

# Kingdom Hearts: Chain Of Memories Boss Guide

by Cloud Strife7

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Kingdom Hearts: Chain of Memories, Boss Guide

Platform: GBA

This is version 3.00 created by J. Martin A.K.A Cloud Strife7

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1. Legal Information/Copyright:

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## 2. Version History:

Version 3.01: Updated the E-Mail Questions and fixed some spelling and grammer errors.

(Started May, 5 2006)

Version 3.00: Updated the Enemy Cards list and added the E-Mail Questions part of this guide.

(Started December 5, 2005)

Version 2.00: Added the Enemy Cards part of this guide.

(Started November 9, 2005)

Version 1.00: Created the most important parts of this guide.

(Started October 18, 2005)  
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## 3. Introduction:

Kingdom Hearts: CoM is a great GBA game which is a direct sequel to the PS2 game Kingdom Hearts. Unlike the original this game does not have any puzzles so making a complete guide is not a must. Instead I have created a FAQ that concerns this game's biggest challenge, the bosses. If there is anything that I have left out or if you have a question that my FAQ can't help you with don't hesitate to e-mail me at clouderstrifer7@yahoo.com

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## 4. Sora Mode Boss Strategies:

Information on each boss will be seperated by a line. In each boss section I have included info on the boss, strategies on defeating the boss, and what cards should be in your deck. If there is something you think I should add or you need additional help e-mail me at clouderstrifer7@yahoo.com

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### 4A. Guard Armor:

Although the Guard Armor has multiple targets, he's the easiest boss in the game and there is no need to change around the default deck before this fight. If you use constant attacks the Guard Armor will not pose a threat since you have a cure card at the end of your deck. When you run out of cards you should run away from him before charging to avoid taking a cheap hit. If you pick up a green Mickey logo card you should use it while attacking because it'll cause him to fall to the ground and become motion-less for a while.

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### 4B. Axel Fight I:

The only card you can add is the Guard Armor card. It's not necessary but it's helpful so add it if you can. When Axel casts slights you should try to card break them by comboing your highest attack cards. However don't do this to many times or your deck will become too small. Because Axel uses fire he's weak against ice attacks so your blizzard card will come in handy during this fight. Remember to keep the cure card in your deck because you'll probably need it throughout the game.

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### 4C. Jafar:

In this fight you should only have attack and cure cards. Although you can target Jafar, you have to attack the lamp Lago is holding. Use the moving platforms so you can get to him. When Jafar attacks you should run over to the third platform, dodge roll out of the way, or use the platforms as a shield. Like the last two battles this is very easy.

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4D. Oogie Boogie:

This fight is only annoying if you fight him as late as possible. Bring only attack and cure cards to this fight. When he throws three dice you should destroy them. This will cause the fence to go down by a bit. When it's completely down you can attack Oogie Boogie. If you pick up a mickey logo card you can use it to bring down the fence, which is good for finishing Oogie Boogie off.

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4E. Cloud Strife:

This is the first real challenging fight in the game. Cloud uses a lot of sleights and combos on you. What's the best way to combat such? All you need to do is stock up cards of your own to bring down his sleights. If you have any zero cards bring them. Zero cards will break his attack when played after he attacks. His most dangerous attack, omnislash, can be evaded by a dodge roll. Please remember to keep a cure card in your deck in case it is needed and don't stock too many cards because stocked cards can not be re-loaded.

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4F. Hades:

When it comes to your deck bring your highest numbered attack cards, blizzard cards, zero cards, and cure cards. Hades has easy to dodge attacks except for one particular attack where he shoots streams of fire from his hands at you for a prolonged amount of time (like a flamethrower). When he uses this attack you should use a zero card and then use your high numbered cards as soon as you can after you card break him. Because Hades does not give you a lot of time to re-load so you should fill up your bar by a bit without completely re-loading when you get the chance.

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4G. Trickmaster:

The key to this battle is having mostly attack cards that are zero's and at least 5's. Simply use the zero cards to break his attacks or stock up some cards to break his attacks and then attack him with everything else (preferably 8's).

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4H. Card Knights:

This is like fighting a battle with heartless. What you should try to do is jump away from each knight and focus on him. You should have no trouble.

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4I. Parasite Cage:

Although the Parasite Cage stays in one place he can get you from far away. His acid attack and tackle attack will reach you as far away as possible on the platforms. You'll need to card break this any way you can unless you have some healing cards because you'll want to smash the Parasite Cage with every possible hit. Towards the end of the battle you should use the mickey logo card to make you immune to the acid for a while. Remember to heal any chance you get.

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4J. Larxene Fight I:

I hope you remember the Cloud and Axel fights. This is very similar. Build your deck so it is composed of zero cards, high level attack cards, cure cards, and maybe a potion. When Larxene is getting ready for her lightning grab attack, you really need to use a zero card because it's her most dangerous move. The best time to attack her is right after you card break her or while she's re-loading her card deck. Afterwards (when you run out of cards) a potion will really help to bring in extra damage.

