

Kingdom Hearts: Chain Of Memories FAQ/Walkthrough

by grayfox_2510

Updated to v2.5 on Apr 15, 2006

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Version 2.5

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   Chains of Memories
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Kingdom Hearts: Chains of Memories

(Anyone feel like making something better than that crappy thing up there?)

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Ok, so let us go over a few basic things...

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Mailing, Inquires, etc.:

- 1) Ok, first of all, go to the TOC (Table of Contents). Then look at it again, and again a third time. Sorry for stressing that out, but most often the answers to your questions can be found in a particular section of the guide. Make sure you are also viewing the latest version, which will always be found at:
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{No Subject} mails will be deleted 90% of the time, so...
- 2) In addition to the previous point, I reserve the right to answer or not, and as such, I will only answer questions that I missed to detail here at all, or extreme cases. Mails asking about information that is already found here might, and probably will end up in the trash can on my mail account.
- 3) A few things though, use proper grammar and spelling for all that is holy. Even if the answer can be found here, the odds of me answering a mail like those will raise if you took the time to write properly. Now, I understand not everyone knows English, heck, even mine ain't that good, but if so, say so. Is that so much to ask?
- 4) Lastly, I check my mail around twice a day. Some times even more, but on the rare occasion, allow up to two business days for a reply. If they are

gone and you haven't heard back from me, then either the mail got lost, both mine or yours. That, or I ignored your mail for X reason, such as, but not limited to: Crappy grammar, inquires already answered here, etc.

So what if it's a long TOS, it needs to be done nowadays... *Rolls eyes*

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[000]-----00. To Do, Updates & Forewords-----

To do:

-> Who knows, maybe I'm still missing some Sleights. *Shrugs*

Updates:

-> Version 2.5 - April 16, 2006 ~ 225 KBs

Finished the Enemy Cards section and the Attack Cards, finally. Also, added a few sleights. I wonder if I'm still missing some...

-> Version 2.4 - August 29, 2005 ~ 222Kbs

No real new updates, just changing Thanks/Copyright into separate sections of Conclusion and Thanks.

-> 2.2: Just modified somestuff in the TOS.

-> 2.1: Added some Cards, and some extra info to Riku's System.

-> 2.0: Finished everything related to Riku. Also updated some of Sora's stuff.

-> 1.7: Riku's walkthrough again and completed the character list for Sora. Pardon any typos if you see any, it's freaking cold in here and my hands are going slightly numb...

-> 1.5: Updated Riku's walkthrough up to Atlantica; 6th World. And general update to some other stuff.

-> 1.2: Did Riku's walkthrough up to Monstro, or the 3rd world.

-> 1.0: Sora's Walkthrough is finished. From here on, version 1 to 2 will be dependant on Riku's story progress. -- Redid the whole TOC and sections to comply with Riku's stuff...

-> 0.7: Made some modifications to section 03, referring to the maps, and general update: Walkthrough, cards, etc. -- Also made modifications to every map, since well, I realized some stuff...

-> 0.4: Did The Hearless list, missing one though... Also updated the walk-through up to Halloween Town.

-> 0.1: Started it all. Walkthrough done only for Traverse Town and a few extra things.

[001]-----01. Story-----

Ok, assuming you've played the first Kingdom Hearts, you should pretty much have a nice idea of what is going on... I, for one, can't really remember, so I'm replaying it for now...

So, the story of this particular game:

During the strange FMV at the beginning (Hah, bet you never saw one of those

coming for a GBA!) you see Pluto holding a letter and then Sora, Goofy, and Donald go after him. They go up a hill and...

Sora wakes up. Seems he was just dreaming, so he goes to take some fresh air and walks away a little, then a voice behind him speaks: "Ahead lies something you need-" Sora turns around but finds nothing. He looks around and finds the same person again, which is in fact someone totally dressed in black, the figure continues: "-But to claim it, you must lose something dear."

The figure then disappears and the screen changes to a blond girl in a cage drawing something, which looks like a castle of sorts. The screen goes back to Sora, who is standing in front of a castle just like the one the girl drew.

Lastly, the title of the game appears and onto the game!

[002]-----02. Controls-----

-> D-Pad

-> Moves Sora/Riku around.

-> Inside battle, press right or left twice to jump and roll in that direction.

-> A Button

-> Outside battle you can swing your Keyblade. If you hit an enemy outside of battle, the enemies will start stunned for a moments in the fight.

Hitting a door however will open the Room Synthesis screen.

-> Inside a fight, pressing A will activate the current Card selected.

-> And of course, you can scroll text, select options and such.

-> B Button

-> Jumps. Simple as that, both inside and out of battle.

-> You can also cancel some choices, and back out from the menu with this.

-> L Button

-> Rotates your cards in a clockwise way inside battle.

-> Inside the Deck Review menu, you can remove cards by pressing L to enter the Remove mode.

-> Pressing both L and R during a fight will stock the card selected for a sleight.

-> R Button

-> Rotates your cards in a counter-clockwise way inside battle.

-> Inside the Deck Review menu, you can add cards by pressing R to enter the Add mode.

-> Pressing both L and R during a fight will stock the card selected for a sleight.

-> Start Button

-> Inside battle, this pauses the game.

-> Outside battle, you enter the menu. Check the following section for more details.

-> Select Button

-> Outside battle this brings up the World Map screen.

-> Inside battle, this switches between your normal cards, and enemy cards equipped.

[003]-----03. Menus, Etc.-----

Main Menu:

-> Review Decks: This lets you build your decks. You have up to three possible decks.

Details: You get CP (Card Points) as you level up, and if you choose to upgrade it; you get 25 per upgrade. Each card uses a certain amount of CP, and the amount depends on the level of the card, and its type. The total sum of CP on your deck can't exceed your max CP, otherwise the deck is unusable.

In the Review Deck screen, press L to enter Remove mode. Basically, the cards you remove won't count towards the total CP obviously.

Pressing R will get you to the Add mode, so you can add cards, but keep an eye on CP cost.

You can also rename each deck and such, up to you. By the way, be sure to organize your deck, as exactly how it looks on that screen is how it will appear inside battle.

-> World Map: Shows the map of the current world, the name of Map Card used in each room and such.

-> Map Cards: Displays a list of the current Map Cards you hold.

-> World Cards: Displays a list of the World Cards you've used and in which floor.

-> Status: You can check Sleights, your level and such in here.

-> Journal: This keeps track of the story, every single card and character. Look at its respective section for more details.

-> Quick Save: Makes a temporary save in case you can't reach a save point. But it will be gone the moment you resume it.

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#### Room Synthesis:

Well, just in case. Each time you hit a door in the map, you enter this mode. There are several requisites. Sometimes they ask for a card higher than 'X' number, other times you must give one lower than that number. On some occasions you must also use one of the same number, or even a card of just a color, the value is unimportant. The worst are when they give you a number and you gotta synth cards to lower it until it hits 0.

Also, there are 4 yellow cards, 3 are gotten by the story and the last one is from enemies, but that one only lets you nab a chest.

Red Map cards affect the enemies, such as make more appear, or make them slower, stronger, weaker, etc. Also, you have higher chances of finding Enemy cards with this one.

Green Map cards affect stuff mainly related to Sora. Such as raising all the number of your attack cards by 2, or Magic, or such.

Blue Map cards have all sort of effects. You can use them to spawn chests with no enemies, or make a moogle appear, save point, etc.

Before I forget, Moogles here act as, well, Moogle Shops. You get Moogle points from collecting red orbs on the maps, and 'selling' cards to them. You can also buy booster packs, or packs with cards if you wish \*Rolls eyes\* from them by spending Moogle points.

The cards you use also affect the requirements to synth adjacent rooms, with the exception of the yellow rooms. In short, if you use, say, a 3 to synth a room, adjacent ones will need a 4 Upwards to be synthed. If you use a 0, then the others will need a 1 Upwards, etc...

Lastly, you can re-synth a room by striking the door again, just use a new card and you are set.

About the Walkthroughs... Doors that progress the story (The yellow squares with a ! on them) have fixed card requirements. All the other rooms are dependant on the card you used to synth said room, as previously stated two paragraphs above.

First of all, normal squares will only ask for a number and up, or to equal a 0, no other type. Story squares are different. When making the notes for the walkthrough, you can check what it needs looking at the side of the map, the notes will be made in the following way:

-> #<Modifier> <Color>, <Yellow Map Card>

In-depth:

-> #: Means the number of the card or cards needed. If you see the number by itself, such as just "50", then it means you must sum up 50 points worth of card values.

-> <Modifier>: This can be either 'Up', 'Down', or '='. Up means you must equal the number shown, or use a higher number. Down means the opposite, and '=' means you must provide the exact same number. The absence of a modifier means you must use cards to lower the number shown until it hits 0.

-> <Color>: Here you can see either 'Red', 'Green', or 'Blue'. If one of those colors is mentioned, then you must supply the previous requirements only with cards of that color. If no color is shown, then you can use any type of card.

-> <Yellow Map Card>: Since I can only give notes of Story rooms, they always require one of these cards. I omitted the 'Key of' or 'Key to' and only give the last word.

~~~~~

World Cards:

Oh well, just to be sure, a mail from someone whom I'll refer as Mystical Moon (The sender name was the mail, so...) made me realize that the Maps for each world change in accordance to the floor in which the World was created.

In other words, the maps I provide will only work with you if you create the Worlds in the same floor I did. So yeah, each floor is represented by the 3rd number of the section; for example: Wonderland's section is 04.02.02, that 02 means the floor as well.

-----04. Sora-----

[041]-----04.01. Battle System-----

Ok, if you ask me, the battle system is pretty cool. Sure, tedious at times, like a few bosses, but heck.

So, let us go over some basics. There are 4 types of cards you can use in battles. Red colored cards are all the different Keyblades. Blue cards are summons and magic spells. Green cards are items. And last, but not least, are the black cards, which are enemy cards.

Attack cards are just that, you swing your Keyblade, and can make combos out of them.

Magic cards, the spell ones work in the own way. Such as, Fire sends a fireball in a straight line; Thunder makes a thunder fall on the targetted enemy, etc. Summons however, unlike the first KH, only appear, do what they should, and disappear.

Item cards can only be used once per battle, and their uses vary.

Enemy cards give you a certain effect, and to actually access these cards you must hit the Select button for them to show up in their own roulette-thingy.

Back to topic, each card has a number in the lower right corner. No, that's not exactly the strength. Let me give some examples instead to make this easier to explain:

- The enemy plays a card with a 7. You try using another card with a 5 on it, but your card will simply bounce off. In short, you can't play lower cards than the enemy's one, and viceversa.
- The enemy has an 8 in play, and you use a card with an 8 as well. The enemy attack will be canceled and you both will enter Card Break mode (look a little below). This also works for the enemy.
- The enemy plays a 5, and you play a 9. You Card Break the enemy, stunning it for a few moments.
- The number 0 is special. If you play it, then any card can Card Break you, however, if played when a card is in play already, it will be a certain Card Break. Lesson: Always keep a couple of 0 cards for breaking enemy attacks.

Card Breaks will render the target stunned for a few moments, so use the time to unleash some pain.

If you press R and L while over a card, you will 'stock' it for a Sleight. Sleights are combinations of 3 cards, and you can make special combos by doing this, and each Sleight has its own requisites to be activated. If you want to release the cards you have stocked, but you don't want to use 3, then simply place the cursor over the reload card and hit R+L.

Warning: The first card of the Sleight will be rendered unusable for the rest of the fight, even if you reload. The only option is to use a Hi-Potion or Mega-Potion for attack cards, or Mega-Ether for magic card.

So, you ran out of cards? You see the black one with a number? Hold A while on top of it to fill it up. Once the number is one and it's full, you will reload all available cards. Though remember the first card used in a Sleight can't be restored with normal reloads, and supposedly Premium Cards can't be either.

Oh yeah, Premium Cards. They have a shiny coat, like a collectible card. They take up less CP for deck building, but you can only use them once per battle, or so the game says. In reality, if you directly use them, as in just pressing A while the cursor is on it, then you can't reload it normally. If you use the card as the 2nd or 3rd card in a Sleight, then you can reload it apparently. Or so it has worked for me.

One more thing, when you kill enemies, they drop crystals. Be sure to grab them, as that's your exp. The last enemy to be killed will also drop a map card, or perhaps even the enemy card. Sometimes you will see a P jumping around. If you grab it, at the end of a fight you can turn a card into Premium at random. And should you wish not to, just press B.

Lastly, when you level up, you have 3 possible bonuses:

- > HP Boost: Raises your max HP by 15.
- > CP Boost: Raises your max CP by 25.
- > Sleight: Teaches you a new Sleight, if possible. They are based on your levels, so you can't get Sleights all the time.

So... What else... Oh yeah, deck building. Please refer to the previous section under the Main Menu section, in Deck Review.

Few notes for the maps. An 'arrow' preceded by a line means the exit. Such as: ^

|

Oh yeah, the last room of each world can only be accessed by defeating the boss. Afterwards you can normally walk into it.

READ: The maps I provide will only be of use to you if you created the world in the same floor I did. The 3rd number of the section is the floor as well, for example: Agrabah is 04.02.04, and it's also the 4th floor, as denoted by the last two numbers.

In other words, don't go around saying the maps are wrong if you created the World in another floor...

READ 2: About the notes for opening each door... Please refer to the previous section (03), under Room Synthesis.

[421]-----04.02.01. Traverse Town-----

Map:	^	-> A: 1 Up, Beginnings.
		-> B: 3 Up, Guidance.
[C]-[5]-[6]		-> C: Green, Truth.
		-> R: Rewards.
[B]-[4] [7]		
[A]-[3] [R]		
[1]-[2]		

You enter the castle you previously saw and everything is silent. And after a while, the shady character will show up again. Donald tries casting something on it, but nothing happens.

The shady character then says how the moment you stepped into the castle, you started to forget all your skills and magic and some cryptic messages. You also find the name of this place: Castle Oblivion.

You will then get a World Map Card for Traverse Town and automatically use it.

And yes, you appear there, but Donald and Goofy are gone! And you get to learn the basics of this new fighting system.

During the fights, cards of your friends will often appear, pick them up to be able to call them.

Once you are done, walk to the door and hit to open the Room Synthesis screen. You get another mini-tutorial and the you must use the Moment's Reprieve. Proceed and get more tutorials, like saving points, striking objects and initiating battle. Rooms are randomly created by the way, so I can't really give much into each and every room...

Proceed into room labeled as 2 when ready, and then to 3. Clear enemies, or the like, and when you are ready, proceed to room labeled as A and use the Key of Beginnings.

You will find Leon here, but he doesn't seem to know you... Odd. But he does know your name, fun stuff going on. You will now learn about Card Breaking and how to use Sleights. You will also get a Simba and the Key of Guidance. Proceed to room 4.

Go inside B for now. More awkwardness. You get the Key to Truth. Proceed into room 5 for now and into C. I suggest you do some last minute leveling, or get used to the battle system if you haven't yet, as a boss is near.

Inside room C you find Cid, who will mention that a large Heartless will appear when the bell rings, and so it does and you fight the Guard Armor.

Heartless
Guard Armor
Resistance: None.
Weakness: None.
Tactics: This guy ain't too tough, but don't use the Sliding Dash Sleight. And try not to use Sleights at all while we are at it, since you probably have very few cards right now. Just attack each section until you knock them all off.
If you see a card with Mickey's head in green color, it will bust up the Guard Armor and stun it for a few moments. Take advantage of that time. It should fall sooner or later.
Ah well, if you want to use Sleights, make sure you use Goofy or Donald as the first card.
Attacks: At first, he only tries to swipe or stomp you; nothing biggy. Once only the body remains however, it will start jumping around, and the impact of it colliding with the floor will hurt you, so be sure to jump it.
Rewards: Guard Armor Card.

Once that is done with, and the talking ends you end up in room 6. You can leave this world by heading up, or instead head down to 7, in which if by a strange reason you have a Key to Rewards, which is highly unlikely at this point, you can get a treasure: a Lionheart Keyblade.

For now, leave this world from screen 6, but be sure to save your game first.

Back in the staircase room, we find the hooded character again. And now we fight Axel.

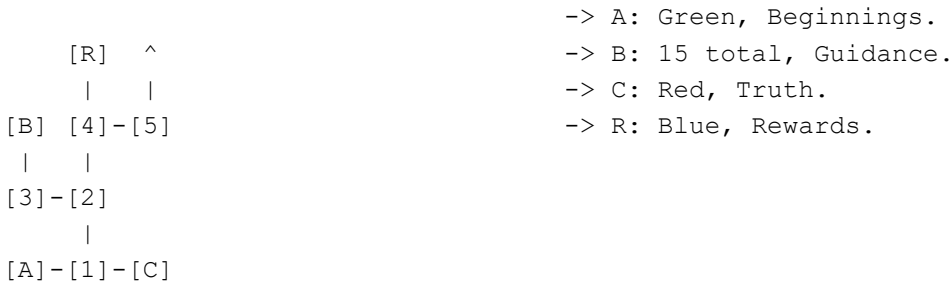
Unknown
Axel
Resistance: Absorbs Fire.
Weakness: Ice.
Tactics: Axel moves a little too much. So be careful of where you are striking, and try not to use Sleights. Though, feel free to go with them if you have a Goofy or Donald card ready.
Try to catch him with your Blizzard(s) cards when he is reloading his cards.
Attacks: Firewall: He creates a slowly advancing firewall, which you can easily avoid by rolling past it.
Combo: He attacks you a couple of times, and is quite too hard to get out of it once he starts. So keep rolling.
Rewards: Fire Card.

You will get 4 World Cards. After the talk, you can move up the stairs, but be warned that if you do so, the cards you used in the world you are leaving will reset, so you will have to synth all over again.

When you are done, head up, save, and go to the door. Right now you can go to Wonderland, Olympus Coliseum, Agrabah, Monstro and Halloween Town.
I will do them in that same order, so to Wonderland!

Note: Map below will only be correct if you made Wonderland the 2nd floor.

Map:



We begin, and the White Rabbit appears. Long story short, we end up with the Key of Beginnings and, well, we are basically there. enter the left room to go with the story.

Sora, being rash as he is, steps in for Alice and you have a few Card Soldiers sent at you. In the end you get the Card Soldier Card. You also end up with the Key of Guidance. Go to room 2.

Do whatever you must, but when you are ready, proceed to 3 and into B. So, after you two sort some things out, and that weird cat drops a riddle on you, you'll get the Key to Truth. You end up in room 4. If by some freak chance you can open the Rewards room, do so: You can get the Stop Raid Sleight. Otherwise, wind up back to room 1 and open C. Though if you have a Moment's Reprieve Map Card, you might want to re-synthetize Room 1 so you can save prior to the boss.

You go inside and...

