribly sorry, Vexie"

Riku was actually under Vexen's orders. You'll be seeing Marluxia and convo will continue. Done? Good, save and choose your next destination.

=====

= 10. [Floor 10] [100 Acre Wood] =

Weird little fella... anyways Thanks to Jack for a full guide on 100 Acre Wood.

- Jump into rabbit's cart and lead pooh to climb in with you (with the R button). this will cause one of the wheels of the cart to fall off.

- Stand next to piglet and lead pooh over to get a conversation to occur (gets you 'confuse').

- Get pooh to grab onto the group of 5 balloons. This will get owl to bring him back down to earth (gets you 'Spellbinder').

- Lead pooh over so that he falls into the hole with the tracks leading to it. This will reveal roo (gets you 'elixir').

- Skip past tigger for now, and lead pooh further down the path and speak with eeyore (where you'll find he's looking for his tail). It's stuck in a tree branch near him, but you won't be able to get it just yet.

- Past eeyore, get pooh to jump in a complete circle from stump to stump (on the 4 stumps which form a square-shaped pattern). this will get tigger to appear and a conversation to ensue (gets you 'idyll romp').
- Lead pooh to the beehive (located on the right side of the path, just prior to the 4 stumps that you got pooh to jump on). this will cause a group of bees to chase him, running into the base of the tree and knocking eeyore's tail down from the branch where it was stuck (gets you 'bind').
- Using your keyblade, pound the 12 posts into the ground (two groups consisting of: 7 posts and 5 posts). and then move back and forth in the area between where you pounded the 12 posts down. hit the cabbages as they roll down with your keyblade. after you've "stacked" 14 of them, rabbit will appear and thank you for neatly stacking his cabbages (gets you 'synchro').
- Lead pooh to the end of the path to get the card 'Bambi' and exit the 100 acre wood.

After this new boss fight.

=====
 BOSS: Vexen-
 =====

Recommended Level: 35

Attacks:

1. Shield slap: his normal attack, not very powerful
2. Ice blast: stock move much like riku's
3. Freezer: stock move, freezes you in an ice block rendering you helpless for the time being. Use the d-pad to get out of, hit buttons like mad to break it. It also drains your HP the longer your in it so get out so QUICK!
4. blizzara: pegs you with ice.

Strategy:

Keyblade cards: Get behind him and smack him silly with those things.

These work just about as well as the other types of cards.

Magic cards: These work a little bit worse than keyblade cards since you need to attack quick to get hits in on Vexen. Fire magic works best since it moves faster and does a LOT of damage to Vexen.

Summon/partner cards: All of them work just some better than others. Use at your own discretion.

=====
 END OF BOSS BATTLE-
 =====

Vexen will make a card from a memory at the 'other side' from your heart, and it's Twilight Town. Go up the stairs, conversation about Axel's next mission: killing Vexen, save and next destination:

=====

= 11. [Floor 11] [Twilight Town] =

Something different now: Only one key door. But if you want you should visit everything for EXP or just for fun, if not here's how to get to the event:

Key Door (start): East
North
North
West

Geey Vexen is really pissing off Sora now isn't he? Nothing unexpected: boss.

=====
BOSS: Vexen 2-
=====

Recommended Level: 38

Attacks:

1. Sheild slap: his normal attack not very powerful (again)
2. Ice blast: stock move much like riku's
3. Freezer: stock move, freezes you in an ice block rendering you helpless for the time being. use the d-pad to get out of hit buttons like mad to break it. It also drains your HP the longer your in it so get out so QUICK!
4. Glacial Spike: stock move, a trail of glacial spikes starts erupting from the ground tracing your every path just run as fast as you can to avoid
5. Ice puddle: freezes two spots on the ground that if stepped on sora will slip and go into an upside down fetal position and be immobile for a second.
6. Recover: Always uses this when about to die, only once I think.

Strategy:

Vexen's been holding back till now hasn't he? Really hes not that much stronger but his card using is faster, and the CP of the cards are decent so he may card break you often. So basically just use the same strategy as before.

=====
END OF BOSS BATTLE-
=====

After some whining of Vexen, Axel makes an awesome appearance, kills Vexen and goes (with some talking of course). So cry on someone's shoulder if you were a Vexen fan (unlike me) and save, enter Oblivion. Major plot discussion about the Unknowns, and Riku is teh back one, Riku III I might add.

=====
BOSS: Riku III-
=====

Recommended Level: 39

Attacks:

1. Lightning Attack: jumps and attacks normaly, it's not that strong
2. Energy ball: A stock move. after getting a full stock he'll usually cast this. To dodge, dodge roll right through it.

Strategy:

Mostly the same as before but his CP is again higher this time on his cards and his attack can some times stun and are lightning based this time, really just stick to the same strategy as before. If you dont remember what that is it's just a simple proccess of keeping your HP up if it gets low (if you have tinkerbelle that shouldn't be to hard). He is even tougher and faster but not by much so just heal and attack.

