

Kingdom Hearts: Chain Of Memories FAQ/Walkthrough

by Overated

Updated to v0.80 on Dec 10, 2004

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Use ctrl + F to bring up a search box. Type in the word or phrase you want to find. Copy the brackets and the letters inside of them to then paste it inside the find box to get to the desired section. I find Firefox's ctrl + F easier to use than Internet Explorer's is.

-- Should I play the original 'Kingdom Hearts' first? --

It is not necessary. Play them in either order and you can still fully appreciate both of them. Obviously playing this game first will cause some of the story events in the first game to be spoiled, but the same can be said of watching any of the Disney properties on which most of the worlds are based.

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|:|<3|:| BATTLE CONTROLS |:|<3|:|

Chain of Memories' battles feature an interesting combination of active movement and card use. Using cards is how you attack physically, use magic and items, and call on allies for help.

- B: Jump
- A: Use Card
- Hold A on the 1 Card: Reload card stack
- Select: Toggle between the two card stacks
- R: Cycle cards to the right
- L: Cycle cards to the left
- Hold <- or -> on that side of the screen: Run from battle
- Double Tap <- or ->: Dodge roll in that direction
- Start: Pauses game
- L + R on an Attack Card: Gather up to three attack cards. Press L + R again to release the attack

|:|<3|:| FIELD CONTROLS |:|<3|:|

B: Jump

with xx being the first two letters of that world's name.

Chain of Memories continues where the first Kingdom Hearts ends off. Sora, Donald, and Goofy see Pluto and go chasing after him. Sora soon encounters a strange figure in a dark hooded cloak. He follows after the mysterious figure to an odd castle. Lured by the promise of finding his friends, Sora takes a card from the figure and opens a door.

Past the door the shrouded figure teaches Sora about the battle commands. Chain of Memories' battles feature an interesting combination of active movement and card use. Using cards is how you attack physically, use magic and items, and call on allies for help.

|::|<3|::| BATTLE CONTROLS |::|<3|::|

B: Jump

A: Use Card

Hold A on the 1 Card: Reload card stack

Select: Toggle between the two card stacks

R: Cycle cards to the right

L: Cycle cards to the left

Double Tap <- or ->: Dodge roll in that direction

As the game progresses you learn more controls. I will list them as the game informs you of them or you can check the Controls section of this FAQ.

After you finish talking to him the figure leaves as quickly as he came. Walk to the northeast door and tap A to strike it with your Keyblade. Striking doors, Heartless, barrels, boxes, and other items with your Keyblade leads to good things. In this case it brings up the Map Card menu.

Map Cards are used to open doors. They can be gotten by defeating enemies or finding them hidden in barrels, boxes or other objects. To open a door, you have to use the proper Card or create the proper Map Card using the cards you have in stock. Hit A to select a Card and B to cancel that selection. In this case the Blue 1 Card will open the door. You can recreate rooms as many times as you want by striking the door frame and using another Map Card.

Here is a description of the Cards you begin the game with. Most of them are pretty self explanatory.

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h\
[!] [g] EXIT
f\ / \ /
[!] [e] [i]
d\ / /
[a] [c] []
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ENTER [b] [\$]

|<3| Key |<3|

[] - Room
[!] - Room only for story purposes, can only enter once
[a]-[b] etc. - follow the letters in alphabetical order to complete the
 world
[h] - Boss Fight
[\$] - Treasure Room, need Treasure Map Card to enter
[i] - Exit, connection to [g] opens up after going to [h]

|<3| Where to Find |<3|

Breaking things or jumping on certain objects can get you Moogle Points, HP Recovery Points, and Deck Cards. In Traverse Town you can break boxes and lamp posts by swinging your Keyblade with A.

// |<3| Speed Walkthrough |<3| \\

Southeast, northeast, northwest, Card of Beginnings, northeast, northwest, Key of Guidance, northeast, northwest, Key to Truth

// |<3| Heartless |<3| \\

Shadow, Soldier, Red Nocturne, Blue Rhapsody

|<3| Shadow |<3|

The Shadow Heartless are black with yellow eyes. They hurt you with their claws, but are not strong or fast. They often come in packs or with other more challenging Heartless. Physical attacks and magic spells work well against them.

|<3| Soldier |<3|

Armored Heartless. Have increased HP and attack power. Their best attack is a spinning leap where they hurl themselves at their target.

|<3| Red Nocturne |<3|

Flying Heartless that attacks with Fire magic. Weak to Blizzard, healed by Fire.

|<3| Blue Rhapsody |<3|

Flying Heartless that attacks with Ice magic. Weak to Fire, healed by Blizzard.

|::|<3|::| MAP CARDS |::|<3|::|

Defeating Heartless usually gets you a Map Card at the end of the battle. Map Cards are used to open up more doors in the world and create the room. To use a Map Card move up to an unopened door and swing your Keyblade at it. Then select the Card you wish to use. Here are the different types of Cards the game might ask you for:

White Card outline that appears has an up arrow on it and a number then only cards of that number and higher can be used to open the door.

White Card outline has a down arrow and a number on it only cards of that number and lower can be used to open the door.

White Card outlines with an equal sign and a number require you to use a Card that matches that number exactly.

Zero Cards can be used to satisfy any of the above three requirements

Card outlines with a number of 10 or larger require you to use Cards who sum equal or exceed that number (i.e. if it is the number 15 you have to use three Map Cards of 5 value or two Map Cards of 8 value, etc.)

Colored Card outlines require that you can only use Cards of that color.

Solid Yellow Cards indicate that you have to have and use that Card to open the door.

So that asks the question, which Map Cards should I use to open up rooms? Here is a rundown of the different Map Cards you can get. Blue Cards, for the most part, open up rooms without any enemies or rooms with Treasure. Red Cards open up rooms with Heartless in them. Green Cards do the same but provide you with some in battle bonuses. See section five for a list and description of the various Map Cards.

|::|<3|::| EXPERIENCE |::|<3|::|

Grabbing the blue and red dots that defeated enemies drop in battle gets you experience. At each level up you have the choice of increasing one of three things.

|<3| HP - Hit Points |<3|

Raise HP by 15. The more Hit Points Sora has the more damage he can take.

|<3| CP - Chain Points |<3|

Raise CP by 25. The more Chain Points Sora has the more Cards Sora can equip to his Deck.

|<3| Sleight |<3|

Learn a new sleight. Not available at every level up.

As a general rule of thumb I recommend that for every four level ups two go towards CP, one toward HP, and one for learning a new sleight. It is completely up to you and different playing styles will prefer raising different stats. For a list of sleights check out section seven.

--/<3\-- Traverse Town a --/<3\--

The card brings you to Traverse Town. Move north to the Dark floating triangle object. This is a Save Point. You can save your game here. At most times in the game you can press start, go to the menu and perform a temporary save, but Save Points are the only permanent way to save your game.

After examining the save point a barrel will fall from. Smash it with A and grab the Card that emerges from it. A Heartless will appear. Smack it with your Keyblade to enter battle. If can still enter battle by simply touching it, however if you hit it before entering battle all enemies on the field will be dazed.

Kill the Shadows and collect the blue dots they drop for experience. Grab the Red 2 Card from the defeated Heartless and proceed southeast to the door. Use that card to open the door.

The treasure room in this world contains the Lionheart Keyblade. You can not get Treasure Cards until later in the game so do not worry about it for now.

|<3| Lionheart |<3|

"A special attack card with fire-based attacks."

Attack: B	Stike: B	Thrust: B	Combo Finish: B
Swing Speed: D	CB Recovery: A	Element: Fire	Break Recovery: A
Required CP: B			

This is Squall's Keyblade design.

My Grade:

CP Values: 20, 22, 24, 26, 28, 30, 32, 34, 36, 38

--/<3\-- Traverse Town b --/<3\--

After exiting the door press Start to bring up the menu. Select the Deck Check menu with A and go to Deck No. 1. Press R to then A twice to select the card you just got from that barrel. Press A again to send it to your Deck. Press L and you will notice that at the bottom of your current Deck a 1 Attack Card has appeared. That is how you equip additional Cards to your Deck. Notice the CP stat listed in the Deck information. Each Card requires a certain amount of CP to equip. The more CP you have the more Cards you can equip. You can also rearrange the current Cards in your Deck.

|::|<3|::| START MENU |::|<3|::|

Press Start to go to the menu. Here you will find a variety of customization options and descriptions. A selects and B cancels. L and R can also be used in certain sections of the Menu.

|<3| Review Decks |<3|

Customize your Deck and add more cards to your Deck

|<3| World Map |<3|

Check this to see where you are, where you can go, and what it takes to open up doors that you have visited.

|<3| Map Cards |<3|

Shows you the Map Cards that you have in stock and gives a description of those cards.

|<3| World Cards |<3|

Look at the worlds you have visited.

|<3| Status |<3|

Examine Sora's status and the variety of special attacks you and your allies have.

|<3| Journal |<3|

Here Jiminy Cricket gives descriptions of Cards, characters, and Heartless.

|<3| Quick Save |<3|

Temporarily save your game here. Saves the game and quits to the title menu. Upon restarting the game you can choose to load that temporary save and play on or choose not to load that save and erase that temporary save.

How much you want to fight is up to you. Remember though that to open the next door you need Map Cards that you can only get by defeating enemies. You can leave and come back to an area to resmash the breakables and find more stuff, but there is a limited amount of Heartless in each room. Exit to the northeast.

--/<3\-- Traverse Town c --/<3\--

Proceed to the northwest. Here you will encounter Squall err... Leon. Something strange is going on. Leon and Yuffie know your names but do not remember how you met the experiences you shared. Yuffie goes on to tell Aeris as Leon teaches you some new battle techniques.

|<3| Stocking Cards |<3|

To use multiple cards in a sequence, press L + R on three Cards and then once more to use all three Cards. Doing this with three Keyblade Cards can lead to combo attacks. Stocking Cards lets you play a larger number (making it harder for you to be broken), unlock sleights, and strengthen Magic Cards.

The drawback is that every time you stock up three cards and unleash them, you lose the first Card you picked. The Card cannot be reloaded in battle but it can be brought back by using a strong enough Potion.

After talking to Squall he will give you the Simba Summon Card and send you back to the room you were just in. Take the northeast door.

|<3| Simba |<3|

"Simba lets out a mighty roar that deals damage to enemies in front of him. Stock more than one and his roar will also stun enemies."

Acquired: In Traverse Town in the Key to Guidance room

An area damaging Card that is good to use at the beginning of the game. I feel that it lacks power as the game progressed and as much as I like Simba I find that there are better things to use my CP on. Once you get multiple Simba Cards, give Simba a reexamination to see if his added stun bonus is something you like to use. Stunning people is okay, but when using two Summon Cards expecting the enemy to die is not unreasonable.

My Grade: B

CP Values: 20, 22, 24, 26, 28, 30, 32, 34, 36, 38

|::|<3|::| BATTLE TIPS |::|<3|::|

Battles consist of hitting L and R to cycle through your Cards--shown on the lower left part of the screen--and hitting A to use that Card. You can get more Cards by beating enemies and finding them in barrels and boxes. To equip more Cards press start and go to the Deck Check menu. There you can equip more Cards to your current Deck or customize another one. The more CP you get the more Cards you can equip.

An important thing to remember is that touching the enemy does not hurt you. Touching them while they are using attacks does but simple touching them does not. You can tell when the enemy is attacking and how strong that attack is by looking at the enemy Cards that appear on the right part of the screen.

|<3| Card Numbers |<3|

Higher numbered Cards are stronger than lower numbered Cards. If you and an enemy both use a Card at the same time the higher Card will get to perform and the lower one will be broken. Having a Card broken stuns the user and in the case of flying Heartless brings them to the ground for a second.

Zero Cards are the exception. They are like the Spy in Stratego. If they are used first they can easily be broken but if they are played after an enemy uses an attack--no matter how strong--they will always cause a break. Save your Zero Cards for key moments in battle, like when the enemy is about to hit you with a powerful attack.

|<3| Keyblade Cards |<3|

Select any of the red Cards with the Keyblade and a number on them. Remember that when your attack Cards run out, you can get more of them by cycling to the black card and holding A. The number on the card indicates the card's power. Higher numbers mean more attack power. The white numbers on the black rectangle further to the left tell you how many cards you have left. Press L and R at the same time to stock up Keyblade Cards for combo attacks and to unleash sleights.

Remember that stocking cards and using sleights causes the first stocked Card to not be able to be reloaded for the rest of the battle. For battles that are going to be long, try to strike a balance between using sleights and standard attacks.

Here is a rundown of the cards you start with at the beginning of the game:

|<3| Kingdom Key |<3|

"The default weapon. Not very powerful, but reliable and easy to handle."

Attack: D Stike: D+ Thrust: D+ Combo Finish: D+
Swing Speed: B CB Recovery: B Element: Physical Break Recovery: B
Required CP: *

The basic Keyblade Card. Nothing flashy but it generally does have a low CP value. Consider using them for Zero Cards (as the main thing to do is to break your enemy, damage is not that important for Zero Cards), as the first card for certain stocks and to fill in your CP when you have a little space. Over the course of the game you will probably replace most of your Kingdom Key Cards with better cards.

My Grade: C
CP Values: 10, 11, 12, 13, 14, 15, 16, 17, 18, 19

|<3| Blizzard |<3|

"Magic that deals ice damage. Stock 2 cards for Blizzara and 3 cards for Blizzaga."

Acquired: Start game with it

If Blizzard was a type of gun I would compare it to a shotgun. It is good for immobile enemies and spreads to have a decent area of effect.

My Grade: B-
CP Values: 15, 16, 17, 18, 19, 20, 21, 22, 23, 24

|<3| Cure |<3|

"Magic that restores HP. Stock 2 cards for Cura and 3 cards for Curaga."

Acquired: Start game with it

An excellent Card that provides Sora with healing. Its CP cost is a bit high but I like to carry around multiple Cures for when the situation demands it.

My Grade: A-
CP Values: 25, 27, 29, 31, 33, 35, 37, 39, 41, 43

|<3| Friends |<3|

Green Ally Cards drop into battle. Collect them by touching them. Pressing L and R at the same time allows you to use up to three ally cards at the same time. Combining ally cards of the same character causes the ally to use stronger attacks.

Donald - Donald uses a variety of magic spells

Goofy - Goofy attacks with a Shield and unique physical abilities.

|<3| Potion |<3|

"Quickload available attack cards with no charge time required. It does not work on cards that cannot be reloaded."

Acquired: Start game with it

The Card has a huge CP value and does not do that much. Hi Potion becomes available pretty quickly in the game and makes this Card obsolete.

My Grade: D-

CP Values: , , , , , 45, , , , ,

--/<3\-- Traverse Town e --/<3\--

Take the northwest door. In that room you will talk to Aeris and then be sent back here. Go through the Northeast exit.

The story gets more complicated. Leon and Yuffie remember talking to Sora and Aeris' intuition discerns some of Sora's motivations. Are the three really there or are they reflections of Sora's memories? What is going on?

--/<3\-- Traverse Town g --/<3\--

The northwest door sends you to Cid and then a fight with a boss. Make sure to have your Deck in order and I recommend being at at least level 3. Any time you use the Key of Truth in the various worlds make sure that you are prepared for a fight with a boss.

--/<3\-- Traverse Town h --/<3\--

Cid warns you about a large Heartless that comes when the bell is rung. Goofy suggests but the bell begins to ring out...

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//-----\\  
!<3! Guard Armor !<3!  
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"A Heartless that haunts Traverse Town."

|<3| Attacks |<3|

Hand Attack: A slow, weak attack from one of his hands.

