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\ \	INTRODUCTION	\ \
_ \ \ _	=====	_ \ \ _

Welcome!

In this guide, I will give a full walkthrough of the Birth By Sleep game, as well as a reference guide for some of the most useful information (including the rather complicated command melding system). I played on the hardest difficulty setting, and intentionally kept my level low to keep things challenging, so the strategies here should work in any situation =).

I made the guide originally from the Japanese edition of the game, but I have been scrambling to update it for the international release, and it should be ready by now. In particular, all the names and places have been translated correctly. My data on a couple of the new features is a little sketchy, but I will be updating that as fast as I can.

Now, let me just say just more one thing: this game is fantastic, so get ready for a great time!

/ / _	=====	/ / _
/ _	SECTION 1 [WLK:P]	/ _
\ \	WALKTHROUGH: PROLOGUE	\ \
_ \ \ _	=====	_ \ \ _

=====
[WLK:P0] Prologue: Beginning a new game
=====

There are a few important setup decisions you should think about before you even begin a new game:

1. Data install: Birth by Sleep pushes the limits of the PSP a little bit, and this leads to pretty long loading times and even to gameplay slow-down. To minimize these annoyances, I strongly recommend doing a FULL DATA INSTALL before playing.
2. Difficulty: Like in other Kingdom Hearts games, you will have to choose a difficulty mode when you begin, and your choice will affect what you need to do in order to watch the secret ending. Here are the specifics:

Beginner: You deal 50% more damage, and take only half damage.
The secret ending is IMPOSSIBLE to unlock.

Standard: You deal and receive normal damage.
The secret ending is unlocked by completing the Final Episode and the Reports section. You will have to find every enemy, ability, sticker, and treasure, and also complete every mini-game with each character. That is not an easy task!

Proud: You deal normal damage, but take double damage.
The secret ending is unlocked by completing the Final Episode.

Critical: You deal half damage, you earn fewer HP throughout the game, and you take double damage, but you begin with two extra deck command slots. You also begin with the Zero EXP ability which you can use to make things even more challenging.
The secret ending is unlocked by completing the Final Episode.

If you play on different difficulty modes with different characters, the secret ending requirements will be based on the lowest difficulty mode you used.

In practice, the true difficulty is also hugely dependent on your level. So even if you pick a harder mode than you would normally be comfortable with, you should be able to level up more to compensate.

3. CPU speed: After playing for a few minutes in the tutorial, you will unlock the Config menu. I strongly recommend going there and switching the CPU speed from 222MHz to 333MHz. This will decrease your battery life a little bit, but it will really help prevent gameplay slowdown.

Both data install and CPU speed can be adjusted later of course, but difficulty level is a one-time decision.

=====
[WLK:P1] Prologue: Tutorial
=====

The game begins with a short in-game tutorial where you control Ven, a boy who looks remarkably similar to Roxas. (If you haven't played the other games in

the series, Roxas was a major character in Kingdom Hearts 2 and 358/2 Days.) I will start the tutorial section by listing all treasure chests that can be found here:

```
+--TREASURE CHESTS-----+
| SLIDING DASH: Mountain Path, on a ledge |
+-----+
```

As you can see, there is only one chest (and you cannot possibly miss it), but I will include a similar list at the beginning of each future world you go to as well. I think you might find these lists to be a helpful reference in case you miss a chest on your own, or in case you are looking for one specific reward.

Forecourt:

In the first area, you are introduced to jumping (press O) and moving (use the analog stick). You can also rotate the camera with L and R. When you are ready, move forward to the Mountain Path area.

Mountain Path:

Here you will need to show off some basic combat moves. First do a three-hit combo on the nearby ring ornament. (Walk up to it and keep pressing X.) If you did it right, some green HP balls will fall out, and you will be directed to the next set of ornaments. For these, you will need to use a battle command. Select a command you like in the bottom-left menu (use the up and down buttons to navigate the menu), and then press Triangle to use it. Commands allow you to do advanced attacks, but there is a cooldown period between when you use a command and when you can use it again. After hitting an ornament in this way, the whole contraption will start to spin. Target one of the ornaments with the L+R buttons to complete this part of the tutorial.

A chest will now appear on the ledge halfway up the Trail. Go up to it and open it with X to get the SLIDING DASH battle command. If you want, you can now go into the Menu (press Start) and replace one of your current battle commands with Sliding Dash. This is optional though - if you prefer to just get on with the game, you can do that too. Head onwards to the Summit area when you are ready.

Summit:

After a cutscene, you will be given a WAYFINDER by Aqua.

You will now have to go through some more basic battle training using the other main characters. First you control Terra. Press Square while holding still to block an attack by Ven. Next you need to hit Ven back with a finish command. Keep attacking normally until your Command Gauge is filled up. With this gauge full, your next attack will be a powerful finish command. Hit Ven with it to continue.

You're not done yet though. With Aqua, press and hold L+R to use a Shotlock ability against Ven. Keep the screen focused on him to queue up a lot of attacks, and then press X to unleash. Shotlocks are limit attacks that do a lot of damage and make you invincible while they are going off, but the catch is you are vulnerable while queuing up targets. They will end up being one of the strongest attacks in your arsenal, especially later in the game once you have

leveled a Shotlock up all the way.

Okay, you are now almost done. All that's left is for you to have a proper sparring match with one of the main characters against another one. So choose anyone you want and have fun. It doesn't matter if you win or lose - this is just for practice. After you are done with sparring, head over to the nearby save point and save the game. Congratulations, you have completed the tutorial! No three-hour tutorial marathons this time!

