



cards, Goofy is stronger); he'll lunge towards to Sora's target.

Jack - Skellington sucks in this Gameboy game. He usually does Gravira and that spell sucks. =(

Donald - A good friend card, better if stocked. He uses two spells for one card (cure, thunder, fire or blizzard) and they'll upgrade for every stocked Donald card.

Ariel - Swims around the battle field attacking enemies near her.

Aladdin - The streetrat will stay in front of you wherever you go. He'll slash enemies in front of him in front of you. Extend the time of his attacking by stocking more Aladdin cards.

Peter Pan - The boy who never grew up will rocket around the field and poke enemies underhead.

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## I. Introduction (#INO)

I'm themanof\_concepcion and I'll be writing this FAQ/Walkthrough for Kingdom Hearts: Chain of Memories. 'Tis a game that is on a smaller platform but surpasses the first one. I loved this game so much, I decided to write a FAQ/Walkthrough for it. It was an awesome game that had bosses, cards, friends, new enemies and more. The graphics surpass the PS2 graphics (the FMVs) but has no sound. If they made the game for the Nintendo DS, they'd have voice talents, but this game was shot towards the Gameboy Advance.

It has voice talents for fights from the original game but I think they were cut and slapped in there instead of the actors giving a fresh voice. This FAQ has spoilers btw.

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## II. Characters (#CRS)

Sora - A boy with courage and incredible friendship with Donald & Goofy.  
Voice - Haley Joel Osment, 'I see dead people'.

Riku - A boy with courage, strength and nerve; fears darkness.  
Voice - David Gallagher

Kairi - A friendly girl with a heart of outstanding friendship and trust. She doesn't appear in the game with any voice talents.

Blonde Haired Kid; Roxas - A mysterious boy who appears in a cutscene after Riku's story. Looks like Sora with blonde and cooler hair. Take the 'x' out of his name and scramble them up. It spells 'Sora'. Rawr. =/

Donald - The Disney duck that works in the magic area. He never wears pants but when he takes a shower, he wraps a towel around his waist. What does he got to hide? ^.~

Goofy - The royal captain of the knights in the Disney castle who dislikes weapons despite his position in occupation. =/

Naminé - A girl who can rewrite and arrange memories in peoples' hearts; Marluxia's secret weapon. She follows Marluxia's orders because she is a blonde.

Axel - Some foe who thinks he's cool with all that red hair and makeup. He is a pyrokinetic and has these two weapons that look like the prop in the magic card 'Stop'. He betrays the Organization.

Vexen - Another foe in a black suit who is arrogant. He creates a toy of Riku; uses ice and wields this big blue horned shield. Huhuhuhuhuh, 'horned'.

Larxene - A blonde, complete with an obnoxious & arrogant personality. She uses Vexen's toy to try and get Sora but dies later. She uses thunder and claws that may strike a memory of Lady Deathstrike.

Zexion - A foe with purple hair and a sissy. He never fights but the fake Riku kills him on Axel's orders.

'Lex' - Has a longer name but too lazy to find out what it is. I call him 'Lex'. He be like the Hulk in a big black coat. He uses the earth or rocks. =/

Ansem - The REAL king of the darkness. It is rumored that he is Kairi's dad. She is one of the seven princesses and he IS a king and no one DID know her dad. ^.~  
Voice - Billy Zane

Mickey - The king and the first creation of Walter Disney! He helps Riku in his story.

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### III. Disney villains (#DVS)

Oogie Boogie - A fat jerk who steals the 'forget-me-not' potion.

Jafar - The sultan's left hand man who wishes to be a genie and pulls Sora in to battle.

Hades - The ruler of the Underworld who hires Cloud to assassinate Hercules.  
Voice - James Woods

Ursula - The fat dark ruler of the sea who steals the trident and becomes fatter.

Captain Hook - Captain of the seven seas and lost his hand to a crocodile with a ticktock clock in it.

Maleficent - A witch who ruled Hollow Bastion and turned herself in to a dragon to fight you.

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### IV. Final Fantasy Characters (#FFC)

Cloud - A hired assassin (in Kingdom Hearts) with a sword and a bad attitude.  
Voice - Steve Burton

Leon - The gunblade wielder who is friendly but has no humor.

Tiffa - The thief from Final Fantasy VII.