```
## ## Heartless
##### Trickmaster
##### Resistance: Fire.
# Weakness: Possibly Ice.
```

Tactics: This thing just moves from one place to the other, but we are still not in the hard stuff. Just refrain from doing Sleights as well, as they won't work here at all considering the size of this thing.

Try to go for a 3x Donald combo if you can, or if you have more than one Blizzard, use as the 2nd and 3rd cards of a Sleight you start with a Friend card. The Green Trinity card will make a table appear in the middle, which you can use for those Blizzard spells.

Attacks: It pretty much just hurls fireballs at you. Roll to evade them and you are set.

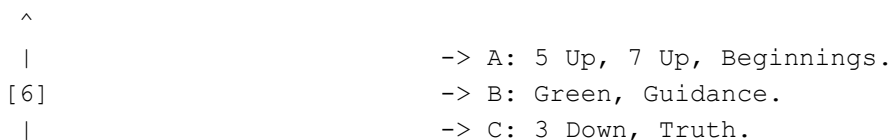
Rewards: Trickmaster Card.

With this guy down, and with the next chain of events, we are done with Wonderland. You'll automatically appear in room 5, and ready to enter the staircase room again.

Head up and get a scene with the blonde girl from the starting FMV, though it doesn't lasts long before we are back with Sora. Off to the Olympus Coliseum!

Note: Map below will only be correct if you made the Coliseum the 3rd floor.

Map:



[C]-[4]-[5]

-> R: 0= Red, Rewards.

| |

[R]-[3] [A]

|

[1]-[2]-[B]

We go in, read about a tournament and the crew is off to it. Hades and Cloud, yes, THE Cloud show up at this point as well. Anyway, you end up with the Key of Beginnings as usual.

Head through rooms 2, 3, 4 and finally 5 in order to reach A. And we cleared the prelims, huzzah! -- Well, the competition is on and we get the Key of Guidance. Make your way back to room 2 and open B.

Another one for Sora. We gotta fight Cloud now.

Human

Cloud

Resistance: None.

Weakness: None.

Tactics: Hope you have a few 0 cards ready, because if you see him use his strongest combo, you can break it. He isn't that tough anyway, but you might want to bring a Cure card or two just in case. Just don't Sleight it, whatever you do.

Attacks: Omnislash: He floats around and dives for three hits. You can easily roll out of the way, or break it, as you wish.

Cross-Slash: He jumps next to you and delivers 3 slashes.

Rewards: Hi-Potion.

You get the Key to Truth after the fight. So hurry up to room C. You might want to re-synth 4 with a Moment's Reprieve though. You can get a Metal Chocobo Keyblade Card from the Hidden Room here.

...What the heck is Hades here anyway?

Hades

Resistance: Fire.

Weakness: Ice.

Tactics: This can be a tough fight if you don't know what the heck is going on yet. I hope you have a few 0 cards and some Cure or two as well, cause you might need them. Just refrain from using Sleights to often, unless of course, the usual Friend-fodder tactic. I hope you can cast Blizzara though.

Attacks: Burst: Makes a fire cloud explode at his finger.

Firaga Ball: He throws a ball of fire at you, which is quite easy to evade actually.

Temper Flare: He turns red, enabling the use of Fire Wave.

Fire Wave: This is the big one. He turns red and starts to pour out flames from his hands. It's rather hard to completely avoid this unless you break him off, so...

Rewards: Hades Card.

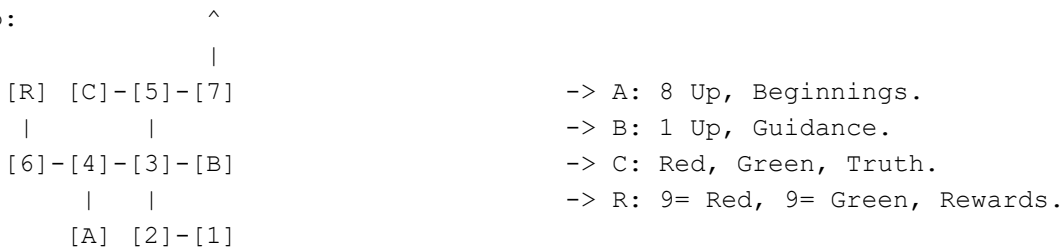
After the fight, and the event, Cloud leaves, but not before giving you his summon card, huzzah!

You are ready to leave this place for now. So save and head up. No fights this time, but when you head up to the 4th floor, you see an event with Axel and a girl who reminds me a little too much of Seymour from FF X. And some other stuff with Sora.

You might want to save again, but whether you do or not, we are off to Agrabah!

Note: Map below will only be correct if you made Agrabah the 4th floor.

Map:



We begin by seeing Aladdin being swarmed by Heartless, and thus, you automatically jump in to help. -- But they keep coming, and so Aladdin wast-- Erm, *coughs*, uses his first wish, to get rid of the Heartless attacking them. You get the Key of Beginnings in the end.

Head through Rooms 2, 3 and 4 in order to reach A.

You get the part of the story about how Al thinks of becoming prince, or more like he is given the idea. In the end, you gotta go to the palace and end up getting the Key of Guidance.

You are back in Room 2, so simply head up to 3, and right to B.

Surprise surprise, now it's Jasmine turn to be surrounded by Heartless. Sora says they won't make it in time to save her, but in the same time Genie whisks away the Heartless to the void, the crew ends up down... Go figure.

Anyway, in a fleeting moment of last-wish-casting, you stop Al and take on the Heartless yourself. Not too much of an issue anyway. You do get an Ether card as reward however.

It seems Jafar has stolen the lamp. I don't know how, but he did, so... Key to Truth now, and you know what that means. Yep, boss time. So head to 5, preferably with a Moment's Reprieve if you wish, but finally into C, and get ready to fight Jafar.

```
## ##  Crazyed Genie
#####  Jafar
#####  Resistance: ...?
#       Weakness: ...?
```

Tactics: No, you don't attack Jafar directly. See the bird whose name I can't remember? Well, it is holding the lamp, so attack that instead. You must go around jumping in the platforms in order to reach it, and Sleights are pretty much useless here.

Attacks: Fire Ball: Throws a giant stone of fire in a straight line.

Slam: Slams his fist on the floor.

Energy Ray: Creates a ray of energy which he moves at will.

Rewards: Jafar Card.

After the closing sequence for this world, you also get a Genie card. Feel free to leave the world, and see a couple more things.

So, fancy for a ride inside the belly of a giant whale?

Note: Map below will only be correct if you made Monstro the 5th floor.

Map: ^

```

|
[8]-[C]                -> A: 20, Beginnings.
|                      -> B: Red, 5 Down, Guidance.
[6]-[7] [R]           -> C: 0=, Truth.
|                      -> R: 15 Green, Rewards.
|
[2]-[3]-[4]-[A]
|
[1]-[5]
|
[B]

```

Well, look who we found? Mister-I-don't-lie-anymore... *Rolls eyes*
 And yes, just like the movie, they obviously want a way out, and as such we end up with the Key of Beginnings.

Head up to 2 (Or take the route of 5, whatever...), go through 3 and 4 so you can reach A. You'll find Geppetto, and well, more story about this particular segment. In the end, and as usual, you get the Key of Guidance. -- If you can, you might want to make a sidetrip to the Hidden Room (R) to get the Aqua Splash Sleight.

So, head to room 5 and down to B. You might want to make a Moment's Reprieve somewhere, as a boss is coming...
 You find Pinocchio in a strange looking area. Everything's looking good but the place starts to rumble, and that's never a good sign...

```

## ## Heartless
##### Parasite Cage
#### Resistance: ...?
# Weakness: Stunned by Fire.

```

Tactics: How Pinocchio wound up inside the Parasite Cage, I don't know, but heck... Anyway, there are four platforms, as you can see. If you end up stepping on what I believe are Monstro's gastric acids, you'll take damage, so be careful. The Green Trinity card makes you float for some time, so use it wisely. Cloud cards work well here, as well as high leveled spells, since most combos will take you into the acid. Sleights, as usual, aren't too good at this fight.

Attacks: Down Slam: The Cage sends down both arms thingies to shock the ground.
 Body Slam: The Cage uses boths arms as support and throws its body ahead to hit you.

Rewards: Parasite Cage Card.

Some more events. In the end, you get the Key to Truth. So head to 2, and through 6 and 7 so you can reach C. No need to save, no more bosses for now... It's a little different this time...

You just have to kill and kill the Shadow Heartless that appear until the bar at the top and the right of the screen fills up. -- If you take too much however, you will have to start over, and yes, the bar can decrease...
 Once the bar is full, it won't decrease anymore though.

You get the Dumbo Card as well, and you'll be able to leave the world afterwards. No fight again, and we are off to the last word: Halloween Town!

[426]-----04.02.06. Halloween Town-----

Note: Map below will only be correct if you made the Town the 6th floor.
 Map:

```

[4]-[5]      ^                -> A: 3=, 4=, Beginnings.

```

```

| | |
[A]-[3] [B] [9]
| |
[1]-[2]-[6]-[7]-[8]
| |
[R] [C]

```

```

-> B: 6=, 7=, Guidance.
-> C: 3 Down Red, 30 Green, Truth.
-> R: 20 Red, Rewards.

```

Meh, we don't get spiffy costumes like in the first KH...
Oh well, after the strange indtroduction from Jack, he sends out some Heartless at us!

Erm, he says he didn't called them, but they are plaguing this world... Just like every other, go figure. But for now, we are off to find Dr. Finkelstein, with of course, the Key of Beginnings. -- You also learn Terror, a Sleight for combining 2 or 3 Jack cards. In this world, besides having Goofy and Donald cards in the battlefield, Jack will often appear as well.

Friggin map layout... Head through 2 and 3 and enter A. -- You can make a sidetrip to the Hidden Room (R) if you want to get the Gravity Raid Sleight.

Once there, you find out that Dr. Finkelstein made a potion that can bring out the true memories of someone, but just smelling caused the Heartless to appear! Fishy if you ask me, but anyway, Sora decides to help and look for the potion which Sally apparently took because she was scared of what could happen if someone drank from it, considering a whiff made the Heartless appear...

In the end you get the Key of Guidance; and you are left back in Room 1. Make your way through 2, 3, 4 and finally 5 so you can enter B.

You find Sally, and she sort of decides to go back, but suddenly the sack of potat-Er, I mean, Oogie Boogie appears out of nowhere and swipes away the potion! -- Yes, Key to Truth now and boss coming in a few. So make your way from room 3, down to 2, and right all the way to 8, in which I suggest you call a Moment's Reprieve and into C for...

Ok, how the heck we wound up in this place I have no idea, but, we are here so... Anyway, Oogie drinks the whole potion and goes mad, to which I'm not surprised actually... I mean, look at him! -- Anyway... Now he is getting scared by Sora, go figure.

```

## ## Sack-of-potatoes-slash-weird-ghost
##### Oogie Boogie
##### Resistance: ...?
# Weakness: ...?
Tactics: You have to Card Break him, that's the only way the gates protecting
him will lower. It takes 3 Card Breaks for you to be able to jump
inside and lay the smackdown on him. That's pretty much it, this guy
must be one of the easiest bosses there is in this game...
Attacks: Dice: Hmm, varying effects. Some recover him, some explode on you,
etc...
Summon: He can summon Wight Knights to fight you while he is up there
cowering...
Rewards: Oogie Boogie Card.

```

Now, was that easy or what? -- So yeah, Sora decides to go along with the promise he made to Axel and find his memories on his own. And so we end up on room 9. You better save, as we have another boss coming up: Larxene.

```

## ## Organization Member

```

Larxene

Resistance: Immune to Thunder.

Weakness: Special Attacks.

Tactics: She might be a nuisance with all that momevent, and can be of some trouble to some... Be sure to have a few 0 cards to Break her, or just good timing/reflexes.

Attacks: Combo: She swipes at you a few times. Overall not too hurtful.

Energy Burst: She sends out quite a few rays of energy in a straight line from her.

Thunder: Just like a Thunder card, she calls down thunders on you.

Lightning Bolt: Careful with this one. If you see she is going to use it, try to move behind her at the right time, or stay the heck away, as it drags you in and the only way to Card Break it is with a Sleight, or 0 card.

Rewards: Thunder Card.

You get more World Cards as well: Atlantica, Never Land, Hollow Bastion and 100 Acre Wood; and we are going through them in that order as well. So head up, but before we can actually do something, we see some more scenes with Larxene and Axel, and now Vexen shows up...

Two things, noticed how all the Organization characters have an 'x' in their name? Two, I swear the first time I saw Vexen's name I understood vixen...

I'm so obsessed with foxes... *Shakes head*

Now, who does that white-head belongs to?

Anyway, once you can, head up and into Atlantica, in which thankfully we don't have to swim...

[427]-----04.02.07. Atlantica-----

Note: Map below will only be correct if you made Atlantica the 7th floor.

Map: ^

[0]-[9]	[R]	[4]-[B]							
[7]-[6]-[5]-[2]-[1]									
[C]	[8]	[A]-[3]							

Ariel will come swimming right to you after a quick moment on wondering just how the heck are they breathing, and she leaves as quickly as she came... So, Key of Beginnings...

As usual, we start on 1, so go left to 2, and down to 3 so you can reach A. Here you find Sebastian, who tells you the king's magic trident was stolen, and this Atlantica is now defenseless, not to mention Ariel, who is in fact a princess, has disappeared. So yeah, now we are off to find her with the Key of Guidance.

You end up in Room 5, if you want to use a Key to Rewards Card, you can learn the Quake Sleight here, otherwise head right to 2 and up to 4, reaching B this way.

We find Ariel, but we instead spy on her for a little. Seems Ursula wants to help Ariel... Uh huh, anyway, Ursula mentions how Flounder was apparently fished, and she just wants to borrow the trident to help her. Ariel says she needs time to think and Ursula leaves.

Sora comes out of nowhere, telling Ariel she shouldn't trust the octopus, and the crew decides to help her. You get the Key to Truth and Ariel as a new

battle friend. So, seeing how we are in Room1, head left all the way to 7, and make a quick turn in 8 if you wish, just for exp, a chest, or whatnot, but you might want to use a Moment's Reprieve as usual before the boss just in case...

We find Ursula, and Ariel asks for proof she can save Flounder and surprise, it turns out Ursula had him trapped ever since the beginning! Ariel turns in the Trident and Flounder escapes, and now we have a huge-ass Octopus to take care of...

Giant Octopus

Ursula

Resistance: ...?

Weakness: ...?

Tactics: This one is trickier than normal, well, sort of. Like Oogie Boogie, you can't get to her right away. You can either use a Green Trinity Card and she will drop so you can hit her face, or whack a tentacle so you can attack her face from the direction, but in the air only. Again, Sleights aren't that incredibly useful here.

Attacks: Thunder: Just like a Thunder card.

Bubble Spray: She creates a couple of bubbles and sends them in the direction she is facing, but they home at you anyway. They can inverse your controls if you are hit.

Tentacle: If you are near her face when a tentacle recovers, she can hit you.

Energy Burst: Once she is around half of her life down, she will start moving around. At one point or another, she can send out a huge energy stream from her mouth and swipe across the field.

Rewards: Ursula Card.

Closing events. Enjoy and when you are in the last screen, save, trust me, you want to save just in case. Because the moment you head up...

...

Riku

Resistance: Resistant to every element.

Weakness: None.

Tactics: This one ain't as tough as the others... Though he can Card Break you, it won't happen that often. Just keep moving, he isn't so hard.

Some Sleights can work here, like Cross-Slash/OmniSlash or stuff like that. This version doesn't uses Sleights, so you are good for now.

Attacks: Jump Slash: He jumps and slashes at you.

Side Slash: He spins in a slash.

Incrementor: Shadow-enemy Card. Raises all of his cards by 1.

Rewards: Aero Card.

And he just runs away... How nice. Go up and when you can, head off into Never Land!

[428]-----04.02.08. Never Land-----

Note: Map below will only be correct if you made Never Land the 8th floor.

Map: ^

[0]-[6]-[C]	-> A: 5=, Beginnings.
	-> B: 6=, Guidance.
[8]-[5]-[9]	-> C: 30, Truth.
	-> R: 15 Blue, Rewards.
[R] [3]-[A]	

|
[1]-[2]-[4]
| |
[7] [B]

Arr mateys! -- Ok, no... Anyway, we are in a ship, you go around thinking how the heck to get out when a faery comes out of nowhere and you end up following her, which of course, gives us the Key of Beginnings.

So, head right to 2, up to 3, and into A.

Here we find Peter Pan, who in my oppinion, is just a spoiled brat... --
Anyway, after he mistakes you for pirates, mentions you are aboard Captain Hook's ship, he decides to help YOU around this place, and we are off to find Wendy with, of course, the Key of Guidance. -- Oh yeah, you can now find Peter Pan Cards on the battlefield.

You end up in Room 3, so down to 2, right to 4 and into B.

You find Wendy, but well, remember how I said Peter is just a spoiled, stuck-up brat? Ah well, just watch. -- We get the Key to Truth, and lose Peter as an ally. And since we are standing in room 7, you have to hear north all the way through 2, 3, 5 and 6 to reach C. If you want to spare a Key to Rewards card, you can get the Thunder Raid Sleight.

You make it to the deck, but Captain Hook finds us, and somehow he has Wendy up the plank... Peter appears to save the day, sort of, and we end up fighting the ol' captain...

Pirate Captain
Hook
Resistance: Thunder.
Weakness: ...?
Tactics: This one might be a bit tough, seeing some of his attacks really dish some damage. His best attack, Rush & Present, is a sleight, so either you bring some 0 cards, or prepare to sacrifice some cards.
Attacks: Swipe: He makes a swipe at you. Though only when ahead of you.
Gift: He throws either one gift box at you, which explode doing quite some damage. Though he remains unbalanced during the attack...
Rush & Present: Same as above, but WAY more gift boxes... You better Card Break this with a 0, or another Sleight.
Combo & Present: This one slashes at you quite some times and finishes off with a stray gift box.
Rewards: Hook Card.

And so they leave, though 'Tink' comes back and gives you her card. And for some reason a Moogle falls on Donald... You end up in Room 0, so save and head up.

And here we go again...

...
Riku II
Resistance: Resistant to every element.
Weakness: None.
Tactics: This one is slightly tougher, as he starts using Sleights, but only Dark Firaga, which quite frankly downright sucks...
Attacks: Jump Slash: He jumps and slashes at you.
Side Slash: He spins in a slash.
Incrementor: Shadow-enemy Card. Raises all of his cards by 1.
Dark Firaga: A Sleight, and one very easy to evade actually. He

just throws a dark fireball at you, so just roll ahead
past it.

Rewards: None! Stingy bast...

Ok, so maybe there is some sort of reward, I don't know, but you do learn the Warpinator Sleight... Anyway, head up to the 9th floor and you see more events with Naminé and Axel. Oh well, prepare to be desperated beyond normal measures, as we are heading into 100 Acre Woods...

[429]-----04.02.09. 100 Acre Woods-----

There is no map here.

If you ask me, Pooh drives me nuts... Seriously... If I were Sora, I would have attacked that bear right off the bat, don't know how he can put up though...

So, we gotta move Pooh down the path and finding his friends... So use the R button to call the bear down to you and wait for about a minute or so before he actually reaches you or realizes you are calling him...

Head slightly down, and lead Pooh to Rabbit's cart, which is just below said rabbit. Pooh will climb up. Jump into the cart as well and a wheel will break and go flying.

Head down until you find Piglet, and try to make Pooh go in contact with him to trigger a scene. You get the Confuse sleight in the end.

Go further down to all the balloons. Lead Pooh into a set of balloons that has about 6 of them, they are right next to a hole. Pooh will go flying up and Owl will bring him down, you also get a Spellbinder Card.

Head slightly down to the hole that has a set of tracks heading into it. Make Pooh fall on it and Roo will give you an Elixir card.

Go down past Tigger, and talk to Eeyore. Then head further down to the stumps near Roo. You see the 4 center stumps which resemble a square? Make Pooh climb one of them and jump around them in a circle fashion. If you do it right, Tigger will come down. At the end, you learn the Idyll Romp Sleight.

Now, head slightly up and right to the beehive. Lead Pooh to it, and well, long story short, you end up getting Eeyore's tail, which in return earns you the Bind Sleight.

Now, head down past Roo. There are 12 posts here. Smack them down all the way with your Keyblade, and head further down to find another 5 posts, which should pound down as well. Once that's done, lead Pooh around back and forth. As you do, several Cabbages will come rolling down. Hit them with your Keyblade, and when you've stacked 14 of them, Rabbit will come down and well, in the end you receive the Syncro Sleight.

Finally, we are almost over. Lead Pooh all the way down near the stump to trigger the last cut-scene, which will net you the Bambi Card, and we are finally out!

Head up for another scene with the Organization. Now Marluxia shows up. See what I was saying about that 'x' in their names? *Shakes head* And Vexen is coming at one point or another, but seeing how we only have one World Card left... Use it.

[42A]-----04.02.10. Hollow Bastion-----

Note: Map below will only be correct if you made Hollow Bastion the 10th floor.

Map:

```
      ^
      |
      [0]                -> A: Blue, 3 Down, Beginnings.
      |                -> B: Green, 7 Up, Guidance.
    [8]-[7]-[#]        -> C: Red, 0=, Truth.
      | |                -> R: 3= Green, 7= Red, Rewards.
    [R] [C] [6]-[B] [0]
      |   |   |
    [9]-[4]-[3]-[2]-[1]
      |   |
    [A]-[5]   [5]
```

As we begin we see Belle and The Beast, arguing- well, sort of- because of how Beast came to save her but she refuses him, and overall looks slightly pissed off, which, needless to say, breaks the Beast. -- You get the Key of Beginnings.

And I thought the map layout for Halloween Town was rare...

Oh well, starting in 1 as usual, you can make @ whatever you like, but we should head through 2, 3, 4 and 5 into A.

You reach a Library with Belle inside. She is about to mention why she was so mean to Beast, but Maleficent is coming. So you hide. Suddenly, both of them disappear... You end up with a Key of Guidance, and in room 9. -- If you make a trip to the Hidden Room (R), you can get a Mushu card.

Anyway, go through 4, 3 and 6 into B.

We find Maleficent and Belle again. The witch threatens Belle, but Sora jumps in. Beast also shows up and makes his confession to Belle. It seems Maleficent's plan was to just get a pure heart, and hearing the Beast's confession, she decides to take his, but Belle jumps in to save him. She disappears shortly after, and we get the Beast as an ally, and the Key to Truth.

You end up in room @. So go down to 1, through 2, 3, 6, 7, 8 and finally into C. -- Need I remind you to make a Moment's Reprieve in 8 or the like? You find Maleficent, as expected, and you find out that the reason Belle was rejecting Beast was to hide the 'radiance' of her heart, which Maleficent needed, so...

```
## ## Magical Dragon
##### Dragon Maleficent
#### Resistance: ...?
# Weakness: ...?
```

Tactics: Overall, she isn't that tough. If you see one of her feet raise, start jumping to evade the shockwaves. The green fire, well, just let it be, no sense in attacking a target that fades away in a few seconds. The Green Trinity card makes a pile of stones appear near her face, so you can hit her with Keyblades with ease.

Attacks: Bite: She bites you.

Slam: She makes a slam on the floor with her feet, creating a shockwave.

Green Fire: She breathes green fire at the floor, and leaves out a couple of flames around, which can be destroyed and can hurt you all the like.

Rewards: Dragon Maleficent Card.

And Belle is saved. Don't ask me how, but she is there so... We end up in

room 0. Save, get your deck ready with a couple of 0s, and head up.
It's time to fight Vixen, erm, sorry, Vexen... I swear it's compulsory...

