

Kingdom Hearts: Chain Of Memories Sleights Guide

by litz5522

Updated to v5.0 on Jul 4, 2006

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KINGDOM HEARTS: CHAIN OF MEMORIES
SLEIGHTS GUIDE BY LITZ5522

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1. INTRODUCTION

Hi, my name is Litz5522. Well, that's obvious. Anyway it's been about two months since Kingdom Hearts: Chain of Memories came out. I got the game on Christmas and I was so glad that I could finally play the sequel of one of the most genius games ever in full english. The game kept me busy for a long time. I decided that once I beat Sora's Story Mode if there was no Sleight Guide on GameFAQs, I would write one knowing that they would accept it. And look two months and still no sleight guide! I think I have all of the sleights in my game if I am missing one please send me an E-mail at litz5522@yahoo.com giving me the name, description, requirements and location of the sleight and I will put it on the guide ASAP. Also if you have any questions contact me.

2. VERSION INFORMATION

Version 1.0 - I put every sleight I know into the guide and sent a request for the guide to be on GameFAQs. So If you are reading this, hooray for me they accepted!

Version 2.0 - It's been over a year and most everyone is probably working on Kingdom Hearts 2. I fixed some small things including some ratings and did the FAQ. There will be little need to update again.

Version 3.0 - I told you little need. I added the location of Cross Slash + thank you very much DvlHntr.

Version 4.0 - This is my attempt at making this my authentic guide. It is complete however, upon my updates, I recieved an e-mail from another game website requesting me to write for them. I agreed and signed up but when I checked for competition I saw that my competition was myself. In other words a user named akshay stole my work and changed all the names to his own (except one) I e-mailed him and I am working on getting him into trouble. This is why I trust GameFAQs and Neoseeker the most. They have a sharp eye on what's submitted. Hopefully all will know that akshay is a criminal and his work is likely to be stolen.

Version 5.0 - A very small update but for Neoseeker readers as well. As for Akshay I never heard from them but I managed to get their accounts banned from quite a few sites.

3. BASICS OF SLEIGHTS

In Kingdom Hearts: COM you may or may not know that Sora can no longer use his abilities from the first game as he's forgotten them the instant he stepped into Castle Oblivion. Donald and Goofy also can no longer help him in battle. A mysterious cloaked figure explains all of this and tells the heroes that their abilities are now in the cards. So what happened to those cool looking attacks Sora can pull off like Sonic Blade and Ars Arcanum. Well in battle you can "stock" three of any cards except enemy cards to pull of a combo. To stock a card, in battle press L and R at the same time when the card you want to stock is highlighted. You can stock up to two more cards and depending on what cards you use, you can do a different sleight. Finally, when the proper cards have been stocked the sleight name will appear next to the stocked cards. Press L and R once more to activate them. Sleights are like and card you use If an opponent uses (a) card(s) higher leveled than the sleight, it is broken. Also, a level zero card can break any sleight. And another addition to make it so you are using a sleight over and over every turn, everytime you pull of a three-card sleight, the first card is removed from battle, so use your sleights sparingly and wisely. Some items can reload lost cards so sleight users should have some good items in their deck.

Here are some cards that can help you in sleights:

Riku - When you use a sleight, all cards can be reloaded. Works for 5 sleights. (CP-80)

Location: Defeat Riku IV in Sora's story mode

Marluxia - Use a sleight twice in a row. Works for 3 sleights. (CP-99)

Location: Defeat Marluxia I in Sora's story mode

Ansem - Opponents can't see stocked cards. Works for 10 sleights. (CP-60)
Location: Complete Reverse/Rebirth mode and find it in a chest in Castle Oblivion in Sora's story mode.

4. TYPES OF SLEIGHTS

A. Attack Sleights

Uses keyblade cards (red) of differing types or same types to pull off fun and cool looking attacks. Probably the most useful of the sleight types.

B. Magic Sleights

Uses magic cards (blue) of the same and different types to pull off powerful magic attacks that do special effects or elemental damage to the target. A truly useful set of sleights but the most extensive set of sleights. Most of these sleights require to be done in the order shown otherwise they won't work.

C. Friend Sleights

Uses Summon cards (blue) and friend cards (green) of same and different types to have allies fight alongside you. They are used a lot throughout the game but later on should be removed for a more attack based deck. Most of these sleights require to be done in the order shown otherwise they won't work.

D. Dark Sleights

Uses Riku's Soul Eater cards to pull off insanely powerful sleights. Only available when Riku is in Dark Mode.