Aerith - The kindhearted girl who is killed by Sephiroth (in Final Fantasy VII). Name is originally Aeris.

Tidus - A boy from Sora's old island.

Wakka - Another boy who loves playing, from Sora's old islands and loves to hold his balls.

Yuffie - An annoying jolly girl from Sora's islands.

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VI. FAQ/Walkthrough (#F/W)

Donald, Sora and Goofy are in the hills where Kingdom Hearts ended and find Pluto. They follow him until night time and they start to sleep. Sora wakes up and looks to the sky. Sora hears some guy in a black coat behind him and turns around and the guy is gone. Sora turns forward again and the black coat guy is there. He says something like 'Ahead lies something dear to you but to claim it you need to lose something dear' but I could be wrong. After this, a blonde girl will be seen in a big white room with a birdcage and she's drawing a castle. It does a closeup on the drawing and turns to reality. In front of the castle is Sora & his friends. They enter the castle and then shows the graphics with the sprites and the colorful worlds in Castle Oblivion.

Sora, Goofy, Donald & Jiminy Cricket will have the feeling Mickey is in the castle. They step forward and the black coat guy is there. He'll say things and toss you a card. Go to the door at the top of the stairs and use the card to get to Traverse Town.

Floor 1

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a. Traverse Town (#TTN)  
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You'll be in a big wide alley in Traverse Town. A memory of Traverse Town. Black coat guy will appear and talk about Sora's memory; Jiminy will say they're 2 friends short. After searching the four corners of the alley, Sora and Jiminy will ask the black coat guy where his friends are. Black coat guy will tell them they are at the mercy of the cards now. Cards? Wtf. Sora will ask wtf are the cards for and black coat guy will explain. He'll teach you how to use the deck of cards you have. Do what he tells you to do and you'll be on the field again. Go through the door with the save point map card and go through. There'll be a save point on the field. Save and you'll have to hit a barrel. Then a heartless will appear and hit it on the field so they'll be stunned in the fight. Kill the heartless and get the red map card 'Tranquil

Darkness' and enter the new room. Kill heartless until you get the map card needed to get to the next room and to the next room. When you get to a room with a door with a crown above it, whack it and see if the key card matches the symbol of your key card. The key cards in all worlds are Key of Beginnings, Key of Guidance and Key to Truth. The cycle of the uses of the key cards in every world is; of Beginnings, of Guidance and to Truth. When you meet the key door with the matching key card, use the map cards needed for the room and select the key card afterwards. Your first key door will meet in the middle of the town, you meeting with Leon who doesn't know your name but does. You'll go through another test with Leon as your guide. Finish the testing.

Yuffie will meet with Sora, Goofy, Donald & Leon and say that she doesn't know them but does too. They take you to see Aerith. That's the next key door. On the field, keep killing heartless and keep whacking the doors. Get to the next key door and Sora, Goofy, Donald, Yuffie, Leon & Aerith will have a big convo about how they know each other and their memories. When the convo ends, keep whacking and killing and get to the last key door to Truth. Use the Truth key and watch it. Make sure you have your good cards with you. You'll see Cid and he'll say Sora 'looks' like a Sora with his spiky hair and his clothing.

Cid will say the rumor about the Traverse Town bell. When the bell dongs, a great big heartless will emerge. Cid leaves and the bell rings. --  
Down falls Guard Armor, the 5 limbed idiot.

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Guard Armor Heartless

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Health - 1/2 the length of an entire health bar  
Enemies in this fight - 5

This is a practice battle for when you really need to fight. You'll probably level up when you beat this junkbox. He'll step towards you with the strength of his 4 limbs; the arms and the legs. Dodge roll behind him whack his feet first because you don't have the jump to hit them. Keep dodge rolling and whacking him with your cards. Everytime you roll behind it, it'll try to turn around and that gives you time to hit and roll. Destroy his feet and reload when you need to. Destroy the arms by pressing 'B' to jump and 'A' to whack. Reload when you need to and don't stop til you destroy his arms.

