

Kingdom Hearts: Chain Of Memories Guide

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Kingdom Hearts: Chain of Memories
FAQ/Walkthrough
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WARNING:

THIS WALKTHROUGH CONTAINS MAJOR SPOILERS!!!!!!

I. Introduction

Hello, and welcome to my walkthrough for Kingdom Hearts: Chain of Memories. There is one thing you should know before you begin. I use directions like north-west. Well, that is about it because I can't think of anything else, so read about the characters or just get to the walkthrough. Not much of an introduction, huh?

II. Characters

Sora

A fourteen-year-old boy and the hero of this tale. In his last adventure, Sora was chosen as the Keyblade master and saved the world, but only at the cost of being separated from his closest friends. He now journeys to find those friends

and return home with them. Although a little naive, Sora has an uncommon sense of justice.

Donald Duck

The court wizard who serves the king of Disney Castle. He is journeying with Sora and Goofy to find the king. Donald is talkative, moody, and a bit short-tempered.

Goofy

The clumsy but easygoing captain of the Disney Castle Royal Knights. Despite his position, Goofy dislikes weapons.

Kairi

A fourteen-year-old friend of Sora and Riku. She awaits their return to Destiny Islands.

Riku

A fifteen-year-old boy who is best friends with Sora and Kairi. Mature for his age, Riku is cool and collected. To save the world, he chose to remain in the realm of darkness.

The Unknown

A mysterious man who showed Sora and his companions the way to Castle Oblivion. It seems there are others like him. Surely he has his reasons for approaching Sora, but those reasons remain unclear.

III. Walkthrough

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Traverse Town
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After the beginning preview and the battle tutorial, you will be in Traverse Town. Weird! Anyway, in the first area where you're on your own, jump up on the ledge and go over to the crystal and it will tell it is a Save Point.

Save the game if you want and continue on to the right. A barrel will drop down and it will tell you that you can strike it by pressing the A Button. Strike it. You will get a card from it. A Level 6 Kingdom Key to be exact. A Heartless will appear. Approach it carefully and strike it.

When you beat the Heartless, you will get a Tranquil Darkness. Jump off the ledge and go to the bottom-right-hand door and strike it. Use the Tranquil Darkness card and go through the door into the next area.

Here is a tip that may be a pain, but it will be rewarding: defeat all of the Heartless in each area. Do so through the rest of the game, and you'll

rock. I did.

Anyway, when your ready, exit through the north-east door. In this area, defeat all of the Heartless, if you wish, and head into the north-west door to the first event. You'll meet Leon and he won't remember you! Scary!

Then he will teach more battle stuff. After all that is over, he will give you Simba. Then it will be time to move on. Head through the north-east door. Head through the north-west door for the second event. You will meet Aerith, Yuffi and Leon. They won't remember you either.

Stupid Castle Oblivion. You are approaching a boss fight, so level up. Head through the north-east door and then head through the north-west door to fight the first boss:

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BOSS: Guard Armor

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Recommended Level: I was Level 5

(I use stars to rate how hard the bosses are. 1=Easiest 5=Hardest)

Difficulty:*

Strategy: First, take out the legs. Then take out the arms, and then the body. When you get a Mickey Mouse Card, use it! It will make the Guard Armor collapse for a short time. Summon and Magic cards are okay, but I recommend you stick with Kingdom Key Cards.

After the preview, save and leave through the north-west door. In Castle Oblivion, you will meet a guy named Axel and have to fight him! Another boss fight? Bring it on!

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BOSS: Axel

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Recommended Level: I was Level 5

Difficulty:*

Strategy: Attack like your a wild animal! Goofy is not very helpful, but Donald is pretty helpful. Make sure you have a Cure or 2 in your deck, because you'll need 'em! Watch out for his Fire Wall. If it traps you, there's no way out! As for Spell cards, I only have one thing to say, USELESS! Axel is way too fast. When you win, you will get a Fire card.

Once the preview's done, head up the stairs. Goofy will try to remember Hollow Bastion, but he won't be able to. Not a good sign... Continue up the stairs and choose your next world: Agrabah! (Remember that you do not have to go in this exact order of worlds.)

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Agrabah

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When you enter, you will find Aladdin in trouble! It's time to help him out. After you defeat the Heartless, more will come, but Aladdin will return the favor you did for him and save you guys. After all that stuff, its time to move on!

After you defeat all of the Heartless, (Excluding the barrels) just simply go north-west for the first event. Oh, I just remembered to tell you to

use the lowest value on the doors. In the first event, Aladdin promises to set Genie free with his last wish. Nothing much happens here.

Go through the north-east door. Defeating the Heartless along the way, head through the head through the north-west door. In here, head through the north-east door for the second event. Oh boy! Princess Jasmine is in trouble! And then Genie charges forward and saves Jasmine.

But the celebration doesn't last forever though... More Heartless arrive! *Scream like a girl* After defeating them, it's time to go and find the evil Jafar! Now, go south-west twice and then go into the door to the south-east to find Jafar and to fight him!