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4K. Ursula:

This battle is a nice break since it's so easy. Only bring attack cards and one cure card. Attack her tentacles so you have a good shot at her face. Then attack her face until she's down. If you find a mickey logo card you

should use it when there is a new wave of tentacles to be efficient.

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#### 4L. Riku Fight I:

Riku isn't dangerous but the third attack in each of his combos stuns you. What you should do is card break him and attack afterwards and you should attack him while he's re-loading.

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#### 4M. Maleficent:

This battle is extremely hard unless you obtain the mickey logo card. To do so, you wait for Maleficent to spit piles of fire. Target and attack them. One of them contains the card which will creat a pile of bricks that will give you enough range to actually hit Maleficent. When she starts using her more deadly attacks you should card break her. You won't want any magic cards in this battle just cure cards, your highest attack cards, zero cards, a potion, and maybe the Cloud Strife summon card.

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#### 4N. Riku Fight II:

This is like the last Riku fight except he uses a sleight called Dark Fiagra. The same strategy from the last Riku fight is all you need to win this. Remember to just attack!

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#### 4O. Captain Hook:

This is a lot like the Hades battle. When you get the chance you should charge up the deck bar in advance. As for your deck you should bring zero cards to break his attacks, high level attack cards (the type of key does not matter), two cure cards, and a Hi-potion.

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#### 4P. Vexen Fight I:

This is just like a Riku fight except Vexen carries a sheild that will block all of your attacks that aren't aimed at his back. Fire cards are very effective. Try to card break his more powerful sleights. Your deck should be like in the Captain Hook battle but with fire cards.

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#### 4Q. Vexen Fight II:

This is a harder version of the last fight except Vexen is throwing a lot more at you. Your best bet is to stock as many zero cards, cure cards as possible. Since Fire is very effective (preferibly Firaga) you should bring some of those cards and an ether/Hi-potion as well.

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#### 4R. Riku Fight III:

This is just like the last Riku fight but it's a bit faster paced. I found it very easy. The only addition to your deck should be the Gargoyal enemy card from Halloween Town.

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#### 4S. Darkside:

Zero cards are absolutly necesarry to win this fight. To damage Darkside you should wait for him to use an attack that results in him putting his hand in the ground (jump to avoid damage). Take this as your chance to use attack cards and the Cloud Strife summon card on him. You should card break him when he uses an energy ball attack. Or you can hope you're lucky and run up and down the screen. Your choice!

As for your deck, you should bring your Vexen enemy card incase he takes you down, you should bring as many zero cards as possible andsome high numbered attack cards.

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#### 4T. Riku Fight IV:

Unlike the last Riku fights, this is extremely hard. Save your Zero cards for his attack when he raises his sword. When it comes to damaging him the same strategy from the previous Riku fights apply but you should be more careful about being hit. Bring around three cure cards, the Vexen card,

a lot of zero cards, and your highest numbered attack cards.

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4U. Larxene Fight II:

When it comes to your deck you should use the same deck as the last fight. The same strategy applies except you should try more constant attacks instead of being careful. The attacks you should card break are her lightning grab move, and her teleport move. Remember to attack when she's reloading.

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4V. Axel Fight II:

You should use the same deck but you should try to fit in more high numbered cards. Don't use the Vexen card until you are really low on health because fire stuns you when it's activated. The attacks you'll want to break are the fire wall attack and the dual fire ball attack. When it comes to damaging him the same strategy from the last fight applies.

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4W. Marluxia Fight I:

I wouldn't recommend sliegths in this fight (your strongest sleight Trinity Limit, doesn't do a lot of damage) unless you are performing Omnislash. So just attack him every chance you get and break every sleight he performs.

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4X. Marluxia Fight II (Final Battle):

This fight isn't hard. It's just long because Marluxia doesn't give you a lot of time to attack him. First off destroy the wepons on front of the ship. Use zero's to break the best sleights he has and be sure to destroy the gun petals. Always turn to Marluxia to see if you can attack him. If you can, than you should attack. Take every chance you get. Use his stomp attack as a point to heal with cure or the tinkerbell summon card.

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5. Riku Mode Boss strategies:

Riku mode has some exclusive bosses and I'm here to help. Remember that you can't modify Riku's deck.

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5A. Ansem Fight I:

This is an easy fight. Constant attacks are all you need ;)

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5B. Vexen:

To get behind Vexen easily when you are in Dark mode, just jump and press B. You will land in back of him. Use zero cards every time he performs a sleight. Using Dark Fiagra every now and then will almost guarantee victory.

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5C. Fake Riku Fight I:

Take advantage of the third attack in a combo while you're in dark mode to win this fight. (It'll stun Fake Riku).