His fifth and last limb will be the body (with the head). Btw, did I mention the miracle card, the card with the Mickey symbol on it? When you can, use it and it'll make the heartless limbs drop. Use it when you have a lot of cards so when the motionless heartless is down, you can whack him. He'll get up. The card can be used at anytime when you got it and when he has any limb. When his body is floating, dodge or card break it when the body is spinning. Card breaking is when a card with higher values dominates the other card. Keep breaking and whacking. When you destroy the Guard Armor, he'll vaporize and his heart will go where hearts go. He'll leave a lot of experience points and his own heartless card. You should level up. Choose between HP up, CP up or, if Sora can, a new sleight. Choose what you need.

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Go back to the field and do the final convo with Leon, Yuffie, Aerith and Cid. After that, you will be transported to the room where you exit the world with a tall ladder and a save point. Save if you want. =D

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## MIDFLOOR

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Midfloor 1&2 -

Sora and his friends will go to the next floor and see the black coat guy. He is going to fight you but a redhead man in a black coat comes. RAWR it's

Axel. He'll fight you and the black coat guy will leave. Axel is a pyrokinetic idiot (in this fight).

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Axel

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Health - 3/4 the length of a full health bar

Enemies in this fight - 1

Axel is nothing but a guy in a black coat making walls of fire. He scarcely attacks you physically. All he will do is jump behind you, sometimes hitting you, reload and keep doing his firewall sleight. What you need to do is to dodge roll towards the direction he is trying to jump when he attempts to jump over you. Whack him with your cards. Axel doesn't have any cards with high values so you can break him. Use lots of combos and sleights in the fight.

This fight isn't supposed to be difficult but a test hosted by Axel. He'll mainly teleport or jump around. Remember that is firewall can be dodged by dodge rolling through it. After you beat Axel, he'll leave a lot of experience points for Sora to level up and a fire magic card.

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Listen to Axel and he'll give you some world cards 'crafted from your memory'. When you're done, go to the door and (for this FAQ to be used) choose Olympus Coliseum.

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Floor 2

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b. Olympus Coliseum (#OPS)

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The great coliseum of Phil and Hercules. When Sora and friends enter the world, they read a post about a new tournament who have to beat the 'prelims' before entering. So Sora and his friends join and run for it. The screen waits and here comes Hades, the lord of the Underworld. He reads the post and bursts at the mention of Hercules. Some guy comes onscreen..Cloud Strife. He's hired by Hades to kill Hercules in the games and make it look like an accident.

When it gets back to Sora on the field..whack and open the doors. Do the same thing you did in Traverse Town. I won't be telling you to do this for the rest of the FAQ/Walkthrough because you have to do it in all worlds. Hit until you reach the 'of Beginnings' key room. Whack it and use the right map cards & the key card. You'll see Phil's butt turned. Sora, Donald and Goofy will walk to Phil and Phil'll turn around. Sora and his friends will talk to Phil about entering the games. Phil will say crap like, 'You AIN'T heroes!'

Hercules comes onscreen and manipulates Phil in to letting them since they were the only people who passed the prelims. Cloud comes walking onscreen and joins. The more the merrier. ^\_^

On the field, whack doors, kill heartless. Get to the 'of Guidance' key room and open it. Sora & his friends will see Cloud on the side. Goofy thinks Cloud was waiting for them. Sora thinks Cloud is doing the rule, 'You may interfere with your opponents on the field'. Cloud explains he must do more than beat Hercules in the fight. Sora tries to stop Cloud from killing Hercules.

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Cloud Strife

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Health - 3/4 the length of full health bar

Enemies in this fight - 1

Cloud is another fight that shows no effort in his strength. You might need

2 cures but you can whack him and still win. What he'll do is use a lot of his cards up and do a lot of combo sleights. He'll reload often and that gives you time to whack him with your combos and your sleights. I forgot but I think he can do the Sonic Blade attack from Kingdom Hearts. He'll have his cross slash back from Kingdom Hearts where he'll come up to you and slash you in a king of 'X' pattern. He'll have his Omni slash back and you know what it is. He'll fly around the field swiping down at you and taking small chunks of your life out.

Use lots of combos and your cures and reload when you need to. When you beat Cloud, he'll leave experience points & a hipotion card. =D

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After the cutscene, Sora, Goofy and Donald will notice Cloud ditched them and went for the finish line. Hurry your ass up and catch up.