```
## ## Organization Member
##### Vexen
##### Resistance: Ice.
# Weakness: Stunned by Fire.
Tactics: He isn't tough at all. He won't move much, he won't Card Break
much... His attacks are so damn easy to evade. Just go at him with a
couple of Fire cards and he goes down...
Attacks: Shield Swipe: He swipes you with his shield.
Blizzard: Just like an Blizzard Card.
Freeze: His Sleight, and quite easy to evade. When you hear him
laugh, start rolling. This makes ice appear below you and
if you are caught, you will be encased frozen solid. If you
roll away, it won't work though.
Rewards: Mega-Ether Card.
```

You get yet another World Card, this one for Twilight Town.

[42B]-----04.02.11. Twilight Town-----

Map:

```
[A]-[4] ^                -> A: 5 Up, 5 Down, Blue, Beginnings.
      | |                -> R: 8= Blue, 1= Red, 20 Green, Rewards
[R]-[3]-[5]
      |
[1]-[2]
      |
      [6]-[7]-[8]
```

So... Where the heck are we? -- Oh well, more reminiscing from Sora, and the Key of Beginnings. So, head right into 2, and up pass 3 and 4 so you can reach A. -- You can learn the Warp Sleight by going into the Hidden Room.

In case you wonder, rooms 6, 7 and 8 are pretty much just there for show. So use them as you like. But head to A when ready.

You end up in front of a giant gate. And suddenly Vi--Vexen appears again.
(>.<)

```
## ## Organization Member
##### Vexen
##### Resistance: Ice.
# Weakness: Stunned by Fire.
Tactics: Ok, so it gets a little harder now... Pretty much the same as before,
except that he should Card Break you slightly more than normal.
His 2nd Sleight is just, well... No comments, and he will come back
to life with about half of a bar. If you have the Firaga Break
Sleight and can use it, I suggest you do.
Attacks: Blizzard: Like a Blizzard card.
Shield Swipe: Single swipe of his shield at you.
Freeze: His Sleight, and quite easy to evade. When you hear him
laugh, start rolling. This makes ice appear below you and
if you are caught, you will be encased frozen solid. If you
roll away, it won't work though.
Iceburn: 2nd Sleight. Not really offensive, as it just creates
some ice patches on the ground, and if you walk on them,
you'll slip, leaving you off-guard.
```

Ice Needles: 3rd Sleight. He sends a chain of ice needles at you.
Just roll back and forth continuously to be safe.

Rewards: Vexen Card.

Vexen is about to talk about this whole Organization mess, but Axel jumps in and kills him.

We end up in room 5. So save and head up. -- After another Organization event, we find Riku yet again.

```
## ## ...
##### Riku III
#### Resistance: Resistant to every element.
# Weakness: None.
```

Tactics: This is pretty much the same as the second. Seriously, no new attacks or the like.

Attacks: Jump Slash: He jumps and slashes at you.
Side Slash: He spins in a slash.
Incrementor: Shadow-enemy Card. Raises all of his cards by 1.
Dark Firaga: A Sleight, and one very easy to evade actually. He just throws a dark fireball at you, so just roll ahead past it.

Rewards: Mega-Potion Card.

He leaves in a fit as usual and drops Naminé's charm. Sora grabs it and it turns into another World Card: Destiny Islands.

As you start to head up, an argument between Sora, Donald and Goofy stirs up, mainly because of Sora's adrenaline. In the end, he ends up going solo. Another event with the Organization, well, mainly about Axel. And we switch back to Sora.

As a reminder, since you left Donald and Goofy, they will no longer assist you in battle. So head up and use the last World Card.

[42C]-----04.02.12. Destiny Islands-----

Map:

```
[8]-[5]-[6]-[7]-[B]      -> A: 2=, 8=, Beginnings.
  |   |                  -> B: 50, Guidance.
[4] [R]                  -> R: 33 Blue, 33 Red, 33 Green, Rewards
  |
[3]-[A]
  |
[2]-[1]
```

Recognize the place? No? What, never played the first KH? *Shakes head* Anyway, Wakka, Selphie and Tidus appear and long story short, more strange events, they leave and you get the Key of Beginnings as usual.

Head through 2 and 3 into A. You find Riku, but the normal one. Everything is going fine but suddenly things start shaking, and we know that the screen shaking means bad news...

But, we are not there yet, as we get the Key of Guidance. We end up back in room 1, so make your way past all the rooms until you hit 7. -- You can try opening that Hidden Room for a Megalixir though. But regardless of what you do, you'll face another boss in B.

Heartless
Darkside
Resistance: ...?
Weakness: ...?

Tactics: This one will just annoy you a little on the fact that the wind is messing up with you... Also, since the target is on high terrain, you might have some trouble with it. My suggestion is that you wait for it to slam down his fist, which you then can start hitting. Other than that, there's not so much as to this battle. The Green Trinity card will make a platform that gets you to his head. Sleights are your friends, especially Ars Arcanum, and stuff like Firaga Break. You should have a Mega-Potion/Ether/Elixir in your deck by now, and if not... I've got no comments...

Attacks: Shadow Summon: Slams fist at ground, and summons 2 Shadows. The initial impact can hurt you.

Shock Impact: Slams fist at ground, creating a small shockwave.

Fireworks: Sends a ball of light into the sky and several balls of light will fall down.

Energy Ball: Sends a ball of energy at you.

Rewards: Darkside Card.

Consider this a warm up. -- You find Naminé. After a couple of words, a second Naminé show up?! -- In the end, we get the whole situation sort of explained to us. In another FMV, the charm changes it's shape. Looks familiar to you? Yes, it's the same charm Kairi gave Sora back in Traverse Town in KH before going to The End of the World. Naminé also changes shape into Kairi. Sora still can't remember her though.

In the end, we get the Oathkeeper Keyblade Card and we are ready to leave this world. Now, remember what I said about a warm up? Well, be prepared to face what a few nicknamed as 'the devil'...

SAVE! Really, save. Pack up at the very least 30 cards. And some healing and get ready as you head up.

We find the real Naminé and she is about to explain what has happened, and why we can't remember anything and regaining memories... But, Riku comes in and stops her. And...

"Teh devil" (Yes, 'teh' was misspelled in purpose...)
Riku IV
Resistance: Resistant to every element.
Weakness: None.

Tactics: Ok, if you didn't brought a few 0 cards as I told you, you are so damn screwed... His best attack, Dark Aura (It turns the screen a purple color) will really hurt you and is somewhat hard to actually evade, and since it's a Sleight, you either need something stronger, or a 0 card, so we better use the latter. Other than that, well, he is just going to be bothering you while you kick him... The first time he is a witch with a capital B... The second time is was easy as hell... --

Attacks: Jump Slash: He jumps and slashes at you.

Side Slash: He spins in a slash.

Incrementor: Shadow-enemy Card. Raises all of his cards by 1.

Dark Firaga: A Sleight, and one very easy to evade actually. He just throws a dark fireball at you, so just roll ahead past it.

Dark Aura: Best Sleight of this guy. The screen turns purple-ish and he goes around flying, warping from one place to another and hitting you for all you are worth. You better cancel

As you enter room 4, you get a small scene of Naminé and a sudden appearance of Marluxia. Keep going on, and in room 0 you get a scene between Axel and Marluxia. So, you made your way to #... I hope you have enough Map Cards, because you are going to need a few in order to get pass that 99 lock...

And it's time for Axel to go down now...

Organization Member

Axel

Resistance: Abosrbs Fire.

Weakness: Ice.

Tactics: Well, he is as easy as the first time. He still has that crappy Firewall Sleight, and just deals a little more damage... His second Sleight is overall random. As it sends two balls of fire at you in a random way...

Attacks: Firewall: He creates a slowly advancing firewall, which you can easily avoid by rolling past it.

Combo: He attacks you a couple of times, and is quite to hard to get out of it once he starts. So keep rolling.

Wheel Throw: He throws one of those wheel-thingies in a straight line.

Firetooth: Throws two fireballs at you. There are several versions of this, as he can throw the balls in different ways. Move accordingly to evade each one or cancel them as you see fit.

Rewards: Axel Card.

Now that we are done, head to & on the map. Which I suggest you make a Moment's Reprieve as usual, because the second to final boss is coming!

More stuff going on. Marluxia wants Naminé to erase Sora's memory but she refuses saying how Sora forgave her even with what she has done up to now. But Sora tells Naminé to do so after Marluxia threaten her. As Marluxia tells Sora how his heart won't be able to feel anything, just like Riku's, he appears and attacks him. And we are into battle...

Organization Member

Marluxia

Resistance: Fire, Ice, Lightning and Special attacks.

Weakness: Physical attacks.

Tactics: Well, like any Organization member. He just moves around quite a bit, but most of his attacks are avoidable. Provided of course you aren't being Card Broken every now and then, cause he will...

Attacks: Marluxia Card: Double Sleight: Name says it all. He will perform 3 Sleights twice.

Matrix Slash: Ignore the name, I just called it that because when he swings his scythe, the whole screen is frozen for a second.

Shockwave: He creates a small shockwave around him.

Energy Scythe: He creates an energy rift in the form of a giant blade, which flies in a straight line.

Blossom Shower: He makes a whirl of blossoms (pink petals in other words). Just roll as it's about to hit you to evade.

Deathscythe: He lifts his scythe, and moments after swinging it down, a giant scythe falls on you. Roll just a moment after he swings down to avoid.

Rewards: Marluxia Card.

He'll go down eventually. After the talk is done, I suggest you back out and save, and do any last minute stuff. When you are ready, go to the door in

the back of the room and select Yes.

Organization Member-slash-Final Boss
Marluxia
Resistance: ...?
Weakness: ...?

Tactics: This battle is more tedious than hard. As it can draw on for a while. Marluxia itself is not a threat, well, he can do some damage every now and then, but in my opinion, the normal Marluxia was harder... The thing with this one is that you have to Card Break him before you can actually hit him. Or stuff like that. As the battle starts however, you must get rid of both legs, arms, whatever the heck they are.

When his two leg-thingies are gone. He will be floating around. Card Break him to get him down. Just don't use too many Sleights, or at least don't include Keyblades in them.

Attacks: Blossom Shower: Same like the first one, but it's a normal attack now.

Energy Scythes: Like the first one, but he first creates what looks like rose-buds and each one of them becomes a scythe that flies at you. Minimum of 1, max of 5.

Rose Torpedoes: He creates what look like torpedoes in form of an unopened rose. And each of them shoots a pink ray as he commands.

Death Scythe: When he has both legs, or whatever they are, he can jump and slash downwards, recreating the original Death Scythe.

Dash: He dashes at you when both legs are gone. Way easy to evade.

Ground Shaker: When his legs are gone and he is floating around, he will plummet down and shake the nearby area.

Rewards: What? It's the end of the game, why do you need more cards?

Easy right? Sora then seals the door just like he did with the Keyholes back in KH and we get the closing events. -- For some reason the music that plays in the last FMV reminds me of a cross between Zelda and Final Fantasy...

Anyway, it's nice hearing Simple and Clean in the credits, though I prefer the Jp version.

"Fading memories... Reconstructed memories... And a dream- a dream of you... In a world without you..." -- The End.

After the credits and everything else, you should now have the option to play Reverse Rebirth.

-----05. Riku-----

[051]-----05.01. Riku's System-----

Riku follows a system somewhat like Sora's. The battle system is the same, with cards. The thing is you can't modify your deck. The deck will change by itself through the course of the game. I'll list the deck changes are you through the game though.

Inside battles, well, it's the same, just attack as you go. The only summon you can do, is King Mickey, and he will damage the enemies, stun them and heal you, so try to save him for dire situations. Also, boss cards are always usable since Riku has no CP and the like.

After a certain point in the game, you should notice the heartless symbol below Riku's life. That's his Dark Mode gauge as par se. If you get hit, it

will raise by one. If you Card Break an enemy, the difference between the cards will be added (Ex. Card Break the enemy's 2 with an 8, and you get a 6 raise). Likewise, being Card Broken will subtract the difference. Once the meter hits 30, it will be reduced to your current Max Dark Point value. From there on, each time you get hit will subtract a point. While in Dark Mode, you move faster, deal more damage, and it's the only time you can execute Riku's Sleights. Once the meter hits 0, it's over and you must start over.

Riku's Sleights...

- > Dark Aura
 - > Rush enemies repeatedly with blade in hand. Only available in Dark Mode.
 - > Three Soul Eaters. Total value: 27.

- > Dark Break
 - > Leap into the air and attack enemies from above. Only available in Dark Mode.
 - > Three Soul Eaters. Total value: 5~15.

- > Dark Firaga
 - > Expel dark energy in a searing blast. Only available in Dark Mode.
 - > Three Soul Eaters. Total value: 16~25.

- > MM Miracle
 - > The king restores HP, and stuns and deals damage to all enemies.
 - > The King + The King.
 - > The king restores a lot of HP, and stuns and deals damage to all enemies.
 - > The King + The King + The King.

There are some other moves you can perform in battle. The usual being what Sora had as a roll, except Riku simply leaps. In Dark Mode, he'll cover almost all of the screen in a leap, but attacks can get him while in mid-jump. In Dark Mode, if you jump, and press B again while in mid-air, he will jump away as well, as if he 'rolled' in mid-air.

Still in Dark Mode, if press A while in mid air, he will make spin attack, if you keep pressing A (And thus, using more cards), he will keep spinning when he hits the floor.

And thanks to "Dak and Jaxter" for mentioning to me that Riku has another move while in Dark Mode, if you jump twice, but press A while in the middle of the jum/roll, he will fly down to an enemy with an attack just like the finisher of his normal combo. Really nice move actually.

Lastly, when you level up, you have 3 choices.

- > HP Boost: Like Sora's. You raise your max HP by 15.
- > Attack Boost: You raise Riku's Attack Power by 1. Meaning more damage.
- > Darkness Boost: You raise Riku's Max DP by 2.

And that's about it...

-----05.02. Walkthrough-----

If by any reason you need help with the notes for the room synth requirements, refer to section 03 under Room Synthesis.

[521]-----05.02.01. Hollow Bastion-----

Map: ^
 |
 [7]

-> A: Red, Beginnings.

|
[6]-[C]
|
[B]-[5]-[4]
| |
[2]-[3]-[A]
|
[1]

-> B: Green, Guidance.
-> C: 5 Up, Truth.

And we begin. Riku is laying in a gray space of sorts. A place void of pretty much just everything. He wakes up and starts to go talk with some sort of shadow (face is darkened), who in the ends give you a card: A World Card to be precise. You end up in a room similar to the floors of Castle Oblivion, and as Riku uses the card, he ends up in Hollow Bastion.

Initial Deck: Soul Eater: 1x 9, 2x 8, 3x 7, 3x 6, 3x 5, 2x 4, 1x 3.
Potion: 1x 9.
Defender Enemy-Card.

After the events are done, you are free to move. So, head through 2 and 3 into A. -- You end up in a Library. Or what looks like one, since it seems to have been Riku's room while he stayed in Maleficent's castle.

We get the Key of Guidance, and back on room 3. So make through 2 and 5, or 4 and 5, whichever you choose, but into B. The shadow here says how Riku has nothing left, since he casted aside everything. Riku retorts that he casted away the darkness as well, which was what made him lost everything in the first place. In the end, we only get the Key to Truth.

So move up to 6 and into C.
We find Maleficent,

Magical Dragon
Maleficent
Resistance: ...?
Weakness: ...?

Tactics: So, remember this fight with Sora? It should be pretty much the same with Riku. But stay the heck away from Sleights. You have very few cards to actually think of using them right now. Not to mention you still can't do any Sleight at all. Just go at her.

Attacks: Bite: She bites you.

Slam: She makes a slam on the floor with her feet, creating a shockwave.

Green Fire: She breathes green fire at the floor, and leaves out a couple of flames around, which can be destroyed and can hurt you all the like.

Rewards: Dragon Maleficent Card.

No closing events or anything. You just appear at 6 and can open the door to 7. As you enter the stairwell of Castle Oblivion once again, Ansem reveals himself. What? Don't tell me you didn't knew it was him all along? Riku tries attacking him, but he is bounced away. Suddenly, King Mickey shows up as a weird light. In the end...

Deck Modification: Soul Eater: 6x 9, 6x 8, 6x 7, 6x 6, 4x 0.
Hi-Potion: 1x 0, 1x 9.
Dragon Maleficent Enemy-Card.

Master of Darkness
Ansem

Resistance: ...?

Weakness: ...?

Tactics: You have a hell lot more of cards now. And I do mean a lot. So be sure to use them. Remember you have the Dragon Maleficent Enemy Card, so use it if you wish. King Mickey's card will appear as your ally in battle. Summoning him will reload your deck, heal you, and harm the enemy.

Attacks: Shadow Strike: His shadow takes a swing at you.

Lightning Driver: A bolt of lightning sweeps the floor in a straight line.

Rockshatter: His Sleight. He goes back and forth through the screen with a weird energy field at his front.

Rewards: None, sort of...

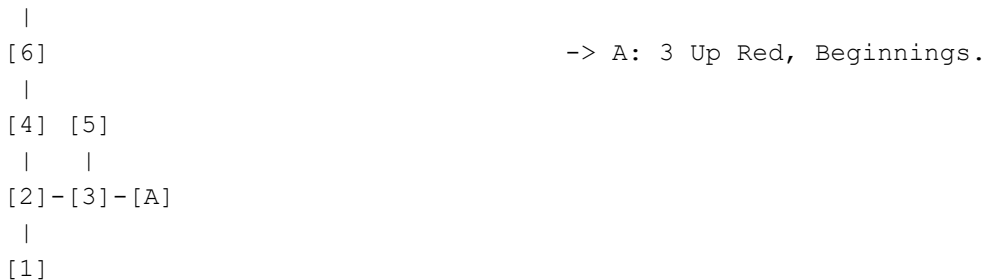
In the end, you get World Cards, and learn about the Dark Mode.

Head up and we see two more members of the Organization. Lexaeus, and Zexion. Again with the 'x' thingy...

[522]-----05.02.02. Agrabah-----

Note: Map below will only be correct if you made Agrabah the 11th basement.

Map: ^



Deck Modification: Soul Eater: 5x 7, 5x 6, 5x 4, 5x 3.

Hi-Potion: 1x 7.

Dragon Maleficent Enemy-Card.

Fat Bandit Enemy-Card.

From here on the game becomes pretty much a standard hit-and-run operation.

Make your way into A. -- You simply enter a fight with Jafar.

Crazyed Genie

Jafar

Resistance: ...?

Weakness: ...?

Tactics: Same as Sora. Attack Iago who's holding the lamp instead. If you want, you can try using Dark Break. Other than that, just go at it.

The Green Trinity Card raises all 3 steps to the highest.

Attacks: Fire Ball: Throws a giant stone of fire in a straight line.

Slam: Slams his fist on the floor.

Energy Ray: Creates a ray of energy which he moves at will.

Rewards: Jafar Card.

You appear back in 3. Head through 4 and 6 to go up again. You can do a side trip to 5 if you want, heck, I don't know, more enemies.

Anyway, head up to the 10th basement for another even with Zexion and V... Erm, Vexen. Save, head to the door, and we are off to Monstro!

[523]-----05.02.03. Monstro-----

Note: Map below will only be correct if you made Monstro the 10th basement.

Map: ^