=====
END OF BOSS BATTLE-
=====

=====
After defeating Riku has he runs away as usual, Sora REALLY aggressive towards Goofy and Donald, Naminé running away or something, Saving, DI!

=====
= 12. [Floor 12] [Destiny Islands] =

Tidus, Wakka and Selphie are talking, etc. I can't make up my mind though, the HER that the trio talk about is NAMINÉ or KAIRI? obviously Naminé but I've got a tiny doubt... meh nvm...

1st event- West
 North
 East

Riku is here, same spot as in KH1. He obviously doesn't know what Sora's talking about. The earth will start shaking and surely for the 2nd and last event room... You'll start back at the first room.

2nd event- West
 North
 North
 North
 East
 East
 East

=====
BOSS: Darkside-

=====
Recommended Level: 45

Attacks:

1. Heartless portal: same as KH one he sticks his hand in the ground and some heartless pop up (shadows)
2. Ground smash: smashes the ground and may hit you
3. Energy rain: makes energy balls rain down
4. Heart ball: sends energy balls out of his heart hole at you.

Strategy:

For this long, easy, annoying battle, only use offensive cards and one or two (or three) healing cards. Keyblades are your BEST bet. His pattern is VERY repetitive, he'll smash his fist into the ground, being Ground smash or Heartless Portal, and the next one is Energy rain or Heart ball. So the strategy is, first of all, a LOT of patience. His defense is amazingly gigantic so an attack barely hurts him. When he does one attack, being one from his first pair (HP or GS), run towards his hand after dodging and just attack it like crazy. Then for the one from the second pair, run around dodging it or just card break it if you can. It's really simple but just really damn long.

(Alternate strategy by Ruby coming in next update hopefully)

=====
END OF BOSS BATTLE-

The calm before the storm as they all say, no? So after the awesome cutscene, walk to the key door (after saving of course) to leave DI... and Riku's last (damn hard) battle starts.

=====

BOSS: Riku IV-

=====

Recommended Level: 50 (higher)

Attacks:

1. Normal attack: stunning strikes are still here. and his attack power is up a bit
2. Jump strike: this almost always tracks you and hits but can be dodged
3. Energy blast: stock move, get behind riku when he fires and it wont track you but if your in front of him your getting hit
4. Shadows of Oblivion: he warps through space and time slashing you continuously. The places he goes arent random but he covers too broad an area and to quickly to dodge all of it...

Strategy:

This guy is a pain in the @\$\$\$. He constantly uses his stock moves and Shadow of Oblivion will take out a healthy chunk that actually aint so healthy for you. You want to use stock moves here, because otherwise you will be card broken constantly and that will make you lose most of your cards and in no time youll be down to 1 or 2 cards within minutes and no way of getting the others back! If you have the sonic blade ability your in luck all you have to do is perform it and then hit A and you will do another slash and it does HEAVY! damage it can take out from 1/3 to a lil more than 1/2 of a bar of Riku's health. Other stock moves are ok but sonic blade is the best thing here. I suggest throwing in EVERY keyblade card you have into your deck and instead of using them normally just smash L and R and stock and perform the moves to keep him busy and block his stock moves at the same time and damage him. It may take several tries (took me all day to beat him literally). If you cant seem to get that last bit of HP gone off of him and are getting frustrated take a break and play another game (may i suggest KH1 pherhaps) Then when you come back you'll actually find your self playing better and in a better mood!

=====

END OF BOSS BATTLE-

=====

Wow, for me he was so easy with Vixen's strategy... anyways if you used a Sonic Blade (back and forth) deck CHANGE IT IMMEDIATLY. Or else your dead against Larxene, then go to Riku and Naminé, Naminé will 'kill' Riku which we'll learn is a puppet that Vexen created, Larxene will say other stuff and we get to fight her for the last time.

=====

BOSS: Larxene II-

=====

Recommended Level: 50 (or higher)

Attacks:

1. Claw: she'll hit you with combos so watch it
2. Thunder: thunder spell
3. Claw missile: lays out claw missiles that fire in order of being set
4. Warp claw: will warp around you and constantly hit you up side the head and then finishes up with a claw missle.

Strategy:

DO NOT. I repeat do not let her sandwich you on the wall or she might perform her continuous claw, shes taken out an entire bar doing that to me and she just keeps going and you can't attack or anything. Other wise she's all in all the same as last time and you can beat her if you pay attention and dont make mistakes. Emphasis on DONT. Also dont use stock techs 'till she's on her green bar you don't want to give up all your cards too soon.

=====
END OF BOSS BATTLE-
=====

After this, some discussion, go up the stairs and save, and get ready for Castle Oblivion.