Foot Attack: Sends both feet stomping out at you in a direct line. Hurts on the way out but the feet are vulnerable as they return to the body.

Jump: Causes damage by shaking the floor. To avoid be in the air when he lands.

Spinning Hands: Hands rotate quickly around Armor Guard. Retreat when he begins this attack and resume fighting him when it ends.

After defeating his extremities, Armor Guard starts using a few new attacks.

Spinning Torso: Torso spins rapidly around the battlefield. Dodge Roll to

avoid it.

Jumping Torso: Torso repeatedly bounces up and down, shaking the floor and causing damage to a grounded Sora with every bounce. To avoid be in the air when he lands.

|<3| Places to Attack |<3|

Each of Armor Guard's hands and feet can be attacked. Once they are destroyed his torso becomes vulnerable. Kill the torso to end the battle.

|<3| Cards and Sleights to Use |<3|

Simba is an excellent Card for this boss. For pretty much every battle I urge you to bring Cure. Blizzard is good for when the boss is stunned by a Mickey Card.

|<3| Strategy |<3|

Keep the corner of your eye on the lower right part of the screen. When a grey card appears there, Armor Guard is about to attack. For his Jump attack make sure you jump and are in the air when he is about to land. Dodge Rolling is an effectice way to avoid the rest of his attacks.

Focus on destroying him one limb at a time. Attack the target just after the Heartless has finished his attacks or with higher Cards to minimize Card Breaks. Only use Combo Attacks for your low value 0, 1, and 2 Cards and when you do use it Jump in the air and then hold L+R to release the attack. That allows you to potentially hit multiple targets multiple times. Simba works well against him and remember to use Cure when needed.

Occasionally a green Mickey Card will drop. Use this in combination with Blizzard and your lower Keyblade Cards. This Card will shake the battlefield and drop all pieces of Armor Guard to the ground. Unleash as many attacks as you can before he stands up again. Sliding Dash is okay here as it allows you to hit multiple limbs.

Once his limbs are gone he attacks anew. His torso form is faster and requires you to Dodge Roll and jump more often. Cure often and save some Keyblade Cards and Blizzard for when you get a Mickey Card. Defeat the boss to get a Guard Armor Deck Card.

Sora did not find his friends and decides to press on. He recieves some encouragement from Leon and an ominous message from Aeris; beware of you memories and the illusions they can create.

--/<3\-- Traverse Town i --/<3\--

A Save Point is located in front of you and a World exit to the northeast. There are two more unexplored rooms to the southwest, but you need a Treasure Map Card to reach the second room. Treasure Map Cards are dropped by Heartless. Save before leaving Traverse Town and every subsequent world. Danger may await...

~~~~~ ===== ~~~~~  
//<3\ \ Castle Oblivion 1F //<3\ \  
~~~~~ ===== ~~~~~

A bit of advice for when you fight human opponents that like to stock up Cards. The attack he is about to unleash starts flashing in the upper right when the Cards are stocked. Try to keep your high out for that so you can anticipate what is coming.

```
//-----\\  
!<3!      Axel      !<3!  
\\-----//
```

|<3| Attacks |<3|

Attack: Axel's standard attack. Accompanied with a short lunge.

Flame Wall: Launches a wall of flame at Sora that stretches from the bottom to the top of the screen. Dodge Roll through it to avoid damage.

Throw: Throws one of his weapons and teleports to the other side of Sora to collect it. As long as you are not a stationary target you should be able to dodge it.

Stock Attack: Much like Sora's version, Aksel attacks in rapid succession on a target that has wandered too close.

|<3| Strategy |<3|

Axel is not very hard. Standard attacks and stocking smaller number Cards work well. Simba is a good card to use when he gets close. Remember to be constantly on the move, Dodge Roll through the Flame Wall attack, and use Cure when needed. Beat Axel to get the Fire Card and some World Cards.

You will probably notice how quickly Axel runs through his deck and how like you has to often reload. Against some human enemies an effective strategy is to play defensively until the enemy has run through their deck a few times and then attack them as they reload from 3. I will mention which enemies this is particularly good against, but it is something to keep in mind for all human enemies.

|<3| Fire |<3|

Acquired: After beating Axel

If Fire was a type of gun I would compare it to a rifle. It only hits one enemy but it can be fired from a greater distance than Blizzard.

My Grade: B

CP Values: 15, 16, 17, 18, 19, 20, 21, 22, 23, 24

Precede up the stairs to the next room. Here you will find a Save Point and a Warp Point, which allows you to warp to previous worlds. To the northeast is a door to five new worlds. You can choose whatever world you want but be warned that the map of the world is determined by the order you choose the world. There is a set map for the second world you choose, Floor 2 (F 2), regardless of which world you select. Same for the succeeding floors. To jump to that world's part of this FAQ hold Control, press F, and type in one of these brackets.

To maximize the usefulness of this walkthrough, follow the order that I lay out. It is not essential though and even if you choose to do the worlds in a different order you can still get some useful information from this.

An important note. When you go to another floors, all the rooms in the world you were just at are erased. For example by going to Olympic Colliseum, all the doors at Traverse Town now require Map Cards to open. Sometimes you will not have the right Map Card to open a door and all the Heartless in that world have been vanquished and you will have either recreate the room by striking the door again and using a Map Card or go to another floor and then come back. You can leave the world you are at any time, go to Castle Oblivion, save, and go into that same world with no penalty.

You might be wondering how to get more Cards with better numbers on them and what those red Moogle Point balls are for...

```
|::|<3|::| MOOGLE SHOPS |::|<3|::|
```

Collect Moogle Points by breaking barrels, boxes, or whatever the world has to offer. Spend those points at Moogle Shops to buy new Cards or sell old ones. To get a Moogle Shop, open an unlocked door with a Moogle Map Card. Moogle Map Cards are gotten the same way as regular Map Cards are, by defeating Heartless. Simply creating a Moogle Shop and talking to the moogle gets you a pack of Cards.

At the Moogle Shop the moogles on the left sells packs of Cards. Red are Keyblade Cards, blue are magic Cards, and green are item Cards. You can also buy packs that are a combination of all three. The Moogle on the right melts Cards down and give you Moogle Points in exchange.

-- ctrl + f --

Olympic Coliseum [3.ol]
Halloween Town [3.ha]
Wonderland [3.wo]
Agrabah [3.ag]
Monstro [3.mo]

```
-----//          []<3[]<3[]<3[]<3[]<3[]<3[]          \\-----  
                   <          <3 OLYMPIC COLISEUM          >  
-----\\          []<3[]<3[]<3[]<3[]<3[]<3[]          //-----  
[3.ol]
```

Sora enters and finds a sign about a obstacle course. He runs off to go enter. After he leaves Hades and Cloud enter stage right...

```
// |<3| World Map F 2 |<3| \\
```

```
[!] [$]  
/e /  
[d] [f] EXIT  
 \ / \ /  
[!] [c] [h]  
b\ /  
[a]
```


/ \g
ENTER [!]

|<3| Key |<3|

[] - Room
[!] - Room only for story purposes, can only enter once
[a]-[b] etc. - follow the letters in alphabetical order to complete the
 world
[e] - Sub-boss Fight
[g] - Boss Fight
[\$] - Treasure Room, need Treasure Map Card to enter
[h] - Exit, connection to [f] appears after going to [g]

|<3| Where to Find |<3|

Breaking things or jumping on certain objects can get you Moogle Points, HP Recovery Points, and Deck Cards. In Olympic Coliseum you can break barrels and strike stone pillars. Some barrels are actually Heartless in disguise. You can also jump on the barrels with stars on them and the large square stones to get things. This world's unique Keyblade:

|<3| Olympia |<3|

"Obtained in Olympus Coliseum. Powerful with a quick recovery after card breaks."

Attack: C+ Stike: C+ Thrust: D+ Combo Finish: B
Swing Speed: C CB Recovery: A Element: Physical Break Recovery: A
Required CP: A

CP Values: 14, 15, 16, 17, 18, 19, 20, 21, 22, 23

// |<3| Speed Walkthrough |<3| \\

Northwest, Key of Beginnings, northeast, northwest, northeast, Key of Guidance, southwest, southwest, southeast, Key to Truth

// |<3| Heartless |<3| \\

Large Body, Red Nocturne, Blue Rhapsody, Power Wild, Bouncy Wild, Barrel Spider

|<3| Large Body |<3|

Huge Heartless with a fat belly. Take little damage to the front but are vulnerable to attacks from behind and magic. Draw an attack and Dodge Roll to get behind them. When it is travelling with help, try to eliminate the other Heartless first.

|<3| Red Nocturne |<3|

Flying Heartless that attacks with Fire magic. Weak to Blizzard, healed by

Fire.

|<3| Blue Rhapsody |<3|

Flying Heartless that attacks with Ice magic. Weak to Fire, healed by Blizzard.

|<3| Powerwild |<3|

Heartless that looks like a monkey. Has a quick, distanced attack but does not have much life. Try to attack it before it attacks you.

|<3| Bouncywild |<3|

Heartless that looks like a female monkey. Has a quick, distanced attack but does not have much life. Try to attack it before it attacks you. Watch out for the banana peels that it drops.

|<3| Barrel Spider |<3|

Heartless that appears to be a barrel until you get close. Uses a self destruction attack that ends its own life but hurts Sora if he is standing nearby. Take them out with long range attacks or quick combo attacks.

--/<3\-- Olympic Coliseum a --/<3\--

Open the northwest door to talk to Phil and start the tournament. He will give you the Key of Guidance Card and send you back to this room. Head northeast. The Treasure Room in Olympic Coliseum contains this Keyblade Card.

|<3| Metal Chocobo |<3|

"A special attack card that can break through physical defenses. A bit difficult to handle."

| | | | |
|----------------|--------------|------------------|-------------------|
| Attack: | Stike: C+ | Thrust: C+ | Combo Finish: B+ |
| Swing Speed: C | CB Recovery: | Element: Neutral | Break Recovery: B |
| Required CP: B | | | |

Cloud's Keyblade design.

My Grade:

Acquired: Olympic Coliseum Treasure Room

CP Values: 20, 22, 24, 26, 28, 30, 32, 34, 36, 38

--/<3\-- Olympic Coliseum c --/<3\--

The northwest door is your path. To the northeast is another room which has the Treasure Room door.

--/<3\-- Olympic Coliseum d --/<3\--

There is a boss fight through this door. Make sure you are ready before preceeding.

--/<3\-- Olympic Coliseum e --/<3\--

The rules of the tournament allow participants to fight, but Cloud chooses to let you go by. Sora asks him why and finds out that Cloud wants to kill

Hercules. En garde!

```
//-----\\  
!<3!      Cloud      !<3!  
\\-----//
```

Cloud is always brooding and angsty. He is susceptible to attacks and magic, but I bet that there is an easier way to defeat him. I believe that Cloud just needs a hug and someone to tell him "it's not your fault" but alas there is no such Deck Card.

|<3| Attacks |<3|

Attack: Cloud uses a standard attack Card and swings his sword.

Cross-slash: Cloud launches himself next to you and performs three swipes in a quick sequence.

Omnislash: Cloud jumps into the air and performs three diving attacks at Sora, alternating the sides that he attacks from. Dodge Roll towards the side he is swooping in from to avoid.

|<3| Cards and Sleights to Use |<3|

Cure, at least one 0 Card, Simba

|<3| Strategy |<3|

Cloud can be hard. He is very capable of breaking your Cards and his Omnislash technique requires precise Dodge Rolling to avoid. The key to beating him is to attack him at the correct time. If you attack him when he is performing his stock attacks, more often than not you will have some Cards broken. Strike him when he is using low cards, not attacking, or reloading. Make sure you use your Cure at times when he is not going to break it.

Cloud often has to recharge his Deck. When going to attack him while he is recharging, he will usually jump over you and go to the other side of the screen. The solution? Perform a Jump attack as you approach him. Cloud will actually fly into it as you get near him.

Make sure you bring a Zero Card into this battle. Save it for when Cloud starts doing his Omnislash and break that attack. Defeat Cloud to get a Hi-Potion and the Key to Truth.

|<3| Hi-Potion |<3|

"Quickly reloads attack cards with no charge time required. Even normally unreloadable cards are restored."

Acquired: In Olympic Coliseum in the Key to Guidance room

This Card found a quick and lasting home in my Deck Chain. The CP might be a bit high but restoring a deck full of unreloadable Cards is a great thing.

My Grade: B+

CP Values: , , 48, , , , , , , ,

After defeating Cloud head back to Olympic Coliseum a (southeast, southwest)

and take the southeast door. Make sure you have full health for this is the world's boss.

--/<3\-- Olympic Coliseum f --/<3\--

Go through the southwest doors two times to reach Olympic Coliseum a. To the southeast is the battle with the world's boss.

```
//-----\\  
!<3!      Hades      !<3!  
\\-----//
```

|<3| Attacks |<3|

Flame Point: Hades' standard, short range attack.

Flame Swipe: Two-handed, overhand flame attack.

Firaga Ball: Hades throws a Meteor at you. Dodge it by staying close to Hades. It is actually more accurate when Sora is at a distance.

Temper Flare: Hades bursts into flames and quickly approaches and attacks Sora. Gives him 30 Berserk attacks.

Flame Hands: Hades floats at Sora with his hands in flames.

|<3| Cards and Sleights to Use |<3|

Cure, Blizzardx2, 0 Card

|<3| Strategy |<3|

Hades absorbs Fire magic so calling Donald or using Fire magic will heal him.

If Blue Oyster Cult taught us anything, it's not to fear the reaper. Hades is not very hard. Most of his attacks are short range, except for Firaga Ball which is a pretty good ranged attack. Try to stay at a short-to-medium range distance away from him. After Hades runs through a few Decks, he has to spend a good amount of time reloading his Deck. This is a good time to hit him with attacks and Blizzard, which works well against him, or Cure yourself.

Stay on the move and be quick with your Dodge Rolls and Zero Cards and you will be fine. It helps if you have two Cure Cards in case he breaks one of them while you are healing. Defeating Hades gets you a Hades Card.

--/<3\-- Olympic Coliseum i --/<3\--

Beating Hades nets you his Card and shortly after Cloud gives you his Card. Go to the northeast to exit the world.

|<3| Cloud |<3|

"Cloud unleashes two successive sword attacks. Stock 3 cards to use Omnislash."

Acquired: Olympic Coliseum Key to Truth room

I find this an excellent Card. Using one Cloud gets you two slashes, two

Clouds gets you three, and three Clouds gets you Omnislash. Like most summons, the Card is a bit slow to develop but it deals good damage, the animation is satisfying, and it works well against immobile targets.

My Grade: A-

CP Values: 25, 27, 29, 31, 33, 35, 37, 39, 41, 43

```
~~~~~ ===== ~~~~~  
//<3\ \ Castle Oblivion 2F //<3\ \  
~~~~~ ===== ~~~~~
```

The group's memories seem to be fading and not even Jimini's journal can remind them of what happened. This castle... and who is that girl who is show drawing? The longer they are in the castle the more they forget.

On a side note you might be wondering what some of the Map Cards do or what that golden 'P' is that rarely appears when you defeat Heartless. For more on Map Cards go to section five. That section will help you decide which rooms you want to create. The P is a premium token. Pick it up and win the battle and you will have the chance to give a premium bonus to one of your Cards. Your current deck, minus the Cards that are already premium, will spin quickly around. Time the revolutions and hit A when you want to stop. The Card that is selected has the chance to become premium. Hit A to confirm it or B to cancel.

Certain Map Cards, like the Premium and White Room, give you a much better chance of getting premium badges.