```
|
[6]                               -> A: 5 Up Green, Beginnings.
|
[2]-[3]-[4]-[5]-[A]
|
[1]
```

Deck Modification: Soul Eater: 5x 7, 3x 6, 2x 5, 5x 4, 4x 1.
Dragon Maleficent Enemy-Card.
Jafar Enemy-Card.
Search Ghost Enemy-Card

Pretty self-explanatorious.... Just head into A.

Heartless
Parasite Cage
Resistance: ...?
Weakness: Stunned by Fire.
Tactics: The acid is still there, but meh, this fight, like any other, should be very easy with Riku. Just go at him. You might want to use Dark Break once you are in Dark Mode.
Attacks: Down Slam: The Cage sends down both arms thingies to shock the ground.
Body Slam: The Cage uses boths arms as support and throws its body ahead to hit you.
Rewards: Parasite Cage Card.

Now, make your way into the 9th basement. We find Vexen (Yey, wrote it right...) and well...

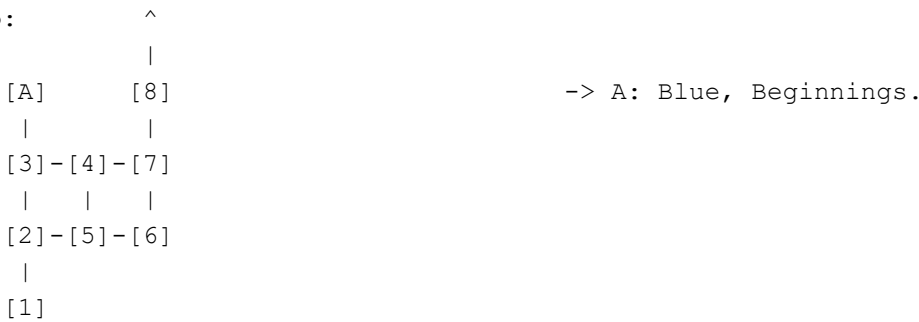
Deck Modification: Soul Eater: 6x 9, 6x 8, 6x 7, 6x 6, 4x 0.
Hi-Potion: 1x 0, 1x 9.
Dragon Maleficent Enemy-Card.
Jafar Enemy-Card.
Parasite Cage Enemy-Card.

Organization Member
Vexen
Resistance: Ice.
Weakness: Stunned by Fire.
Tactics: He ain't so tough. With your new deck you can now make the Dark Aura Sleight (27 Total value), which can really hurt this guy. Other than that, it's the same as with Sora.
Attacks: Blizzard: Like a Blizzard card.
Shield Swipe: Single swipe of his shield at you.
Freeze: His Sleight, and quite easy to evade. When you hear him laugh, start rolling. This makes ice appear below you and if you are caught, you will be encased frozen solid. If you roll away, it won't work though.
Iceburn: 2nd Sleight. Not really offensive, as it just creates some ice patches on the ground, and if you walk on them, you'll slip, leaving you off-guard.
Ice Needles: 3rd Sleight. He sends a chain of ice needles at you.
Just roll back and forth continuously to be safe.
Rewards: None...

And he leaves saying he collected some great data. Which yes, is what he used to make Riku Replica. So head up to Basement 9 and we are off to Never Land!

Note: Map below will only be correct if you made Never Land the 9th basement.

Map:



Deck Modification: Soul Eater: 1x 9, 1x 8, 2x 7, 2x 6, 2x 5, 2x 4, 2x 3, 2x 2, 2x 1, 1x 0.

- Pirate Enemy-Card.
- Dragon Maleficent Enemy-Card.
- Jafar Enemy-Card.
- Parasite Cage Enemy-Card.

Make your way to A. There's not much science into this layout...

- ## ## Pirate Captain
- ##### Hook
- #### Resistance: Thunder.
- # Weakness: ...?

Tactics: Just like every boss with Riku, this should be a lot easier now. His attacks can still hurt you a bit though... You should try using Dark Break if you can, or simply hack at him.

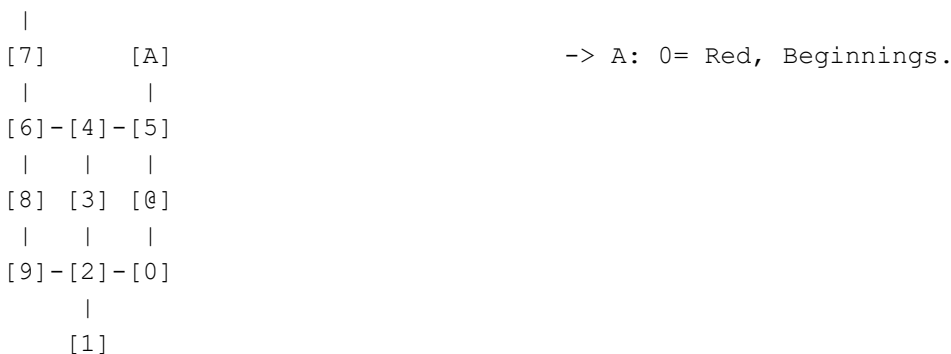
- Attacks: Swipe: He makes a swipe at you. Though only when ahead of you.
- Gift: He throws either one gift box at you, which explode doing quite some damage. Though he remains unbalanced during the attack...
- Rush & Present: Same as above, but WAY more gift boxes... You better Card Break this with a 0, or another Sleight.
- Combo & Present: This one slashes at you quite some times and finishes off with a stray gift box.

Rewards: Hook Card.

That being done, go right through any route and into 8. No fights here, but as you go up you get a scene with Zexion and Lexaeus. Now we are off into the last World of these batch of cards: Traverse Town!

Note: Map below will only be correct if you made TraverseTown the 8th basement.

Map: ^



Deck Modification: Soul Eater: 1x 8, 1x 7, 1x 6, 1x 5, 1x 4. Shadow Enemy-Card.

Dragon Maleficent Enemy-Card.
Jafar Enemy-Card.
Parasite Cage Enemy-Card.
Hook Enemy-Card.

Yeah, get a load of that deck... And the map is unnecessarily long...
So just get to A by whatever means you want.

Heartless
Guard Armor
Resistance: None.
Weakness: None.
Tactics: So... Have fun with those 5 cards and this guy... It's the same
as usual, just go at him.
Attacks: At first, he only tries to swipe or stomp you; nothing biggy. Once
only the body remains however, it will start jumping around, and the
impact of it colliding with the floor will hurt you, so be sure to
jump it.
Rewards: Guard Armor Card.

Now, move to leave this place. As you enter back the stairwell of Castle
Oblivion, you find... Riku?! Thankfully our deck is modified before the
fight.

Deck Modification: Soul Eater: 6x 9, 6x 8, 6x 7, 6x 6, 4x 0.
Hi-Potion: 1x 0, 1x 9.
Dragon Maleficent Enemy-Card.
Jafar Enemy-Card.
Parasite Cage Enemy-Card.
Hook Enemy-Card.
Guard Armor Enemy-Card.

Fake Riku
Riku
Resistance: Resistant to every element...?
Weakness: None.
Tactics: Well... Feel like paying him back with his own skills? A Dark Aura
here is highly recomfortating~ Other than that, he shouldn't pose
too much of a threat.
Attacks: Jump Slash: He jumps and slashes at you.
Side Slash: He spins in a slash.
Incrementor: Shadow-enemy Card. Raises all of his cards by 1.
Dark Firaga: You know this Sleight, roll against it to evade it.
Rewards: None..

You go up, and after a scene with Riku Replica and Vexen, the real Riku shouts
for the Replica to come out, but instead Ansem does so. In the end, you
get more World Cards, as expected: Atlantica, Olympus Coliseum, Wonderland and
Halloween Town. And yes, we are going in that order.

[526]-----05.02.06. Atlantica-----

Note: Map below will only be correct if you made Atlantica the 7th basement.

Map: ^

```
|
[9]      [A]                -> A: 15 Red, Beginnings.
|        |
[8] [0] [5]
|   |   |
[7] [0] [4]
```



```
| | |
[6]-[2]-[3]
|
[1]
```

Deck Modification: Soul Eater: 4x 5, 4x 4, 4x 3, 4x 2, 4x 1.
Sea Neon Enemy-Card.
Dragon Maleficent Enemy-Card.
Jafar Enemy-Card.
Parasite Cage Enemy-Card.
Hook Enemy-Card.
Guard Armor Enemy-Card.

Almost the same map layout as Traverse Town, so as usual, just head over there.

```
## ## Giant Octopus
##### Ursula
##### Resistance: ...?
# Weakness: ...?
```

Tactics: I wonder why I keep writing these? Bosses as Riku are just painfully easy and you know it. So as usual, just hack at her, there's not really anything else you can do... I don't think going into Dark Mode is a good idea here though, seeing how Riku DM's air attack is a weird spn...

Attacks: Thunder: Just like a Thunder card.
Bubble Spray: She creates a couple of bubbles and sends them in the direction she is facing, but they home at you anyway. They can inverse your controls if you are hit.
Tentacle: If you are near her face when a tentacle recovers, she can hit you.
Energy Burst: Once she is around half of her life down, she will start moving around. At one point or another, she can send out a huge energy stream from her mouth and swipe across the field.

Rewards: Ursula Card.

As usual, head to the stairwell. As you head up, you see the same scene that you would normally see in Sora's playthrough not long before he fights with Riku Replica. And we also see more. Now we know how exactly Riku Replica came to be... Anyway, we are off to the Coliseum~

[527]-----05.02.07. Olympus Coliseum-----

Note: Map below will only be correct if you made Olympus the 6th basement.

Map: ^
|
[9] -> A: Red, Green, Beginnings.
|
[7]-[8]
| |
[3]-[5]-[6]-[A]
| |
[2]-[4]
|
[1]

Deck Modification: Soul Eater: 1x 9, 1x 8, 1x 7, 1x 6, 1x 5, 1x 4, 1x 3, 1x 2,
10x 1, 3x 0.
Powerwild Enemy-Card.
Dragon Maleficent Enemy-Card.

Jafar Enemy-Card.
Parasite Cage Enemy-Card.
Hook Enemy-Card.
Guard Armor Enemy-Card.
Ursula Enemy-Card.

You better use that Powerwild card... Anyway, as usual, into A.

...What the heck is Hades here anyway?

Hades

Resistance: Fire.

Weakness: Ice.

Tactics: Again, do I need to stress out the fact that bosses with Riku are easy as hell? You might want to save that Powerwild for when you go into Dark Mode though.

Attacks: Burst: Makes a fire cloud explode at his finger.

Firaga Ball: He throws a ball of fire at you, which is quite easy to evade actually.

Temper Flare: He turns red, enabling the use of Fire Wave.

Fire Wave: This is the big one. He turns red and starts to pour out flames from his hands. It's rather hard to completely avoid this unless you break him off, so...

Rewards: Hades Card.

Head up when done. You get a small event with Larxene and Naminé. We are off to Wonderland.

[528]-----05.02.08. Wonderland-----

Note: Map below will only be correct if you made Wonderland the 5th basement.

Map:

```
      ^
      |
[A] [0]                                -> A: 30 Red, Beginnings.
      | |
[6]-[7]-[8]-[9]
      | | | |
[5]-[4]-[3]-[2]
              |
              [1]
```

Deck Modification: Soul Eater: 4x 5, 4x 4, 4x 3.

Large Body Enemy-Card.

Dragon Maleficent Enemy-Card.

Jafar Enemy-Card.

Parasite Cage Enemy-Card.

Hook Enemy-Card.

Guard Armor Enemy-Card.

Ursula Enemy-Card.

Hades Enemy-Card.

You know the routine...

Heartless

Trickmaster

Resistance: Fire.

Weakness: Possibly Ice.

Tactics: Stick away from Dark Aura... Wait, you can't even do it... Just use Dark Break if you want. Otherwise, this can't be a pain in the tail due to Riku's air attack.

Attacks: It pretty much just hurls fireballs at you. Roll to evade them and

you are set.

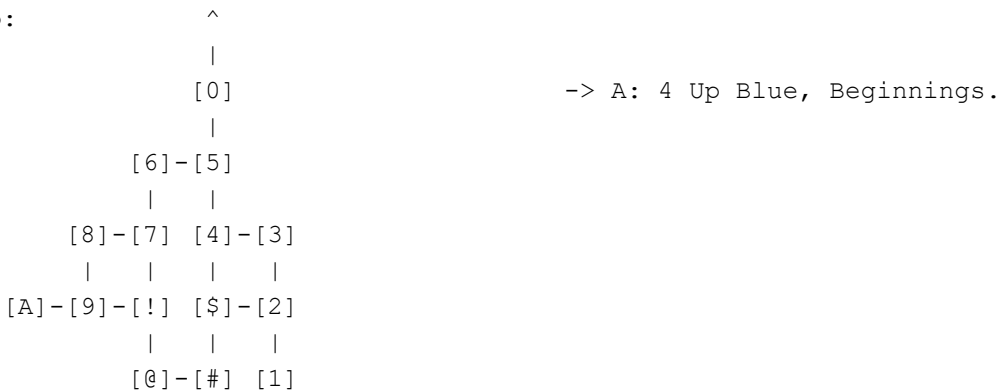
Rewards: Trickmaster Card.

Head up for an event with Zexion and Lexaeus. We only have one card left, so use it to head into...

[529]-----05.02.09. Halloween Town-----

Note: Map below will only be correct if you made HalloweenT the 4th basement.

Map:



Deck Modification: Soul Eater: 5x 7, 5x 6, 5x 5, 3x 4.

- Wight Knight Enemy-Card.
- Dragon Maleficent Enemy-Card.
- Jafar Enemy-Card.
- Parasite Cage Enemy-Card.
- Hook Enemy-Card.
- Guard Armor Enemy-Card.
- Ursula Enemy-Card.
- Hades Enemy-Card.
- Trickmaster Enemy-Card.

Freaking map layout! >.<

Ugh, good luck. For some reason Riku's playthrough is becoming tedious to me. The lack of story must have something to do with that I guess... I suggest you take the path marked by numbers in the mini map above.

```

## ## Sack-of-potatoes-slash-weird-ghost
##### Oogie Boogie
##### Resistance: ...?
# Weakness: ...?

```

Tactics: Meh, just a tad annoying due to the cards we have and you have to Card Break him to lower the gates... Otherwise, he is toast... I got him down in two sessions nonetheless.

Attacks: Dice: Hmm, varying effects. Some recover him, some explode on you, etc...

Summon: He can summon Wight Knights to fight you while he is up there cowering...

Rewards: Oogie Boogie Card.

So, step us as usual and we find Lexaeus...

Deck Modification: Soul Eater: 6x 9, 6x 8, 6x 7, 6x 6, 4x 0.

- Hi-Potion: 1x 0, 1x 9.
- Dragon Maleficent Enemy-Card.
- Jafar Enemy-Card.
- Parasite Cage Enemy-Card.
- Hook Enemy-Card.
- Guard Armor Enemy-Card.
- Ursula Enemy-Card.

Hades Enemy-Card.
Trickmaster Enemy-Card.
Oogie Boogie Enemy-Card.

Organization Member

Lexaeus

Resistance: Immune to ice. Resistant to physical attacks.

Weakness: Special attacks.

Tactics: Come on, use Dark Aura while you shout "I'll kick yer bloody arse so hard ye'll kiss the moons!" (Or however the quote from Kid was...) Seriously, you can wreak havoc with that Sleight. Other than that, you have the good deck, so use it.

Attacks: Mega Slam: He slams down hard, and as usual, creating a shockwave.

Rockshatter: Sleight. He hits the ground and a rock flies up, then shatters it. Somewhat rough to evade most of the time, though you might want to be close to him to move behind him as he does this.

Rewards: Lexaeus Card.

Well, here's the story I've longing for... *Rolls eyes*
Seriously, at least it makes thing slightly less monotone...

Head up. By this time Sora already finished Marluxia. And we get the card for Destiny Islands. So head there.

[520]-----05.02.10. Destiny Islands-----

Map:

```
      ^
      |
      [0]                -> A: 7 Up Green, Beginnings.
      |
    [6]-[7]-[8]
      |      |
    [A]-[5]  [9]
      |      |
    [4]-[3]-[2]
      |
      [1]
```

Deck Modification: Soul Eater: 1x 8, 2x 7, 2x 6, 2x 5, 2x 4, 2x 3, 3x 2, 1x 1,
4x 0.

Dragon Maleficent Enemy-Card.
Jafar Enemy-Card.
Parasite Cage Enemy-Card.
Hook Enemy-Card.
Guard Armor Enemy-Card.
Ursula Enemy-Card.
Hades Enemy-Card.
Trickmaster Enemy-Card.
Oogie Boogie Enemy-Card.
Lexaeus Enemy-Card.

So... Just head to A...

You see Kairi, but as Riku approaches her, she disappears. Zexion appears and after some more stuff...

Heartless

Darkside

Resistance: ...?

Weakness: ...?

Tactics: Again with the air attacks. I suggest you stay clear from Dark Mode or use only Dark Break. Remind you that you no longer have The King's card showing around. Since you can't heal yourself, remember you have a 0 card at the top of your deck, so Card Break the guy and always reload right away. Attack only with the attack where he slams his fist into the ground. And only with normal combos.

Attacks: Shadow Summon: Slams fist at ground, and summons 2 Shadows. The initial impact can hurt you.

Shock Impact: Slams fist at ground, creating a small shockwave.

Fireworks: Sends a ball of light into the sky and several balls of light will fall down.

Energy Ball: Sends a ball of energy at you.

Rewards: Darkside Card.

Sora suddenly appears! He says it's time for you to accept the light or something like that and Riku is engulfed in a white light. Oh, lookie, it wasn't Sora... It was Zexion!

Anyway, no fight now. So just head up. You see Axel trying to put Riku Replica against Zexion. Though that "Sorry Zexy." line was a little... I mean, 'sexy', 'zexy', can you notice any difference in the pronunciation? o.o

Riku finds Ansem again. But 'The King' comes now, in flesh and bone, no freak illusions this time. You get the Twilight Town Card from him, so use it!

[52A]-----05.02.11. Twilight Town-----

Map: ^
 |
 |
[B] [0] -> A: 2 Down Blue, Beginnings.
 | -> B: 50, Guidance.
 |
[6] [0]
 |
[5] [9]
 |
[4] [A] [8]
 | | |
[3]-[2]-[7]
 |
 [1]

Deck Modification: Soul Eater: 3x 9, 2x 8, 2x 7, 3x 6, 2x 5, 2x 4, 3x 3, 3x 2, 2x 1, 3x 0.

- Dragon Maleficent Enemy-Card.
- Jafar Enemy-Card.
- Parasite Cage Enemy-Card.
- Hook Enemy-Card.
- Guard Armor Enemy-Card.
- Ursula Enemy-Card.
- Hades Enemy-Card.
- Trickmaster Enemy-Card.
- Oogie Boogie Enemy-Card.
- Lexaeus Enemy-Card.
- Darkside Enemy-Card.

Riku, like Sora, doesn't know where he is. He asks the King, but he is gone. Not quite like Ansem however. But, it seems he is not Ansem, apparently we never met Ansem in this place. Instead of him, we have someone named DiZ, and has a very strange attire... He asks you to meet Naminé so you can choose

between the dark and the light and disappears. Leaving us with the Key of Beginnings.

Oh look, first map to have 2 story rooms! Head up and into A. You are in front of the same gate in which Sora fought Vexen. Riku Replica suddenly walks in. Well, someone needs a life and thus, we are attacked. That made no sense, right...?

```
## ## The-not-so-devil Riku
##### Riku II
##### Resistance: Resistant to every element.
# Weakness: None.
```

Tactics: He is the same as Riku IV for Sora. Just slightly easier as well, what with being Riku... You might have some health issues (Remember Oogie-Boogie's card) or some trouble Card Breaking him due to the randomness of the deck, but he ain't that hard.

Attacks: Jump Slash: He jumps and slashes at you.

Side Slash: He spins in a slash.

Incrementor: Shadow-enemy Card. Raises all of his cards by 1.

Dark Firaga: A Sleight, and one very easy to evade actually. He just throws a dark fireball at you, so just roll ahead past it.

Dark Aura: Best Sleight of this guy. The screen turns purple-ish and he goes around flying, warping from one place to another and hitting you for all you are worth. You better cancel this with a 0 card or prepare to get hurt.

Rewards: None...

After a somewhat sad scene, we get the Key of Guidance. So make your way to B.

You find Naminé. This is after Sora's game has ended, as you can see since he is sleeping in the weird chamber thingy. Naminé then proceeds to tell you everything, which happens in a quick change of screens.

She tells you that she can lock your heart so Ansem won't awaken again. But after some scenes Riku decides against her offer.

Back in Twilight town... See the other edge of the map? Yep, we are going there now... As you head up, the King appears. It seems DiZ is there as well and he gives you the last card. As you head up, Riku decides to face Ansem alone, and for the King to destroy him if Ansem wins, but the King instead is decided to save him should that happen. So, to Castle Oblivion!

[52B]-----05.02.12. Castle Oblivion-----

Map:

```
[A]                                -> A: 13, Beginnings.
|
[3]
|
[2]
|
[1]
```

Deck Modification: Soul Eater: 6x 9, 6x 8, 6x 7, 6x 6, 4x 0.
Hi-Potion: 1x 9, 1x 0.
Dragon Maleficent Enemy-Card.
Jafar Enemy-Card.

Parasite Cage Enemy-Card.
Hook Enemy-Card.
Guard Armor Enemy-Card.
Ursula Enemy-Card.
Hades Enemy-Card.
Trickmaster Enemy-Card.
Oogie Boogie Enemy-Card.
Lexaeus Enemy-Card.
Darkside Enemy-Card.

"OMGZ!" Meh, easy map... Do I need to say 'Head forward...'?
I was expecting the last door to have a 99 however...
Gotta love Riku's 'taunt'...

Master of Darkness
Ansem
Resistance: ...?
Weakness: ...?

Tactics: Bah, he ain't as tough as I had expected. Remember you have 4 0 cards, so use them wisely. Dark Aura is nice here, though he can block most of the attacks... He has quite a lot of life, but he shouldn't pose too much of a problem. You might just want to stick to basic combos instead.

Attacks: Shadow Strike: His shadow takes a swing at you.
Lightning Driver: A bolt of lightning sweeps the floor in a straight line.
Rockshatter: His Sleight. He goes back and forth through the screen with a weird energy field at his front.
...?: Couldn't get the name, but it's a Sleight, and it blew off about a whole bar of life. BREAK IT!!

Rewards: Nothing.

Ansem flinches and Riku strikes through. And it's over. You watch the ending. We get to see Riku and Mickey matrix-style however. Man, I would have laughed so hard if they pulled out a set of shades...

And you get some more shots, etcetera...

"Walking this road...without you...to remake forgotten promises...and meet you at road's end..."

Now you can get Sora's Ultima Weapon card. Simply load a data from Sora and go to a Moogles Shop. You should get one eventually.

-----06. Card List-----

All cards are alphabetically ordered.

[061]-----06.01. Attack Cards-----

Crabclaw:

Strike: C	Obtained in Atlantica.	
Thrust: C	Easy to handle with an	
Combo Finish: B+	impressive recovery	
Swing Speed: B	time after card breaks.	
Element: Physical		
Break Recovery: Star		
Required CP: B		
CP Usage: Lv0: 38	Lv4: 26	Lv8: 34
Lv1: 20	Lv5: 28	Lv9: 36

Lv2: 22 Lv6: 30
Lv3: 24 Lv7: 32

~~~~~  
Diamond Dust: (Thanks to Jesse James)