=====

= 13. [Floor 13] [Castle Oblivion] =

Something I like here is the music and battle themed music... Anyways, there's only ONE event room, but if you look at the world map, it's pretty far off :P (starts from the room where u start after an event)

Key Door (start):

1= blue (I had it), 3= red (had two), 99 cv (had enough with only red).
Nothing special only a LOT of boss fights :P

=====
BOSS: Axel II-
=====

Recommended Level: 55

Attacks:

1. Teleport: Name defines move
 2. Fire wall: Sends a slow moving wall of fire. cant dodge it but you might be able to card break it
 3. Fire wheels: He throws his weapons at you after lighting them on fire and they spin around you. To get out of this jump at the last second and the wheels can hit you more than once. This is a stock move so you probably cant card break it without your own stock move or a "0" card.
 4. Fire wheel 2: Same thing but the wheels just criss cross across the screens
 5. Fire wheel 3: Now they just randomly bounce around the screen
 6. Teleport throw: throws a wheel weapon at you and teleports to catch it on the other side.
-

Strategy:

Dont use stocks for some reason they dont do that much damage to him. Regular cards work best. Keyblades are good as always. Just try to dodge the Fire wheel attacks as best you can there the most lethal and do a sizeable portion of your health.

=====
END OF BOSS BATTLE-
=====

He wasn't too hard really now, was he? Anyways after this, you'll see him dissappear and you're playable again, in the room under the event room. Where to go?

Exit Door: East
 North
 East
 East
 East
 North

After some conversations, Riku will make an awesome appearance and a boss fight commences!

=====
BOSS: Marluxia-
=====

Recommended Level: 56

Attacks:

1. Slash Dash: dashes and slices you
2. Slice Wave: Swings his weapon and wherever you are a slice in thin air will appear, drop down, and hurt you,
3. Petal Storm: He summons a petal storm that cant be dodged. not much damage but kind corny for an attack if you get my meaning
- 4 Ground Wave: Taps the ground with his weapons tip (bottom) and a wave of energy spreads out. just jump or dont get close
5. Air slash: Slashes in front and sends a small wave of energy towards you

Strategy:

Marluxia is a bit on the slow side compared to the last three bosses. His attack power makes up for that dramatically though. What you want to do is use stock moves here. preferably quick ones to reduce the card break likeliness. His defense is Low so physically attacks do a lot of damage. As I said before use stock moves but try not to get stuck using the one that makes a energy feild or strike raid there damageoutput sucks. I stuck to just 3 strike stock moves and got his first bar down in less than a minute or two. He has a lot of 0 cards and those will always card break you but they will also always be card broken.

=====
END OF BOSS BATTLE-
=====

Whoo that was sure tiring. Anyways as GHGB says, the hard parts over now. If you want, go back and save, and remake your deck or w/e, I took out meh Blizzaga to put in Mega Flare ^^
Anyways, once you're ready, enter that door!

=====
BOSS: Marluxia II-
=====

Recommended Level: 58

Attacks:

1. Spike slam: he raises his vehicle out of reach and then slams down on where you are (may repeat)
2. Charge: goes to opposite side of the screen and charges into you going across again.
3. Pedal shooters: these things will shoot at you eventually not much damage and mostly just to throw your targeting towards them instead of maruchia.

Strategy:

If you were prepared for something difficult and overwhelmingly impossible then go back to Riku IV (4): lol this guy is a push over. As in KH1 seems like the riku battle is the hardest battle in the game even tougher than the final boss. On the first part he doesnt attack at all, just beat the crap out of his mech's arms and then the real fun begins. every chance you get attack him (not other things, HIM) beacause some times it takes a while for an oppurtunity to arise. The charge attack cant be dodged unless you card break it which isnt hard at all seeing as he doesnt do stocks or have very high cards.

=====
END OF BOSS BATTLE-
=====

W00t, you've finished KH:COM as I did, enjoy the beautiful ending and how Sora finally remember's Kairi's name! So watch the credits to see a 5 seconds add-on, and click A when you see 'The End' to unlock.. Reverse Rebirth!

=====

VII. Reverse Rebirth

After the introduction cutscenes and discussion with a hidden character, let's move on shall we?

= 1. [Basement 12] [Hollow Bastion] =

1st event- North
 East
 East

You'll be in the library, nothing special.

2nd event- North
 North
 West

You'll be in the similiar room of the start and again, nothing special.

3rd event- North
 North
 North
 East

Maleficent is here and ready for your first boss fight.

=====
BOSS: Maleficent Dragon-
=====

My Level: 07

Attacks:

1. Bite: pretty obvious, she bites at you
2. Stomp: She stomps on the ground, jump to dodge this.
3. Fire spit: spits fire on the floor. If your standing on the platform summoned by a green mickey head card you wont get hurt.

+++++

Sub Attacks:

1. The fire spit move creates lil fire things that run around and can be a pain. Once again if you on the platform youll be ok from them.

Strategy:

This time, the boss is sooo much easier if you ask me. Just jump and attack, and when you can, defeat a green flame to get a green mickey card to get a platform again. So just slash and... slash and you'll be done in no time!