Premium Cards are a double edged sword though. The CP required to equip them is greatly reduced but they can not be reloaded in battle, unless your only remaining Keyblade Card is premium. Think clearly about which of your magic and attack Cards you want to become premium.

```
-----//          []<3[]<3[]<3[]<3[]<3[]<3[]          \\  
          <          <3      HALLOWEEN TOWN      <3          >  
-----\\          []<3[]<3[]<3[]<3[]<3[]<3[]          //  
[3.ha]
```

```
// |<3| World Map F 3 |<3| \\  
_____
```

```
[!]      EXIT  
  h\    /  
[$] [d] [i]  
  \ / \ /  
[a] [c] [e]  
 / \ / f/  
ENTER [b] [!]  
  \g  
  [!]
```

|<3| Key |<3|

[] - Room

[!] - Room only for story purposes, can only enter once

[a]-[b] etc. - follow the letters in alphabetical order to complete the

world

[h] - Boss Fight

[\$] - Treasure Room, need Treasure Map Card to enter

[i] - Exit, connects to [e] after going to [h]

|<3| Where to Find |<3|

Breaking things or jumping on certain objects can get you Moogle Points, HP Recovery Points, and Deck Cards. In Halloween Town you can break pumpkins and strike trees and the strange looking dog houses. You can also jump on the small, steeped buildings.

// |<3| Speed Walkthrough |<3| \\

Southeast, northeast, northeast, southeast, southwest, Key of Beginnings, southwest, southeast, Key of Guidance, northeast, northeast, northwest, Key to Truth

// |<3| Heartless |<3| \\

Shadow, Satch Ghost, White Knight, Creep Plant

|<3| Shadow |<3|

The Shadow Heartless are black with yellow eyes. They hurt you with their claws, but are not strong or fast. They often come in packs or with other more challenging Heartless. Physical attacks and magic spells work well against them.

|<3| Search Ghost |<3|

Flying enemy that can fade in and out of battle. Its attack drains life from you to restore its own.

|<3| White Knight |<3|

Slowly lurches after you. When it gets close it wraps its hands around you and unleashes a slow spin attack.

|<3| Creep Plant |<3|

Rooted plant with strong close range attack and distance root attack. Magic works well as they cannot avoid it.

--/<3\-- Halloween Town --/<3\--

After defeating the Heartless Jack joins you as a friend and you learn the spell Terror.

|<3| Jack |<3|

Jack attacks with either Fire, Blizzard, Thunder, or Gravity.

|<3| Surprise! |<3|

There are two levels of Surprise! Two Jack Cards causes him to doublecast Fira, Blizzara, Thundara, or Gravira while three Jack Cards causes him to triple-cast Firaga, Blizzaga, Thundaga, or Graviga.

Requires: Jack x2 or Jack x3

|<3| Terror |<3|

"Strike fear in the enemy so they no longer approach."

Requires: Any summon Card x2

Jack

or

Simba

Mushu

Any item Card

--/<3\-- Halloween Town --/<3\--

|<3| Gravity Raid |<3|

"Hurl the Keyblade and trigger Gravity upon impact."

Requires: - Gravity

- Any attack Card

- Any attack Card

Acquired: Halloween Town Treasure Room

```
//-----\\
!<3! Oogie Boogie !<3!
\\-----//
```

|<3| Attacks |<3|

Boogie rolls dice. The different rolls lead to different attacks.

Summons Heartless

Large circular razor bounces through the screen.

Heals himself

Metal blades drop from the ceiling and bounce up and down

|<3| Where to Attack |<3|

Boogie's Dice can be attacked. When the gates lower you can jump up to the higher level and attack Boogie's body.

|<3| Cards and Sleights to Use |<3|

Hi-Potion, Cure, Keyblade Cards greater than 7 (as many as you have), Cloud,

Stike Impact and Sliding Dash break the dice well. Try to make sure that the Card you lose from performing the sleight is low.

|<3| Strategy |<3|

Breaking any of the three dice stops the attack from occurring. Preventing the dice from triggering their attacks lowers the gate one notch. When the gate lowers three notches and disappears from sight you can jump up to Boogie's level and attack him. Breaking dice also can net you Friend Cards. The Mickey Card instantly lowers the gates. It is a nice Card to have.

Breaking Dice sounds easy right? It is when you have the right Cards. Oogie's dice attack is always a 7 Card. Use Cards higher than that or stock Cards to break the dice.

Save the Mickey Card for when you have a stockpile of good attack Cards saved up. You have longer to attack him when you use the Mickey Card then when you lower the gate the other way. This is the key time to hit him and he will not defend himself while you are up there.

When your Keyblade Cards start to dwindle use your Hi-Potion. You will always have at least one Keyblade Card so if you get desperate start stocks with that one remaining Card followed by two powerful Magic Cards. That way you can keep reloading those Cards. Defeating Boogie nets you the Oogie Boogie Card.

|<3| Oogie Boogie |<3|

"[] Regen

Gradually restore HP. HP returns (sic) more quickly when low.

Duration: 10 uses"

CP Value: 40

```
~~~~~ ===== ~~~~~  
//<3\\ Castle Oblivion 3F //<3\\  
~~~~~ ===== ~~~~~
```

A quick and easy way to get more quality Cards is to break and jump on stuff in each of the worlds. I note what there is to break and jump on in each of the world's sections. You do not even have to fight the Heartless in the room. Just run back and forth between the rooms, dodging Heartless or using Cards that incapacitate them. This also allows you to collect Moogles Points to purchase more Cards.

You are probably wondering how you should craft your Deck Chain. It is up to you. I recommend always having a Hi-Potion and a Cure or two. I also prefer to have two of one type of Magic Card instead of one of each. I would rather cast Blizzara than Fire and Blizzard.

```
-----//      []<3[]<3[]<3[]<3[]<3[]<3[]<3[]      \\-----  
      <      <3      WONDERLAND      <3      >  
-----\\      []<3[]<3[]<3[]<3[]<3[]<3[]      //-----  
[3.wo]
```

// |<3| World Map F 4 |<3| \\

[\$]
/
[] [!]
\\ h\\

[d] [g] EXIT
e/ \ / \ /
[!] [c] [i]
/ \f
[b] [!]
\
[a]
/
ENTER

|<3| Key |<3|

[] - Room
[!] - Room only for story purposes, can only enter once
[a]-[b] etc. - follow the letters in alphabetical order to complete the
 world
[h] - Boss Fight
[\$] - Treasure Room, need Treasure Map Card to enter
[i] - Exit, connects to [g] after going to [h]

|<3| Where to Find |<3|

Breaking things or jumping on certain objects can get you Moogle Points, HP Recovery Points, and Deck Cards. In Wonderland you can break oversized red flowers.

// |<3| Speed Walkthrough |<3| \\

Northwest, northeast, northwest, southwest, Key of Beginnings, northeast, southeast, Key of Guidance, northwest, northeast, northeast, northwest, Key to Truth

// |<3| Heartless |<3| \\

Shadow, Soldier, Large Body, Red Nocturne, Creep Plant, Loudness

|<3| Shadow |<3|

The Shadow Heartless are black with yellow eyes. They hurt you with their claws, but are not strong or fast. They often come in packs or with other more challenging Heartless. Physical attacks and magic spells work well against them.

|<3| Soldier |<3|

Armored Heartless. Have increased HP and attack power. Their best attack is a spinning leap where they hurl themselves at their target.

|<3| Large Body |<3|

Huge Heartless with a fat belly. Take little damage to the front but are vulnerable to attacks from behind and magic. Draw an attack and Dodge Roll to get behind them. When it is travelling with help, try to eliminate the other Heartless first.

|<3| Red Nocturne |<3|

Flying Heartless that attacks with Fire magic. Weak to Blizzard, healed by Fire.

|<3| Creep Plant |<3|

Rooted plant with strong close range attack and distance root attack. Magic and Goofy work well as they cannot avoid those attacks.

|<3| Loudness |<3|

Short with a big horn snout. Not very capable of hurting you, but they can call other Heartless into to battle. If you hang back too much and do not attack them they will call for more help.

```
//-----\\
!<3! Trump Guards !<3!
\\-----//
```

|<3| Attacks |<3|

The Red Trump attack with spears, which have good range, and the Black Trump attack with axes.

|<3| Strategy |<3|

This battle is about the same difficulty as a random battle against Heartless. The Trump are capable of dealing hefty damage if you allow them to surround you and hit you multiple times. Try to keep them on one side of you in case you have to run. Cloud and Blizzard work well.

```
//-----\\
!<3! Trick Master !<3!
\\-----//
```

|<3| Attacks |<3|

Fire Ball: Trick Master crosses his torches and shoots a Fire Ball with some tracking capability. As long as you are moving, the ball will not hit you.

March: Trick Master walks across the screen, trying to stamp Sora underfoot. If Sora is at the bottom of the screen, he will walk by you without hurting you.

Floor Slap: Crashes both hands against the floor, causing damage to Sora if he is not airborne. Time your Jump to avoid it.

Windup: Crouches and brings his arms backwards. He gathers his power to perform and two arm uppercut, damaging anyone standing nearby.

|<3| Where to Attack |<3|

Damage Trick Master by striking him in his stomach area.

|<3| Cards to Equip |<3|

Keyblade, Hi-Potion

|<3| Strategy |<3|

None of his attacks are that hard to avoid or particularly powerful. When you see him cross his torches, start moving to avoid the upcoming fire ball. Jump to reach his torso and then attack. Sliding Dash and abilities that do not have upwards capabilities, like Blizzard, will not hurt him. He is susceptible to Fire damage.

At times a Mickey Card will drop down. When you use it a table will appear on the middle of the battlefield. The table allows you to be horizontally even with Trick Master's belly. This allows you to use Blizzard, Cloud and similar horizontal abilities to damage him. The table only lasts for a short while so make sure you have some good Cards ready to use when you use the Mickey Card.

```
~~~~~ ===== ~~~~~
//<3\\ Castle Oblivion 4F //<3\\
~~~~~ ===== ~~~~~
```

What should you buy at Moogles Shops? Buy what you like. If you are the type of guy to take the Sword and give up the staff, like myself, purchase Keyblade Card and buy a good Hi-Potion or two. If you like using magic stockpile a few of your favorite spells so that you can cast 'aga spells.

```
-----//      []<3[]<3[]<3[]<3[]<3[]<3[]      \\-----
<              <3      AGRABAH      <3              >
-----\\      []<3[]<3[]<3[]<3[]<3[]<3[]      //-----
[3.ag]
```

// |<3| World Map F 5 |<3| \\

```
EXIT
/
[k]
/
[h] [!]
/ \ /j
[g] [i]
/ \
[a] [c] [$]
/ \ / \ /
ENTER [b] [d]
f/      \e
[!]      [!]
```

|<3| Key |<3|

- [] - Room
- [!] - Room only for story purposes, can only enter once
- [a]-[b] etc. - follow the letters in alphabetical order to complete the world
- [j] - Boss Fight
- [\$] - Treasure Room, need Treasure Map Card to enter

|<3| Where to Find |<3|

Breaking things or jumping on certain objects can get you Moogles, HP Recovery Points, and Deck Cards. In Agrabah you can jump on kiosks (outdoor stands that look like shops and have a colored cloth for a roof).

```
// |<3| Speed Walkthrough |<3|  \\  
|<3|
```

Southeast, northeast, southeast, southeast, Key of Beginnings, northwest, southwest, southwest, Key of Guidance, northwest, northeast, northeast, southeast, northeast, Key to Truth

```
// |<3| Heartless |<3|  \\  
|<3|
```

Aero Opera, Green Requiem, Air Soldier, Bandit, Fat Bandit

|<3| Aero Opera |<3|

The Thunder equivalent of Blue Rhapsody and Red Nocturne. Deals Thunder damage and absorbs Thunder.

|<3| Green Requiem |<3|

Flying Heartless that have very weak attacks but often heal themselves and other Heartless. Using magic on them leads them to recover life. Keyblade attacks and physical Summons work well.

|<3| Air Soldier |<3|

Weak Heartless with not much HP or offensive power.

|<3| Bandit |<3|

Turban wearing Heartless with a scimitar. Capable of dealing decent damage, watch out for this unit's slashing charge attack.

|<3| Fat Bandit |<3|

Similar to a Large Body, Fat Bandit's block physical attacks from the front and take extra damage from the back. Fat Bandits also have a Fire attack which they spit from their mouth and a wobbling, arm swinging charge attack. Use Dodge Roll to get behind them and attack. Magic and Summons work well against them as they are not particularly mobile.

--/<3\-- Agrabah a --/<3\--

Aladdin, or 'Al' as Genie likes to call him, joins you as an ally. Aladdin charges across the battlefield swinging his scimitar.

|<3| Aladdin |<3|

"Aladdin swings his sword at the enemy repeatedly. Stock more than one to power up Aladdin's attack."

Home World: Agrabah

Al follows in Sora's footsteps, slashing at the enemies that Sora directs

hintowards. Any amount of Aladding Cards is good but two or three make Al great.

--/<3\-- Agrabah f --/<3\--

Defeating the Heartless in this story battle room gets you an Ether Card. Ether is like Potion except it refills Magic Deck Cards instead of Keyblade Deck Cards to your Deck Chain.

```
//-----\\  
!<3!      Jafar      !<3!  
\\-----//
```

|<3| Attacks |<3|

Boulder: Jafar grabs a large rock and throws it at Sora. Stand stationary until Jafar releases it and then quickly Dodge Roll out of the way.

Punch: Jafar punches the nearest stone platform. Slow attack that is easy to dodge.

Eye Beam: Jafar shoots painful magic out of his eye. Hard to dodge and it can deal decent damage. Try to break this attack when you can not dodge it.

|<3| Where to Attack |<3|

Get Jafar back into that lamp! Attack Iago, the bird flying up above, to get the lamp and defeat Jafar.

|<3| Cards to and Sleights to Use |<3|

Keyblade, Hi-Potion, Cure

|<3| Strategy |<3|

There are three section of the floor that Sora can stand on. Throughout the fight they will lower and raise themselves to different levels. Try to stay as high as possible so that you can jump off of the stone at its peak and attack Iago. Defeating the bird will win you the battle.

Physical attacks work the best. I recommend unequipping your Magic, except Cure, and equipping Keyblade Cards and Hi-Potion. Dodge Roll to avoid Jafar's projectiles and Eye Beams. His Eye Beam is hhis only decent attack. His punch requires you to be close to him and stationary and the Meteor can be Dodge Rolled to avoid. Even if it lands on you while you are rolling it will not hurt you. If the terrain is flat and Jafar starts his Eye Beam attack, try to break it.

Try to stay on the middle stone platform when you are not attacking. Sometimes the stones will shift and you will be caught isolated on one stone with no where to run to as Jafar attacks you.

--/<3\-- Agrabah k --/<3\--

After defeating Jafar, Sora gets the Genie Summon Card.

If you have Sleights you like to use, organize your deck to make it easier to access them. For example if you like Blitz rearrange the first three Cards in you deck to satisfy the requirement. That way you can start out any battle by quickly hitting L + R four times and using Blitz or cycle your deck to the right and save the sleight for later.

```
-----//      []<3[]<3[]<3[]<3[]<3[]<3[]<3[]      \\-----  
              <3      MONSTRO      <3      >  
-----\\      []<3[]<3[]<3[]<3[]<3[]<3[]      //-----  
[3.mo]
```

// |<3| World Map F 6 |<3| \\

```
    [!] [e]  
    d\ / \  
    [a] [c] [f]  
    / \ / g/  
ENTER [b] [!]  
    \  
    [h]      EXIT  
    / \ /  
    [$] [i] [l]  
    \ /  
    [j]  
    k/  
    [!]
```

|<3| Key |<3|

- [] - Room
- [!] - Room only for story purposes, can only enter once
- [a]-[b] etc. - follow the letters in alphabetical order to complete the world
- [k] - Boss Fight
- [g] - Sub-Boss Fight
- [\$] - Treasure Room, need Treasure Map Card to enter
- [l] - Exit, connects to [j] after going to [k]

|<3| Where to Find |<3|

Breaking things or jumping on certain objects can get you Moogle Points, HP Recovery Points, and Deck Cards. In Monstro you can jump on his circular protrusions-both pinkish colored and blueish colored-and break barrels. Some barrels are Barrel Spiders in disguise.