Strike: B+  
Thrust: B+                      A special attack card  
Combo Finish: V                with Ice based attacks.  
Swing Speed: Star              Powerful and the easiest  
Element: Ice                    to handle.  
Break Recovery: Star  
Required CP: C  
CP Usage: ?

~~~~~  
Divine Rose: (Thanks to Lorinan Rivendale. I kinda forgot to note this down...)

Strike: A Obtained in Hollow
Thrust: D+ Bastion. Features a
Combo Finish: C powerful strike and
Swing Speed: A fast swing.
Element: Physical
Break Recovery: C
Required CP: B
CP Usage: Lv0: 38 Lv4: 26 Lv8: 34
 Lv1: 20 Lv5: 28 Lv9: 36
 Lv2: 22 Lv6: 30
 Lv3: 24 Lv7: 32

~~~~~  
Fairy Harp:

Strike: C+                      Obtained in Never Land.  
Thrust: C+                      Easy to handle with a  
Combo Finish: C                formidable swing speed.  
Swing Speed: Star  
Element: Physical  
Break Recovery: B  
Required CP: B  
CP Usage: Lv0: 38      Lv4: 26      Lv8: 34  
              Lv1: 20      Lv5: 28      Lv9: 36  
              Lv2: 22      Lv6: 30  
              Lv3: 24      Lv7: 32

~~~~~  
Kingdom Key:

Strike: D+ The default weapon.
Thrust: D+ Not very powerful, but
Combo Finish: D+ reliable and easy to
Swing Speed: B handle.
Element: Physical
Break Recovery: B
Required CP: Star
CP Usage: Lv0: 19 Lv4: 14 Lv8: 18
 Lv1: 10 Lv5: 15 Lv9: 19
 Lv2: 11 Lv6: 16
 Lv3: 13 Lv7: 17

~~~~~  
Lady Luck:

Strike: C+                      Obtained in Wonderland.  
Thrust: C+                      A balanced weapon  
Combo Finish: D                that is easy to handle.  
Swing Speed: A  
Element: Physical  
Break Recovery: B  
Required CP: A



CP Usage: Lv0: 24      Lv4: 18      Lv8: 22  
                 Lv1: 15      Lv5: 19      Lv9: 23  
                 Lv2: 16      Lv6: 20  
                 Lv3: 17      Lv7: 21

~~~~~  
Lionheart:

Strike: B A special attack card
Thrust: B with fire-based
Combo Finish: B attacks.
Swing Speed: D
Element: Fire
Break Recovery: A
Required CP: B

CP Usage: Lv0: 38 Lv4: 26 Lv8: 34
 Lv1: 20 Lv5: 28 Lv9: 36
 Lv2: 22 Lv6: 30
 Lv3: 24 Lv7: 32

~~~~~  
Metal Chocobo:

Strike: C+                                A special attack card  
Thrust: C+                                that can break through  
Combo Finish: B+                        physical defenses. A  
Swing Speed: C                           bit difficult to handle.  
Element: Neutral  
Break Recovery: B  
Required CP: B

CP Usage: Lv0: 38      Lv4: 26      Lv8: 34  
                 Lv1: 20      Lv5: 28      Lv9: 36  
                 Lv2: 22      Lv6: 30  
                 Lv3: 24      Lv7: 32

~~~~~  
Oathkeeper:

Strike: B A well-balanced
Thrust: Star weapon with a very
Combo Finish: B+ powerful thrust.
Swing Speed: B
Element: Physical
Break Recovery: B
Required CP: C

CP Usage: Lv0: 43 Lv4: 31 Lv8: 39
 Lv1: 25 Lv5: 33 Lv9: 41
 Lv2: 27 Lv6: 35
 Lv3: 29 Lv7: 37

~~~~~  
Oblivion:

Strike: A                                A special attack card  
Thrust: A                                that can break through  
Combo Finish: D                        physical defenses.  
Swing Speed: C                           First-class strength.  
Element: Neutral  
Break Recovery: A  
Required CP: C

CP Usage: Lv0: 43      Lv4: 31      Lv8: 39  
                 Lv1: 25      Lv5: 33      Lv9: 41  
                 Lv2: 27      Lv6: 35  
                 Lv3: 29      Lv7: 37

~~~~~  
Olympia:

Strike: C+ Obtained in Olympus
Thrust: D+ Coliseum. Powerful with

Combo Finish: B a quick recovery after
Swing Speed: C card breaks.
Element: Physical
Break Recovery: A
Required CP: A
CP Usage: Lv0: 24 Lv4: 18 Lv8: 22
Lv1: 15 Lv5: 19 Lv9: 23
Lv2: 16 Lv6: 20
Lv3: 17 Lv7: 21

~~~~~  
One-Winged Angel:

Strike: C A special attack card  
Thrust: C with fire-based  
Combo Finish: Star attacks. Exceptional  
Swing Speed: A combo finish.  
Element: Fire  
Break Recovery: C  
Required CP: C  
CP Usage: Lv0: 43 Lv4: 31 Lv8: 39  
Lv1: 25 Lv5: 33 Lv9: 41  
Lv2: 27 Lv6: 35  
Lv3: 29 Lv7: 37

~~~~~  
Pumpkinhead:

Strike: C+ Obtained in Halloween
Thrust: C+ Town. Easy to handle
Combo Finish: D+ with a fast recovery
Swing Speed: B after a card break.
Element: Physical
Break Recovery: A
Required CP: A
CP Usage: Lv0: 24 Lv4: 18 Lv8: 22
Lv1: 15 Lv5: 19 Lv9: 23
Lv2: 16 Lv6: 20
Lv3: 17 Lv7: 21

~~~~~  
Spellbinder:

Strike: D+ A special attack card  
Thrust: A with lightning-based  
Combo Finish: D+ attacks.  
Swing Speed: C  
Element: Lightning  
Break Recovery: A  
Required CP: B  
CP Usage: Lv0: 38 Lv4: 26 Lv8: 34  
Lv1: 20 Lv5: 28 Lv9: 36  
Lv2: 22 Lv6: 30  
Lv3: 24 Lv7: 32

~~~~~  
Three Wishes:

Strike: C+ Obtained in Agrabah.
Thrust: D+ Fairly strong with a
Combo Finish: B fast swing.
Swing Speed: A
Element: Physical
Break Recovery: B
Required CP: A
CP Usage: Lv0: 24 Lv4: 18 Lv8: 22
Lv1: 15 Lv5: 19 Lv9: 23
Lv2: 16 Lv6: 20

~~~~~  
Ultima Weapon: (Thanks to Jesse James)

Strike: Star  
Thrust: Star The strongest attack  
Combo Finish: A card to be found.  
Swing Speed: B  
Element: Physical  
Break Recovery: B  
Required CP: D  
CP Usage: ?

~~~~~  
Wishing Star:

Strike: C Obtained in Monstro.
Thrust: C Not very powerful, but
Combo Finish: D+ very easy to handle.
Swing Speed: A
Element: Physical
Break Recovery: A
Required CP: A

CP Usage: Lv0: 24 Lv4: 18 Lv8: 22
Lv1: 15 Lv5: 19 Lv9: 23
Lv2: 16 Lv6: 20
Lv3: 17 Lv7: 21

[062]-----06.02. Magic Cards-----

Aero:

Magic that blows away nearby enemies and inflicts damage. Stock 2 cards for Aerora and 3 cards for Aeroga.
Affects the surrounding area from Sora, the higher the level, the more it affects. Also blows away enemies that got caught in the spell.

CP Usage: Lv0: 38 Lv4: 26 Lv8: 34
Lv1: 20 Lv5: 28 Lv9: 36
Lv2: 22 Lv6: 30
Lv3: 24 Lv7: 32

~~~~~  
Bambi:

Bambi bounds around and drops recovery items. Stock more than one to boost the effect.  
Description says it all. Just another way of recovering.

CP Usage: Lv0: 38 Lv4: 26 Lv8: 34  
Lv1: 20 Lv5: 28 Lv9: 36  
Lv2: 22 Lv6: 30  
Lv3: 24 Lv7: 32

~~~~~  
Blizzard:

Magic that deals ice damage. Stock 2 cards for Blizzara and 3 cards for Blizzaga.
Sora creates an ice crystal ahead of him, hurting whatever was in range.

CP Usage: Lv0: 24 Lv4: 18 Lv8: 22
Lv1: 15 Lv5: 19 Lv9: 23
Lv2: 16 Lv6: 20
Lv3: 17 Lv7: 21

~~~~~  
Cloud:

Cloud unleashes two successive sword attacks. Stock 3 cards to use Omnislash. One card equals to two hits exactly where you summon him; 2 cards will be 3 hits in the place you summon him, and 3 cards are for 3 hits to random enemies.

CP Usage: Lv0: 43      Lv4: 31      Lv8: 39  
          Lv1: 25      Lv5: 33      Lv9: 41  
          Lv2: 27      Lv6: 35  
          Lv3: 29      Lv7: 37

~~~~~  
Cure:

 Magic that restores HP. Stock 2 cards for Cura and 3 cards for Curaga.
 Sora heals his own HP.

CP Usage: Lv0: 43 Lv4: 31 Lv8: 39
 Lv1: 25 Lv5: 33 Lv9: 41
 Lv2: 27 Lv6: 35
 Lv3: 29 Lv7: 37

~~~~~  
Dumbo:

    Dumbo douses enemies with water over a set time period, dealing ice damage.  
    Stock more than one to prolong the attack.  
    Affects area in front, and the time of summoning depends on the cards used.

CP Usage: Lv0: 38      Lv4: 26      Lv8: 34  
          Lv1: 20      Lv5: 28      Lv9: 36  
          Lv2: 22      Lv6: 30  
          Lv3: 24      Lv7: 32

~~~~~  
Fire:

 Magic that deals fire damage. Stock 2 cards for Fira and 3 cards for Firaga.
 Sora sends a fireball in a straight line. You can move it into air by pressing
 up on the pad.

CP Usage: Lv0: 24 Lv4: 18 Lv8: 22
 Lv1: 15 Lv5: 19 Lv9: 23
 Lv2: 16 Lv6: 20
 Lv3: 17 Lv7: 21

~~~~~  
Genie:

    Genie casts Thundara, Gravira, or Stopra. Stock more than one and Genie will  
    cast multiple spells.  
    Genie casts a spell per card used. So stock 3, and you get 3 spells casted.

CP Usage: Lv0: 38      Lv4: 26      Lv8: 34  
          Lv1: 20      Lv5: 28      Lv9: 36  
          Lv2: 22      Lv6: 30  
          Lv3: 24      Lv7: 32

~~~~~  
Gravity:

 Magic that deals damage relative to the enemy's remaining HP. Stock 2 cards
 for Gravira and 3 cards for Graviga.
 I believe it takes out half of the HP remaining of the enemy, and of course,
 it doesn't works with bosses.

CP Usage: Lv0: 38 Lv4: 26 Lv8: 34
 Lv1: 20 Lv5: 28 Lv9: 36
 Lv2: 22 Lv6: 30
 Lv3: 24 Lv7: 32

~~~~~  
Mushu:

    Mushu breathes fire at the enemy, dealing fire damage. Stock more than one to  
    prolong the attack.  
    Mushu appears above Sora and lets out fireballs in the direction you are  
    facing, and in a straight line.

CP Usage: Lv0: 43      Lv4: 31      Lv8: 39  
          Lv1: 25      Lv5: 33      Lv9: 41  
          Lv2: 27      Lv6: 35  
          Lv3: 29      Lv7: 37

~~~~~

Stop:

Magic that halts enemy movement for a set time period. Stock 3 cards for Stopra and 3 cards for Stopga.

The targetted enemy will remain frozen in time for a few moments.

CP Usage:	Lv0: 38	Lv4: 26	Lv8: 34
	Lv1: 20	Lv5: 28	Lv9: 36
	Lv2: 22	Lv6: 30	
	Lv3: 24	Lv7: 32	

~~~~~  
Simba:

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.

Only affects the enemies ahead, and Simba appears where Sora was at the time of summoning. Stun time depends on if you stocked just one or two more.

|           |         |         |         |
|-----------|---------|---------|---------|
| CP Usage: | Lv0: 38 | Lv4: 26 | Lv8: 34 |
|           | Lv1: 20 | Lv5: 28 | Lv9: 36 |
|           | Lv2: 22 | Lv6: 30 |         |
|           | Lv3: 24 | Lv7: 32 |         |

~~~~~  
Thunder:

Magic that deals thunder damage. Stock 2 cards for Thundara and 4 cards for Thundaga.

With Thunder a lightning will go down on the targetted enemy. Thundara affects the nearby area and Thundaga attacks every enemy.

CP Usage:	Lv0: 24	Lv4: 18	Lv8: 22
	Lv1: 15	Lv5: 19	Lv9: 23
	Lv2: 16	Lv6: 20	
	Lv3: 17	Lv7: 21	

~~~~~  
Tinker Bell:

Tinker Bell restores HP over a set time period. Stock more than one to boost the effect.

Tinker Bell will remain on screen for a while, and while she is around, your HP will be healed.

|           |         |         |         |
|-----------|---------|---------|---------|
| CP Usage: | Lv0: 38 | Lv4: 26 | Lv8: 34 |
|           | Lv1: 20 | Lv5: 28 | Lv9: 36 |
|           | Lv2: 22 | Lv6: 30 |         |
|           | Lv3: 24 | Lv7: 32 |         |

-----  
[063]-----06.03. Item Cards-----

Elixir:

Quickly reloads attack cards and magic cards, including normally unreloadable cards.

A Hi-Potion and Ether combined.

|           |         |         |         |
|-----------|---------|---------|---------|
| CP Usage: | Lv0: 81 | Lv4: 57 | Lv8: 73 |
|           | Lv1: 45 | Lv5: 61 | Lv9: 77 |
|           | Lv2: 49 | Lv6: 65 |         |
|           | Lv3: 53 | Lv7: 69 |         |

~~~~~  
Ether:

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

Just like the normal Potion. But for Magic cards.

CP Usage:	Lv0: 38	Lv4: 26	Lv8: 34
	Lv1: 20	Lv5: 28	Lv9: 36
	Lv2: 22	Lv6: 30	
	Lv3: 24	Lv7: 32	

~~~~~  
Hi-Potion:

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

Yes, cards used in Sleights are restored as well.

CP Usage: Lv0: 76      Lv4: 52      Lv8: 68  
          Lv1: 40      Lv5: 56      Lv9: 72  
          Lv2: 44      Lv6: 60  
          Lv3: 48      Lv7: 64

~~~~~  
Mega-Potion:

Quickly reloads attack cards with no charge time and resets the counter. Even normally unreloadable cards are restored.

All attack cards restored, and Reload counter back to 1.

CP Usage: Lv0: 81 Lv4: 57 Lv8: 73
 Lv1: 45 Lv5: 61 Lv9: 77
 Lv2: 49 Lv6: 65
 Lv3: 53 Lv7: 69

~~~~~  
Mega-Ether:

Quickly reloads magic cards with no charge time and resets the counter. Even normally unreloadable cards are restored.

Same as Mega-Potion, but for Magic cards.

CP Usage: Lv0: 62      Lv4: 44      Lv8: 56  
          Lv1: 35      Lv5: 47      Lv9: 59  
          Lv2: 38      Lv6: 50  
          Lv3: 41      Lv7: 53

~~~~~  
Megalixir:

Quickly reloads attack cards and magic cards, including normally unreloadable cards. The reload counter is also reset.

The ultima item card, a Mega-Potion and Mega-Ether combined.

CP Usage: Lv0: 100 Lv4: 70 Lv8: 90
 Lv1: 55 Lv5: 75 Lv9: 95
 Lv2: 60 Lv6: 80
 Lv3: 65 Lv7: 85

~~~~~  
Potion:

Quickly reloads attack cards with no charge time required. It does not works on cards that cannot be reloaded.

In short, cards used in Sleights (The first card) can't be loaded by this item.

CP Usage: Lv0: 57      Lv4: 39      Lv8: 51  
          Lv1: 30      Lv5: 42      Lv9: 54  
          Lv2: 33      Lv6: 45  
          Lv3: 36      Lv7: 48

=====  
[064]-----06.04. Enemy Cards-----  
=====

Air Pirate:

Item Bracer: Stop enemies from breaking item cards you use.

Duration: 3 Reloads

Hey, it's nice having unbreakable Item cards...

CP Usage: 30

~~~~~  
Air Soldier:

Reload Kinesis: Reload while in motion.

Duration: 3 Reloads

Hey, this one can be nice. Not having to stay still to reload.

CP Usage: 30

~~~~~  
Aquatank:

Auto-Reload: Automatically reload cards when they run out.

Duration: 1 Reload

Well, it would be nice to not worry about the reloading for once...

CP Usage: 30

Bandit:

Combo Finish: Make any normal attack as strong as a finishing blow.

Duration: 1 Reload

Explanation says it all. All your hits will be stronger than normal.

CP Usage: 30

Barrel Spider: (Thanks to Tommy)

Reload: Reload cards instantly.

Duration: 3 Reloads

No waiting time for reloads~

CP Usage: ?

Black Fungus: (Thanks to Jesse James)

Activate a random enemy card effect.

Duration: ?

You read it right. You get a free attack from one of the enemy cards.

CP Usage: ?

Blue Rhapsody:

Blizzard Boost: Increase the strength of Blizzard abilities.

Duration: 1 Reload

Skills, attacks, etc., that use Ice element deal more damage.

CP Usage: 20

BouncyWild: (Thanks to Jesse James)

Attracts all fallen cards and items for easy retrieval.

Duration: ?

Sora becomes a black hole. o.o

CP Usage: ?

Card Soldier:

Attack Haste: Increase the swing speed of attack cards.

Duration: 30 Attacks

Makes your attacks cards execute faster.

CP Usage: 55

Creeper Plant:

Leaf Bracer: Stop enemies from breaking Cure abilities you use.

Duration: 1 Reload

If you are healing yourself, you can't be Card Broken.

CP Usage:

Crescendo

Summon Boost: Forfeit magic card use to power up summon cards.

Duration: 1 Reload

I have no idea...

CP Usage: 20

Darkball:

Cardblind: Hide the cards you hold from hostile eyes.

Duration: 3 Reloads

Have no idea, possibly lowers the chances of being Card Broken...

CP Usage: 25

Darkside:

Mimic: Copy the enemy card your opponent is using. Nothing happens if your opponent has no enemy card in play.

Simply copies the effect.

CP Usage: 99

~~~~~  
Defender:

Protect: Decrease damage from physical attacks by the enemy. Magical attacks do normal damage.

Duration: 1 Reload

Name of the card says it all, the Protect effect of any FF...

CP Usage: 25

~~~~~  
Dragon Maleficent:

Overdrive: Sacrifice reload speed to power up attack cards.

Duration: 30 Attacks

Either it raises your Reload counter, or makes it slower, but normal Attack cards deal more damage.

CP Usage: 70

~~~~~  
Fat Bandit:

Back Attack: Increase damage when striking enemies from behind.

Duration: 2 Reloads

Reminds me of a Sneak Attack...

CP Usage:

~~~~~  
Gargoyle:

Vanish: Become invisible and reduce your chances of being hit.

Duration: 1 Reload

In other words, it gives you a chance to evade it seems.

CP Usage: 30

~~~~~  
Green Requiem:

Cure Boost: Increases the potency of Cure abilities.

Duration: 1 Reload

Raises healing potency.

CP Usage: 20

~~~~~  
Guard Armor:

Wide Attack: Slightly extends the range of attack cards.

Duration: 30 Attacks

Normal attack cards reach further.

CP Usage: 30

~~~~~  
Hades:

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

Duration: 30 Attack

Resistant to Fire. Stunned by Ice.

If your HP is way low, you'll deal more damage. You take less damage from Fire, but Ice will stun you.

CP Usage: 40

~~~~~  
Hook:

Second Chance: Retain 1 HP after a critical hit, provided you have 2 or more HP left.

Duration: 3 Uses

Resistant to Lightning. Stunned by Fire.

If you have more than 2 HP when you get critically wounded, you retain 1 HP. You take less damage from Lightning, but Fire will stun you.

CP Usage: 35



~~~~~  
Jafar:

Attack Bracer: Stop enemies from breaking attacks cards you use.

Duration: 20 Attacks

Enemies can't Card Break you.

CP Usage: 65
~~~~~

Large Body:

Guard: Deflect frontal physical attacks and completely nullify damage.

Duration: 1 Reload

Hey, instant protection!

CP Usage:  
~~~~~

Larxene:

Dash: Increase running speed.

Duration: 15 Cards

Immune to Lightning. Weak against Special Attacks.

You run faster. Lightning doesn't hurts you, but Special Attacks of the enemy hurt you more.

CP Usage: 60
~~~~~

Marluxia:

Double Sleight: Use stocked cards and sleights twice in a row. However, during versus battles it bumps up the reload counter.

Duration: 3 Sleights.

Resistant to Fire, Ice, Lightning, and Special Attacks. Weak against physical attacks.

Pretty nice card...

CP Usage: 99  
~~~~~

Neoshadow:

Bio: Cause enemies' HP to gradually drop.

Duration: 1 Reload

Think of it as poison.

CP Usage: 25
~~~~~

Oogie Boogie:

Regen: Gradually restores HP. HP return more quickly when low.

Duration: 10 Uses

Not sure how much it restores, but hey, it restores can can't be Broken.

CP Usage: 40  
~~~~~

Parasite Cage:

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

If the enemy has an effect like the ones you get from using Enemy cards, you can break it with this.

CP Usage: 60
~~~~~

Pirate:

All Zeros: Change the value of all cards to 0.

Duration: 1 Reload

Pretty much a defensive tactic, since this would be mostly to Card Break.