5. SORA'S SLEIGHTS

NOTE: All Magic and Friend sleights must be stocked in the order shown to work.

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##### A. Attack Sleights

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1. Sliding Dash

Description: Slide towards distant targets for a close-range attack.
Cards Required: Three attack cards of the same type. Total value 10-15.
Location: Level 2 power-up.
Rating: *

2. Blitz

Description: Unleash a powerful three-hit combo upon the enemy.
Cards Required: Three attack cards of differing types. Total value 10-15.
Location: Level 17 power-up.
Rating: **

3. Stun Impact

Description: Stun surrounding enemies with a single attack.
Cards Required: Three attack cards of the same type. Total value 20-23.
Location: Level 7 power-up
Rating: *

4. Zantetsuken

Description: Break a card and render it unreloadable until the end of the

battle.

Cards Required: Three attack cards. Total value 0 or 27.

Location: Level 27 power-up.

Rating: ***

5. Strike Raid

Description: Hurl the Keyblade forward, stunning and dealing damage to enemies in its path.

Cards Required: Three attack cards. Total value 24-26.

Location: Level 12 power-up.

Rating: ***

6. Sonic Blade

Description: Rocket across the field, striking down any enemies in the way.

Cards Required: Three attacks cards of different types. Total value 20-23.

Location: Level 22 power-up

Rating: ****

Special: Press the A button for up to six additional attacks.

7. Ars Arcanum

Description: Rain a flurry of blows upon the enemy.

Cards Required: Three attack cards. Total value 1-6.

Location: Level 37 power-up.

Rating: ***

8. Ragnarok

Description: Leap into the air and fire a stream of rays in front of you.

Cards Required: Three attack cards. Total value 7-9.

Location: Level 47 power-up.

Rating: ***

9. Trinity Limit

Description: Inflicts heavy damage on all enemies in sight.

Cards Required: Any Attack card + Donald + Goofy.

Location: Castle Oblivion upon entrance (13th Floor)

Rating: *****

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### B. Magic Sleights

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1. Fira

Description: Sizzle the opposition with powerful fire magic.

Cards Required: Fire + Fire

Location: Obtain a fire card.

Rating: **

2. Firaga

Description: Scorch the opposition with supreme fire magic.

Cards Required: Fire + Fire + Fire

Location: Obtain a fire card.

Rating: ***

3. Blizzara

Description: Chill the opposition with powerful ice magic.

Cards Required: Blizzard + Blizzard

Location: Obtain a blizzard card.

Rating: **

4. Blizzaga

Description: Freeze the opposition with supreme ice magic.

Cards Required: Blizzard + Blizzard + Blizzard

Location: Obtain a blizzard card.

Rating: ***

5. Thundara

Description: Shock the opposition with powerful lightning magic.

Cards Required: Thunder + Thunder

Location: Obtain a thunder card.

Rating: **

6. Thundaga

Description: Fry the opposition with supreme lightning magic.

Cards Required: Thunder + Thunder + Thunder

Location: Obtain a thunder card.

Rating: ***

7. Cura

Description: Restore a lot of HP.

Cards Required: Cure + Cure

Location: Obtain a cure card.

Rating: ***

8. Curaga

Description: Restore a very large amount of HP.

Cards Required: Cure + Cure + Cure

Location: Obtain a cure card.

Rating: *****

9. Gravira

Description: Deal damage relative to the enemy's remaining HP.

Cards Required: Garvity + Gravity

Location: Obtain a gravity card.

Rating: *

10. Graviga

Description: Deal damage relative to the enemy's remaining HP.

Cards Required: Gravity + Gravity + Gravity

Location: Obtain a gravity card.

Rating: **

11. Stopra

Description: Halt enemy movement for a long period of time.

Cards Required: Stop + Stop

Location: Obtain a stop card.

Rating: *

12. Stopga

Description: Halt enemy movement for a very long period of time.

Cards Required: Stop + Stop + Stop

Location: Obtain a stop card.

Rating: **

13. Aerora

Description: Blow away surrounding enemies and inflict damage.

Cards Required: Aero + Aero

Location: Obtain an Aero card

Rating: **

14. Aeroga

Description: Blow away all enemies in a large radius and inflict damage.

Cards Required: Aero + Aero + Aero

Location: Obtain an Aero card

Rating: ***

15. Fire Raid

Description: Hurl the keyblade and inflict fire damage.

Cards Required: Fire + Any attack card + Any attack card

Location: Randomly found in a chest.