// |<3| Speed Walkthrough |<3| \\

Southeast, northeast, northwest, Key of Beginnings, southeast, northeast, northeast, southeast, southwest, Key of Guidance, southwest, southeast, southeast, southeast, southwest, Key to Truth

// |<3| Heartless |<3| \\

Shadow, Large Body, Green Requiem, Yellow Rhapsody, Air Soldier, Barrel Spider, Search Ghost, Tornado Step

|<3| Shadow |<3|

The Shadow Heartless are black with yellow eyes. They hurt you with their claws, but are not strong or fast. They often come in packs or with other more challenging Heartless. Physical attacks and magic spells work well against them.

|<3| Large Body |<3|

Huge Heartless with a fat belly. Take little damage to the front but are vulnerable to attacks from behind and magic. Draw an attack and Dodge Roll to get behind them. When it is travelling with help, try to eliminate the other Heartless first.

|<3| Aero Opera |<3|

The Thunder equivalent of Blue Rhapsody and Red Nocturne. Deals Thunder damage and absorbs Thunder.

|<3| Green Requiem |<3|

Flying Heartless that have very weak attacks but often heal themselves and other Heartless. Using magic on them leads them to recover life. Keyblade attacks and physical Summons work well.

|<3| Air Soldier |<3|

Weak Heartless with not much HP or offensive power.

|<3| Search Ghost |<3|

Flying enemy that can fade in and out of battle. Its attack drains life from you to restore its own.

|<3| Tornado Step |<3|

Moves quickly across the screen. Uses a spinning attack that propels it from one end of the battlefield to the other.

--/<3\-- Monstro --/<3\--

|<3| Aqua Splash |<3|

"Spray melted ice at the enemy over a period of time, inflicting ice damage."

Requires: - Blizzard
- Fire
- Aero

Acquired: Monstro Treasure Room

```
//-----\\
!<3! Parasite Cage !<3!
\\-----//
```

So Pinnochio got eaten, eh? Ug now you have to fight this thing in pools of digestive acid.

|<3| Attacks |<3|

Hand Slap: Joins his hands together over its head and slams them in the ground in front of it. Causes damage and makes the platforms smaller.

Swing: Plants its arms into the ground and swings its body across the screen and back to its original position.

Acid Ball: Shoots a ball of green acid at you. Stand still and then quickly Dodge Roll when it comes flying at you.

|<3| Where to Attack |<3|

Attack it all over its body. When it tilts its head back, hit it in the open area to get a Mickey Card.

|<3| Cards and Sleights to Use |<3|

Fire, Cloud, Cure, Hi-Potion, Keyblade

Blitz is a useful Sleight against this guy.

|<3| Strategy |<3|

This guy can be tricky. He requires patience and planning. Any Card you use while standing in the green acid will fail before you get to use it. Make sure you are standing on top of one of the circular platforms before using Cards. After hitting it with Fire or a powerful attack, he will tilt his head back. At this time hit him in the mouth for a Mickey Card. Using a Mickey Card restores the circular platforms to their largest circumference.

It is hard to dodge many of his attacks so the onus is on you to attack him correctly. Store Keyblade combos then launch yourself in the air and release them to deal decent damage. Standing on a platform for too long will cause it to sink into the acid temporarily.

```
//-----\\
!<3! Monstro !<3!
\\-----//
```

Monstro is a strange boss. Your goal is to get passed out of Monstro's bowels and to do so you have to defeat many Shadow Heartless in a short amount of time. You can escape from the battle at any time by going to either side of the screen and running towards it. You have as many chances as you want so if you start to get low on Cards and no longer have a chance at filling up the bar then run away. When you run away you can choose to fight the battle again immediately or go back to another area of the map.

Defeating Shadows makes the bar fill up with blue. Going a few seconds without vanquishing Shadows turns the bar red and it begins to recede. Stock up your Deck Chain with Cards that damage areas and that you are comfortable with.

Single area attack spells like Fire and Cards that are not needed like Cure and defensive Enemy Cards.

Once the bar fills up it will start flashing yellow. Kill the remaining Heartless to finish the battle. You will get the Dumbo Summon Card as a reward.

|<3| Cards and Sleight to Use |<3|

Cloud, Simba, Blizzaga, Hi-Potion, Keyblade

Sonic Blade and Blitz work well.

--/<3\-- Monstro 1 --/<3\--

Reorganize your Deck Chain (if you changed it for Monstro) and save.

```
~~~~~ ===== ~~~~~  
//<3\  Castle Oblivion 6F //<3\  
~~~~~ ===== ~~~~~
```

```
//-----\  
!<3!  Larxene  !<3!  
\\-----//
```

|<3| Attacks |<3|

Attack: Standard short range slash.

Bolts: Fires six bolts across the screen. Dodge vertically by going beneath them or over them.

Thunder: Thunder Magic on a large area. Dodge Roll out of the way.

Lightning Bolt: Vacuums Sora in with strong beams. Will leave Sora stunned.

|<3| Cards and Sleights to Use |<3|

Cure, Hi-Potion, Keyblade

Blitz

Air Soldier

|<3| Strategy |<3|

Rakshi is not very powerful, but she is fast. The strategy I use is dull, but it works. Run around for the a little bit and dodge her attacks. Eventually she will burn through her Deck and have to recharge all the way up to 3 every time she needs more Cards. That is a great time to attack her. It is much easier to hit her when she is reloading and longer reload times gives you more time to heal.

Her Thunder spells requires her to stand still and has a small build up to it. That will allow you to get close to her before she unleashes it. Try breaking her attack and then countering with one of your own.

Defeating Rakshi gets you the Thunder Magic Card.

That finishes the first ring of worlds. Four new worlds are opened up. The same thing concerning maps holds for this set of worlds as the previous set. The map of each world is not set, but rather it is determined by the floor. You choose which world becomes each floor. It is up to you to choose which world you want to do. You can still find the sections useful no matter what order you choose.

-- Control + F --

Atlantica [3.at]
Never Land [3.ne]
100 Acre Woods [3.ac]
Hollow Bastion [3.ho]

```
-----//          []<3[]<3[]<3[]<3[]<3[]<3[]<3[]          \\-----  
          <          <3          ATLANTICA          <3          >  
-----\\          []<3[]<3[]<3[]<3[]<3[]<3[]<3[]          //-----  
[3.at]
```

// |<3| World Map F 7 |<3| \\

```
    [j]  
    /  
  [h] [ ]  
i/ \ /  
[!] [g] [$]  
  / \ /  
 [ ] [d] [e]  
    \ / \f  
  [!] [b] [!]  
    \ / \  
    [c] [a]  
    /  
    ENTER
```

|<3| Key |<3|

[] - Room
[!] - Room only for story purposes, can only enter once
[a]-[b] etc. - Follow the letters in alphabetical order to complete the world
[i] - Boss Fight
[\$] - Treasure Room, need Treasure Map Card to enter
[j] - Exit, connects to [h] after going to [i]

|<3| Where to Find |<3|

Breaking things or jumping on certain objects can get you Moogle Points, HP Recovery Points, and Deck Cards. In Atlantica you can swing at Clam Shells to open them up and jump on the blue rocks.

// |<3| Speed Walkthrough |<3| \\

Northwest, southwest, northwest, Key of Beginnings, southeast, northeast, southeast, Key of Guidance, northwest, northwest, northwest, southwest, Key to

Truth

// |<3| Heartless |<3| \\

Search Ghost, Sea Neon, Screwdriver, Aqua Tank, Dark Ball, Tornado Step

|<3| Search Ghost |<3|

Flying enemy that can fade in and out of battle. Its attack drains life from you to restore its own.

|<3| Sea Neon |<3|

Low HP, low strength Heartless. Basically the underwater equivalent of a Shadow.

|<3| Screwdriver |<3|

Has a spear and is healed by Thunder. His attack is powerful so try to be at a distance when you recharge your Deck Cards.

|<3| Aqua Tank |<3|

Large Heartless that attacks with Thunder and is healed by Thunder. Its lack of mobility makes it vulnerable to Summon Cards.

|<3| Dark Ball |<3|

Flying Heartless with some annoying attacks. Can charge at you from a distance or quickly bounce around in a small area.

|<3| Tornado Step |<3|

Moves quickly across the screen. Uses a spinning attack that propels it from one end of the battlefield to the other.

--/<3\-- Atlantica --/<3\--

The Treasure Room in Atlantica contains Quake.

|<3| Quake |<3|

"Inflicts damage on all ground enemies with a violent tremor."

Requires: - Gravity

- Simba

- Any magic card

--/<3\-- Atlantica f --/<3\--

Ariel joins your party. When summoned she swims horizontally across the screen, hurting anyone in her path.

|<3| Ariel |<3|

"Ariel whirls across the field, striking many enemies. Stock more than one to power up Ariel's attack."

Home World: Atlantica

Ability: Spiral Wave

Ariel darts across the screen or if using multiple Ariel Cards, she will move across the screen repeatedly.

```
//-----\\  
!<3!    Ursula    !<3!  
\\-----//
```

They keep cutting more and more out of the Little Mermaid story. Next time let us just have Ursula start with the Trident and be done with it.

|<3| Attacks |<3|

Bolt: A bolt of lightning drops from above. Keep Sora moving and active to avoid it.

Bubbles: Bubbles with tracking capabilities are fired. If one of them hits Sora they inflict damage and cause you to become confused, making your directional controls backwards.

Scream: Ursula opens her mouth and unleashes a huge continuous stream of energy. This attack is capable of killing you if you are at full life. The best way to be on the other side of it when she unleashes it. Before she unleashes it she will move her mouth in a distinctive way and say something. Get to the other side of her face quickly to avoid it.

|<3| Where to Attack |<3|

To kill Ursula you have to strike her face. To get to her face you have to take out one of her tentacles. That gives you a short time period to strike her face before the tentacle comes back. You can also bring Ursula's face down to your level by using a Mickey Card, that you get by defeating tentacles.

|<3| Cards and Sleights to Use |<3|

Goofy, Ariel, Fire, Blizzard, Dumbo, and Cloud are good for dispatching the tentacles. Thunder and Keyblade Cards are good for hitting Ursula's face when it is up high.

Cure and Hi Potion as always

Air Soldier

|<3| Strategy |<3|

Pick a tentacle and defeat it. Then go directly after Ursula's face. Make sure to keep moving or her Bolt attack will hurt you greatly. Eventually you will get a Mickey Card and when you do make sure you have your most powerful Cards ready to use. Using a Mickey Card brings Ursula's face down to your level and leaves you capable of inflicting major damage on her. Try to be as aggressive as possible. The best defense from her attacks is to break them before they are unleashed.

Her Bubbles attack will leave you confused if it hits you. While confused your controls will be backwards, up will move you down etc. It only lasts for

a little bit so run around until it wears off. Also when reloading your Deck Chain do not stand in one place too long or her attacks will tear you a new one.

After damaging her to a certain extent she will begin to use her Scream attack more and more. Try to stay centered underneath her chin and watch her face for indications that the Scream attack is going to be unleashed. This battle can last for a while so it is better not to stock-unless the first Card is a Friend Card.

```
~~~~~ ===== ~~~~~  
                //<3\\ Castle Oblivion 7F //<3\\  
~~~~~ ===== ~~~~~
```

SPOILER BUFFER

(So people who are looking for Ursula strategies don't get any spoilers)

SPOILER BUFFER

SPOILER BUFFER

Before preceding to Floor 8, Sora encounters a friend... or foe?

```
//-----\\  
    !<3!    Riku    !<3!  
\\-----//
```

|<3| Attacks |<3|

Slash: Standard attack.

Spin: Spins at Sora with his sword outstretched.

Jump Attack: Jumps into the air and lands swings his sword.

One-Two Slash: Two strike attack that leaves Sora stunned and unable to move for a few seconds.

Riku has the Incrementor Enemy Card ability.

|<3| Cards and Sleights to Use |<3|

Keyblade, Simba, Cloud, Cure, Hi-Potion

Blitz, Sonic Blade

|<3| Strategy |<3|

You can dodge around for a while until Riku burns through his Deck and has to

recharge to 3 every time he needs more Cards. That strategy is not really needed though as Riku does not dodge that well and his attacks are not very strong. When Riku reloads, attack him as you would Cloud. Anticipate that as you swing your Keyblade at Riku, he is going to try to jump over you so predict that and swing while you jump at him.

Riku does not save up cards to use as a combo so it is hard to know which one of his attacks is coming next. He also is very aggressive and likes to charge at Sora. Use those things to your advantage. Get him to come at you and then simultaneously break his cards and unleash a combo of your own.

Defeat Riku to get the Aero Magic Spell Card.

SPOILER BUFFER

(So people who are jumping straight to Never Land do not get any of the spoilers listed directly above)

SPOILER BUFFER

SPOILER BUFFER

```
-----//          []<3[]<3[]<3[]<3[]<3[]<3[]          \\-----
                <          <3          NEVER LAND          <3          >
-----\\          []<3[]<3[]<3[]<3[]<3[]<3[]          //-----
[3.ne]
```

It is supposed to be Never-Never land not Never land. The names have completely different meanings.

```
// |<3| World Map F 8 |<3| \\
```

```
EXIT
/
[k]
\
[ ] [i]
/ \ / \j
```

[$\$$] [h] [!]
/
[a] [c] []
/ \ / \d
ENTER [b] [!]
/ \
[g] [e]
f/
[!]

|<3| Key |<3|

[] - Room
[!] - Room only for story purposes, can only enter once
[a]-[b] etc. - follow the letters in alphabetical order to complete the
 world
[j] - Boss Fightt
[$\$$] - Treasure Room, need Treasure Map Card to enter
[k] - Exit, connects to [i] after going to [j]

|<3| Where to Find |<3|

Breaking things or jumping on certain objects can get you Moogle Points, HP Recovery Points, and Deck Cards. In Never Land you can break barrels and open treasure chests by swinging your Keyblade at them. Some of the barrels are actually Barrel Spiders in disguise. You can also get things by jumping on top of the unbreakable barrels and boxes.

// |<3| Speed Walkthrough |<3| \\

Southeast, northeast, southeast, Key of Beginnings, southwest, southeast,
southwest, Key of Guidance, northeast, northeast, northeast, northeast,
southeast, Key to Truth

// |<3| Heartless |<3| \\

Shadow, Pirate, Air Pirate, Dark Ball, Crescendo

--/<3\-- Never Land --/<3\--

|<3| Thunder Raid |<3|

"Hurl the Keyblade and inflict lightning damage."

Requires: - Thunder
 - Any attack Card
 - Any attack Card

Acquired: Never Land Treasure Room

--/<3\-- Never Land d --/<3\--

Peter Pan joins your group after entering this room.

If you plan on leveling up or know that you will need some more Map Cards to complete this world, fight as many Heartless as you need to before going to

the Key of Guidance Room. Peter Pan will temporarily leave your group in that room. Battles are slightly easier with Peter in your group and it is also good to get used to seeing what Peter can do.