=====
END OF BOSS BATTLE-
=====

After the boss, no conversations so you'll be back in the previous room, just go north and synthesize the last room. Go north and enter the last door to get back to Castle Oblivion.

After a small starting discussion, Ansem shows up! After some "being-smashed-to-the-ground" scene, you'll get a Mickey summon-ally card for your quest.

=====
BOSS: Ansem-
=====

My Level: 08

Attacks:

1. Rock Shatter: He goes from one side of the screen to another for a couple of times. Be on the lookout for this one, card break him.
2. Submit: The dark guardian behind ansem just attacks you.
3. Ground wave: A light wave comeslashing the ground from one side to another.

Strategy:

I recommend just slashing like any other battles today, when you get a mickey summon card, use it at the end of your deck since it completely restores and reshuffles it for you. Great at times, no damage done though which is sooo sad... Anyways this battle hopefully won't be a problem :P

=====
END OF BOSS BATTLE-
=====

Ansem will give you your set of world cards, and do a deal with you. He'll also give you Dark Powers. To learn on how using it, check the Dark Riku guide before the walkthrough. Go up the stairs and you'll start an unknown conversation, only difference now is that you'll encounter two different ones from Sora's story, but stlil Vexen; they are Zexion (silver-haired) and Lexaeus (Brute-brown-haired). After they're conversation concerning Hollow Bastion's event, Riku will meet Mickey's illusion and a tiny conversation will

start and conclude. Save and choose your next destination.

=====

= 2. [Basement 11] [Agrabah] =

No starting conversations, straight to the exploration! I recommend fighting in the first room, killing everything to getting used to the Dark Powers.

Key event- North
 East
 East

=====

BOSS: Jafar-

=====

My level: 10

Attacks:

1. Molten fire ball: goes into the lava and picks up a meteor and tosses it at you. Cards can easily be broken but the damage is quite good if it doesn't happen.
2. Ground smash: smashes the front panel and makes the panels change position.
3. Laser eye: Jafar will shout and then make a laser that goes across the screen just jump because only the front bit of the laser can hurt you.

Strategy:

This is very easy, just jump and slash at the perrot Iago since Jafar can't be damaged by you. When you get a green mickey card, use it to get all the platform to their highest and then smash Iago even more. After a while he should be going down.

=====

END OF BOSS BATTLE-

=====

Here, after the boss battle go north-west or west-north (like Hollow Bastion). Synthesize the north room here and enter it. Go north and enter the last door leading to Castle Oblivion. Back at our lovely castle, just go north and up the stairs to trigger a new conversations between Vixen and Zexion.

=====

= 3. [Basement 10] [Monstro] =

After the conversations of both Unknowns, go north and up the stairs and choose your next destination: Monstro.

Here, just go to the first north room. If you look at the map then, you'll notice that you can only go right the ENTIRE time, and guess what? That's what we'll be doing!

Key event- North
 East
 East
 East
 East

=====

BOSS: Parasite Cage-

=====

My Level: 13

Attacks:

1. Tentacle Smash: Pretty obvious he'll smash at you with his tentacles the CP on this card isnt to high usually so its not much of a problem to card break but if you get hit by it youll be knocked into the slime for extra damage
2. Poison bubble: this attack takes a while to perform and is not very strong. He basically sucks up some air and spits a large bubble at you.

Strategy:

Sorta same as Sora's time but a bit easier in my opinion, try attacking him to get him to open his mouth for a green mickey card, and card break him until you get into Dark Riku. After this, use your green mickey card and you can go wherever you want so ONLY use Dark Firaga, since Dark Break doesnt touch the ground so green mickey is kinda useless. Once it runs out, then you can use as most often: Dark Break. When you get a mickey card, use it if you need healing and reloading your cards.

=====

END OF BOSS BATTLE-

=====

Go back all the way to the intersection of south-north and choose the north door, which you'll synthesize and enter. There, just walk/run/jump around north and enter the door leading to Castle Oblivion... and you'll be meeting a familiar face...

=====

BOSS: Vixen-

=====

My Level: 14

Attacks:

1. Shield slap: his normal attack, not very powerful
3. Freeze: stock move, freezes you in an ice block rendering you helpless for the time being. Use the d-pad to get out of, hit buttons like mad to break it. It also drains your HP the longer your in it so get out so QUICK!
4. Ice Storm: A new stock move of his, he'll summon an ice storm which will slow you down.
5. Ice Needles: stock move, a trail of glacial spikes starts erupting from the ground tracing your every path just run as fast as you can to avoid it.

Strategy:

Vexen uses his sheild to block his front constantly. To hit him you need to either walk around/dodge roll/ or wait for him to attack and miss you, to get a hit in. Really he isnt that strong but he uses cards at a moderate to slow speed so he can cardbreak you but he has a few low CP cards. Just keep your HP up and get a hit in whenever possible.

I'll let you say welcome to a new stock attack of Vixen, an Ice Storm. Besides this he didn't change much, you can only attack him from behind. I only used stocks to get to dark riku to card break him, or else I only attacked normally since I couldn't be bothered running out of cards. When coming back to Riku's standart form, I'll usually use "0" cards to card break him and then get back to Dark Riku.