Rating: **

16. Blizzard Raid

Description: Hurl the Keyblade and inflict ice damage.

Cards Required: Blizzard + Any Attack card + Any Attack card

Location: Randomly found in a chest.

Rating: **

17. Thunder Raid

Description: Hurl the Keyblade and inflict thunder damage.

Cards Required: Thunder + Any Attack card + Any Attack card

Location: Randomly found in a chest.

Rating: **

18. Gravity Raid

Description: Hurl the Keyblade and trigger Gravity upon impact.

Cards Required: Gravity + Any Attack card + Any Attack card

Location: Key to Rewards - Halloween Town

Rating: **

19. Stop Raid

Description: Hurl the Keyblade and trigger Stop upon impact.

Cards Required: Stop + Any Attack card + Any Attack card

Location: Key to Rewards - Wonderland

Rating: ***

20. Judgement

Description: Hurl the Keyblade toward the enemy for multiple attacks.

Cards Required: Aero + Any Attack card + Any Attack card

Location: Randomly found in a chest (late in the game)

Rating: ***

21. Reflect Raid

Description: Hurl the Keyblade and make it ricochet around to strike many enemies.

Cards Required: Cloud + Any Attack card + Any Attack card

Location: Randomly found in a chest. (midway through the game)

Rating: ***

22. Homing Fira

Description: Casts a Fira spell that seeks out the targeted enemy.

Cards Required: Aero + Fire + Any Magic card

Location: Randomly found in a chest.

Rating: *

23. Firaga Break

Description: Inflict fire damage on enemies in front of you with a powerful attack.

Cards Required: Fire + Mushu + Any Attack card

Location: Randomly found in a chest. (Mushu is needed to find it)

Rating: **

24. Mega Flare

Description: Incinerate all enemies in a wide area.

Cards Required: Mushu + Fire + Fire

Location: Level 52 power-up.

Rating: ***

25. Homing Blizzara

Description: Casts a Blizzara spell that seeks out the targeted enemy.

Cards Required: Aero + Blizzard + Any Magic card

Location: Randomly found in a chest.

Rating: *

26. Aqua Splash

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

Cards Required: Blizzard + Fire + Aero

Location: Key to Rewards - Monstro

Rating: ***

27. Shock Impact

Description: Simba's roar sends enemies flying and triggers Stop.

Cards Required: Simba + Any Attack card + Any Attack card

Location: Randomly found in a chest (Simba is needed to find it.)

Rating: **

28. Tornado

Description: Blow away enemies in a wide area, inflicting damage and stunning them.

Cards Required: Aero + Gravity + Any Summon card

Location: Level 32 power-up

Rating: ***

29. Quake

Description: Inflict damage on all ground enemies with a violent tremor.

Cards Required: Gravity + Simba + Any Magic card

Location: Key to Rewards - Atlantica

Rating: **

30. Warpinator

Description: Eliminate the closest enemy. Not always successful.

Cards Required: Stop + Gravity + Aero

Location: Defeat Riku II

Rating: *

31. Warp

Description: Eliminate all enemies in sight.

Cards Required: Stop + Aero + Aero

Location: Key to Rewards - Twilight Town

Rating: ***

32. Bind

Description: Hold enemies in place. Enemies can still attack from their positions.

Cards Required: Gravity + Stop + Any Magic card

Location: Hundred Acre Wood - Find Eeyore

Rating: ***

33. Confuse

Description: Temporarily confuse enemies so they attack less often.

Cards Required: Genie + Tinker Bell + Any Summon card

Location: Hundred Acre Wood - Find Piglet

Rating: *

34. Terror

Description: Strike fear in the enemy so they no longer approach.

Cards Required: Any Summon card + Any Summon card + Jack OR

Simba + Mushu + Any Item card

Location: Randomly found in a chest (After Halloween Town)

Rating: *

35. Synchro

Description: Set surrounding enemies' HP to that of the target.

Cards Required: Cure + Gravity + Aero.

Location: Hundred Acre Wood - Find Rabbit

Rating: ***

36. Gifted Miracle

Description: Reload cards and reset the counter while restoring HP to friend and foes alike.

Cards Required: Any Summon card + Any Magic card + Jack

Location: Randomly found in a chest. (After Halloween Town)

Rating: *

37. Teleport

Description: Rematerialize behind the targeted enemy, stunning it for a short time.