--/<3\-- Never Land f --/<3\--

Peter Pan leaves your group after entering this room.

```
//-----\\
!<3! Captain Hook !<3!
\\-----//
```

|<3| Attacks |<3|

Slash: Standard attack, Hook swings his sword.

Present: Hook throws an explosive at Sora that explodes when it lands.

Bouncing Present: Present that bounces on the deck a few times before exploding.

Rush & Present: Hook combines three cards and then throws a gift after gift at Sora. Hook does not have much range on these throws so create a little distance from him to dodge it.

Combo & Present: Hook combines three cards and starts a string of quick sword slashes. The last strike sends Sora into the air while Hook leaves three presents for Sora to land on.

Hook has the Pirate Enemy Card that gives him the Second Chance ability.

|<3| Cards and Sleights to Use |<3|

0 Cards, Cure, Hi-Potion, Thunder, Aero

Blitz, Sonic Raid

Air Soldier

|<3| Strategy |<3|

Be aware of the tilting deck. It can be hard to run on when going uphill. Try not to get stuck against the wall on the low side of the deck; especially when Hook is prepared to use a combo attack. Hook has two very strong attacks and they are capable of quickly taking most of your life. It is too risky to wait for Hook to run out of Deck Cards and get him when he reloads so try to take the fight to him.

When you have to run and recharge make sure the ship deck is tilting in your favor. If you do get caught in a position where one of his combos is going to hurt you, use a 0 Card. Try to combine a few cards to make Aerora or Aeraga. That way if Hook gets too close you can break him and damage him.

Defeat Hook to get the Hook Support Card and Tinkerbell Summon Card.

```
~~~~~ ===== ~~~~~
//<3\\ Castle Oblivion 8F //<3\\
~~~~~ ===== ~~~~~
```



```
//-----\\
!<3!      Riku      !<3!
\\-----//
```

|<3| Attacks |<3|

Slash: Standard attack.

Spin: Spins at Sora with his sword outstretched.

Jump Attack: Jumps into the air and lands swings his sword.

One-Two Slash: Two strike attack that leaves Sora stunned and unable to move for a few seconds.

Dark Firaga: Shoots a Fire ball of dark energy at you.

Riku has the Shadow Enemy Card which has the Incremenator ability.

|<3| Cards to Use |<3|

Keyblade, Simba, Cloud, Cure, Hi-Potion, 0 Cards

|<3| Strategy |<3|

He is pretty much the same as the Riku you fought on the floor below. The main difference is that this time he has Dark Firaga, an attack that his hard to dodge. It is not that powerful so either break it or absorb the damage.

Before preceeding to the next floor Sora recieves the Warpinator ability.

```
-----//          []<3[]<3[]<3[]<3[]<3[]<3[]<3[]          \\-----
          <          <3      100 ACRE WOODS          <3          >
-----\\          []<3[]<3[]<3[]<3[]<3[]<3[]          //-----
[3.ac]
```

100 Acre Woods is an atypical world. You do not fight Heartless and the usual world structure is ignored. However there is a distinct map for Floor 9 and if you choose the worlds in a different order than I have in this FAQ you might find the map useful. Once again this map and speed walkthrough is only useful if you have chosen Hollow Bastion, Neverland or Atlantica as your Floor 9.

// |<3| World Map F 9 |<3| \\

```
[!]
f\
[e]
/
[!] [d] [ ]
k\ / / \
[c] [ ] [$]
/ \ /
[b] [g] EXIT
/ / \ /
[a] [h] [l]
/ /
ENTER [i]
```

\j
[!]

|<3| Key |<3|

- [] - Room
- [!] - Room only for story purposes, can only enter once
- [a]-[b] etc. - follow the letters in alphabetical order to complete the world
- [k] - Boss Fight
- [\$] - Treasure Room, need Treasure Map Card to enter
- [l] - Exit, connects to [g] after going to [k]

|<3| Where to Find |<3|

Breaking things or jumping on certain objects can get you Moogle Points, HP Recovery Points, and Deck Cards. In Monstro you can jump on his circular protrusions-both pinkish colored and blueish colored-and break barrels. Some barrels are Barrel Spiders in disguise.

// |<3| Speed Walkthrough |<3| \\

Northeast, northeast, northeast, northeast, northwest, Key of Beginnings, southwest, southwest, southeast, southwest, southwest, southeast, Key of Guidance, northeast, northeast, northwest, northwest, Key to Truth

Okay now on to 100 Acre Woods. Sora and Pooh are looking for their friends. Pooh follows where Sora is going. To call Pooh to you hit R. Lead Pooh through the various obstacles and lead him to honey when his honey meter starts to dwindle. Strike the bushes that line the edge of the road for Moogle points. To leave this world without completing it go to the northwest.

Bring Pooh to the southeast so he can talk to Piglet. He teaches you the Confuse ability.

As you proceed along the path watch out for butterflies, which distract Pooh; holes in the ground; and ballongs. Sora can strike the balloons to send them into the air.

At the end of the world Sora recieves the Bambi Summon Card.

~~~~~ ===== ~~~~~  
//<3\\ Castle Oblivion 9F //<3\\  
~~~~~ ===== ~~~~~

-----// []<3[]<3[]<3[]<3[]<3[]<3[] \\-----
 <3 HOLLOW BASTION <3 >
-----\\ []<3[]<3[]<3[]<3[]<3[]<3[] //-----

[3.ho]

// |<3| World Map F 10 |<3| \\

```

/
[$] [k] [m]
/ 1/ \ /
[g] [!] [j]
\ / \
[!] [d] [h] [ ]
f\ / \ / \i
[e] [c] [!]
\
[b] [ ]
/ \ /
[ ] [a]
/
ENTER
```

|<3| Key |<3|

[] - Room
[!] - Room only for story purposes, can only enter once
[a]-[b] etc. - follow the letters in alphabetical order to complete the world
[l] - Boss Fight
[\$] - Treasure Room, need Treasure Map Card to enter
[m] - Exit, connects to [j] after going to [l]

|<3| Where to Find |<3|

Breaking things or jumping on certain objects can get you Moogle Points, HP Recovery Points, and Deck Cards. In Hollow Bastion you can attack the copper steam valves and pink pillars to get things.

// |<3| Speed Walkthrough |<3| \\

Northeast, northeast, northeast, southwest, northwest, Key of Beginnings, southeast, southeast, southeast, northeast, southeast, Key of Guidance, southwest, northwest, northwest

// |<3| Heartless |<3| \\

Torpedo Step, Defender, Wizard, Wyvern, Dark Ball

--/<3\-- Hollow Bastion --/<3\--

The Treasure Room in Hollow Bastion contains the Mushu Summon Card.

The Wyvern Enemy Card is a nice Card to have. When you reload it keeps the number from increasing for a few uses. I am not saying that should go way out of your way to get it, but if you have to level or get more Map Cards creating a room that increases your chances of getting an Enemy Card (Teeming Darkness, Almighty Darkness, Looming Darkness) is not such a bad idea.

--/<3\-- Hollow Bastion i --/<3\--

|<3| Beast |<3|

"The Beast mows down anyone in Sora's path. Stock more than one to power up Beast's attack."

Home World: Hollow Bastion

Ability: Ferocious Lunge

Beast charges across the screen, hurting any enemy in his path multiple times.

```
//-----\\  
!<3! Maleficent !<3!  
\\-----//
```

|<3| Attacks |<3|

Bite: Maleficent bites you

Swipe: Maleficent swipes at you with her paw

Flame: Maleficent leaves green flames at the ground. The flames will hurt you if you touch them and are there to block you part the her head. Destroy them by attacking them.

Stomp: Maleficent's best attack. She stomps the ground, causing damage to Sora if he is not airborne. Tough to dodge because often Maleficent's claw will be off of the screen. This will also cause the flames to be sent at you.

|<3| Where to Attack |<3|

Attack Maleficent in her head.

|<3| Cards and Sleights to Use |<3|

8 and 9 Keyblade Cards, Simba, Cure, Hi-Potion,

Omnislash, Thundaga, Aeraga, Blizzaga

Oogie Boogie, Wyvern

|<3| Strategy |<3|

I could call Maleficent hard, but that is not really fair to all the truly hard video game bosses. Cheap is more accurate. Maleficent's most dangerous attack cannot even be seen when you are standing on the left side of the screen. Her stomp hits you no matter where you are and it is hard to get out of it once she hits you with it once. Maleficent can also raise up her head, making it so that you cannot reach her with almost all of your attacks unless you get the Mickey Card (get the Mickey Card by destroying the green flames). The hit detection on her head is terrible, at least for you.

Standing on the stone rings that the Mickey Card summons protects you from the stomp attack. Try to be on top of those when possible, but make sure you have some high numbered Cards to protect against her Bite attack. Maleficent can be broken easily and that will bring her head down to an easier place to attack.

Use the Oogie Boogie if your life starts to run low and use that Wyvern Card when you need an instant reload. Try to keep her paw in range and unleash your best level three attacks until you get a Mickey Card. From there jump onto the stones and start hacking away. Try to keep a couple of Cures on hand for when

you need them.

~~~~~ =====  
//<3\\ Castle Oblivion 10F //<3\\  
~~~~~ =====

//-----\\
!<3! Vexen !<3!
\\-----//

|<3| Attacks |<3|

Slash: Vexen swipes at you with his shield. Try to draw this attack and get behind him either by running, which is easily done, or a dodge roll.

Ice: Shoots a Blizzard like spell at you.

Freeze: Vexen stores up three Cards and tries to trap Sora in a large piece of ice. As long as you are moving you will dodge this attack.

Vexen has the Blue Rhapsody Enemy Card which boosts his ice damage.

|<3| Cards and Sleights to Use |<3|

Leonhart, Cloud

Blitz (when he is reloading), Sonic Blade, Thundaga, Firaga, Aeraga, Omnislash

|<3| Strategy |<3|

Vixen absorbs ice damage so Blizzard, Donald, Dumbo, and other ice damage attacks should not be used. He also guard physical attacks from his front. Attack him from behind by getting him while he floats across the screen or by drawing one of his standard attacks and quickly taking his rear. Another good time to attack him is right after his Cards for Freeze begin to go off the screen. It is easy to dodge Freeze and get behind him before he begins to move again. That is a good time to use a Cloud. Surprisingly enough, Vexen runs away after the battle. Ah well, at least he left a Mega-Ether.

-----// []<3[]<3[]<3[]<3[]<3[]<3[]<3[] \\-----
< <3 TWIGHLIGHT TOWN <3 >
-----\\ []<3[]<3[]<3[]<3[]<3[]<3[] //-----
[3.tw]

// |<3| World Map F 11 |<3| \\

[!]
e\
[\$] [d]
 \ /
[a] [c]
 / \ / \
ENTER [b] [f]
 /

```
[ ]
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 [ ]
  \
   [ ]
```

|<3| Key |<3|

[] - Room
[!] - Room only for story purposes, can only enter once
[a]-[b] etc. - follow the letters in alphabetical order to complete the world
[e] - Boss Fight
[\$] - Treasure Room, need Treasure Map Card to enter
[f] - Exit, connects to [c] after going to [e]

|<3| Where to Find |<3|

Breaking things or jumping on certain objects can get you Moogle Points, HP Recovery Points, and Deck Cards. In Twilight Town you can break barrels and attack lightposts to get things. You can also jump on Flower boxes and stacks of crates. Some barrels are actually barrel spiders in disguise.

```
// |<3| Speed Walkthrough |<3|  \\  
//
```

Southeast, northeast, northeast, northwest, Key of Beginnings

```
// |<3| Heartless |<3|  \\  
//
```

Shadow, Soldier, Air Soldier

```
//-----\\  
!<3!   Vexen   !<3!  
\\-----//
```

|<3| Attacks |<3|

Slash: Vexen swipes at you with his shield. Try to draw this attack and get behind him either by running, which is easily done, or a dodge roll.

Ice: Shoots a Blizzard like spell at you.

Freeze: Vexen stores up three Cards and tries to trap Sora in a large piece of ice. As long as you are moving you will dodge this attack.

Iceburn: Forms slick patches of ice that Sora will fall on if he runs over them.

Ice Needles: Vexen stores three Cards and unleashes a string of stalagmites which chase after Sora. Try to dodge it, but if you are low on life break this attack.

Vexen has the Auto Life ability which restores a portion of his HP when you first drain all his life.

|<3| Cards and Sleights to Use |<3|

0 Cards, 8 and 9 Keyblade Cards, Leonhart, Hi-Potion, Mega Ether, Cure

Blitz (when he is reloading), Sonic Blade, Thundaga, Firaga, Aeraga

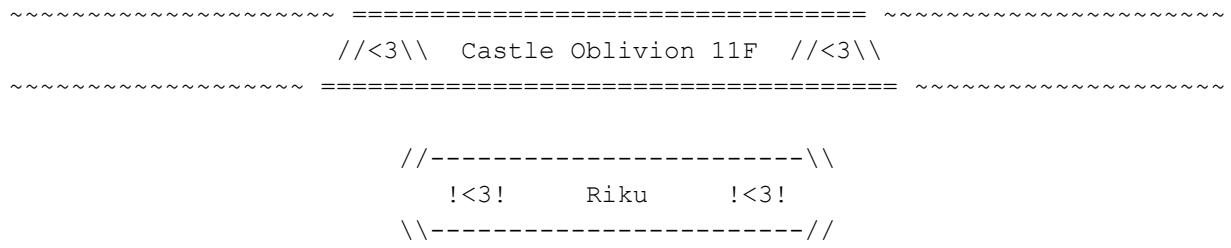
Air Soldier, Oogie Boogie

|<3| Strategy |<3|

Vixen absorbs ice damage so Blizzard, Donald, Dumbo, and other ice damage attacks should not be used. He also guard physical attacks from his front, but this time he counters with one of his own. Attack him from behind by getting him while he floats across the screen or by drawing one of his standard attacks and quickly taking his rear. Another good time to attack him is right after his Cards for Freeze begin to go off the screen. It is easy to dodge Freeze and get behind him before he begins to move again.

Much of that is what I wrote for the first Vexen battle. So what is different? Now Vexen attacks faster and his Ice Needles is a tough attack to dodge. Try to make quick turns and spend most of your time running across the screen, not up and down it. The Ice Needles can only catch up to you when you turn or falter so minimize your turning time. Break the Ice Needles with a 0 Card when you have to. Try not to get trapped at the bottom of the screen when Vexen is nearby and if he gets too close Dodge Roll past him.

Note that Vexen has the Auto Life ability, which gives him a portion of his HP back once when you drain his life.



|<3| Attacks |<3|

Slash: Standard attack.

Spin: Spins at Sora with his sword outstretched.

Jump Attack: Jumps into the air and lands swings his sword.

One-Two Slash: Two strike attack that leaves Sora stunned and unable to move for a few seconds.

Dark Firaga: Shoots a Fire ball of dark energy at you. To dodge it get to the other side of Riku just as he fires it. Picture Dark Firaga's lock on zone like this < with Riku at the point. If you are in front of him, the ball is going to hit you, but on his sides the tracking cannot keep up with you.

Riku has the Shadow Enemy Card which has the Incremenator ability.

|<3| Cards and Sleights Use |<3|

Cure, Hi-Potion, Mega Ether, 0 Cards

Blitz, Sonic Blade, Ars Arcanum, Thundaga, Omnislash

Oogie Boogie

|<3| Strategy |<3|

He is pretty much the same as the Riku you fought the second time only more aggressive and stronger. Fight him the same way you did before, using your good sleights only this time pay more attention to your HP bar as his attacks will drain it faster.