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BOSS: Jafar

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Recommended Level: I was Level 11

Difficulty:**

Strategy: Attack Iago (the bird) with Kingdom Keys only. He is harder than heck to hit Summon and Magic cards. Also, always have a couple of Cures and something to card break Jafar with because he will through giant fireballs of impending doom at you. And to make matters worse, the floor moves up and down! But if you have high level cards and good strategic skills, you can beat Jafar. I forgot that you can use the Mickey Mouse card to raise the whole floor to Iago.

After you win you will get the Jafar card and see a long but pretty good preview and you'll get Genie. Then save and exit this world. Goofy will insist that he didn't make Hollow Bastion up, and he will mention some things that happened there.

Then the others will remember and then consult Jiminy and he will find that his journal is empty! What's up with that? Go up the stairs and watch another preview and after that, save and head up the stairs and choose the next world:

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Olympus Coliseum

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When you enter this world, Donald will notice a tournament ad. Of course, Sora wants to join the tournament. Then Hades shows up and is mad at Hercules and has hired Cloud to destroy him.

When you can move, go through the south-east door. Next, head through the north-east door, defeating the Heartless as you go. Go north-east again. Simple, eh?

Then go through the south-east door. Go through the south-west door to get to the first event. You'll meet Phil and Hercules and they'll let you join the games.

To get to the second event, first go south-west and then go south-east. Very simple. In the second event, you'll meet Cloud. You guys will challenge him to a fight. And of course, he accepts your challenge.

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MINI-BOSS: Cloud

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Recommended Level: I was Level 16

Difficulty:*

Strategy: Cloud was easy. Then again, I was a little too high of a level. Anyway, to beat this guy, use basically anything you want. I hit him with Blizzard but I didn't get to summon anyone because I beat him so quick. There is only one hard part about Cloud: he stocks up his cards. If you have Kingdom Keys, Blizzards and a Cure or two, you should be just fine.

Now, to the final event. Go north-east twice and then go north-west to find and fight the boss of the Underworld:

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BOSS: Hades

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Recommended Level: I was Level 17

Difficulty:**

Strategy: Watch out! This guy's hard! He has a lot of tricks up his sleeve. When he does his Flamethrower, get as far away as possible and move around. He stocks up cards just like Cloud and he can be tricky. Have your Cures prepared and avoid him at all costs. You can hit him with basically anything. What I did was just tried to have fun. In case you were wondering, he was pretty easy for me. You should be able to beat him.

After all of the talking and the other stuff, save and exit this world. After the preview, go up the stairs to witness another preview that takes place in Castle Oblivion between Axel and a girl named Larxene. After more talking, choose the next world:

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Wonderland

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After the encounter with the late rabbit and when you can finally move, go through the north-west door. Head through the north-east door after saving. Go through the north-west door. For the first event, head through the south-west door.

In the first event, you will come across a court trial. If you have played the first Kingdom Hearts, this should seem familiar. Alice will be accused of stealing the queen's memories. Sora will then tell the queen he's the culprit. He's not, so don't worry. Then you'll have to fight the cards. After you beat them, it will be time to move on.

In this area, save and exit north-east. Go through the south-east door for the second event. In this event, you'll find Alice. She'll ask if you're the thief. A cat will appear and say a whole bunch of confusing stuff and leave. Afterwards, it's time to go find out who stole the queen's memory.

To get the the final event, head through the north-west door. Then go north-east twice and then north-west once. You'll find who stole the queen's memory... And have to fight him!

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BOSS: Trickmaster

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Recommended Level: I was Level 20

Difficulty:**

Strategy: This guy was pretty tough, but not too tough. When he's standing up, attack with Kingdom Keys and Donald only. If you don't, you'll never beat him. The Mickey Mouse card makes a table appear and it will be a lot easier to hit him. When you're on the table, use Blizzard or Blizzara if you can. You can

also stun him briefly by card breaking him. Also, have some Cures in you're deck as usual.

After you beat him, save and exit this world. In Castle Oblivion, Sora will try to think of who he remembered earlier. He will almost remember her name and then Donald shows up and starts yelling.

Go up the stairs. But then Sora remembers something. I won't spoil it for you though. After the preview, save and head into the next world:

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Monstro
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When you can move, go through the north-east door. Then go south-east three times for the first event. In the first event, you'll meet Geppetto and you guys will talk and then Pinochio will be gone! It's time to go and find him.

Now it's time to go to the second event, but before you go, level up and save because there is a boss fight in the second event. Now, after all of the talking in the first event, go north-west once and south-west once to get to the boss of Monstro:

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BOSS: Parasite Cage
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Recommended Level: I was Level 21

Difficulty:**

Strategy: I have one thing to say about this boss fight: stay out of the acid stuff! To defeat this weird thing, use Kingdom Keys and any other cards you may have found. Spell cards can be used when you are close to this thing. As for Summon cards, use them as you wish. Have a Cure or two, make good use of the Mickey Mouse card, don't stay on one platform for too long! After you win, you'll get the Parasite Cage card.