Cards Required: Any Magic card + Any Magic card + Peter Pan OR

Stop + Aero + Any Item card

Location: Randomly found in a chest. (After Neverland)

Rating: **

38. Holy

Description: Inflict damage on a targeted enemy and all surrounding enemies

Cards Required: Mega-Ether + Megalixir + Any Item card

Location: Level 42 power-up

Rating: ***

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### C. Friend Sleights

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1. Proud Roar

Description: Simba's roar stuns and deals damage to enemies in front of him.

Cards Required: Simba + Simba OR

Simba + Simba + Simba

Location: Obtain a Simba card.

Rating: **

2. Splash

Description: Dumbo douses enemies over a set time period, dealing ice damage.

Cards Required: Dumbo + Dumbo OR

Dumbo + Dumbo + Dumbo

Location: Obtain a Dumbo card.

Rating: **

3. Paradise

Description:

Cards Required: Bambi + Bambi OR

Bambi + Bambi + Bambi

Location: Obtain a Bambi card.

Rating: **

4. Idyll Romp

Description: Bambi zigzags around the battle field, confusing the enemy.

Cards Required: Bambi + Any Attack Card + Any Attack Card

Location: Hundred Acre Wood - Find Tigger

Rating: **

5. Flare Breath

Description: Mushu breathes fire at enemies in a wide area, inflicting fire damage.

Cards Required: Mushu + Mushu OR

Mushu + Mushu + Mushu

Location: Obtain a Mushu card.

Rating: **

6. Showtime

Description: Genie randomly casts two spells chosen from Gravira, Thundara or Stopra. OR

Genie randomly casts three spells chosen from Gravira, Thundara or Stopra.

Cards Required: Genie + Genie OR

Genie + Genie + Genie

Location: Obtain a Genie card.

Rating: **

7. Twinkle

Description: Tinker Bell restores a lot of HP over a set time period.

Cards Required: Tinker Bell + Tinker Bell OR

Tinker Bell + Tinker Bell + Tinker Bell

Location: Obtain a Tinker Bell card.

Rating: ****

8. Cross-Slash

Description: Cloud assaults the enemy with a three-hit combo.

Cards Required: Cloud + Cloud

Location: Obtain a Cloud card.

Rating: ***

9. Omnislash

Description: Cloud swoops down from the skies, attacking enemies in a wide area.

Cards Required: Cloud + Cloud + Cloud

Location: Obtain a Cloud card.

Rating: *****

10. Cross-Slash +

Description: Cloud singles out an enemy and uses Cross-Slash.

Cards Required: Cloud + Stop + Any Attack card

Location: Hollow Bastion (Thanks DvlHntr!!!)

Rating: ***

11. Magic

Description: Donald double-casts Fira, Blizzara, Thundara, or Cura.

OR Donald triple-casts Firaga, Blizzaga, Thundaga, or Curaga.

Cards Required: Donald + Donald OR

Donald + Donald + Donald

Location: From the start.

Rating: ****

12. Blazing Donald

Description:

Cards Required: Fire + Donald + Any Magic card

Location: Key to Rewards - Agrabah

Rating: *

13. Goofy Charge

Description: Goofy rushes at enemies, bashing and stunning them with his shield.

Cards Required: Goofy + Goofy

Location: From the start.

Rating: **

14. Goofy Tornado

Description: Goofy whirls his shield around, bashing enemies in a wide area.

Cards Required: Goofy + Goofy + Goofy

Location: From the start.

Rating: **

15. Sandstorm

Description: Aladdin runs around while swinging his sword.

Cards Required: Aladdin + Aladdin OR

Aladdin + Aladdin + Aladdin

Location: When Aladdin joins you in Agrabah.

Rating: ***

16. Surprise!

Description: Jack double-casts Fira, Blizzara, Thundara, or Gravira.

OR Jack triple-casts Firaga, Blizzaga, Thundaga, or Graviga.

Cards Required: Jack + Jack OR

Jack + Jack + Jack

Location: When Jack joins you in Halloween Town.

Rating: ***

17. Spiral Wave

Description: Ariel whirls back and forth, striking many enemies

Cards Required: Ariel + Ariel OR

Ariel + Ariel + Ariel

Location: When Ariel joins you in Atlantica.

Rating: ***

18. Hummingbird

Description: Peter Pan soars around, striking enemies in a wide area.

Cards Required: Peter Pan + Peter Pan OR

Peter Pan + Peter Pan + Peter Pan

Location: When Peter Pan joins you in Neverland.

Rating: ***

19. Ferocious Lunge

Description: The Beast charges in a straight line, crushing the opposition.