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5D. Lexaeus:

To win this fight you should use constant sleights. Dark Fiagra brings down a good part of his HP bar every time so you should try using that attack a lot. Just remember to keep enough cards for normal attacks to finish him off.

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5E. Fake Riku Fight II:

To heal in this fight, activate the Oogie Boogie enemy card. It will heal you by a little bit nine times. Save your zero cards for his Dark Aura attacks and try to perform Dark Fiagra and a Dark Aura of your own against him. Try not to be careless in this fight.

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5F. Ansem Fight II:

Before fighting Ansem here, level up until you have at least half a blue bar

of HP. Instead of using Dark Fiagra take advantage of Dark Mode's stun ability when you use three attacks in a row. This is your best chance to win. Using Dark Aura isn't a bad idea but use it when he's performing a sleight.

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## 6. Enemy Cards:

Enemy cards can be very helpful in the game. What I've written here is a list that tells you what enemy cards are useful in what boss battles.

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### 6A. Boss Cards:

Guard Armor: Useful for Jafar Maleficent because you need to reach them.

Jafar: Useful for Marluxia Fight I because he uses sleights a lot.

Oogie Boogie: Useful for Riku Fight IV because he doesn't give you a lot of healing time.

Hades: Useful for Ansem Fight II because he uses a lot of fire attacks.

Trick Master: Useful for battles against Larxene because she card breaks you a lot.

Card Knights: Useful for Marluxia Fight II because you don't get many chances to attack him.

Parasite Cage: Useful for Vexen Fight II because he has the Auto-Life card ability.

Ursula: Useful for all magic-casting bosses.

Maleficent: Useful for Riku Fight IV because of the added strength.

Captain Hook: Useful for Larxene fight II because she uses lightning attacks.

Vexen: Useful in all boss battles except for Axel Fight II since it heals a good amount of HP.

Darkside: Useful for Marluxia Fight I.

Riku: Useful for Marluxia Fight II for when you stock cure cards.

Larxene: Useful for Axel Fight II because of the speed increases.

Axel: Useful for Marluxia Fight I

Marluxia: Good for Multiplayer.

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### 6B. Heartless Cards:

Creeper Plant: Good for all boss fights you need to heal in.

Pirate: Good for breaking sleights in Riku Fight IV.

Gargoyle: Good for all of the Riku fights.

Blue Rhapsody: Good for Ansem Fight II if you have blizzard cards.

Wight Knight: Good for all battles against non-heartless bosses.

Shadow: Good for Marluxia Fight I.

Wyvern: Good for all boss battles.

Red Nocturne: Good for Vexen Fights I and II if you have some fire cards.

Shadow: Good for all bosses with high level cards.

White Mushroom: Good for all boss fights when friends are with you.

Fat Bandit: Good for Vexen Fights I and II.

Green Requiem: Good for all battles.

Barrel Spider: Good for all Riku fights because they are fast paced.

Tornado Step: Good for long boss battles like Marluxia Fight II.

Wizard: Good for all bosses that are weak against elemental magic.

Sea Neon: Good for early boss fights (when you have low level cards).

Air Soldier: Good for all boss fights where you can be targeted like the Darkside fight.

More On This Soon! E-mail me at [clouderstrifer7@yahoo.com](mailto:clouderstrifer7@yahoo.com) if you have info. for this part.

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## 7. E-Mail Questions:

These are questions I've been sent through e-mail. send your questions to [clouderstrifer7@yahoo.com](mailto:clouderstrifer7@yahoo.com)

Q: Hey umm are you going to update the enemy cards list?

A: In this update the enemy cards list has been updated.

Q: I've been using magic a lot in the game and I've only used attack cards when I NEED to. But the last Riku fight is to hard with my weak attack cards. What should I do?

A: First open a room with a Teaming Darkness card. Then you should collect all of the moogle points in the room. When you have around 700 (by going in and out to constantly collect moogle points) you should open a moogle room and buy attack cards. Repeat the strategy until you have a lot of high level and zero attack cards.

Q: I致e tried 20 times to beat the last boss. I really need help. I have full health upgrades. Capacity for my deck is about 645. I have tried a whole lot of times. I have 3 Cloud, lightning, and cure cards. He has waaaaaaaaaay too much health. His magic is too good. Please help me.

A:The most important thing is to obtain your best attack cards. Pack your deck with zero cards (put them at the front of your deck for easy access) , nine cards, any strong attack cards above 6, cure cards, and Tinkerbell. Remove your Cloud and lightning cards because they take to long to use. He's easy to dodge when he's trying to stomp on you so you should heal during that point. Remember to use your zero cards to avoid ALL dangerous attacks. If you run out of zero cards...reload.

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#### 8. Special Thanks:

I would like to thank you for reading this guide and I'd like to thank Square Enix for making a great sequel to Kingdom Hearts. I would also like to thank Neoseeker for all of the the fun I've had at Neoseeker so far.

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