Just keep using Dark Aura (27) and Dark Firaga, like all the time and you

shouldn't have ANY problem. Use Mickey when you need to reload.

=====
END OF BOSS BATTLE-
=====

=====

= 4. [Basement 9] [Neverland] =

When Vixen is defeated, go up the stairs. No unknown conversations so just save then go to your new next world. Neverland.

=Current Level: 016 - Dark Points: 34=

This time, by looking at the map you'll see this is MUCH more complicated than Monstro... too bad. But going to the boss is VERY easy... just go north until you meet the key door, and synthesize it!

Key event- North
 North
 North

=====
BOSS: Captain Hook-
=====

My level: 16

Attacks:

1. Regular attack: pretty good damage but just a regular attack
2. Slice and Dice: he uses this when he stocks cards of a certain order and if you are caught on the edge of the screen you will take heavy damage
3. Fire bomb: throws a fire bomb and sometimes will stock and throw multiple bombs that do heavy damage
4. Bomb presents: usually will launch in the middle of the screen that launches a bunch of present looking things that explode on contact and after a bit of time.

Strategy:

I would just use my usual process as always, stock or use "0" cards to card break Hook and get into Dark Riku, then just attack like crazy. When I'd run out, I only use "0" cards to card break him, or else I attacked normally since he only has one life bar to his command...

=====
END OF BOSS BATTLE-
=====

After defeating Hook (geez only boss fights here!) go to the east and synthesize the room. Do this step around two times in total then synthesize the north door to get to the room where the door to Castle Oblivion resides. So just enter castle Oblivion. Go to the other side of the room, and up the stairs to trigger a conversation of Lexaeus and Zexion. After this, save and choose your next destination : Traverse Town!

=====

= 5. [Basement 8] [Traverse Town] =

Ahhh... wasn't this the first place for Sora? Heh, well nothing special.

One problem for me: I had a deck of 5 cards, reshuffling 4 times per second...

Key event- North
 East
 North
 North
 North

=====
BOSS: Guard Armor-
=====

My level: 17

Attacks:

1. Footsies: sends the feet stomping at you. Slow and easily walked around.
2. Claw spin: spins the claws around the center torso.
3. Clawing: uses the claws to hit you, if sandwiched between it and the edged can do continuous damage with multiple cards, dodge roll to escape this situation.
4. Jump: jumps and lands on you, just try to get out of the way.
5. Torso spin: after the other parts are defeated this is the attack it will use. (not exactly dangerous)

Strategy:

This time, I got a very bad deck, so to my luck I only attacked as normal Riku. Reason? The boss is pathetically WEAK. He praticly never attacked me. So just hack and slash at all his body parts, then at his torso. The Green Mickey card will bring the poor guy crashing to the ground so you can torture him for some seconds.

=====
END OF BOSS BATTLE-
=====

After the boss battle, go to the west chamber, twice and then north to get to the room previous of castle Oblivion. Wow, a second Riku! I never knew Riku had a lost twin!...oh what? It's a clone Vexen made? That sucks... Anyways after the introductions, get ready to fight Riku as does Sora 4 times... How many times will you beat him?

=====
BOSS: Dark Riku I-
=====

My level: 18

Attacks:

1. Dark Firaga: Same as yours, sends a dark blast (homing) towards you.
2. Attack: Slashes at you.

Strategy:

Wow, this sure looks like fun! Anyways try getting Dark Riku early, then stock to get Dark Aura, it does ENORMOUS damage! One full hp bar I can even add. Or else just attack normally, this battle shouldn't be ANY problem for the 'real' Riku.

=====
END OF BOSS BATTLE-
=====

Yeesh FAKE Riku sure is taunting, poor ol' little Riku... anyways go up the

stairs. Vexen is in the usual room and FAKE Riku'll show up. So seems like you're one boss earlier then Sora concerning Riku, since Sora's his next victim. Ansem will stop Riku and after some discussion, will give you: new set of world cards.

=====
= 6. [Basement 7] [Atlantica] =

Me no like this level, sure very easy boss but... HORRIBLE DECK! Good thing we can use our enemy cards (Select) and Sea Neon is just as fun if you have it, randomizes your cards' value... nice.. too bad it's only one turn!

Key event- North
 East
 North
 North
 North

=====
BOSS: Ursula-
=====
My level: 20

Attacks:

1. BIG OL BEAM!: she shouts some weird phrase and then about 1 sec later will let out a big beam from her mouth, just move to the opposite side of the way she's facing and you'll be fine.
2. Bubbles: she will spit a few bubbles from her mouth that sorta track you but aren't that damaging, more of a delay than an attack.

Strategy:

Too easy, just attack and destroy her tentacles then jump and attack her head. Use the green mickey cards AFTER a reload and when she's on the screen, and her head visible.