Defeating Riku gets you a Mega Potion.

```
-----//          []<3[]<3[]<3[]<3[]<3[]<3[]<3[]          \\-----
                   <          <3      DESTINY ISLANDS      <3          >
-----\\          []<3[]<3[]<3[]<3[]<3[]<3[]          //-----
[3.de]
```

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// |<3| World Map F 12 |<3|  \\
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```
        EXIT
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        [j]
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        [f]
        / \
        [e] [g]
        /  / \
        [c] [$] [h]
        / \d   \i
        [b] [!]   [!]
        \
        [a]
        /
ENTER
```

|<3| Key |<3|

[] - Room
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[a]-[b] etc. - follow the letters in alphabetical order to complete the world
[i] - Boss Fight
[\$] - Treasure Room, need Treasure Map Card to enter
[j] - Exit, connects to [f] after going to [i]

|<3| Where to Find |<3|

Breaking things or jumping on certain objects can get you Moogle Points, HP Recovery Points, and Deck Cards. In Destiny Islands breaking boxes, barrels and attacking trees by swinging your Keyblade can get you stuff. Jumping on bushes and ferns can get you things too. Some of the barrels are actually Barrel Spiders in disguise.

// |<3| Speed Walkthrough |<3| \\

Northeast, northeast, southeast, Key of Beginnings, northwest, northeast, northeast, northeast, southeast, southeast, southeast, Key of Guidance

// |<3| Heartless |<3| \\

Shadow, Creep Plant, Torpedo, Dark Ball, Crescendo, Barrel Spiders

```

//-----\\
!<3!  Darkside  !<3!
\\-----//

```

|<3| Attacks |<3|

Blast Punch: Punches the ground, causing damage around where he punches. The damage zone gets larger when Darkside is more wounded.

Shadow Punch: Darkside punches the ground and summons two Shadow Heartless. Do not worry about the Shadows as they will disappear shortly.

Homing Energy: Darkside releases a homing energy ball from his chest area. When he is sufficiently wounded he will fire multiple energy balls.

Energy Raid: Darkside sends a ball of energy into the air that rains down upon Sora.

|<3| Where to Attack |<3|

Darkside is vulnerable in his torso area. When he punches the ground you can also attack his hand to damage him.

|<3| Cards to Use |<3|

0 Cards

|<3| Strategy |<3|

Darkside is very easy. Equip three 0 Cards and you will not even have to use any stock abilities to beat him. Use the 0 Cards when he does one of his energy ball attacks and attack his hand and torso when it presents itself. Reload when you run out of 0 Cards.

```

~~~~~ ===== ~~~~~
//<3\\  Castle Oblivion 12F  //<3\\
~~~~~ ===== ~~~~~

```

The only strategy I have so far is a bit specialized. Eventually I will come back to it, sometime this month I hope, and being more detailed with my remaining boss strategies. In the meantime this Deck Chain will be able to get you through the rest of the game.

This deck is almost all Keyblades. It emphasizes the abilities Sonic Blade and Blitz. In battle it is very easy to execute. Simply stock up the first three Cards and unleash the ability. Then reload and repeat. Reload again and do

what you can with the remaining Cards and then use a Mega Potion. Run through your abilities, reload and run through them again if necessary. Riku and Larxene do not stand a chance.

Fill the rest of your Deck with a couple of Cures and an Oogie Boogie and Vexen if you have the room. So here is the order and number of the Keyblades that you need. If you do not have these type of Keyblades buy some more at a Moogle Shop. This takes about 700 CP. Any of these Cards can be premium.

7-8-6 Attack Cards of different type |The 8, 6 and next 6 of different type
7-6-9 Attack Cards of different type |The 9 and next 8, 9 of different type
6-8-9 Attack Cards of different type
5-6-9 Attack Cards of different type |The 6, 9 and next 6 of different type
5-6-9 Attack Cards of different type |The 9, and next 2, 4 of different type
6-2-4 Attack Cards of different type
4-5-6 Attack Cards of different type |The 5, 6 and next 5 of different type
5-4-5 Attack Cards of different type

That set up will give you 5 Sonic Blades and 3 Blitzes. Reload and you get 3 more Sonic Blades and 2 more Blitzes. Use a Hi-Potion or Mega Potion to reset the deck. From here on out simply stock and use the abilities. Cure yourself and activate Oogie Boogie and Vexen when needed.

```
//-----\\  
!<3!      Riku      !<3!  
\\-----//
```

|<3| Attacks |<3|

Slash: Standard attack.

Spin: Spins at Sora with his sword outstretched.

Jump Attack: Jumps into the air and lands swings his sword.

One-Two Slash: Two strike attack that leaves Sora stunned and unable to move for a few seconds.

Dark Firaga: Shoots a Fire ball of dark energy at you. To dodge it get to the other side of Riku just as he fires it. Picture Dark Firaga's lock on zone like this < with Riku at the point. If you are in front of him, the ball is going to hit you, but on his sides the tracking cannot keep up with you.

Riku has the Shadow Enemy Card which has the Incremenator ability.

|<3| Cards and Sleights Use |<3|

|<3| Strategy |<3|

```
//-----\\  
!<3!      Larxene      !<3!  
\\-----//
```

|<3| Attacks |<3|

|<3| Cards and Sleights Use |<3|

|<3| Strategy |<3|

```

-----//          []<3[]<3[]<3[]<3[]<3[]<3[]<3[]          \\-----
                <          <3      CASTLE  OBLIVION      <3          >
-----\\          []<3[]<3[]<3[]<3[]<3[]<3[]<3[]          //-----

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[3.ca]

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// |<3| World Map F 13 |<3|  \\
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      n\
      [k] [m]
      / \ / \
      [j] [l] [o]
      \      \
      [i]      [p] EXIT
      \      \ /
      [h]      [q]
      \
      [a]      [g] [ ]
      / \      \ /
ENTER [b]      [f]
      \      /
      [c] [e]
      \ /
      [d]

```

|<3| Key |<3|

- [] - Room
- [!] - Room only for story purposes, can only enter once
- [a]-[b] etc. - follow the letters in alphabetical order to complete the world
- [n] - Boss Fight
- [\$] - Treasure Room, need Treasure Map Card to enter
- [q] - Exit, [p] connects to [o] after going to [n]

```
// |<3| Speed Walkthrough |<3|  \\
```

Southeast, southeast, southeast, northeast, northeast, northwest, northwest, northwest, northwest, northwest, northeast, southeast, northeast, northwest, Key of Beginnings

The only strategy I have so far is a bit specialized. Eventually I will come back to it, sometime this month I hope, and being more detailed with my remaining boss strategies. In the meantime this Deck Chain will be able to get you through the rest of the game.

This deck is almost all Keyblades. It emphasizes the abilities Sonic Blade and

Blitz. In battle it is very easy to execute. Simply stock up the first three Cards and unleash the ability. Then reload and repeat. Reload again and do what you can with the remaining Cards and then use a Mega Potion. Run through your abilities, reload and run through them again if necessary.

Fill the rest of your Deck with a couple of Cures and an Oogie Boogie and Vexen if you have the room. So here is the order and number of the Keyblades that you need. If you do not have these type of Keyblades buy some more at a Moogle Shop. This takes about 700 CP. Any of these Cards can be premium.

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5-6-9 Attack Cards of different type |The 6, 9 and next 6 of different type
5-6-9 Attack Cards of different type |The 9, and next 2, 4 of different type
6-2-4 Attack Cards of different type
4-5-6 Attack Cards of different type |The 5, 6 and next 5 of different type
5-4-5 Attack Cards of different type

That set up will give you 5 Sonic Blades and 3 Blitzes. Reload and you get 3 more Sonic Blades and 2 more Blitzes. Use a Hi-Potion or Mega Potion to reset the deck. From here on out simply stock and use the abilities. Cure yourself and activate Oogie Boogie and Vexen when needed.

If you can fit in the Riku Card and use it after your first reload. That will make it so you do not have to use a Hi-Potion until you have gone through the Cards in your second reload.

```
//-----\\  
!<3!   Axel   !<3!  
\\-----//
```

|<3| Attacks |<3|

|<3| Cards and Sleights Use |<3|

|<3| Strategy |<3|

```
//-----\\  
!<3!   Marluxia   !<3!  
\\-----//
```

|<3| Attacks |<3|

|<3| Cards and Sleights Use |<3|

|<3| Strategy |<3|

The deck strategy should work for the above two but this form of Marluxia is a bit different.