CP Usage:  
~~~~~

Powerwild:

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

Duration: 1 Reload

Well, it's fun for a while...
~~~~~

CP Usage:

~~~~~  
Red Nocturne:

Fire Boost: Increase the strength of Fire abilities.

Duration: 1 Reload

Attacks with Fire element will be stronger.

CP Usage: 20
~~~~~

Riku:

Sleight Lock: Keep cards used in Sleights available for reloading.

Duration: 5 Sleights.

Resistant to Ice, Fire, and Lightning.

You won't lose the first card used in a Sleight, and you gain resistance to the three primary elements.

CP Usage: 80  
~~~~~

Screwdriver:

Decrementor: Decrease the values of all cards by 1.

Duration: 1 Reload

Hmm... I would have to check who exactly it affects...

CP Usage: 15
~~~~~

Sea Neon:

Random Values: Randomize the values of cards you use.

Duration: 1 Reload

The card at top has a roulette of sorts in the value. When you use it, you are basically defining the value it will have.

CP Usage:  
~~~~~

Search Ghost:

Drain: Abosrb enemy HP when striking with attack cards, but enemies will drop fewer items.

Duration: 1 Reload

I'm not sure what it means by fewer items... Less chances of Premium Cards?

CP Usage:
~~~~~

Shadow:

Incrementor: Increases the value of all cards by 1.

Duration: 2 Reloads

Easier to Card Break I suppose...

CP Usage: 25  
~~~~~

Soldier:

Combo Plus: Add an extra hit to combos.

Duration: 3 Reloads

You can use an extra attack card per normal combo.

CP Usage: 20
~~~~~

Tornado Step:

Reload Haste: Substracts 2 from the reload counter.

Duration: 1 Reload

Basically, it resets the Reload counter for a turn.

CP Usage:  
~~~~~

Trickmaster:

Value Break: When you lose a card, reduce the value of the enemy's card by the value of your broken card.

Duration: 10 Breaks

Well, makes it easier to Card Break in revenge.

CP Usage: 25

~~~~~  
Ursula:

Shell: Halve the damage from magical attacks by the enemy. Summon magic does normal damage.

Duration: 5 Hits Taken

Less damage from magic spells.

CP Usage: 50  
~~~~~

Vexen:

Auto-Life: Revive automatically when your HP reach 0. Only a small amount of HP is restored.

Duration: 1 Use

Immune to Ice. Stunned by Fire.

You auto revive. Ice is nothing to you, but Fire will stun you.

CP Usage: 60
~~~~~

White Mushroom: (Thanks to Jesse James)

Restore some HP every time you use a friend card.

Duration: ?

Free HP I guess.

CP Usage: ?  
~~~~~

Wight Knight:

Float: Alter gravity to increase jumping ability.

Duration: 3 Reloads

You can jump higher, which I suppose could help doing some dodging...

CP Usage: 15
~~~~~

Wizard:

Magic Boost: Forfeit summon card use to power up magic cards.

Duration: 1 Reload

No friggin idea. Maybe it means that if a summon card precedes a magic card in a Sleight, you can skip the card...?

CP Usage: 30  
~~~~~

Wyvern: (Thanks to Jesse James)

Reload with making the reload counter go up.

Duration: 1 Reload?

As if three full reloads took too much time...

CP Usage: ?
~~~~~

Yellow Opera: (Thanks to Jesse James)

Thunder Boost: Increases the strength of Thunder abilities.

Duration: ?

Description says it.

CP Usage: ?  
~~~~~

[065]-----06.05. Friend Cards-----

Aladdin:

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

Ariel:

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

Donald Duck:

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

~~~~~  
Goofy:

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

~~~~~  
Jack:

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

~~~~~  
Peter Pan:

Peter Pan attacks with his dagger. Stock more than one to power up Peter's attack.

~~~~~  
The Beast:

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

-----06.06. Map Cards-----

[661]-----06.06.01. Red Cards-----

Almighty Darkness:

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

Cards played by enemies will be +2.

~~~~~  
Black Room:

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

~~~~~  
Feeble Darkness:

A room where Heartless with weak cards appear.

Cards played by enemies will be -2.

~~~~~  
Looming Darkness:

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

Heartless dash at you like mad maniacs.

~~~~~  
Premium Room:

A room where victory often leads to Premium Bonuses.

You can often get the Premium tag thingy in battles.

~~~~~  
Sleeping Darkness:

A room where Heartless are drowsy and easy to ambush.

Heartless are not moving here, so...

~~~~~  
Teeming Darkness:

A room where many Heartless appear. Enemies are more likely to drop enemy cards.

Loads of Heartless.

~~~~~  
Tranquil Darkness:

A room where only a few Heartless appear.

Very few Heartless.

~~~~~  
White Room:

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

Surprise surprise again...

[662]-----06.06.02. Green Cards-----

Alchemic Walking:

A room where item cards are more effective.
Item cards played by you will be +2.

~~~~~  
Lasting Daze:

A room where striking first in the field stuns all Heartless that join the battle.  
Each and every Heartless that appears in battle, will appear stunned.

~~~~~  
Martial Waking:

A room where attack cards are more effective.
Attack cards played by you will be +2.

~~~~~  
Meeting Ground:

A room where friend cards appear at the beginning of all battles (if your friends are with you).  
You will always see a friend card at the beginning on a battle, provided of course you have friends.

~~~~~  
Sorcerous Waking:

A room where magic cards are more effective.
Magic cards played by you will be +2.

~~~~~  
Stagnant Space:

A room where the Heartless move slowly.  
Heartless move slower than usual, thus easier to evade/ambush.

~~~~~  
Strong Initiative:

A room where striking first in field does additional damage to Heartless.
Well, think of it as a pre-emptive attack.

[663]-----06.06.03. Blue Cards-----

Calm Bounty:

A room containing treasure.
No Heartless, just a treasure chest.

~~~~~  
False Bounty:

A room where only one treasure chest is real. Opening the wrong chest triggers a battle.  
Three chests, two fake, some Heartless. 'nuff said.

~~~~~  
Guarded Trove:

A room where treasure is guarded by Heartless.
A chest, and a Heartless protecting it. Among others...

~~~~~  
Mingling Worlds:

A room where anything could happen.  
Random effect card.

~~~~~  
Moment's Reprieve:

A room where you can save your progress.
There's a save point, and nothing else here.

~~~~~  
Moogles Room:

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

Get new cards, or get rid of old ones for Moogles Points.

---

[664]-----06.06.04. Yellow Cards-----

---

Key of Beginnings:

A room where untold stories unfold.  
Needed for first progression in a world.

Key of Guidance:

A room where untold stories unfold.  
Needed for second progression in a world.

Key to Rewards:

A room containing special treasure.  
There's a chest inside this room.

Key to Truth:

A room where untold stories unfold.  
Needed for final progression in a world.

---

[067]-----06.07. Riku's Card Index-----

---

Soul Eater:

"Reacts to dark power. Riku strength is higher when he wields darkness in battle."  
Your standard attack card.

The King:

"The king restores HP, stuns and deals damage to all enemies, and reloads cards."  
Just as the description says...

Shadow:

Incrementor: Increases the value of all cards by 1.  
Duration: 2 Reloads  
Easier to Card Break I suppose...

Large Body:

Guard: Deflect frontal physical attacks and completely nullify damage.  
Duration: 1 Reload  
Hey, instant protection!

Powerwild:

Retrograde: Reverse the values of all cards. 1 becomes 9, 2 becomes 8, etc.  
Cards with value 0 are not affected.  
Duration: 1 Reload  
Well, it's fun for a while...

Fat Bandit:

Back Attack: Increase damage when striking enemies from behind.  
Duration: 2 Reloads  
Reminds me of a Sneak Attack...

Search Ghost:

Drain: Absorb enemy HP when striking with attack cards, but enemies will drop fewer items.  
Duration: 1 Reload  
I'm not sure what it means by fewer items... Less chances of Premium Cards?

Sea Neon:

Random Values: Randomize the values of cards you use.

Duration: 1 Reload

The card at top has a roulette of sorts in the value. When you use it, you are basically defining the value it will have.

~~~~~  
Wight Knight:

Float: Alter gravity to increase jumping ability.

Duration: 3 Reloads

You can jump higher, which I suppose could help doing some dodging...

~~~~~  
Pirate:

All Zeros: Change the value of all cards to 0.

Duration: 1 Reload

Pretty much a defensive tactic, since this would be mostly to Card Break.

~~~~~  
Defender:

Protect: Decrease damage from physical attacks by the enemy. Magical attacks do normal damage.

Duration: 1 Reload

Name of the card says it all, the Protect effect of any FF...

~~~~~  
Guard Armor:

Wide Attack: Slightly extends the range of attack cards.

Duration: 30 Attacks

Normal attack cards reach further.

~~~~~  
Parasite Cage:

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

If the enemy has an effect like the ones you get from using Enemy cards, you can break it with this.

~~~~~  
Trickmaster:

Value Break: When you lose a card, reduce the value of the enemy's card by the value of your broken card.

Duration: 10 Breaks

Well, makes it easier to Card Break in revenge.

~~~~~  
Darkside:

Mimic: Copy the enemy card your opponent is using. Nothing happens if your opponent has no enemy card in play.

Simply copies the effect.

~~~~~  
Hades:

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

Duration: 30 Attack

Resistant to Fire. Stunned by Ice.

If your HP is way low, you'll deal more damage. You take less damage from Fire, but Ice will stun you.

~~~~~  
Jafar:

Attack Bracer: Stop enemies from breaking attacks cards you use.

Duration: 20 Attacks

Enemies can't Card Break you.

~~~~~  
Oogie Boogie:

Regen: Gradually restores HP. HP return more quickly when low.

Duration: 10 Uses

Not sure how much it restores, but hey, it restores can can't be Broken.

~~~~~  
Ursula:

Shell: Halve the damage from magical attacks by the enemy. Summon magic does normal damage.

Duration: 5 Hits Taken

Less damage from magic spells.
~~~~~

Hook:

Second Chance: Retain 1 HP after a critical hit, provided you have 2 or more HP left.

Duration: 3 Uses

Resistant to Lightning. Stunned by Fire.

If you have more than 2 HP when you get critically wounded, you retain 1 HP.

You take less damage from Lightning, but Fire will stun you.  
~~~~~

Dragon Maleficent:

Overdrive: Sacrifice reload speed to power up attack cards.

Duration: 30 Attacks

Either it raises your Reload counter, or makes it slower, but normal Attack cards deal more damage.
~~~~~

Lexaeus:

Warp Break: Obliterate enemies with the finishing blow of a combo with a high success rate. During versus battles you can stun your opponent.

Duration: 50 Attacks.

Immune to Ice. Resistant to Physical Attacks. Weak against Special Attacks.

Against normal enemies, the 3rd hit of a combo can 'warp them away, dealing a 1-hit KO. In versus you simply stun.

---

-----07. Sleight List-----

---

In alphabetical order.

Name of Sleight

-> Description.

-> Cards needed and value.

-> Obtained:

---

[071]-----07.01. Attack-----

---

Ars Arcanum

-> Rain a flurry of blows upon the enemy.

-> Three attack cards. Total value: 1~6.

-> Obtained: Level 37 as earliest.

Blitz

-> Unleas a powerful three-hit combo upon the enemy.

-> Three attack cards of different type. Total value: 10~15.

-> Obtained: Level 17 as earliest.

Ragnarok

-> Leap into the air and fire a stream of rays in front of you.

-> Three attack cards. Total value: 7~9.

-> Obtained: Level 47 as earliest.

Sliding Dash

-> Slide towards distant targets for a close-range attack.

-> Three attack cards of the same type. Total value: 10~15.

-> Obtained: Level 2 as earliest.



#### Sonic Blade

- > Press the A button for up to six additional attacks.
- > Three attacks cards of different types. Total value: 20~23.
- > Obtained: Level 22 as earliest.

#### Strike Raid

- > Hurl the Keyblade forward, stunning and dealing damage to enemies in its path.
- > Three attack cards. Total value: 24~26.
- > Obtained: Level 12 as earliest.

#### Stun Impact

- > Stun surrounding enemies with a single attack.
- > Three attack cards of the same type. Total value: 20~23.
- > Obtained: Level 7 as earliest.

#### Trinity Limit

- > Inflicts heavy damage on all enemies in sight.
- > Any Attack card + Donald + Goofy.
- > Obtained: When entering Castle Oblivion.

#### Zantetsuken

- > Break a card and render it unreloadable until the end of the battle.
- > Three attack cards. Total value: 0 or 27.
- > Obtained: Level 27 as earliest.

---

[072]-----07.02. Magic-----

---

#### Aerora

- > Blow away surrounding enemies and inflict damage.
- > Aero + Aero.
- > Obtained: When you first get an Aero card.

#### Aeroga

- > Blow away all enemies in a large radius and inflict damage.
- > Aero + Aero + Aero.
- > Obtained: When you first get an Aero card.

#### Aqua Splash

- > Spray melted ice at the enemy over a period of time, inflicting ice damage.
- > Blizzard + Fire + Aero.
- > Obtained: Hidden Room in Monstro.

#### Blizzara

- > Chill the opposition with powerful ice magic.
- > Blizzard + Blizzard.
- > Obtained: From the start.

#### Blizzard Raid

- > Hurl the Keyblade and inflict ice damage.
- > Blizzard + Any Attack card + Any Attack card.
- > Obtained: From a chest at random.

#### Blizzaga

- > Freeze the opposition with supreme ice magic.
- > Blizzard + Blizzard + Blizzard.
- > Obtained: From the start.

#### Bind

- > Hold enemies in place. Enemies can still attack from their positions.

- > Gravity + Stop + Any Magic card.
- > From Eeyore in 100 Acre Wood, after finding his tail.

#### Confuse

- > Temporarily confuse enemies so they attack less often.
- > Genia + Tinker Bell + Any Summon card.
- > Obtained: From Piglet in the 100 Acre Woods.

#### Cura

- > Restore a lot of HP.
- > Cure + Cure.
- > Obtained: From the start.

#### Curaga

- > Restore a very large amount of HP.
- > Cure + Cure + Cure.
- > Obtained: From the start.

#### Fira

- > Sizzle the opposition with powerful fire magic.
- > Fire + Fire.
- > Obtained: When you first get a Fire card.

#### Fire Raid

- > Hurl the Keyblade and inflict fire damage.
- > Fire + Any Attack card + Any attack card.
- > Obtained: From a chest at random.

#### Firaga:

- > Scorch the opposition with supreme fire magic.
- > Fire + Fire + Fire.
- > Obtained: When you first get a Fire card.

#### Firaga Break

- > Inflict fire damage on enemies in front of you with a powerful attack.
- > Fire + Mushu + Any Attack card.
- > Obtained: From a chest at random, but after having a Mushu Card.

#### Gifted Miracle

- > Reload cards and reset the counter while restoring HP to friend and foes alike.
- > Any Summon card + Any Magic card + Jack.
- > Bambi + Blizzard + Any Item card.
- > Obtained: From a chest at random, but possibly after Halloween Town.

#### Gravity Raid

- > Hurl the Keyblade and trigger Gravity upon impact.
- > Gravity + Any Attack card + Any Attack card.
- > Obtained: Hidden Room in Halloween Town.

#### Graviga

- > Deal damage relative to the enemy's remaining HP.
- > Gravity + Gravity + Gravity.
- > Obtained: When you first get a Gravity Card.

#### Gravira

- > Deal damage relative to the enemy's remaining HP.
- > Gravity + Gravity.
- > Obtained: When you first get a Gravity Card.

#### Holy

- > Inflict damage on a targeted enemy and all surrounding enemies.
- > Mega-Ether + Megalixir + Any Item card.
- > Obtained: Level 42 as earliest.

#### Homing Blizzara

- > Casts a Blizzara spell that seeks out the targeted enemy.
- > Aero + Blizzard + Any Magic card.
- > Obtained: From a chest at random.

#### Homing Fira

- > Casts a Fira spell that seeks out the targeted enemy.
- > Aero + Fire + Any Magic card.
- > Obtained: From a chest at random.

#### Judgment

- > Hurl the Keyblade toward the enemy for multiple attacks.
- > Aero + Any Attack card + Any Attack card.
- > Obtained: From a chest at random, possibly in Destiny Islands.

#### Mega Flare

- > Incinerate all enemies in a wide area.
- > Mushu + Fire + Fire.
- > Obtained: Level 52 as earliest.

#### Quake

- > Inflict damage on all ground enemies with a violent tremor.
- > Gravity + Simba + Any Magic card.
- > Obtained: From Hidden Room of Atlantica.

#### Reflect Raid

- > Hurl the Keyblade and make it ricochet around to strike many enemies.
- > Cloud + Any Attack card + Any Attack card.
- > Obtained: From a chest at random, around Hollow Bastion.

#### Shock Impact

- > Simba's roar sends enemies flying and triggers Stop.
- > Simba + Any Attack card + Any Attack card.
- > Obtained: From a chest at random.

#### Stop Raid:

- > Hurl the Keyblade and trigger Stop upon impact.
- > Stop + Any Attack card + Any Attack card.
- > Obtained: Hidden Room in Wonderland.

#### Stopra

- > Halt enemy movement for a long period of time.
- > Stop + Stop.
- > Obtained: When you first get a Stop card.

#### Stopga

- > Halt enemy movement for a very long period of time.
- > Stop + Stop + Stop.
- > Obtained: When you first get a Stop card.

#### Syncro

- > Set surrounding enemies' HP to that of the target.
- > Cure + Gravity + Aero.
- > From Rabbit in 100 Acre Wood, after stacking 14 cabbages.

#### Teleport

- > Rematerialize behind the targeted enemy, stunning it for a short time.
- > Any Magic card + Any Magic card + Peter Pan.
- > Stop + Aero + Any Item card.
- > Obtained: From a chest at random, but after Never Land.

#### Terror

- > Strike fear in the enemy so they no longer approach.
- > Any Summon card + Any Summon card + Jack.
- > Simba + Mushu + Any Item card.
- > Obtained: The first one I suppose from when you get Jack as a friend.

#### Thundara

- > Shock the opposition with powerful lightning magic.
- > Thunder + Thunder.
- > Obtained: When you first get a Thunder card.

#### Thundaga

- > Fry the opposition with supreme lightning magic.
- > Thunder + Thunder + Thunder.
- > Obtained: When you first get a Thunder card.

#### Thunder Raid

- > Hurl the Keyblade and inflict lightning damage.
- > Thunder + Any Attack card + Any Attack card.
- > Obtained: From the Hidden Room in Never Land.

#### Tornado

- > Blow away enemies in a wide area, inflicting damage and stunning them.
- > Aero + Gravity + Any Summon card.
- > Obtained: Level 32 as earliest.

#### Warp (Thanks to Jesse James)

- > Eliminate all enemies in sight.
- > Stop + Aero + Aero.
- > Obtained: ?

#### Warpinator

- > Eliminate the closest enemy. Not always successful.
- > Stop + Gravity + Aero.
- > Obtained: After defeating Riku the 2nd time, in the 8th floor.

---

[073]-----07.03. Summon/Friend-----

---

#### Blazing Donald (Thanks to Jesse James)

- > Donald flubs a fire spell...
- > Fire + Donald + Any Magic Card.
- > Obtained: ?

#### Cross-Slash

- > Cloud assaults the enemy with a three-hit combo.
- > Cloud + Cloud.
- > Obtained: When you first get a Cloud card.

#### Cross-Slash+

- > Cloud singles out an enemy and uses Cross-Slash.
- > Cloud + Stop + Any Attack card.
- > Obtained: From a chest, around Hollow Bastion.

#### Ferocious Lunge

- > The Beast charges in a straight line, scattering the opposition.
- > The Beast + The Beast.
- > The Beast charged in a straight line, crushing the opposition.
- > The Beast + The Beast + The Beast.
- > Obtained: After entering Hollow Bastion and having The Beast join you.

#### Flare Breath

- > Mushu breathes fire at enemies in a wide area, inflicting fire damage.
- > Mushu + Mushu.
- > Mushu breathes even more fire at enemies in a wide area, inflicting fire damage.
- > Mushu + Mushu + Mushu.
- > Obtained: When you first get a Mushu card.

#### Goofy Charge

- > Goofy rushes at enemies, bashing and stunning them with his shield.
- > Goofy + Goofy.
- > Obtained: From the start.

#### Goofy Tornado

- > Goofy whirls his shield around, bashing enemies in a wide area.
- > Goofy + Goofy + Goofy.
- > Obtained: From the start.

#### Hummingbird

- > Peter Pan soars around, striking enemies in a wide area.
- > Peter Pan + Peter Pan.
- > Peter Pan soars around for an even longer time, striking enemies in a wide area.
- > Peter Pan + Peter Pan + Peter Pan.
- > Obtained: After entering Never Land and having Peter Pan join you.

#### Idyll Romp (Thanks to Jesse James)

- > Bambi zigzags around the battlefield, confusing the enemy.
- > Bambi + Any Attack Card + Any Attack Card.
- > Obtained: ?

#### Magic

- > Donald double-casts Fira, Blizzara, Thundara, or Cura.
- > Donald + Donald.
- > Donald triple-casts Firaga, Blizzaga, Thundaga, or Curaga.
- > Donald + Donald + Donald.
- > Obtained: From the start.

#### Omnislash

- > Cloud swoops down from the skies, attacking enemies in a wide area.
- > Cloud + Cloud + Cloud.
- > Obtained: When you first get a Cloud card.