=====
END OF BOSS BATTLE-
=====

Ok... where to now? Go back the way you came from. At the four-way intersection go west then north until you meet Castle Oblivion. You CANT go North since it goes to a dead-end, and that's not fun :P Simple at the castle, go forward to go upstairs and unlock a conversation revealing Vexen, Axel and Larxene!

Wow, this awfully seems familiar... oh yea, this same conversation happens in Sora's side of the game when you first see Vexen, except it shows Riku coming, in Sora's you barely saw the head and in black. Poor Riku... the Organization is mean to him... /me is sad... Anyways after understanding more of Sora's story, save and ready for the next world.

=====
= 7. [Basement 6] [Olympus Coliseum] =

Eh? I didn't know Riku went to the Coliseum in KH1... bah... only thing... I hate complicated worlds like this one... so boring... and more fighting needed to get map cards y.y 10 1 cards! WTF! Horrible decks I may add... One advantage: Powerwild, reverses 1 to 9, 2 to 8 etc... wow 10 9s... in Dark Riku that WILL hurt... hehe...

Key event- North
East
North
East
East

=====
BOSS: Hades-
=====

My level: 22

-
- Attacks:
1. Fire finger: Shoots a small puff of flame that doesnt even travel across the screen (visibly) it can be dodged but doesnt do much any way
 2. Flamethrower: Puts his hands forward and shoots flames, this is his most lethal move. this will do continuous damage and is very annoying and almost impossible to get out of after being caught in it.
 3. Firaga Blast: Throws a fire ball at you
 4. Temper Flare: Gets him into RED Hades.

Strategy:
This is a bit harder then random encounters... lately I suck at keeping my HP up so this was a problem... just card break (dont use your 1 cards in stocks!) him until you get into Dark Riku, then use PowerWild enemy card to get all your 1s into 9s! Now, guess what? Dark Aura fun! Yea, three Dark Auras in a row = one full HP bar down... Too easy...

=====
END OF BOSS BATTLE-
=====

After this, go west then north twice to get out of this world. Go up the stairs and Larxene, Riku and Naminé will talk a while concerning ONLY Sora... beh... Anyways this done save and choose your next destination.

=====

= 8. [Basement 5] [Wonderland] =

Bad deck... great start... meh... Just get ready for a long travel until the boss fight. Even besides that the first two rooms I cleared all enemies to restock my map cards so I don't need to fight. And get EXP of course ;P

Key event- North
North
West
West
West
North

=====
BOSS: Trickmaster-
=====

My Level: 25

-
- Attacks:
1. Flame twirl: twirls his little flaming things around as he walks across the screen. not much damage
 2. Floor smash: smashes the floor damaging all who touch it

3. Fire/ra/aga: crosses arms and throws/shoots it at you
4. Flame twirl vertical: twirls the flames at his feet then raises them in the air damaging you if your in its path

Strategy:

VERY easy, just jump and slash, that's ALL. You don't need Dark Riku for this neither. When he uses a card of higher Card Value (7 for example), don't stock , just wait it out or use all your enemy cards while waiting. Simple.

=====
END OF BOSS BATTLE-
=====

After this joke boss fight, just go east then north twice and you're in Castle Oblivion. Good to be back! Go upstairs to start another conversation. Zexion and Lexaeus, talking about Vexen's death (Sora just did Twilight Town it seems...) Seems like Riku will also be a puppet but of the Dark... unlike Sora. Riku will say something then save and go to Halloween Town.

=====

= 9. [Basement 4] [Halloween Town] =

Wow, we have a great deck this time, true we need to card break Oogie Boogie to win but still, I'm so happy to get good cards finally ^_^!
Anyways, Layout is a TINY bit long... but nothing to worry about... hopefully

Key event- North
 West
 South
 West
 North
 West
 West
 West

=====
BOSS: Oogie Boogie-
=====

My Level: 26

Attacks:

1. Dice Roll (Regular): While your down below him he will throw 3 dice always at a CP of 7 you need to Card Break them to get the spikes lowered so you can get to Oogie. if you don't Card break any they will summon either blades that come to slice you up or a spinning top of death.
2. Dice roll(Drop Down): This will drop when you are up with Oogie too long and will knock you back down.

Strategy:

Get ready with your 7 cards since you only use them for card breaking, then attacking of course. When you go under 7, stock to card break. Only use green Mickey cards when you reloaded your deck and the gates are COMPLETELY up to bring them entirely down. When the gates are down (when you card break his dices they progressively go down btw if you forgot) jump on his level and attack like there's no tomorrow and you'll come out victorious after three or four times.