```
//-----\\  
!<3!   Marluxia   !<3!  
\\-----//
```


|<3| Key of Guidance |<3|

"A room where untold stories unfold."
Used to open up the world's second story door.

|<3| Key to Truth |<3|

"A room where untold stories unfold."
Unlocks the world's third story door, which oftens has the world's boss inside of it. Make sure you are prepared before opening that room.

|<3| Key to Rewards |<3|

"A room containing special treasure."
Opens the treasure room in any map.

|<3|~|<3| RED CARDS |<3|~|<3|

Red Cards cause different types of Heartless to appear.

|<3| Tranquil Darkness |<3|

"A room where few Heartless appear."
Five Heartless will appear in this room. You cannot get Moogle Points, HP Points, or Cards in this room.

|<3| Teeming Darkness |<3|

"A room where many Heartless appear. Enemies are more likely to drop enemy cards."
Eight Heartless will appear in this room.

|<3| Feeble Darkness |<3|

"A room where Heartless with weak cards appear."
Five Heartless will appear in this room.

|<3| Almighty Darkness |<3|

"A room where Heartless with strong cards appear. Enemies are more likely to drop enemy cards."

|<3| Sleeping Darkness |<3|

"A room where Heartless are drowsy and easy to ambush."
None of the Heartless in this room move, allowing you to start every battle with a Keyblade strike. Three Heartless appear.

|<3| Looming Darkness |<3|

"A room where Heartless attack relentlessly. Enemies are more likely to drop enemy Cards."

|<3| Premium Room |<3|

"A room where victory often leads to Premium Bonuses."

The golden P that sometimes appears in battle is a premium token. Pick it up and win the battle and you will have the chance to give a premium bonus to one of your Cards. Your current deck, minus the Cards that are already premium, will spin quickly around. Time the revolutions and hit A when you want to stop. The Card that is selected has the chance to become premium. Hit A to confirm it or B to cancel.

Certain Map Cards, like the Premium and White Room, give you a much better chance of getting premium badges.

Premium Cards are a double edged sword though. The CP required to equip them is greatly reduced but they can not be reloaded in battle, unless your only remaining Keyblade Card is premium. Think clearly about which of your magic and attack Cards you want to become premium.

|<3| White Room |<3|

"A room where only White Mushrooms appear. But what happens when you help them out?"

White Mushrooms ask you to cast magic on them by doing certain things on the battlefield. Cast the correct spell three times and they will drop a Premium badge.

When a White Mushroom wraps its arms around itself it is cold and wants you to cast Fire on it. When he puts his arms in front of its face and fans itself it is hot and wants you to cast Blizzard on it. When a darkened lightbulb appears above its head it wants you to cast Thunder on it. Cast three spells on it to get a Premium badge and some experience. If you attack it physically or cast the wrong spell it will leave the battle.

|<3| Black Room |<3|

"A room where only Black Funguses appear. But what happens when you defeat one?"

Defeating them gets you blue Treasure Cards.

_____ |<3|~|<3| GREEN CARDS |<3|~|<3| _____

Green rooms are good for gaining experience or getting more Map Cards. They offer added benefits that make fighting battles a little easier..

|<3| Martial Waking |<3|

"A room where attack cards are more effective."

|<3| Sorcerous Waking |<3|

"A room where magic cards are more effective."

|<3| Alchemic Waking |<3|

"A room where item cards are more effective."

|<3| Meeting Ground |<3|

"A room where friend cards appears at the beginning of all battles (if your friends are with you)."

|<3| Stagnant Space |<3|

"A room where the Heartless move more slowly."

|<3| Strong Initiative |<3|

"A room where striking first in the field does additional damage to Heartless."

|<3| Lasting Daze |<3|

"A room where striking first in the field stuns all Heartless that join the battle."

_____ |<3|~|<3| BLUE CARDS |<3|~|<3| _____

Blue Cards vary greatly. Depending on which Card you select you can create a room with no Heartless, a room with treasure, or a room with both.

|<3| Calm Bounty |<3|

"A room containing treasure."

There are no Heartless in this room. Sometimes the treasure will be a new Card and sometimes it will be an ability.

|<3| Guarded Trove |<3|

"A room where treasure is guarded by Heartless."

|<3| False Bounty |<3|

"A room where only one treasure chest is real. Opening the wrong chest triggers a battle."

|<3| Moment's Reprieve |<3|

"A room where you can save your progress."

Creates a Save Point in a room that does not have any Heartless in it.

|<3| Mingling Worlds |<3|

"A room where anything could happen."

|<3| Moogles Room |<3|

"A room where cards can be traded with moogles at the Moogles Shop."

No Heartless will appear in this room.

Collect Moogles Points by breaking barrels, boxes, or whatever the world has to offer. Spend those points at Moogles Shops to buy new Cards or sell old ones. To get a Moogles Shop, open an unlocked door with a Moogles Map Card. Moogles Map Cards are gotten the same way as regular Map Cards are, by defeating Heartless. Simply creating a Moogles Shop and talking to the moogles gets you a pack of Cards.

At the Moogles Shop the moogles on the left sells packs of Cards. Red are Keyblade Cards, blue are magic Cards, and green are item Cards. You can also buy packs that are a combination of all three. The Moogles on the right melts Cards down and give you Moogles Points in exchange.

|::|<3|::| KEYBLADE CARDS |::|<3|::|

[5.2]

Keyblade Cards are red. when used Sora will swing his Keyblade.

|<3| Kingdom Key |<3|

"The default weapon. Not very powerful, but reliable and easy to handle."

Attack: D Stike: D+ Thrust: D+ Combo Finish: D+
Swing Speed: B CB Recovery: B Element: Physical Break Recovery: B
Required CP: *

The basic Keyblade Card. Nothing flashy but it generally does have a low CP value. Consider using them for Zero Cards (as the main thing to do is to break your enemy, damage is not that important for Zero Cards), as the first card for certain stocks and to fill in your CP when you have a little space. Over the course of the game you will probably replace most of your Kingdom Key Cards with better cards.

My Grade: C

CP Values: 10, 11, 12, 13, 14, 15, 16, 17, 18, 19

|<3| |<3|

""

Attack: Stike: Thrust: Combo Finish:
Swing Speed: CB Recovery: Element: Break Recovery:
Required CP: *

My Grade:

CP Values: , , , , , , , , ,

|<3| |<3|

""

Attack: Stike: Thrust: Combo Finish:
Swing Speed: CB Recovery: Element: Break Recovery:
Required CP: *

My Grade:

CP Values: , , , , , , , , ,

|<3| Pumpkinhead |<3|

"Obtained in Halloween Town. Easy to handle with a fast recovery after a card break."

Attack: C Stike: C+ Thrust: C+ Combo Finish: D+
Swing Speed: B CB Recovery: Element: Physical Break Recovery: A
Required CP: A

My Grade:

CP Values: 15, 16, 17, 18, 19, 20, 21, 22, 23, 24

|<3| |<3|

""

Attack: Stike: Thrust: Combo Finish:
Swing Speed: CB Recovery: Element: Break Recovery:
Required CP: *

My Grade:

CP Values: , , , , , , , , ,

|<3| Wishing Star |<3|

"Obtained in Monstro. Not very powerful, but very easy to handle."

Attack: D+ Stike: C Thrust: C Combo Finish: D+
Swing Speed: A CB Recovery: A Element: Physical Break Recovery: A
Required CP: A

My Grade:

CP Values: 15, 16, 17, 18, 19, 20, 21, 22, 23, 24

|<3| |<3|

""

Attack: Stike: Thrust: Combo Finish:
Swing Speed: CB Recovery: Element: Break Recovery:
Required CP: *

My Grade:

CP Values: , , , , , , , , , ,

|<3| Metal Chocobo |<3|

"A special attack card that can break through physical defenses. A bit difficult to handle."

Attack: Stike: C+ Thrust: C+ Combo Finish: B+
Swing Speed: C CB Recovery: Element: Neutral Break Recovery: B
Required CP: B

My Grade:

Acquired: Olympic Coliseum Treasure Room

CP Values: 20, 22, 24, 26, 28, 30, 32, 34, 36, 38

|<3| Olympia |<3|

"Obtained in Olympus Coliseum. Powerful with a quick recovery after card breaks."

Attack: C+ Stike: C+ Thrust: D+ Combo Finish: B
Swing Speed: C CB Recovery: A Element: Physical Break Recovery: A
Required CP: A

My Grade:

CP Values: 14, 15, 16, 17, 18, 19, 20, 21, 22, 23

|<3| Lionheart |<3|

"A special attack card with fire-based attacks."

Attack: B Stike: B Thrust: B Combo Finish: B
Swing Speed: D CB Recovery: A Element: Fire Break Recovery: A
Required CP: B

This is Squall's Keyblade design.

My Grade:

Acquired: Traverse Town Treasure Room

CP Values: 20, 22, 24, 26, 28, 30, 32, 34, 36, 38

|<3| Lady Luck |<3|

"Obtained in Wonderland. A balanced weapon that is easy to handle."

Attack: C Stike: C+ Thrust: C+ Combo Finish: D
Swing Speed: A CB Recovery: B Element: Physical Break Recovery: B
Required CP: A

My Grade:

CP Values: 15, 16, 17, 18, 19, 20, 21, 22, 23, 24

|<3| |<3|

""

Attack: Stike: Thrust: Combo Finish:
Swing Speed: CB Recovery: Element: Break Recovery:
Required CP: *

My Grade:

CP Values: , , , , , , , , ,

|<3| |<3|

|<3| |<3|

|::|<3|::| MAGIC CARDS |::|<3|::|

[5.3]

Magic Cards are blue. Using them allows Sora to unleash a spell.

|<3| Fire |<3|

Acquired: After beating Axel

If Fire was a type of gun I would compare it to a rifle. It only hits one enemy but it can be fired from a greater distance than Blizzard.

My Grade: B

CP Values: 15, 16, 17, 18, 19, 20, 21, 22, 23, 24

|<3| Blizzard |<3|

"Magic that deals ice damage. Stock 2 cards for Blizzara and 3 cards for Blizzaga."

Acquired: Start game with it

If Blizzard was a type of gun I would compare it to a shotgun. It is good for immobile enemies and spreads to have a great area of effect when upgraded to Blizzaga.

My Grade: B

CP Values: 15, 16, 17, 18, 19, 20, 21, 22, 23, 24

|<3| |<3|

Acquired:

My Grade:

CP Values:

|<3| Cure |<3|

"Magic that restores HP. Stock 2 cards for Cura and 3 cards for Curaga."

Acquired: Start game with it

An excellent Card that provides Sora with healing. Its CP cost is a bit high but I like to carry around multiple Cures for when the situation demands it.

My Grade: A-

CP Values: , , , , , 35, 37, , , ,

|<3| Gravity |<3|

"Magic that deals damage relative to the enemy's remaining HP. Stock 2 cards for Gravira and 3 cards for Graviga."

Acquired: Treasure Chest in

My Grade:

CP Values: 20, , , , , , , , ,

|<3| |<3|

""

Acquired:

My Grade:

CP Values: , , , , , , , , ,

|<3| |<3|

""

Acquired:

My Grade:

CP Values: , , , , , , , , , ,

|<3| Aero |<3|

Acquired: After beating the boss between levels F 7 and F 8.

|::|<3|::| SUMMON CARDS |::|<3|::|

[5.4]

Blue Cards that cause Sora to leave the battlefield and be temporarily replaced by the character on the Card. The game classifies them as Magic Cards but I felt like making a distinction.

|<3| Simba |<3|

"Simba lets out a mighty roar that deals damage to enemies in front of him. Stock more than one and his roar will also stun enemies."

Acquired: In Traverse Town in the Key to Guidance room

An area damaging Card that is good to use at the beginning of the game. I feel that it lacks power as the game progressed and as much as I like Simba I find that there are better things to use my CP on. Once you get multiple Simba Cards, give Simba a reexamination to see if his added stun bonus is something you like to use. Stunning people is okay, but when using two Summon Cards expecting the enemy to die is not unreasonable.

My Grade: B

CP Values: 20, 22, 24, 26, 28, 30, 32, 34, 36, 38

|<3| Dumbo |<3|

"Dumbo douses enemies with water over a set time period, dealing ice damage. Stock more than one to prolong the attack."

Acquired: Key to Truth in Monstro

My Grade:

CP Values: 20, 22, 24, 26, 28, 30, 32, 34, 36, 38

|<3| |<3|

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Acquired:

My Grade:

CP Values: , , , , , , , , , ,

|<3| |<3|

""

Acquired:

My Grade:

CP Values: , , , , , , , , , ,

|<3| Genie |<3|

"Genie casts Thundara, Gravira, or Stopra. Stock more than one and Genie will cast multiple spells."

Acquired: Key to Truth room in Agrabah

My Grade:

CP Values: 20, 22, 24, 26, 28, 30, 32, 34, 36, 38

|<3| |<3|

""

Acquired:

My Grade:

CP Values: , , , , , , , , , ,

|<3| Cloud |<3|

"Cloud unleashes two successive sword attacks. Stock 3 cards to use Omnislash."

Acquired: Olympic Coliseum Key to Truth room

I find this an excellent Card. Using one Cloud gets you two slashes, two Clouds gets you three, and three Clouds gets you Omnislash. Like most summons, the Card is a bit slow to develop but it deals good damage, the animation is satisfying, and it works well against immobile targets.

My Grade: A-

CP Values: 25, 27, 29, 31, 33, 35, 37, 39, 41, 43

|::|<3|::| ITEM CARDS |::|<3|::|

[5.5]

Item Cards are green and restore various Deck Cards.

|<3| Potion |<3|

"Quickload available attack cards with no charge time required. It does not work on cards that cannot be reloaded."

Acquired: Start game with it

The Card has a huge CP value and does not do that much. Hi-Potion becomes available pretty quickly in the game and makes this Card obsolete.

My Grade: D-

CP Values: , , , , , 45, , , , ,

|<3| Hi-Potion |<3|

"Quickly reloads attack cards with no charge time required. Even normally unreloadable cards are restored."

Acquired: In Olympic Colliseum in the Key to Guidance room

This Card found a quick and lasting home in my Deck Chain. The CP might be a bit high but restoring a deck full of unreloadable Cards is a great thing.

My Grade: B+

CP Values: , , 48, , , , , , , ,

|<3| Mega Potion |<3|

""

Acquired:

My Grade:

CP Values: , , , , , , , , , ,

|<3| Ether |<3|

"Quickly reloads magic cards with no charge time required. It does not work on cards that cannot be reloaded."

Acquired: Key of Guidance room in Agrabah

Like Potion basically all it does is get you back the Cards you could get by reloading, without actually reloading.

My Grade: D

CP Values: , , , , , , , , , ,

|<3| Hi Ether |<3|

""

Acquired:

My Grade:

CP Values: , , , , , , , , , ,

|<3| Hi Ether |<3|

""

Acquired:

My Grade:
CP Values: , , , , , , , , , , , , ,

|<3| |<3|

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Acquired:

My Grade:
CP Values: , , , , , , , , , , , , ,

|<3| |<3|

""

Acquired:

My Grade:
CP Values: , , , , , , , , , , , , ,

|::|<3|::| FRIEND CARDS |::|<3|::|

[5.6]

|<3| Donald Duck |<3|

"Donald randomly casts Fire, Blizzard, Thunder, or Cure. Stock more than one to power up Donald's magic."

Home World: NA

|<3| Goofy |<3|

"Goofy swings his shield at the enemy. Stock more than one to power up Goofy's attack."

Home World: NA

|<3| Jack |<3|

"Jack casts Fire, Blizzard, Thunder, or Gravity. Stock more than one to power up Jack's magic."

Home World: Halloween Town

One Jack Card is not that great, but two or three makes him a potent ally.

|<3| Aladdin |<3|

"Aladdin swings his sword at the enemy repeatedly. Stock more than one to power up Aladdin's attack."

Home World: Agrabah

Al follows in Sora's footsteps, slashing at the enemies that Sora directs him towards. Any amount of Aladding Cards is good but two or three make Al great.

|<3| Ariel |<3|

"Ariel whirls across the field, striking many enemies. Stock more than one to power up Ariel's attack."

Home World: Atlantica

Ability: Spiral Wave

Ariel darts across the screen or if using multiple Ariel Cards, she will move across the screen repeatedly.

|<3| Peter Pan |<3|

""

Home World: Neverland

|<3| Beast |<3|

"The Beast mows down anyone in Sora's path. Stock more than one to power up Beast's attack."

Home World: Hollow Bastion

Ability: Ferocious Lunge

Beast charges across the screen, hurting any enemy in his path multiple times.

|::|<3|::| ENEMY CARDS |::|<3|::|

[5.7]

Enemy Cards are gotten by defeating the enemy of the same name. Hit select in battle to bring up the Enemy Card deck.

-- ctr + f --

Boss Enemy Cards [5.7b]

|<3| |<3|

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My Grade:

CP Value:

|<3| |<3|

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My Grade:
CP Value:

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My Grade:
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My Grade:
CP Value:

|<3| |<3|

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My Grade:
CP Value:

|<3| Green Requiem |<3|

"[] Cure Boost
Increase the potency of Cure abilities.
Duration: 1 reload"

My Grade:
CP Value: 20

|<3| Powerwild |<3|

"[] Retrograde
Reverse the values of all cards. 1 becomes 9, 2 becomes 8, etc. Cards with 0
value are not affected."

It lasts until you reload or the battle ends.

My Grade:

CP Value: 40

|<3| |<3|

" "

My Grade:

CP Value:

|<3| Air Soldier |<3|

"[] Reload Kinesis

Reload while in motion.

Duration: 3 reloads"

This is good Card to use on bosses that will punish you if you are not constantly moving. When your reload counter gets up to 3, use this and reload while you dodge the enemy.

My Grade:

CP Value: 20

|<3| |<3|

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My Grade:

CP Value:

|<3| |<3|

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My Grade:

CP Value:

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My Grade:

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CP Value:

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My Grade:
CP Value:

|<3|~|<3| BOSS CARDS |<3|~|<3|

[5.7b]

|<3| Guard Armor |<3|

"[] Wide Attack
Slightly extends the range of attack cards.
Duration: 30 attacks"

My Grade:
CP Value: 30

|<3| Parasite Cage |<3|

"[] Dispel
Break an opponent's enemy card without fail. Nothing happens if your opponent has no enemy card in play."

My Grade:
CP Value: 60

|<3| Trick Master |<3|

"[] Value Break
When you lose a card break, reduce the value of the enemy's card by the value of your card.
Duration: 10 breaks"

My Grade:
CP Value: 25

|<3| |<3|

" "

My Grade:
CP Value:

|<3| Card Soldier |<3|

"[] Attack Haste

Increase the swing speed of attack cards.

Duration: 30 attacks"

My Grade:

CP Value: 55

|<3| Hades |<3|

"[] Berserk

Boost the power of attack cards when low on HP (when the gauge is flashing red)."

My Grade:

CP Value: 40

|<3| Jafar |<3|

"[] Attack Bracer

Stop enemies from breaking attack cards you use.

Duration: 20 attacks"

My Grade:

CP Value: 65

|<3| Oogie Boogie |<3|

"[] Regen

Gradually restore HP. HP returns (sic) more quickly when low.

Duration: 10 uses"

My Grade:

CP Value: 40

|<3| |<3|

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My Grade:

CP Value:

|<3| |<3|

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The statements in the quotations marks are how the game describes the Heartless. Below that I provide some peculiarities and strategies for fighting them and some general strategies up here at the top.

Against Heartless that fly, breaking their attack will cause them to fall to the ground for a moment.

Against Heartless that can guard from the front use sleights, Dodge Roll to get behind them, or use certain Magic and Summon Cards.

-- ctrl + f --

Heartless Bosses [6.1]