#### Paradise (Thanks to Jesse James)

- > Bambi bounds around and drops HP recovery items.
- > Bambi + Bambi.
- > Obtained: ?

#### Proud Roar

- > Simba's roar stuns and deals damage to enemies in front of him.
- > Simba + Simba.
- > Simba's roar stuns and deals even more damage to enemies in front of him.
- > Simba + Simba + Simba.
- > Obtained: When you first get a Simba card.

### Sandstorm

- > Aladdin runs around while swinging his sword.
- > Aladdin + Aladdin.
- > Aladdin runs around for a longer period of time while swinging his sword.
- > Aladdin + Aladdin + Aladdin.
- > Obtained: After entering Agrabah and having Aladdin join you.

### Showtime

- > Genie randomly casts two spells chosen from Gravira, Thundara or Stopra.
- > Genie + Genie.
- > Genie randomly casts three spells chosen from Gravira, Thundara or Stopra.
- > Genie + Genie + Genie.
- > Obtained: When you first get a Genie card.

### Spiral Wave

- > Ariel whirls back and forth, striking many enemies.
- > Ariel + Ariel.
- > Ariel whirls back and forth, striking many enemies for an even longer time.
- > Ariel + Ariel + Ariel.
- > Obtained: After entering Atlantica and having Ariel join you.

### Splash

- > Dumbo douses enemies over a set time period, dealing ice damage.
- > Dumbo + Dumbo.
- > Dumbo douses enemies in wide area for a set time period, dealing ice damage.
- > Dumbo + Dumbo + Dumbo.
- > Obtained: When you first get a Dumbo card.

### Surprise!

- > Jack double-casts Fira, Blizzara, Thundara, or Gravia.
- > Jack + Jack.
- > Jack triple-casts Firaga, Blizzaga, Thundaga, or Graviga.
- > Jack + Jack + Jack.
- > Obtained: After entering Halloween Town and having Jack join you.

### Twinkle

- > Tinker Bell restores a lot of HP over a set time period.
- > Tinker Bell + Tinker Bell.
- > Tinker Bell restores a very large amount of HP over an extended time period.
- > Tinker Bell + Tinker Bell + Tinker Bell.
- > Obtained: When you first get a Tinker Bell card.

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-----08. Story Transcript-----

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[081]-----08.01. Sora's Story-----

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### Sora's Tale I

"Our friends may be here...  
It was that thought that led us to Castle Oblivion, where cards rule over all.  
A mysterious man gave Sora a card, and using it took us to Traverse Town-- of all places!  
It turned out the town was just a figment of our own remembrances, the first world of many that lie in Sora's heart.  
And so our journey through these worlds begins."

#### Sora's Tale II

"It seems we're slowly losing our memories of what happened before the castle. And all my notes about the last journey have vanished! But in exchange, Sora is remembering other things he must have forgotten until now-- like a girl he knew when he was little. While fighting Larxene, Sora finally remember the girl's name... Naminé."

#### Sora's Tale III

"Sora pressed on in his search for Naminé, and can you believe it? He found Riku, his best friend whom we thought was lost. Sora was so happy, but Riku attacked him just like that, saying, "I'll protect Naminé!" What could he mean? Will something happen if Sora find Naminé? Sora is chasing after Riku... and the answers."

#### Sora's Tale IV

"So Sora's memories of Naminé were false... Marluxia wanted Sora's heart and the strength within, so he used Naminé to create fake memories and place them in Sora's heart. Larxene is gone, so we're going to the top floor to finish Marluxia. We want our memories back. And Sora-- he wants to keep the promise remembers. Naminé may not be his friend, but in his heart, protecting her is the only choice."

#### Traverse Town

"The card the hooded man gave us took us to Traverse Town, where we were reunited with Leon, Yuffie, and our other friends. Leon acted like he'd forgotten Sora, but for whatever reason still knew his name. I guess his memory got mixed up somehow. Aerith sensed that the town and everyone there was a product of Sora's memories. It may sound crazy, but I think she was right."

#### Wonderland

"When we chased after the White Rabbit, we stumbled upon a trial in progress. The Queen of Hearts accused Alice of stealing her memory and sentenced her to death! Angered by the shoddy trial, Sora freed Alice and hunted down the real culprit. But even after we bested the Trickmaster, the Queen refused to believe that Alice was innocent. Fortunantely, Alice's quick thinking pacified the Queen and no one had to lose their head."

#### Olympus Coliseum

"Sora wanted to take on Hercules, so we all decided to compete in the games. Hades, frantic to dispose of Hercules, hired Cloud to take him out. Cloud cooperated, thinking he would get his lost memories back. But not even Cloud could beat Hercules. Hades stepped in to finish the job, but we put his plans on ice."

#### Agrabah

"Aladdin brought the magic lamp back from the Cave of Wonders, hoping for a chance to meet Jasmine, Princess of Agrabah. Inside the lamp was Genie, who would grant three wishes to the lamp's bearer. Aladdin hoped to become a prince so he could see Jasmine whenever he wanted. But he used two wishes battling the Heartless, and then Jafar stole the lamp. Jafar turned into a genie, but we defeated him and Aladdin got the lamp back."

Instead of becoming a prince, Aladdin used his last wish to set Genie free, and decided he wanted Jasmine to know him as he really was."

#### Halloween Town

"Dr. Finkelstein invented a potion that restores true memories, but it drew the Heartless to Halloween Town.

Intrigued, Sora went with Jack to look for Sally, who had nabbed the potion because she was scared of what it could do.

Oogie Boogie swimped the potion and downed it in a simple gulp. But his true memories drove him mad with fear.

What if true memories do that to everyone's heart? Scary."

#### Monstro

"Geppetto went out looking for Pinocchio and was swallowed up by the whale Monstro. But finding Pinocchio inside filled him with joy.

But Pinocchio felt bad about running away from home and putting his father in danger, so he set off to find a way out of Monstro.

After a run-in with a big Heartless, Pinocchio had a great idea: Why not make a commotion and get Monstro to spit us out?

With our help, the plan worked, and Pinocchio and Geppetto escaped safely."

#### Atlantica

"Ariel, Princess of Atlantica, was worried about her little friend Flounder, who was nowhere to be found.

The sea witch Ursula told Ariel Flounder was trapped in the outside world, and King Triton's trident was the only way to save him.

Ariel was so worried, she stole the trident for Ursula, but it was all a trick-- Ursula had Flounder all along.

With the trident's power Ursula became a giant, but we stopped her and Ariel resolved to apologize to her father, the king."

#### Never Land

"Peter Pan stowed away on Captain Hook's ship to save the kidnapped Wendy.

But no sooner had she been saved than Wendy told Peter she wanted to go home to London.

Would Wendy grow up and forget about him and Never Land? Peter didn't like that one bit, and left in a huff.

Meanwhile we were just trying to get off the ship. Hook caught us on the deck, but Peter came back and bailed us out.

In the end, Peter and Wendy said their farewells, but promised to meet again one day."

#### Hollow Bastion

"The Beast came to rescue Belle from Maleficent's clutches, but to his dismay, Belle acted coldly and would not go with him.

We felt bad for him, so we went to see Belle. It turned out she was only pretending to be cruel, to keep her heart and the love within safe from Maleficent.

But faced with a choice, Belle couldn't hide how she felt for the Beast, and Maleficent stole her heart.

Together with the Beast, we took care of Maleficent and restored Belle's heart."

#### 100 Acre Wood

"Pooh seemed to have lost his friends, so Sora stopped to help him look.

Maybe Sora saw something of himself in Pooh, since he's looking for friends too."

#### Twilight Town

"The card Vexen gave us led to a town none of us remember.



But Sora held fast to his promise to Naminé, and we pressed on. Speaking of which, Vexen seemed ready to say something about that, but Axel showed up, and... Well, we won't be seeing Vexen again."

#### Destiny Islands

"The last card led to the place where Sora grew up.

Sora wandered the islet that was once his playground, wading through his memories to find the girl he cared for.

But when he found Naminé, she told him the bitter truth-- nothing he remembered of her ever happened."

#### Castle Oblivion

"Well, we've made it to the top, and many of our memories are gone. Sora can't even recall the name of the person he cares for most.

But we've made a promise. No distance can separate us, and we'll be friends even if we can't remember it to be so.

Axel is out of the way. We just have to stop Marluxia. He ordered Naminé to wipe Sora's memory, but it doesn't matter.

Sora knows that promises don't fade as easily as memories."

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[082]-----08.02. Riku's Story-----

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#### Riku's Tale I

"Bored with his secluded island life, Riku dreamt of seeing other worlds. He got his wish when darkness devoured Destiny Islands and he was thrust into the outside world.

While looking for his lost friend Kairi, he met Maleficente, and accepted her help.

But Maleficent had her eyes on Riku's strength and was working to make him her underling. She gave Riku the power of darkness, but as he used it, it gained power over him.

This is why Riku fought his best friend Sora, and how his heart fell to Ansem, pursuer of darkness.

But Riku's heart was freed by Sora's light. Riku, Sora, and the king worked together to close the door to darkness, but Riku was trapped inside, in the realm of darkness.

Will he see the realm of light again?"

#### Riku's Tale II

"Led by a mysterious voice, Riku made his way through the card-worlds, but met only dark beings withing.

Riku was told that because he rejected the other things in his life to claim darkness, his heart is now devoid of anything but the darkness he sought.

Unable to accept this, Riku encountered Ansem, who tried yet again to conquer him.

The king intervened to save Riku, but Ansem has not let go of his heart. And so Riku must fight the darkness within."

#### Riku's Tale III

"Embattled with the darkness in his heart, Riku met someone who looked just like him, a replica crafted by Vexen, a member of the Organization.

The replica commanded darkness freely, and called Riku cowardly for neglecting the dark.

Meanwhile, agents of the Organization laid their rivalry bare. Sora and Riku seem to tbe the reason they control the castle-- but why?"

#### Riku's Tale IV

"Vexen took his replica of Riku and headed for the surface, but finally fell at Sora's hands.

Lexaeus confronted Riku, meaning to bring him into submission using all force

necessary.

Though Riku won the battle, Lexaeus used his last strength to drag him into the realm of darkness.

There, Ansem's shadow loomed large, but Riku was again saved by the king's light."

#### Riku's Tale V

"One by one, members of the Organization fell at Riku and Sora's hands-- even Marluxia, lord of the castle.

Zexion, hoping to avoid a similar fate, tried to use memories of Riku's island home against him.

Ignored by his friends and even attacked by Sora-- it seemed Riku would be washed away by the light, but Kairi's voice gave him courage.

No longer afraid of the darkness, Riku saw through the fake Sora and thwarted Zexion's trap."

#### Riku's Tale VI

"By embracing his inner darkness, Riku gained a great power, but so did Ansem. Guiden by the enigmatic DiZ, Riku made his way through Twilight Town, defeating his copy locating Naminé.

With her he found Sora and his friends in deep slumber, waiting to get their memories back.

Naminé told Riku he could seal Ansem away forever by forgetting him, but Riku would not give up his memories.

Riku chose to fight by his own strength. With the king at his side, he now makes ready for a final battle with Ansem.

Will his choice take him to the realm of light... or darkness?"

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### -----09. Character List-----

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Sorted as they appear on the Journal. Page of character listed between ()'s for reference.

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### -----09.01.Sora-----

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#### [911]-----09.01.01. Characters I-----

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##### Sora (Page 1)

"A bright and spirited boy chosen by the Keyblade to battle the Heartless. It was Sora who defeated Ansem, ending his plans to shroud the world in darkness.

However, Sora continues his journey, seeking the friends he lost during the struggle."

~~~~~  

Donald Duck (Page 2)

"Court wizard at Disney Castle who set out with Goofy after the king's disappearance.

His short temper sometimes gets him into trouble, but he is very brave.

Donald is currently seeking clues to what happened to the king after he was locked behind the door to darkness."

~~~~~  

##### Goofy (Page 3)

"Captain of the Disney Castle Royal Knights. He set out with Donald after the king's disappearance.

He is cheerful and calm, and no one is more loyal to the king.

Goofy and Sora are especially good friends."

~~~~~  

Jiminy Cricket (Page 4)

"That's right, me again. I'm keeping a journal of everyone's adventures.

I also act as Pinocchio's conscience, so he'll know right from wrong."

~~~~~  
Riku (Page 5)

"Sora's childhood friend.

Baited by the darkness and used by Maleficent and Ansem, Riku once fought against Sora.

In order to seal the door to darkness, Riku stayed with the king on the other side. His current whereabouts are unknown.

Sora journeys in the hopes of finding Riku."  
~~~~~

Kairi (Page 6)

"Sora's childhood friend.

Sora's journey began as a search for Kairi, who disappeared when their island home was swallowed by darkness.

Kairi was held captive by the Heartless, but thanks to Sora she and the islands were saved.

She waits there for Sora and Riku's return."
~~~~~

Simba (Page 7)

"Successor to this father as ruler of the Pride Lands.

Sora need only call and Simba will appear and lend his strength."  
~~~~~

Dumbo (Page 8)

"A small elephant born in a circus.

The other animals laughed at his big ears, but the courage to fly made Dumbo the star of the circus.

If Sora calls, Dumbo will come to the rescue."
~~~~~

Bambi (Page 9)

"A young deer prince whose father is king of the Forest.

Sora can call on Bambi for help anytime."  
~~~~~

Mushu (Page 10)

"Once a guardian dragon of a Chinese family. Due to past mistakes, he lost much of his former power.

If Sora calls, Mushu will come to our aid."
~~~~~

The Moogles (Page 11)

"A strange race that seems to pop up just about anywhere.

In Castle Oblivion, the moogles run shops where Sora can trade in unwanted cards."  
~~~~~

Leon (Page 12)

"A cool and collected swordsman who wields a gunblade. His real name: Squall Leonhart.

Leon once fought with Sora against the Heartless, but the Leon we met in Castle Oblivion is a product of Sora's memory, so he can't remember much of what happened before."
~~~~~

Yuffie (Page 13)

"A girl whose cheerful personality belies her painful memories. When she was still young the Heartless robbed her of her home.

Never one to sweat the small stuff, Yuffie seems unfazed by her fuddled memory."  
~~~~~

Aerith (Page 14)

"A young woman who fought the Heartless. Her calm demeanor hides an unbreakable will.

Aerith also has a mysterious sense of truth, and is aware that Traverse Town and its inhabitants are a figment of Sora's memory."
~~~~~

~~~~~  
Cid (Page 15)

"A gifted pilot who saved Leon and the others from the Heartless when they were just children.

Cid lives in Traverse Town."
~~~~~

Cloud (Page 16)

"A swordsman hired by Hades to take out Hercules. Cloud seeks the true memories he has lost.

Were they memories of someone dear to him, or memories of his own hazy past?"  
~~~~~

Tidus (Page 17)

"A young boy from Sora's islands with a sunny personality and lots of energy. Tidus has no shortage of confidence either, and considers himself a champ at everything."
~~~~~

Wakka (Page 18)

"A boy from Sora's islands.

Despite being the oldest, Wakka is modest and takes good care of his friends."  
~~~~~

Selphie (Page 19)

"A perky girl from Sora's islands.

Selphie is assertive and tends to leap before she looks, and she also has a romantic side."
~~~~~

Naminé (Page 20)

"A young witch who, under orders from Marluxia, rewrote much of Sora's memory. Because Naminé based the false memories on Sora's feelings toward Kairi, Sora believe he and Naminé had been friends since childhood.

But truth be told, the two had never met before Castle Oblivion."  
~~~~~

Riku Replica (Page 21)

"A replica of Riku created by Vexen from the real Riku's data.

Through Naminé's power he was infused with false memories and made to believe he was the real Riku.

The truth has wounded him deeply."
~~~~~

Axel (Page 22)

"A mysterious figure who stands in Sora's path.

Hard to read, half of the time Axel seems to just be messing around... but for all we know, he's done more thinking than everyone else put together."  
~~~~~

Larxene (Page 23)

"A member of the group that controls Castle Oblivion.

Larxene is unfeeling and loves nothing more than to bring other people down. She is on good terms with Axel but still mocks everyone and trusts no one."
~~~~~

Vexen (Page 24)

"A man absorbed in his dubious research in Castle Oblivion.

Vexen tried to destroy Sora by controlling Riku and pitting the two against each other. When this plan failed, he confronted Sora personally."  
~~~~~

Marluxia (Page 25)

"Lord of Castle Oblivion and a member of the Organization.

In a move to bring the group under his control, Marluxia used Naminé to overrun Sora's memory and tried to claim the power of the Keyblade."
~~~~~

Alice (Page 1)

"A curious girl who fell down the rabbit hole into Wonderland.

Alice was falsely accused of stealing the Queen of Hearts' memory and put on trial, but we intervened and helped her clean her name."

~~~~~  
The Queen of Hearts (Page 2)

"A selfish ruler who commands an army of card soldiers.

A Heartless stole the Queen's memory, but she accused Alice and put her on trial.

~~~~~  
The White Rabbit (Page 3)

"A loyal retainer of the Queen of Hearts.

He always carries out the Queen's orders, no matter what they may be."

~~~~~  
Card of Hearts (Page 4)

"Guards in the service of the Queen of Hearts.

They fear her temper and will do anything she orders."

~~~~~  
Card of Spades (Page 5)

"Guards in the service of the Queen of Hearts.

They fear her temper and will do anything she orders."

~~~~~  
The Chesire cat (Page 6)

"A mysterious, grinning cat who always talks in riddles.

He appears when you least expect it, and disappears whenever he pleases."

~~~~~  
Hercules (Page 7)

"Son of the gods Zeus and Hera, but not a god himself.

With godlike strength and a gentle heart, Hercules is a true hero.

He has never lost at the Coliseum games."

~~~~~  
Philoctetes (Page 8)

"Trainer of countless heroes, including Hercules.

Nowadays Phil runs the Coliseum and manages the games."

~~~~~  
Hades (Page 9)

"Ruler of the Underworld.

Hades can't stand Hercules. He tricked Cloud into challenging Hercules to the death, but we put an end to his plotting."

~~~~~  
Aladdin (Page 10)

"A young man who lives in Agrabah and dreams of meeting Princess Jasmine.

Aladdin became Genie's master when he found the magic lamp.

At first Aladdin wanted to become a prince and impress Jasmine, but in the end he gave Genie his freedom and decided to show Jasmine his true self."

~~~~~  
Genie (Page 11)

"Captive of the magic lamp.

Genie must grant the lamp's holder three wishes.

He longs for freedom, but can only get it if someone uses a wish to set him free."

~~~~~  
Jasmine (Page 12)

"Princess of Agrabah.

Jasmine feels cooped up in the palace and longs for the freedom outside its walls."

~~~~~  
Iago (Page 13)

"A cunning and chatty parrot.

Iago flies about Agrabah, serving as the evil Jafar's eyes and ears."

~~~~~  
Jafar (Page 14)

"A sorcerer and Agrabah's royal vizier.

Jafar stole the magic lamp from Aladdin and, with Genie's power, schemed to become ruler of Agrabah."

~~~~~  
Jafar (Genie) (Page 15)

"Jafar's genie form.

After taking the magic lamp from Aladdin, Jafar wished for the powers of a genie and tried to do us in."

~~~~~  
Jack (Page 16)

"Halloween Town's master of the macabre.

Jack is always looking for new ways to bring the spooks and shivers of Halloween to all."

~~~~~  
Sally (Page 17)

"Dr. Finkelstein's helper at the lab. He created her from various odds and ends.

Sally is secretly in love with Jack." (No kidding...)

~~~~~  
Dr. Finkelstein (Page 18)

"The mad scientist of Halloween Town. He's always immersed in his odd experiments.

This time, Dr. Finkelstein came up with a potion to restore true memories, only to have it guzzled by Oogie Boogie."

~~~~~  
Oogie Boogie (Page 19)

"A villain who's always plotting against Jack.

Oogie Boogie stole Dr. Finkelstein's potion thinking it would make him stronger, but it drove him mad with fear instead."

~~~~~  
Pinocchio (Page 20)

"A wooden puppet Geppetto made, brought to life by the Blue Fairy.

To become a real boy, Pinocchio has to learn bravery, kindness, and honesty. He and Geppetto were swallowed by Monstro, but they escaped with a little help from us."

~~~~~  
Geppetto (Page 21)

"A gentle and earnest clockmaker who carved Pinocchio from a block of wood. Geppetto was swallowed by Monstro, boat and all, while searching for Pinocchio.

The two were reunited inside the giant whale, and escaped with our help."

~~~~~  
Ariel (Page 22)

"The daughter of King Triton who longs to see the outside world.

Worried by Flounder's disappearance, Ariel was cajoled by Ursula into forking over the King's trident.

We helped Ariel save Flounder and recover the trident, and she resolved to tell her father the truth."

~~~~~  
Sebastian (Page 23)

"Triton's music director and Ariel's guardian.

Sebastian is constantly scolding Ariel for her escapades, but only because he worries for her safety."

~~~~~  
Flounder (Page 24)

"A young fish.

He's not exactly brave, but Flounder is Ariel's most loyal friend.

Ursula kidnapped Flounder as part of her plan to trick Ariel and steal the

trident."

~~~~~  
Ursula (Page 25)

"The sea witch. She once lived in the palace, but was banished for her scheming.

Ursula deceived Ariel and stole the trident in an attempt to rule all Atlantica."

~~~~~  
Peter Pan (Page 26)

"A boy who lives in Never Land, where no one ever grows up.

Peter can be stubborn, but deep down he's brave and just.

He was upset that Wendy wanted to return to London, but in the end he wished her well."