=====

END OF BOSS BATTLE-
=====

To leave after this easy boss fight, go north, east, north, east, north. Before this though, I battled the entire way a LOT since I needed to restock my map cards, and since I have a good deck the battles would have been easier than in another world (with a horrible deck). Before entering the castle, get ready for an encounter... Lexaeus! Yea it was a long time since our last conversation of Riku and a 'Nobody' inside this room :P

=====
BOSS: Lexaeus-
=====

My Level: 28

Attacks:

1. Rockshatter: A rock erupts from the ground in front of Lexaeus and shatters into pieces while heading STRAIGHT towards you. Use 0 cards to card break.
2. Attack: Attacks with that... very big and weird sword...
3. Smash: He smashes his sword on the ground making the screen lose balance.

Strategy:

Wow, he seems really tough now? But with your deck he's just unbelievably EASY and I mean it. I put this in phases.
1st: Only use your 0 cards and ONLY card break his stocks, you'll get to Dark Riku in NO time ^^
2nd: Dark Aura, and card break him if you can at the same time.
3rd: No more dark aura's left? Even after recharge? He had only half a green HP bar for me so just use Dark Firaga and he's down.

How easy was that?

=====
END OF BOSS BATTLE-
=====

Three level up here! Anyways after this fun battle, Lexaeus will die but put Riku into darkness where Ansem resides and talks. Mickey will show up though and save Riku and put him back in Castle Oblivion. Ok, go up the stairs :P.

Zexion will talk with Axel, who are dead: Vexen, Larxene, Lexaeus. Only three left! Anyways, back to Riku, Marluxia just died by Sora's hands. Zexion gives you the world card.

=====
= 10. [Basement 3] [Destiny Islands] =

Who can't love the beach and that sun? Riku loves it. Anyways after poor Riku remembering what Ansem said about him only seeing figures of the dark... no friends conversations here like Sora...

Key event- North
 West
 West
 North
 West

Kairi! Not... as the trio of Wakka, Selphie and Tidus she disappears. Zexion will explain to him more precisely why. He'll then explain to Riku the event

of why the Island shattered in KH1. Boss fight.

=====
BOSS: Darkside-
=====

My Level: 35

Attacks:

1. Heartless portal: same as KH one he sticks his hand in the ground and some heartless pop up (shadows)
2. Ground smash: smashes the ground and may hit you
3. Energy rain: makes energy balls rain down
4. Heart ball: sends energy balls out of his heart hole at you.

Strategy:

Card break all his attacks except Heartless Portal and Ground Smash. Card break him Energy Rain and Heart Ball to get in Dark Riku to ease your life and even in Dark mode continue card breaking it so you get to the 2nd set quicker and can win faster.

=====
END OF BOSS BATTLE-
=====

Wow, Sora! Fake one, it's just really easy to see that yeesh, after all the actions and the awesome scene (not cutscene but its just great) you can control Riku again. Go North, East, North and enter Castle Oblivion.

Go up the stairs and you'll see the replica of Riku under (now) Axel's command killing Zexion. Back to Riku, Ansem tries paralyzing him but Mickey comes to the rescue and gives you your next world card. Save and choose your next destination.

=====

= 11. [Basement 2] [Twilight Town] =

Ansem will show up again, but Riku will tell him that he's not Ansem, Diz will reveal his true identity then. After telling Riku something he'll leave you.

Key event- North
 North

You'll be at the gates. Alternate Riku will come but pissed off. Get ready for a boss fight!

=====
BOSS: Riku II-
=====

My Level: 36

Attacks:

1. Normal attack: stunning strikes are still here. and his attack power is up a bit
2. Jump strike: this almost always tracks you and hits but can be dodged
3. Energy blast: stock move, get behind riku when he fires and it wont track you but if your in front of him your getting hit
4. Shadows of Oblivion: he warps through space and time slashing you continuously. The places he goes arent random but he covers too broad an area and to quickly to dodge all of it...

Strategy:

Pretty easy, attack like crazy and CARD BREAK HIS DARK AURAs. You can't heal in this battle so don't waste a single second and dodge his Dark Firagas (jump behind him). In Dark Riku stock, in normal attack like crazy and so on until you win. Nothing too difficult.

=====
END OF BOSS BATTLE-
=====

Poor Riku... after the false Riku's death you'll be back in the previous room.

Key event 2- West
 North
 North
 North
 North

You'll see Naminé and Sora (sleeping) here. After some discussion and Riku making his choice, you'll leave. Now you need to go to the exactly opposite place! So I don't think you need directions :P

=====
= 12. [Basement 1] [Castle Oblivion] =

Once you enter, you'll see Mickey and Diz, some talking. Go up the stairs and save, and get ready to enter Castle Oblivion. The map is awfully small wow. You only need to go north! Once you're there boss fight, Ansem II!

=====
BOSS: Ansem II-
=====
My Level: 39

Attacks:

1. Submit: Guardian attacks.
2. Ground wave: Sends a very fast lightning wave on the ground from one side of the screen to another.
3. Rockshatter: Goes from one side of the screen to another and so on.
4. Dark Shadow: Strong move, Darkside comes from under you and goes up smashing you three times or more then redoes it again, MUST be card broken.

Strategy:

Use your Oogie Boogie card when your close to dieing.