That was fun! After the talking, you'll learn that you need to go deeper into the insides of Monstro. Get to the last event by going north-east first. Next, go north-west. Then go south-east. Go north-east for the final event, in which you'll have what I consider to be a Mini-Boss fight:

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MINI-BOSS: Heartless
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Recommended Level: I was Level 23

Difficulty:**

Strategy: Have as many attack cards in your deck as possible! Stock up Summon and Magic cards to unleash big attacks that can take out as many Heartless as possible. Stop only to reload you're cards. This battle is tough because if you stop for a couple seconds, the bar will start to go down. The object is to get the bar all of the way up and keep it there until the end of the battle. This battle was pretty easy for me, though. When you win, you'll get Dumbo.

After the preview, save and leave this world. After the preview, head up the stairs. In this preview, Larxene and Axel will argue over who gets to fight you...and Larxene is up! Just kidding! There is no boss fight next, but there will be one soon. Save and choose the final world of this set:

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Halloween Town

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This place is pretty fun and really easy. When you enter, you'll meet Jack Skellington and he'll tell you all about Halloween Town. After all of that is over, you'll have to fight some Heartless! After that, it's time to go and see the doctor. Also, you'll be able to summon Jack in battle temporarily. Yay!

Now, to the first event! First, go south-east. Then go north-east. And finally, go north-west. In the first event, Jack will introduce the doctor, Dr. Finkelstein. He will tell you about a potion he has created and tell you that he sniffed it and the Heartless came. Then he'll ask you to go get it from Sally.

To get to the second event, go south-east. Then go north-east twice. Next, go south-east. Go south-west to get to the second event. Easy, huh? In the second event, you'll find Sally and she'll have the potion! Just as she's about to give it to you, Oogie comes and swipes it away! It's up to you to chase him down and get the potion back!

From the area you start in, go south-west once, south-east three times and then south-west once to fight your next boss:

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BOSS: Oogie Boogie
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Recommended Level: I was Level 28

Difficulty:*

Strategy: This guy is so easy, I could have died laughing. All you have to do is card break him three times and you can hit him all you want. After you card break him three times, jump up on the platform and you can use anything there. I mean, Spell, Summon or Attack cards on him. Oogie generally uses Level 7 cards, so get your Level 7 and above cards ready. Level 0 cards work just as well. After you beat him, you'll get the Oogie Boogie card.

After all of the talking is over, it's time to leave this world. Save and leave this world. When your back in Castle Oblivion, you'll meet Larxene and have to fight her!

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BOSS: Larxene
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Recommended Level: I was Level 28

Difficulty:**

Strategy: Larxene is pretty tough. She is also very fast, so good luck if you're going to try and use Spell cards. But you can hit her if you card break her with a Spell card. But I personally recommend you stick with Kingdom Key cards. Stock up on cards often. Have plenty of Cures in your deck and I wish you the best of luck! After you beat her, you'll get a Thunder card.

In this preview, Larxene will talk some and then she'll give you more world cards! Here we go again! Go up the stairs, watch the preview then save and choose your next world:

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Atlantica
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When you enter, you guys will be at the bottom of the sea! How can they breathe down there? Ah, whatever. Then you'll briefly talk with a mermaid and

she'll leave. Let's be puppies and follow her wherever she goes!

Now, let's get over with this world by first going to the first event. To get there, it's simple! Go north-west first. Go south-west second. And finally, go north-west again. You'll meet Sebastian and find out that the king's trident has been stolen! Let's go and find it.

From the room you start in, go south-east once. Then go north-east once and go south-east one more time to get to the second event. In the second event, you'll see Ariel and guess who shows up, that's right! Ursula! After all of that is over, you'll be able to summon Ariel for a limited time.

Now, for the third and final event, go north-west four times and go south-west once to find Ursula...and fight her!

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BOSS: Ursula

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Recommended Level: I was Level 30

Difficulty:**

Strategy: Now, to damage her, you'll first need to destroy the tentacles surrounding her. That is the easy part. Just attack the tentacles with any type of cards you want. Now, the hard part is hitting her face because you'll have to jump. If you get a Mickey Mouse card, I recommend you use it right as you get it! It will lower Ursula to your level making it so you can hit her with Spell and Summon cards. Watch out for Ursula's attacks, which include a gigantic thunder bolt coming out of her mouth and she blows bubbles at you. After you beat her, you'll get the Ursula card.

After all of the talking, it's time to leave. Save and exit this world. In Castle Oblivion, you'll meet someone you would least expect...Riku! But unfortunately, he's gone completely insane and wants to fight! Another boss fight?

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BOSS: Riku

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Recommended Level: I was Level 30

Difficulty:**

Strategy: I don't like this boss battle. Anyway, I recommend you stick with Key cards. Any type will work. Riku is too fast to hit with Spell cards. Watch out, this guy has tons of tricks up his sleeve. One of them is a sword slash that stuns you for a little while. Just be careful and hope you can beat him. If you can't, I recommend you head back into Atlantica and train. When you win, you'll get the Aero card.

After all of that, go up the stairs, watch the preview, save and choose the next world:

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Neverland

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Thank you for reading this walkthrough. The rest is coming soon!