Whack and kill for the 'to Truth' key door. Whack it and use the appropriate map cards with the key card. Witness the fight between Hercules & Cloud. Cloud is not going to give up. Sora will side with Hercules but Hades comes onscreen. Hades fires Cloud for overworking himself. Cloud protests and asks about his lost memories. Hades laughs, 'Did you really think you could get back all your lost memories just like that? Get a grip!'

Cloud's pissed. Hades forces everybody to push away except, but weakens, Herc. Sora confronts Hades before he finished Hercules off. Another fight?

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Hades

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Health - 1 full health bar

Enemies in this fight - 1

Hades is the first challenge in this fun game. He will break ALL your cards. Rawr. Equip a lot of cards (cures, physicals, blizzards) with 0 value or any card higher than 6. Equip Dumbo too. When fighting Hades, play your 0 cards AFTER he plays his cards (he'll break you a lot). My advice to this fight is to always play cards AFTER Hades plays his, dodge roll and dodge his attacks where he 'downcuts' you with his fists on fire and keep curing and reloading when you need to. His attacks is when he turns red with a card combo and when he downcuts you. He'll also hit you with a tiny fire when he's pointing on you.

When you beat Hades, he'll leave experience points so you can level up and the Hades enemy card.

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After the cutscene about Phil cancelling the games, Sora and Hercules promising a fight and Sora getting a Cloud summon card, Sora will be in the exit room. Go up the ladder and exit the world.

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MIDFLOOR

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Midfloor 2&3 -

Goofy will try to remember the castle he mentioned (Hollow Bastion) but he can't. Go up the stairs to Floor 3 and view the cutscene. Sora & Donald will converse about the castle Goofy mentioned. Sora says none of them remember it and thinks the memories of it is gone. Donald says it's crazy to think if the memories are gone. Jiminy will go back to what black coat guy said.

[q]In this place, to find is to lose and to lose is to find.[/q]

Zomg, black coat guy was talking about memories.

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c. Halloween Town (#HTN)  
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Zomg! You're in Burton's world, Halloween Town. Sora and his friends will be bewildered by the town. A voice calls at them and Jack's head appears. Donald is scared. Jack Skellington laughs and greets them. Jack says there aren't any nice scares around Halloween Town because of a problem. Sora asks what kind of problem. Jack summons heartless, 'like this!'

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Heartless

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Health - ?

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Enemies in this fight - 4

There are two kinds of heartless in this fight, the Creeper Plant & the Wight Knight (2 of each). These enemies are easy so just whack them.

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Donald will ask Jack why did he call the heartless. Jack didn't call them but appeared. Jack tells them he is on his way to Finkelstein's lab. Sora and them will follow Jack.

On the field..whack heartless, unlock doors. Get to the 'of Beginnings' door and use the right cards with the key map card. Witness the convo with Sora and his friends, Jack and Finkelstein. Finkelstein will tell them about his new potion for 'true memories', the memories that show the truth without any lies or any exaggerations. Sally stole the potion Finkelstein says.

Sora will be back on the field with his three friends. Whack heartless, etc. The Guidance door will show Sally in the graveyard. Jack will ask for the potion back for testing. Sally wants to get rid of it but they don't know how. The huge cabinet to the left of the screen slams open and Oogie Boogie comes out, steals the potion and runs to the exit of the graveyard. Jack will try to stop Oogie Boogie but Oogie runs away.

Get back on the field and head for the 'to Truth' door. Use the map cards with the key card. Oogie Boogie will be standing on his ugly torture chamber stage. Jack will ask for the potion back but Oogie Boogie drinks it. Oogie starts to act weird and tells everyone to back away from him, they're scaring him. Take your key and stick it in the ignition.

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Oogie Boogie

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Health - 1 full bar with a small portion of the second bar

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Enemies in this fight - 1 (and random; Oogie can summon heartless)

This is where another fight emerges. Oogie Boogie uses cards with the value of 7. That's seven. That's as much as seven ones. He'll use his cards with the value of 7, seven, that's as many as seven ones. Break Oogie with your cards of 0, 7, 8 and 9 values. On the third card break, the gate thing will fall down and you can jump on the stage thing and whack him with your key. Repeat this step and whack on your way to victory.

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After the Oogie Boogie fiasco, Sora & his friends will be in Finkelstein's lab. After the cutscene, you'll be in the exit room. Climb up the exit ladder and (save) go through the exit door.  
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