=====
END OF BOSS BATTLE-
=====

VIII.Secrets & Codes (cheats)

A. Japanese vs. English changes

1. The difficulty level seems to have increased in the english version.
2. In the japanese version if you only used two cards in a sleight none would disappear but in the american the first selected still does.
3. Text but title is still the same.

4. Some bosses have become easier (Riku IV, Captain Hook) from some opinions.

B. Codebreaker Codes (high chances of crashing the game)

Enable Code

000064F1 000A

10001946 0007

Press Select To Refill HP [In-Battle]

72034000 0004

820331DC 03E7

Alternate code by kwbisping:

82039BE2 03E7

Yet another alternate code by ForteGSOmega:

3202815C 00FF

Max HP

82039CA8 03E7

Max CP

82039CAA 270F

Infinite Moogle Points

82039D24 869F

82039D26 0001

Max Exp (Note)

82039CB0 423F

82039CB2 000F

Only 1 Exp for level up (Note)

82039CB4 0001

Level Modifier

32039CB8 00??

Jimmy Cricket Log Book Complete

42039CE4 FFFF

00000010 0002

42039D04 0000

00000010 0002

All Room Creation Cards

4203A8D4 0909

00000074 0002

4203A8C0 0909

00000005 0002

All Cards

4203A080 0000

00010232 0002

8203A4E4 0233

8203A4E6 0234

All Skills

42039CBC FFFF

00000010 0002

Note:Use only one of these codes.

Selected Option Modifier (press Left)

72034000 0020

32034EB2 000X

*0: New Game

1: Load

2: Link

3: Continue

4: New Game: Sora

5: New Game: Riku

Character Modifier

32039BB8 00XX

*0A is Riku and 02 is Sora. .

Fast Escape

32031E8D 005A

Sora Codes:

Slot 1 Deck Modifier

82039DE0 XXXX

Slot 2

82039DE2 XXXX

and s.o. just add 2h to the address for the next slot.

Infinite Sonic Rave Turns

320184F1 0000

Riku Codes:

Max HP (by radical dreamer, for completeness)

82039CA8 03E7

Max Attack Points (basically the Max CP code)

82039CAA 0063

Max Dark Points

82039CAC 03E7

Max Transformation Points

32034058 00FF

Friends modifier:

32039D2C 00xx

All Cards + Premiums

4203A080 0000

00010232 0002

8203A4E4 0233

8203A4E6 0234

4203A4E8 8000

000101B3 0002

IX. FAQs

Q: What is KH: COM

A: The sequel to Kingdom Hearts. It takes place directly after the ending to the original.

Q: What is it about?

A: The game continues Sora and co.'s search for Riku and Mickey.

Q. Why do you call Squall, Leon and not by his real name!?

A. I call him like that, since in KH1 he renamed himself as that since he couldn't protect HB (where he originated from) so he was full of shame to put it simply. Now he isn't but I still call him like that, but only for KH related things, I was a really big FF8 fan so I do know his "real" name =P

Q. How do you have the game if it's not out yet? Are you playing a japanese version, or do you live there (etc....)?

A. We're playing the "JAP NTSC" and know someone with the "DEBUG NTSC" version of the game, and no I don't live in Japan, or else I'd be in a problem since I don't know Japanese yet ^^;

Q. I beated the game and not you! You're so slow!

A. Maybe because I have a REAL life in the OUTSIDE world, and not stuck infront of a GBA playing like a moron?

Q. How long does KH:COM last, or how long does it take to finish it?

A. I've got it since November 11th, I'm still fighting Riku IV. Others finished KH:COM the first day it was out. So it really depends on what kind of gamer you are.

Q: What are "cards" for?

A: There are many types of cards the basic use of for cards is as follows.
1. attacks and abilities are initiated using cards.
2. Cards are used to open doors during play these cards are map cards and are won from battles.

Q: My cards keep dissapearing in battle even when I reshuffle my deck. What happened?

A: Your obviously using stock techniques (trinity limit, sonic rave,etc) When you use one you'll lose the first card in the combo.

Q: I followed your boss guide(s) but (insert boss name here) still wipes the floor with me!!

A: Not all guides are a perfect solution and sometimes a strategy isn't good for you. Either keep trying or find another strategy that you can use.

Q: Why does your guide not have (insert subject here)?

A: Either its irrelavent, spoiling, doesnt exist, or has not been put on the guide as of yet. Rome wasnt built in a day (or was it?).

X. Credits

First of all, I'll thank Tetsuya Nomura for firstly CREATING this game. Second, KHU and it's staff for helping me with this faq as we speak, Mors for some translating, Pete for re-organizing this faq to fit into Gamefaqs (and of course everyone else there!).

Other thanks to:

-GOODheartGONEbad (moderator of KHU)

-Forte EXE
-Mkt2015
-Mykas0
-Darkwanderer
-Emmanouil
-Saugat Mananadhar

And I hope I didn't miss anyone so thanks anyways ^^

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