Cards Required: The Beast + The Beast OR

The Beast + The Beast + The Beast

Location: When The Beast joins you in Hallow Bastion

Rating: ***

In Reverse/Rebirth you play as Riku. Riku only has one friend card and that's King Mickey. Riku can also enter Dark Mode in which he pulls off his as I said before, insanely powerful moves. To enter Dark Mode have Riku break cards over and over until he enters it. If he's hit he loses points towards achieving Dark mode. He needs a total of 30 cardbreaking points to enter it.

1. MM Miracle

Description: The king restores HP, and stuns and deals damage to all enemies.

Cards Required: King Mickey + King Mickey OR

King Mickey + King Mickey + King Mickey

Location: Floor 2 hallway (Reverse/Rebirth)

Rating: ****

2. Dark Firaga

Description: Expel dark energy in a searing blast.

Cards Required: Three Soul Eaters. Total value 16-25

Location: Once Dark Mode is available.

Rating: ***

3. Dark Break

Description: Leap into the air and attack enemies from above.

Cards Required: Three Soul Eaters. Total value 5-15.

Location: Once Dark Mode is available.

Rating: ***

4. Dark Aura

Description: Rush enemies repeatedly with blade in hand.

Cards Required: Three Soul Eaters. Total value 27.

Location: Once Dark Mode is available.

Rating: *****

7. FAQ

E-mail me with questions at Litz5522@ yahoo.com. Make sure they're on topic and no spam/viruses. Please don't say like "This game sucks" or "You have no life" or "Go get a girl". Also make sure the E-mail is spell and grammar checked and the subject should be "Kingdom Hearts COM Sleights".

SOME SPOILERS READ AT YOUR OWN RISK!!!!

Q. I have some sleights but they don't work. What do I do?

A. You need to stock the right cards so check that you have the right combination first. If that doesn't work then try to put them in the order I listed then they should. If they don't then don't forget you do need to learn the sleight before you can use it.

Q. Is this game the same as the first one? Will I miss much of the story?

A. Sorry but, no and yes. The game is similar in the Disney worlds but the main story is much more. You are introduced to the mysterious Organization XIII in Castle Oblivion where Sora recalls a long lost friend and the events lead right up to Kingdom Hearts 2. You will be very confused if you don't play this before Kingdom Hearts 2.

Q. Can I have tips on how to play? How about a good deck?

A. I don't give the best fighting tips but you can consult a full guide. I would say a good deck goes like this: Attack lvl 6+

then Offensive Magic and Summons followed by an optional Ether and a recommended Potion. After the potions place your Cure cards and last: Level 0 attacks. Enemy cards depend on your style. For sleight users I say Marluxia, Ansem and Riku. For all decks I say Vexen and Lexaeus.

Q. I can't beat so and so, please help!

A. Refer to a boss guide, it's not my forte.

Q. Who is that Blonde Haired Kid?

A. Well technically there are two Blonde Haired kids in this game one is Namine and you'll see her a lot. The one you are probably thinking of is Roxas. He will show up in Kingdom Hearts 2. He's in a small scene at the end of Reverse/Rebirth.

Q. Who is DiZ?

A. He is truly an enigma isn't he? Play Kingdom Hearts 2 and you will understand all.

Q. What does that Organization want?

A. Jeez what's with all this story stuff? Once again play Kingdom Hearts 2!

Q. Can I use this guide on my site?

A. As long as there are no changes and all credit is given where it is due. E-Mail me first Litz5522@yahoo.com

Q. Do you plan on making more guides?

A. Yes I do but I plan on making guides for smaller games like Metroid, Castlevania: Simon's Quest, or Shining Force II.

8. CREDITS

Thanks to

Me - for writing the guide. (Hah i'm so narcissistic)

My parents - for buying me the game.

My friends - for supporting me (yeah right...)

Square-Enix - for making the game. (and for Final Fantasy)

Jupiter and Disney - for doing something, publicity I guess...

CJayC - for making GameFAQs.

GameFAQs - for being the best online game help website.

Leo Chan - For creating Neoseeker.

Neoseeker for being my second home away from GameFAQs.

DvlHntr - for the location of Cross Slash +

Angel Kavajecz - for being a fan of my work and a good asker of questions and being polite with it all.

E-mailers - for asking me questions that are all relavent.

Anti-Thanks to

akshay - for plagarisng my work.

9. LEGAL DISCLAIMER

This guide is copyright (c) Pat Litz 2004. Don't steal from this without permission. Don't put this on any other site without permission. Also do not steal slightly change and call it your own. I have already experienced this and it is very dissapointing. I will be after all

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