~~~~~  
Tinker Bell (Page 27)

"A fairy with a jealous streak, especially when Peter pays attention to other girls."

~~~~~  
Wendy (Page 28)

"A dreamy English girl. Peter showed her the way to Never Land.

Wendy really likes Peter, but decided to return home to London."

~~~~~  
Hook (Page 29)

"A pirate who holds a grudge against Peter Pan.

Hook kidnapped Wendy to lure Peter out.

Normally proud, Hook falls to pieces the crocodile that took his hand shows up."

~~~~~  
The Beast (Page 30)

"A prince transformed into a beast because of his selfishness. Meeting Belle restored humanity to his heart.

Though stunned by Belle's cold behavior, his faith in their love never wavered."

~~~~~  
Belle (Page 31)

"A young woman who saw kindness behind the Beast's gruff exterior.

Realizing Maleficent sought her heart, Belle acted coldly toward the Beast to keep her heart beyond the witch's reach."

~~~~~  
Maleficent (Page 32)

"A witch who commands the darkness. Sora faced Maleficent and her Heartless once before.

She stole Belle's heart to perfect her dark powers, though Belle had seen through her plan."

~~~~~  
Dragon Maleficent (Page 33)

"Maleficent's dragon form.

Her own sorcery mingled with the vast powers of darkness made Maleficent a fearful opponent." (Yeah right...)

~~~~~  
Winnie the Pooh (Page 34) -- (A.K.A. Winnie the Slug...Too damn slow...)

"A bear who lives in the base of a tree in the Hundred Acre Wood.

Pooh loves to eat-- especially honey. He's gentle and easygoing, but a little absentminded."

~~~~~  
Piglet (Page 35)

"Pooh's closest friend.

Piglet is very shy, and when he's surprised he covers his eyes with his floppy ears."

~~~~~

Owl (Page 36)

"The wisest animal in the Hundred Acre Wood.
Sometimes he talks to much his friends fall asleep."

Roo (Page 37)

"A feisty kangaroo who's full of energy.
Little Roo wants to learn to bounce as high as Tigger."

Eeyore (Page 38)

"A gloomy donkey whose tail keeps falling off and getting lost.
Eeyore is timid and always a little down, and likes to take things slows."

Tigger (Page 39)

"The one and only. Cheerful Tigger loves to bounce all day long.
Sometimes his energy is too much for the others, but he always means well."

Rabbit (Page 40)

"A diligent gardener who's always busy with his vegetables.
Sometimes Rabbit is a bit short-tempered, especially when Tigger bounces
around in his garden."

[913]-----09.01.03. The Heartless-----

Shadow (Page 1)

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

Attacks: It jumps at you, that's about it.

Tactics: There's not much to say. This is requires no strategy, just don't
attack it if it jumps into the shadows.

Appears: Traverse Town, Wonderland, Olympus Coliseum, Halloween Town, Monstro,
Never Land, Hollow Bastion, Twilight Town, Castle Oblivion.

Soldier (Page 2)

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

Attacks: He lunges at you.

Tactics: Another easy one, he won't really make an attempt to evade you, so
you can deal with it easily.

Appears: Wonderland, Olympus Coliseum, Twilight Town.

Large Body (Page 3)

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

Attacks: He can make a frontal slam with all his dead weight, so just stay
away. Other than that, if you see him jumping vertically, you should
do so, as he is about to shake the ground.

Tactics: Either take him out with spells, or try to Card Break and catch him
in the back with a series of Keyblades.

Appears: Traverse Town, Wonderland.

Red Nocturne (Page 4)

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

Attacks: It only sends Fireballs weakly homed at you. Quite easy to evade.

Tactics: Grab it with air combos, or try to Card Break it with a Blizzard so
you catch it on the ground.

Appears: Just about everywhere...


~~~~~  
Blue Rhapsody (Page 5)

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

Attacks: It flies next to you and casts Blizzard right ahead.

Tactics: When it attacks you, you can easily drop it a Fire spell, or a flurry of Keyblades.

Appears: Just about everywhere...  
~~~~~

Yellow Opera (Page 6)

"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."

Attacks: It simply casts Thunder of you, so if you see the screen go pitch black, roll away.

Tactics: Simply go up to him and unleash a barrage of Keychains, there's not much else with this one.

Appears: Just about everywhere...
~~~~~

Green Requiem (Page 7)

"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 makes it tough to squash."

Attacks: None. It just goes around curing other Heartless.

Tactics: Physical attack, don't use anything elemental or it will be absorbed, and take this thing out ASAP, or else you are in for a long fight.

Appears: Wonderland and on pretty much.  
~~~~~

Powerwild (Page 8)

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

Attacks: He can fling at you, or dash through the floor with a kick.

Tactics: He can move around a little too much, and when facing many they can go all out on you, but other than that, they don't pose too much of an actual threat, so just go at 'em.

Appears: Olympus Coliseum.
~~~~~

Bouncywild (Page 9)

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

Attacks: Leaves a banana peel for you to trip.

Tactics: She does nothing else, so you are safe taking it up 'personal' with her. Just careful of other enemies.

Appears: Olympus Coliseum.  
~~~~~

Air Soldier (Page 10)

"A winged Heartless. It swoops down onto its opponent's head, or slams into them when they let down their guard. The Air Soldier is swift, resilient, and not easy to ground."

Attacks: He can pretty much dive at you, but that's about it.

Tactics: Seeing how this thing remains suspended in air, you might want to use a flurry of air attacks, or Thunder spells and the like. Just be careful to avoid the suicidal dive...

Appears: Twilight Town.
~~~~~

Bandit (Page 11)

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

Attacks: He can make a quick slash, or jump in a spinning motion and slash at you.

Tactics: You might want to Card Break him first in order to get a good shot at it, especially if you see him coming with his sword, as rolling won't always work.

Appears: Agrabah.

~~~~~  
Fat Bandit (Page 12)

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

Attacks: He can shake the ground, throw himself just like the Large Body, but in addition he can throw fireballs like a Red Nocturne.

Tactics: Same as a Large Body, just attack from the back, or spell-cast on it, though you might want to stay clear from the Fire spells.

Appears: Agrabah.

~~~~~  
Barrel Spider (Page 13)

"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."

Attacks: It can lunge at you, and sometimes self-destruct causing a bit of damage, not to mention it won't drop anything that way...

Tactics: Stay clear from them, seriously, attack from a distance or you might get caught in the explosion.

Appears: Olympus Coliseum, Agrabah, Twilight Town.

~~~~~  
Search Ghost (Page 14)

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

Attacks: Besides from attacking and sucking up your HP... It can warp around, making it harder to hit.

Tactics: Card Breaking works, since it can't teleport out of the way afterwards. Other than that, just keep moving.

Appears: Atlantica.

~~~~~  
Sea Neon (Page 15)

"A jellyfish-like Heartless. It might look laid back, but the Sea Neon's long tentacles can propel it toward enemies for a ferocious attack."

Attacks: Description said it, this thing can lunge at you.

Tactics: They are weak to Fire, and possibly Thunder, so feel free to roast it up.

Appears: Atlantica.

~~~~~  
Screwdiver (Page 16)

"A Heartless that likes to team up with the Aquatank. It attacks with a spear or charges its enemies."

Attacks: If you are close, a simple swipe will do. But from long range, he will dive towards you pointing his 'toothpick' at you.

Tactics: They are easy to evade, so you shouldn't have much of a problem. You can always Card Break to be on the safe side though.

Appears: Atlantica.

~~~~~  
Aquatank (Page 17)

"A fish-like Heartless that lazily wanders the sea. The Aquatank attacks with Thunder or by whirling its sizable body about."

Attacks: Thrash around like crazy, or casting Thunder on you.

Tactics: Stay clear from Thunder skills, or you will heal this thing. Take it up with Fire or close-range instead, though careful of its thrashing attack.

Appears: Atlantica.

~~~~~  
Wight Knight (Page 18)

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

Attacks: It can pretty much just take a swipe at you...

Tactics: There's not much to it, just pummel it around.

Appears: Halloween Town.

~~~~~  
Gargoyle (Page 19)

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

Attacks: The Gargoyle will pretty much sweep down at you, and send away a fireball or two.

Tactics: Since it pretty much stays on the air mostly, you might want to use air combos, or Card Break it as comes near you to counter.

Appears: Halloween Town.

~~~~~  
Pirate (Page 20)

"A Heartless that mostly sticks to Never Land. A skilled swordsman, the Pirate can knock its enemies out cold and finish them off with a vicious combo. If its sword flases, watch out!"

Attacks: He can paralyze you with that sword flashing strike, or simply go at you in a series of slashes.

Tactics: Try to keep a safe distance, and if you see the sword flash, you'll do well to roll the heck away. He ain't that though, but many of them can, and will swarm you...

Appears: Never Land.

~~~~~  
Air Pirate (Page 21)

"A winged Heartless that mostly sticks to Never Land. It's not armed, but it doesn't need to be. The Air Pirate deals a brutal punch right after its fist flashes."

Attacks: They can fly down, and kick you into the sky.

Tactics: Since they keep to the air, it can be bothersome to somethings hit them, but the only actual way you can do so is jumping and attacking, or Card Breaking them into the ground.

Appears: Never Land.

~~~~~  
Darkball (Page 22)

"A Heartless made from the very shadows of darkness. The Darkball mostly just bobs through the air, but its random weaving and biting are a nuisance."

Attacks: This thing can go on a biting spree in a straight line, or simply weave around like crazy, just trying to hit you.

Tactics: This... Meh, it moves sodamn much with its attacks you might want to take it up personal instead, that, or heck, a 3x Cloud combo.

Appears: Anywhere. Especially if you use a Guarded Trove Map Card. Other than that, I've seen it on the 2nd batch of World Cards.

~~~~~  
Defender (Page 23)

"A Heartless that primarily resides in Hollow Bastion. Its shield stops head-on physical and magical attacks, and can launch fireballs. The Defender is also a skilled card user, and will break the cards of unprepared opponents."

Attacks: He can make a heads-on bash with that shield, or spit a fireball at you. Nothing too biggy.

Tactics: Yes, he can Card Break you easily... Not to mention anything that hits that shield will pretty much be useless. So Blizzard, Thunder, summonings like Cloud, or attacking from the back are the way to go.

Appears: Hollow Bastion, Castle Oblivion.

~~~~~  
Wyvern (Page 24)

"An enormous Heartless that hunts its enemies from the skies. The Wyvern is agile despite its size. Upon sighting its prey, it rushes forward and attacks

with a flurry of kicks."

Attacks: This thing can make a simply biting lunge at you. Or what I hate the most, is that series of kicks that won't leave you at all until they are done...

Tactics: Card Break my friend, Card Break, otherwise those kicks will drive you crazy. That aside, this is your standard hit-and-run operation.

Appears: Hollow Bastion, Castle Oblivion.

~~~~~  
Wizard (Page 25)

"A Heartless proefficient in magic. The Wizard is a formidable opponent that attacks with high-level Fire, Blizzard, and Thunder spells."

Attacks: The three basic spells. That's it.

Tactics: Like the Green Requiem, the Wizard absorbs magic damage as well, so physical attacks is the only viable option, aside from a summon or two.

Appears: Hollow Bastion, Castle Oblivion.

~~~~~  
Neoshadow (Page 26)

"A nimble Heartless that swims through the shadows."

Attacks: Spins around in a strange lunge.

Tactics: Meh, this is like an upgraded Shadow. It can hide in the ground as well, rendering itself invulnerable and comes up only to attack. So take advantage of that time frame.

Appears: Castle Oblivion.

~~~~~  
White Mushroom (Page 27)

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

Attacks: None.

Tactics: It is not exactly an enemy... You have to help him, though be sure to cast the spell while its doing the motion. If too late or you cast the wrong one, it will leave.

Fanning its hands to its head: Cast Blizzard on it.

Shivering with arms crossed: Cast Fire on it.

Lightbulb atop its head: Cast Thunder on it.

Spinning around: Cast Aero on it.

Stays frozen in place: Cast Stop on it.

Floats around: Cast Gravity on it.

Appears: Anywhere. They only appear if you use a White Room Map Card.

~~~~~  
Black Fungus (Page 28)

"An aggressive, poisonous Heartless, not to be confused with the White Mushroom. The Black Fungus likes to paralyze its foes and toy with them. It's tough to beat, but victory doesn't go unrewarded..."

Attacks: Breathes out poison.

Tactics: Just attack, at some point or another it will turn white in color.

When this happens, you must waste an attack to rever it back to Black color, otherwise you won't be able to hurt it.

Appears: Anywhere. They only appear if you use a Black Room Map Card.

~~~~~  
Creeper Plant (Page 29)

"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."

Attacks: If you are close, it will continuously spit seeds at you. If out of range however, it will make a root appear underneath you, hurting you.

Tactics: No such thing. You either go close and avoid the seeds, or go from afar avoiding the vines.

Appears: Wonderland, Olympus Coliseum, Destiny Islands.

Tornado Step (Page 30)

"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."

Attacks: They spinning around like crazy trying to hit you.

Tactics: Not so much of a threat, as they can go down quite easily...

Appears: Hollow Bastion, Destiny Islands.

~~~~~  
Crescendo (Page 31)

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

Attacks: Recover allies, summon Soldiers.

Tactics: Just attack them...

Appears: Never Land, Destiny Islands.

~~~~~  
Guard Armor (Page 32)

"A Heartless that haunts Traverse Town. It appeared when the bells rang to wreak havoc on the town."

Attacks: Please refer to the Traverse Town section of the walkthrough.

Tactics: Same as above.

~~~~~  
Parasite Cage (Page 33)

"A Heartless that dwelled inside Monstro. The Parasite Cage is quite the gourmand and eats anything in its path. Pinocchio figure out how to escape Monstro after getting gobbled up by it."

Attacks: Please refer to the Monstro section of the walkthrough.

Tactics: Same as above.

~~~~~  
Trickmaster (Page 34)

"The Heartless in Wonderland that stole the Queen of Heart's memory. Victims of memory theft don't even remember what it is they forgot."

Attacks: Please refer to the Wonderland section of the walkthrough.

Tactics: Same as above.

~~~~~  
Darkside (Page 35)

"The Heartless that attack Sora's home, Destiny Islands. Sora fought valiantly to protect the islands and his memories there."

Attacks: Please refer to the Destiny Islands section of the walkthrough.

Tactics: Same as above.

-----09.02. Riku-----

Riku's Heartless D Report is just a direct remake of Sora's, but with a few Heartless less.

-----09.02.01. Characters I-----

Riku (Page 1)

"A boy who was born and raised on a small group of islands.

Riku dreamt of seeing other worlds, and so he forsook the islands-- only to be seduced by the power of darkness.

Enslaved by Ansem, pursuer of darkness, Riku clashed with his childhood friend Sora. But in the end he was able to regain himself, and together with Sora closed the door to darkness.

Still, the dark wounds in Riku's heart have yet to mend."

~~~~~  
The King (Page 2)

"The king who reigns over Disney Castle.

He set off alone to protect his world and all worlds from the dominion of the dark.

When Riku fell into the realm of darkness, the kign showed him the way, but the two were separated when the door to darkness was closed.

~~~~~  
Sora (Page 3)

"Riku's boyhood friend, and the hero of light chosen by the Keyblade to stand against the darkness.

Riku fought Sora while bridled by darkness, but their friendship proved stronger, and they ultimately worked together to close the door to darkness."

~~~~~  
Kairi (Page 4)

"Riku and Sora's friend growing up.

Kairi vanished when their home islands were devoured by darkness. Riku and Sora both journeyed to find her.

Kairi was held captive by the Heartless, but thanks to Sora she and the islands were saved.

She waits there for Sora and Riku's return."

~~~~~  
Naminé (Page 5)

"A young witch who can manipulate memories.

Under orders from the Organization, Naminé shadowed Kairi and altered Sora's memory. But the forgiveness in Sora's heart moved her to disobey those orders.

Now she watches over Sora until the reconstruction of his memories is complete."

~~~~~  
Riku Replica (Page 6)

"A replica of Riku created by Vexen from the real Riku's data.

Unlike the real Riku, he wields darkness freely, but is burdened by the fact he is an imitation."

~~~~~  
Ansem (Page 7)

"Pursuer of darkness.

To open the door to darkness, Ansem used the Heartless to steal countless hearts.

He enslaved Riku, but met his demise at Sora's hand.

Nonetheless, Ansem's shadow lives on in the depths of Riku's heart."

~~~~~  
Vexen (Page 8)

"No.4 in the Organization.

He, Lexaeus, and Zexion have been in the group since its inception, and there is no love lost between them and neophytes like Marluxia.

After battling Riku, Vexen turns to events unfolding aboveground, but successive failures lead to his termination by Axel."

~~~~~  
Lexaeus (Page 9)

"No.5 in the Organization.

A born warrior, Lexaeus effortlessly brandishes a gigantic tomahawk.

To counterbalance his rival Marluxia's bid for Sora's power, Lexaeus tried to conquer Riku.

He failed, but with his dying strength dragged Riku into the realm of darkness."

~~~~~  
Zexion (Page 10)

"No.6 in the Organization.

Zexion generally avoids dirtying his own hands when there are deeds to be done. However, with the destruction of Vexen and Lexaeus, he was forced into action.

Zexion confronted Riku disguised as Sora. But Riku no longer feared the dark, and victory was beyond Zexion's reach."

~~~~~  
Axel (Page 11)

"No.8 in the Organization.

He is a shadow whose intentions and secrets are hidden from all.
Axel has no qualms about exploiting others to suit his needs. He used Sora and Naminé to silence Marluxia and halt his plot against the Organization. Axel claims that he and Sora have something in common, but that connection is unclear."

~~~~~  
Marluxia (Page 12)

"No.11 in the Organization.

Marluxia lured Sora to Castle Oblivion in hopes of using his power to seize the Organization.  
He ordered Naminé to alter Sora's memories, and fooled Vexen into challenging him. All was going according to plan, but Marluxia's scheme dissolved when Axel set Naminé free.  
Marluxia was ultimately destroyed by Sora."

~~~~~  
Larxene (Page 13)

"No.12 in the Organization.

Larxene conspired with Marluxia to take over the group, and intended to pull Axel in as well.
However, her abrasive, unfeeling personality proved her downfall--provoking Sora's anger was a fatal error."

~~~~~  
DiZ (Page 14)

"Truly an enigma.

DiZ appeared before Riku in the guise of Ansem, presenting him with choices regarding the darkness within his heart.  
It is said he and king have met."

---

[922]-----09.02.02. Characters II-----

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Maleficent (Page 1)

"A witch who commands the darkness.

Maleficent's charms won over Riku, and she empowered him with darkness.  
In Castle Oblivion she stood before Riku again, this time as a token of the indelible darkness in his heart."

~~~~~  
Jafar (Genie) (Page 2)

"A sorcerer and also Agrabah's royal vizier, transformed by magic.

Jafar appeared before Riku as a token of the indelible darkness in his heart."

~~~~~  
Ursula (Page 3)

"The sea witch who plotted to rule all of the undersea kingdom Atlantica.

Ursula appeared before Riku as a token of the indelible darkness in his heart."

~~~~~  
Hades (Page 4)

"God of the Underworld who seeks to rule over all.

Hades appeared before Riku as a token of the indelible darkness in his heart."

~~~~~  
Oogie Boogie (Page 5)

"A villain who's always causing trouble in Halloween Town.

He appeared before Riku as a token of the indelible darkness in his heart."

~~~~~  
Hook (Page 6)

"A pirate of Never Land.

Hook appeared before Riku as a token of the indelible darkness in his heart."

[010]-----10. Conclusion-----

So yeah, this is basically a closure to the guide.

In other words, hope you enjoyed the guide, because well, you know, this kinda takes a while to finish.

Any problems, or stuff you can easily email me (See top or bottom of file).

As you know, most of us FAQ writers pretty much just do it for the heck of it or to help (Yes, I know you people wonder how we can spend all our time doing this).

So if you ever feel like repairing to me in one way or another, money is the way. ^0^

Seriously, if you ever have one spare buck you wish to send me, it would be greatly appreciated. What is it used for? Well, either to keep me alive, or help me keep my comp up to date and/or buy new games to keep more guides like these coming out.

How to do so? Well, if you are interested, how kind of you. Just enter the page below, and you need a PayPal account though.

https://www.paypal.com/row/cgi-bin/webscr?cmd=_transaction-run

Then just enter my mail in the "Recipient's Email" and the rest of the subjects are up to you. Giving a note or reason is appreciated, but not necessary (as it says Optional there).

[101]-----10.01. Thanks-----

Thanks:

- > Square Enix, for this great sequel of the original KH.
- > "Mystical Moon" <mystical_moon@comcast.net>, for bringing to my attention that maps for the world change depending on the floor, and thus I made a note of this for the walkthrough.
- > Lorinan Rivendale <lorinan@gmail.com> for passing the info of the Divine Rose keyblade. For some reason I kinda forgot to note that info down while making the guide. >.< -- Oh well, thanks~ ^^
- > "Jak and Daxter" <...>, for mentioning a move of Riku I didn't knew. Not a sleight, but an useful move nonetheless.
- > Tommy <impact19822@yahoo.com>, for the Barrel Spider enemy card.
- > Jesse James, for lots and lots of cards and a few sleights I was missing.

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