```

|::|<3|::|      HEARTLESS      |::|<3|::|

```

|<3| Shadow |<3|

"A Heartless that pops up in all kinds of places. The Shadow ambles around and attacks without warning. It is completely invulnerable while hiding within the darkness."

The Shadow Heartless are black with yellow eyes. They hurt you with their claws, but are not strong or fast. They often come in packs or with other more challenging Heartless. Everything works well against them.

|<3| Soldier |<3|

"A swift-moving Heartless that attacks its prey with a spin kick. Its whimsical nature makes the Soldier a less than tenacious foe.

Armored Heartless. Have increased HP and attack power over the Shadow, but that is not saying much. Their best attack is a spinning leap where they hurl themselves at their target.

|<3| Large Body |<3|

"A rotund Heartless. The Large Body repels frontal attacks with its jiggy belly. Sometimes it throws its weight around and shakes the ground so jumping is key."

Huge Heartless with a fat belly. Take little damage to the front but are vulnerable to attacks from behind, sleights, and magic. Draw an attack and

Dodge Roll to get behind them.

|<3| Red Nocturne |<3|

"A magic-wielding Heartless that drifts through the air. It's flighty and hard to hit. The Red Nocturne (sic) attacks with Fire from a distance, and absorbs Fire damage."

Flying Heartless that attacks with Fire magic. Weak to Blizzard, healed by Fire.

|<3| Blue Rhapsody |<3|

"A magic-wielding Heartless that drifts through the air. The Blue Rhapsody attacks with Blizzard once it's close enough and absorbs Blizzard damage."

Flying Heartless that attacks with Ice magic. Weak to Fire, healed by Blizzard.

|<3| Yello Opera |<3|

"A magic-wielding Heartless that drifts through the air. The Yellow Opera hurls itself at enemies or attacks with Thunder. It absorbs all Thunder damage."

The Thunder equivalent of Blue Rhapsody and Red Nocturne. Deals Thunder damage, is healed by Thunder.

|<3| Green Requiem |<3|

"A magic-wielding Heartless that drifts through the air. It doesn't attack, but it can cast Cure to heal other Heartless. The Green Requiem is slow, but its immunity to magic attacks makes it tough to squash.

Flying Heartless often heal themselves and other Heartless. Using magic on them leads them to recover life. Keyblade attacks and physical Summons work well.

|<3| Powerwild |<3|

"A simian Heartless that excels at jumping. It has destructive instincts and attacks with punches and sliding kicks."

Heartless that looks like a monkey. Has a quick, distanced attack but does not have much life. Try to attack it quickly with area damage abilities and they will not present much of a problem.

|<3| Bouncywild |<3|

"A simian Heartless. It teases its enemies and throws banana peels from far away. Be careful not to slip!"

Heartless that looks like a female monkey. Has a quick, distanced attack but does not have much life. Try to attack it quickly. Watch out for the banana

peels that it drops.

|<3| Air Soldier |<3|

"A winged Heartless. It swoops down onto its opponent's head, or slams into them when they let their guard down."

Weak Heartless with not much HP or offensive power.

|<3| Bandit |<3|

"A Heartless that mainly appears in Agrabah. The Bandit deftly wields the scimitar it carries, and should be approached cautiously.

Turban wearing Heartless. Capable of dealing decent damage, watch out for this unit's slashing charge attack.

|<3| Fat Bandit |<3|

"A Heartless that mainly appears in Agrabah. The Fat Bandit repels frontal attacks with its jiggly belly and spits fireballs."

Similar to a Large Body, Fat Bandit's block physical attacks from the front and take extra damage from the back. Fat Bandits also have a Fire attack which they spit from their mouth and a wobbling, arm swinging charge attack. Use Dodge Roll to get behind them and attack. Magic and Summons work well against them as they are not particularly mobile.

|<3| Barrel Spider |<3|

"A gunpowder-packed barrel transformed by the darkness into a Heartless. The Barrel Spider sets upon anyone foolish enough to think it's an ordinary barrel."

Heartless that appears to be a barrel until you strike it. Uses a self destruction attack that ends its own life but hurts Sora if he is standing nearby. Take them out with long range attacks or quick stock attacks. Be fast though because if you take your time executing an attack the Barrel will blow itself up, preventing you from getting a Map Card.

|<3| Search Ghost |<3|

"A spooky Heartless. The Search Ghost can warp out of harm's way and absorb its enemies HP, making it a tough opponent."

Flying enemy that can fade in and out of battle. Its attack drains life from you to restore its own. I still would not classify it as tough, because it is not that aggressive of a Heartless and is not very strong.

|<3| Sea Neon |<3|

Low HP, low strength Heartless. Basically the underwater equivalent of a Shadow.

|<3| Screwdriver |<3|

Has a spear and is healed by Thunder. His attack is powerful so try to be at a distance when you recharge your Deck Cards.

|<3| Aqua Tank |<3|

Large Heartless that attacks with Thunder and is healed by Thunder. Its lack of mobility makes it vulnerable to Summon Cards.

|<3| Wight Knight |<3|

"A Heartless that calls Halloween Town its main haunt. The Wight Knight's long appendages make it dangerous to approach."

Slowly lurches after you. When it gets close it wraps its hands around you and unleashes a slow spin attack.

|<3| Gargoyle |<3|

"A winged Heartless that mainly appears in Halloween Town. It pelts its stunned opponents with fireballs."

|<3| Pirate |<3|

When a Pirate lifts his sword straight into the air and it shines watch out. If he hits Sora with the subsequent attack Sora will be stunned.

|<3| Air Pirate |<3|

|<3| Dark Ball |<3|

Flying Heartless with some annoying attacks. Can charge at you from a distance or quickly bounce around in a small area.

|<3| Defender |<3|

Defenders guard physical and magical attacks from the front and quickly counter.

|<3| Wyvern |<3|

Be careful of Wyvern's close ranged foot attack. It is a fierce attack that hurts Sora for prolonged damage.

|<3| Wizard |<3|

Wizards recover HP when hit with Thunder, Fire, Blizzard, Dumbo, or Mushu.

|<3| |<3|

|<3| White Mushroom |<3|

"A Heartless with an unusual affinity for people. The White Mushroom never attacks, and may even reward someone who comes to its aid.

When a White Mushroom wraps its arms around itself it is cold and wants you to cast Fire on it. When he puts his arms in front of its face and fans itself it is hot and wants you to cast Blizzard on it. When a darkened lightbulb appears above its head it wants you to cast Thunder on it. Cast three spells on it to get a Premium badge and some experience. If you attack it physically or cast the wrong spell it will leave the battle.

|<3| Black Fungus |<3|

|<3| Creep Plant |<3|

"A flower-like Heartless. It's rooted in one place, but staying far away isn't enough, since it can spit seeds or attack from below with its sharp roots."

Rooted plant with strong close range attack and distance root attack. Magic and Goofy work well as they cannot avoid those attacks.

|<3| Tornado Step |<3|

"A Heartless that flies about using its arms like propeller blades. Whether moving or attacking, it's always spin, spin, spinning--but never seems to get dizzy.

Moves quickly across the screen. Uses a spinning attack that propels it from one end of the battlefield to the other.

|<3| Crescendo |<3|

"A hopping, horn-like Heartless. It's a bothersome foe that can honk and call other Heartless."

Short with a big horn snout. Not very capable of hurting you, but they can call other Heartless into battle. If you hang back too much and do not attack them they will call for more help.

|::|<3|::| HEARTLESS BOSSES |::|<3|::|

[6.1]

```
//-----\\  
!<3!  Armor Guard  !<3!  
\\-----//
```

|<3| Attacks |<3|

Hand Attack: A slow, weak attack from one of his hands.

Foot Attack: Sends both feet stomping out at you in a direct line. Hurts on

the way out but the feet are vulnerable as they return to the body.

Jump: Causes damage by shaking the floor. To avoid be in the air when he lands.

Spinning Hands: Hands rotate quickly around Armor Guard. Retreat when he begins this attack and resume fighting him when it ends.

After defeating his extremities, Armor Guard starts using a few new attacks.

Spinning Torso: Torso spins rapidly around the battlefield. Dodge Roll to avoid it.

Jumping Torso: Torso repeatedly bounces up and down, shaking the floor and causing damage to a grounded Sora with every bounce. To avoid be in the air when he lands.

|<3| Places to Attack |<3|

Each of Armor Guard's hands and feet can be attacked. Once they are destroyed his torso becomes vulnerable. Kill the torso to end the battle.

|<3| Strategy |<3|

Keep the corner of your eye on the low left part of the screen. When a grey card appears there, Armor Guard is about to attack. For his Jump attack make sure you jump and are in the air when he is about to land. Dodge Rolling is an effective way to avoid the rest of his attacks.

Focus on destroying him one limb at a time. Attack the target just after the Heartless has finished his attacks to minimize Card Breaks. Only use Combo Attacks for your low value 0, 1, and 2 Cards and when you do use it Jump in the air and then hold L+R to release the attack. That allows you to potentially hit multiple targets multiple times. Blizzard works well against him and remember to use Cure often,

Occasionally a green Mickey Card will drop. Use this in combination with your Attack Cards. This Card will shake the battlefield and drop all pieces of Armor Guard to the ground. Unleash as many attacks as you can before he stands up again. Sliding Dash work well here as it allows you to hit multiple limbs.

Once his limbs are gone he attacks anew. His torso form is faster and requires you to Dodge Roll and jump more often. Cure often and save some Attack Cards for when you get a Mickey Card.

```
//-----\\
!<3! Trick Master !<3!
\\-----//
```

|<3| Attacks |<3|

Fire Ball: Trick Master crosses his torches and shoots a Fire Ball with some tracking capability. As long as you are moving, the ball probably will not hit.

March: Trick Master walks across the screen, trying to stamp Sora underfoot. If Sora is at the bottom of the screen, he will walk by you without

hurting you.

Floor Slap: Crashes both hands against the floor, causing damage to Sora if he is not airborne. Time your Jump to avoid it.

Windup: Crouches and brings his arms backwards. He gathers his power to perform and two arm uppercut, damaging anyone standing nearby.

|<3| Where to Attack |<3|

Damage Trick Master by striking him in his stomach area.

|<3| Cards to Equip |<3|

Keyblade, Potion

|<3| Strategy |<3|

None of his attacks are that hard to avoid. When you see him cross his torches, start moving to avoid the upcoming fire ball. Jump to reach his torso and then attack. Sliding Dash and abilities that do not have upwards capabilities, like Blizzard, will not hurt him. He is susceptible to Fire damage.

At times a Mickey Card will drop down. When you use it a table will appear on the middle of the battlefield. The table allows you to be vertically even with Trick Master's belly. This allows you to use Blizzard and similar abilities to damage him.

```
//-----\\  
!<3!   Parasite   !<3!  
\\-----//
```

So Pinnochio got eaten, eh? Ug now you have to fight this thing in pools of digestive acid.

|<3| Attacks |<3|

Two Hand Slap: Joins his hands together over its head and slams them in the ground in front of it. Causes damage and makes the platforms smaller.

Swing: Plants its arms into the ground and swings its body across the screen and back to its original position.

Acid Ball: Shoots a ball of green acid at you. Stand still and then quickly Dodge Roll when it comes flying at you.

|<3| Where to Attack |<3|

Attack it all over its body. When it tilts its head back, hit it in the open area to get a Mickey Card.

|<3| Cards to Equip |<3|

Fire, Cloud, Cure

|<3| Strategy |<3|

This guy can be tricky. He requires patience and planning. Any Card you use while standing in the green acid will fail before you get to use it. Make sure you are standing on top of one of the circular platforms before using Cards. After hitting it with Fire, he will tilt his head back. At this time hit him in the mouth for a Mickey Card. Using a Mickey Card restores the circular platforms to their largest circumference.

It is hard to dodge many of his attacks so the onus is on you to attack him correctly. Store Keyblade combos then launch yourself in the air and release them to deal decent damage. Standing on a platform for too long will cause it to sink into the acid temporarily.

```

//-----\\
!<3!   Darkside   !<3!
\\-----//

```

|<3| Attacks |<3|

|<3| Where to Attack |<3|

Darkside is vulnerable in his torso area. When he punches the ground you can also attack his hand to damage him.

|<3| Cards to Use |<3|

|<3| Strategy |<3|

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The stuff in the quotation marks is how the game describes it. "x2" and "x3" is shorthand for "requires two (x2) or three (x3) cards."

-- ctrl + f --

Sora Magic [7.1]
Friend Abilities [7.2]

```

|::|<3|::|      SLEIGHTS      |::|<3|::|

```

|<3| Sliding Dash |<3|

"Slide toward distant targets for a close-range attack."

Requires: - Three attack cards of the same type
 - Total value 10-15

Acquired: Through learning at a level up at level 2

Sliding Dash is not that great and I am usually frustrated when I accidentally trigger and use it. I would rather have three standard attacks in a row as that allows you to hit the same enemy three times instead of many enemies only once or twice. It does have its uses against some of the more immobile enemies and the ones that can guard from the front like Large Bodies.

My Grade: D+

|<3| Blitz |<3|

"Unleash a powerful three-hit combo upon the enemy."

Requires: - Three attack cards of differing types
- Total value 10-15

Acquired: At a level up at level 17

Blitz is an excellent ability. It deals good damage to regular Heartless and Bosses. It does not require any aim and can hit multiple targets. The only drawback is that at a maximum total value of 15, it is susceptible to breaks.

My Grade: A-

|<3| Stun Impact |<3|

"Stun surrounding enemies with a single attack."

Requires: - Three attack cards of the same type
- Total value 20-23

Acquired: At a level up at

This is not much of an ability. It only causes a little damage and the stun effect does not last that long and is not effective against bosses.

My Grade: C-

|<3| Strike Raid |<3|

"Hurl the Keyblade forward stunning and dealing damage to enemies in its path."

Requires: - Three attack cards
- Total value 24-26

Acquired: At a level up at level 12

|<3| Sonic Blade |<3|

"Press the A Button for up to six additional attacks."

Requires: - Three attack cards of differing types
- Total value 20-23

Acquired: At a level up at level 22

This ability is outstanding. It dominates regular Heartless. It allows you to go back and forth across the screen six times without taking damage and dealing hefty punishment to your foes. Against bosses its high value makes it tough to break, unless the boss uses a Zero Card. The last strike is always a critical. To use this attack unleash it and then hit A when you want to go in the opposite direction. Hit A again to reverse course up to six times total.

My Grade: A+

|<3| |<3|

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Requires: -
-

Acquired: Through learning at level

|<3| |<3|

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Requires: -
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Acquired: Through learning at level

|<3| |<3|

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Requires: -
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Acquired: Through learning at level

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Requires: -
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Acquired: Through learning at level

|::|<3|::| SORA MAGIC |::|<3|::|

[7.1]

The "ara" and "aga" suffixes indicate that it is a more powerful version of the same spell. Somewhere down the line Squaresoft went from labeling more powerful spells with suffixes instead of numbers. In case you were curious the fourth level suffix is "ja."

Some of these abilities can only be found in a blue room that is created with Cards like Calm Bounty or False Bounty.

|<3| Fira |<3|

Requires: Fire x2

|<3| Firaga |<3|

Requires: Fire x3

|<3| Blizzara |<3|

Requires: Blizzard x2

|<3| Blizzaga |<3|

Requires: Blizzard x3

|<3| Cura |<3|

Requires: Cure x2

A useful spell that recovers a good deal of HP. It has its benefits over Curaga in that you can start the stock with a lesser card that you do not mind losing and finish it with Cura, preventing you from losing any Cure Cards.

|<3| Curaga |<3|

Requires: Cure x3

Greatly recover your HP. Use only when necessary as stocking it sacrifices one of your Cure Cards. Of course losing a Cure Card is better than dying.

|<3| Gravira |<3|

Requires: Gravity x2

|<3| Graviga |<3|

Requires: Gravity x3

|<3| Fire Raid |<3|

"Hurl the Keyblade and inflict fire damage."

Requires: - Fire
- Any attack Card
- Any attack Card

Acquired: Treasure Chest

|<3| Blizzard Raid |<3|

"Hurl the Keyblade and inflict ice damage."

Requires: - Blizzard
- Any attack Card
- Any attack Card

Acquired: Treasure Chest

|<3| Thunder Raid |<3|

"Hurl the Keyblade and inflict lightning damage."

Requires: - Thunder
- Any attack Card
- Any attack Card

Acquired: Never Land Treasure Room

|<3| Gravity Raid |<3|

"Hurl the Keyblade and trigger Gravity upon impact."

Requires: - Gravity
- Any attack Card
- Any attack Card

Acquired: Halloween Town Treasure Room

|<3| Aqua Splash |<3|

"Spray melted ice at the enemy over a period of time, inflicting ice damage."

Requires: - Blizzard
- Fire
- Aero

Acquired: Monstro Treasure Room

|<3| Shock Impact |<3|

Requires: - Simba
- Any attack card
- Any attack card

Acquired: Treasure Chest

|<3| Quake |<3|

"Inflicts damage on all ground enemies with a violent tremor."

Requires: - Gravity
- Simba
- Any magic card

Acquired: Atlantica Treasure Room

|<3| Terror |<3|

"Strike fear in the enemy so they no longer approach."

Requires: - Any summon Card x2
- Jack
or
- Simba
- Mushu
- Any item Card

Acquired: Halloween Town

|<3| Proud Roar |<3|

Requires: Simba x2

A stronger Roar that stuns enemies as an added bonus.

|<3| Splash |<3|

Requires: Dumbo x2 or x3

Dumbo deals ice damage for an extended amount of time.

|<3| Showtime |<3|

Requires: Genie x2 or (x3)

Genie randomly casts two (three) spells chosen from Gravira (Graviga), Thundara (Thundaga), and Stopra (Stopga).

|<3| Cross-slash |<3|

Requires: Cloud x2

Cloud swings his sword three times.

|<3| Omnislash |<3|

Requires: Cloud x3

|<3| |<3|

""

Requires:

Acquired:

|<3| |<3|

""

Requires:

Acquired:

|::|<3|::| FRIEND ABILITIES |::|<3|::|

[7.2]

Depending on the length of the battle, it is generally worth saving up for more advanced Friend abilities.

|<3| Magic |<3|

Requires: Donald x2

|<3| Goofy Charge |<3|

Requires: Goofy x2

|<3| Goofy Tornado |<3|

Requires: Goofy x3

|<3| Surprise! |<3|

There are two levels of Surprise! Two Jack Cards causes him to doublecast Fira, Blizzara, Thundara, or Gravira while three Jack Cards causes him to triple-cast Firaga, Blizzaga, Thundaga, or Graviga.

Requires: Jack x2 or Jack x3

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:: Version History ::

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Initial version, still some incomplete sections

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