Character Selection:

You will now have to choose one of the three characters to control. Each character has his or her own interconnected story, and you will need to do all of them to finish the game properly. Right now, you are deciding where to begin:

Terra: Strong but a little slow, Terra specializes in earth magic and in darkness-based melee attacks.

Ven: The opposite of Terra, Ven is fast but physically weak, specializing in wind and light magic.

Aqua: Aqua is a pure magic specialist.

Once you have made your decision, you will be given a new save game for that character. DO NOT OVERWRITE THIS SAVE GAME when you switch characters!

You can do the three stories in whatever order you want (or even do some at the same time, although I don't recommend that), but this guide will be written in the order Terra -> Ven -> Aqua, which is what series creator Tetsuya Nomura recommended for story purposes. Terra's story might be the hardest though, so choose whichever order you want!

=====
[WLK:P2] Prologue: How the walkthrough is organized
=====

Alright, ready to go?

Well, first let me explain a little bit about how I organize the walkthrough sections. For each world, I will begin with a section that looks like this:

```
+---TREASURE CHESTS-----+
| ...                               |
+---STICKERS-----+
| ...                               |
+-----+
| PRIZE PODS: ...                   |
+-----+
```

You should be able to use this as a quick reference to find everything of interest in the world. I hope this will be a very useful reference if you are going for full Reports completion, or if you are going for the secret movie on Normal difficulty.

My list will always start with treasure chests, listed in the same order as how they appear in your Reports. This means you should be able to quickly look up the location and contents of any chest you are missing. My descriptions will usually be in terms of compass directions. These directions might not mean

| better than battle commands. If an orb uses the laser attack, back off |
| until it is done. |

-----+
The main reward for winning this battle is the Critical Impact command style. After filling up your Command Gauge with at least one or two uses of a battle command, you will now switch styles instead of using your basic finisher. As the game goes on, you will find other finish commands and other command styles as well. Which finisher you use is chosen in the out-of-combat menu, but which command style you get is determined by what kinds of battle commands you used right before-hand.

Anyway, once the Light Orbs are down, there will be another cutscene and then off you go! As an additional reward for clearing the Land of Departure, you will gain access to the KEYBLADE BOARD, which you can try out any time you like. (See the Command Board Section MIN:CB for more information.) You will also get the VEN and AQUA D-LINKS.

Using D-Links will temporarily change your battle commands and finish command. D-Links are actually very strong in the first half of the game, so don't forget to use them! In particular, USING A D-LINK WILL HEAL YOU COMPLETELY! Bear this in mind since the Cure spell can only be attained during the first world via the Command Board (and it will probably take a few tries). The Aqua D-Link is especially useful since she has Cura from the start.

=====
[WLK:T1] Terra's Story: Enchanted Dominion
=====

With the Land of Departure cleared, you will find yourself in space on your Keyblade bike. Only one new world will be accessible for now, so head over there. It is the Enchanted Dominion. If you have not already read Section WLK:P2, now would be a good time to take a look. It will help you understand the information I provide for each world:

+--TREASURE CHESTS-----+
| POTION: Waterside, South end |

| PULSING CRYSTAL: Waterside, West side (halfway through the room) |

| BLIZZARD: Forest Clearing, Southeast corner |

| ZERO GRAVITY: Audience Chamber, Northwest corner |

| ETHER: Audience Chamber, West side by the stairs |

| POTION: Audience Chamber, Southeast corner |

| ETHER: Hallway, Northeast corner |

| MAP: Aurora's Chamber, Southeast corner |

| SLEEP: Tower Room, Southwest corner |

| ATTACK RECIPE: Tower Room, Northwest corner |

+--STICKERS-----+
| HUEY STICKER: Audience Chamber, Center high in the air. Jump and air slide |

| over from the top of the airs - you will probably need to |

| push Square three times (requires High Jump, Air Slide, Sonic |

| Impact). |

| FLYING BALLOON STICKER: Tower Room, West side |

| BALLOON STICKER: Forest Clearing, Southwest corner |

-----+
| PRIZE PODS: (BIJOU BEAN and ROSE HONEY) |

| At the north end of the Waterside area, after you have been past the |

| Bridge at least once. If they do not appear right away, leave the area |

| and come back. |

+-----+
As soon as you land in the Enchanted Dominion, you will be thrust into a forced battle against the Unversed. If Terra is your first character, you might find this a little challenging. There are three things you should be using regularly to give yourself an edge:

- Shotlocks. Press L+R. You are vulnerable when charging but other than that, Shotlocks are the strongest and safest attacks in the game.
- D-Links, especially with Aqua so that you can use her Cura ability. Press right on the directional pad to switch to the D-Link menu.
- Critical Impact and/or finish commands. These are activated whenever your Command Gauge fills up. Which one you get depends on whether you have been using battle commands or just attacking.

You can only use Shotlocks when your Focus Gauge is full, and you can only use D-Links when your D-Link Gauge is full, but don't worry: these bars both fill up fast. Also, you probably want to level up your D-Links, and you can only do that by using them!

For the rest of the world, you will be able to pick and choose your fights. I recommend being pretty thorough though, both in terms of picking up chests (see the list I gave above) and killing enemies. The first boss is nasty, and it will help if you have gained a few levels. If you want a challenge, you can deliberately keep your level low, but don't blame me if you find it hard!

Begin by following the Unversed to the Bridge where you will meet Maleficent. From there, enter the castle and climb up to Aurora's Chamber. After a cutscene, you will be given the MALEFICENT D-LINK. Get the chests here and in the Tower Room, and then head back to the Audience Chamber to meet Terra's first real boss!

+--BOSS FIGHT: WHEEL MASTER-----+

| HP: 400 (200 for each arm), Strength: 7, Defense: 3 |
| Status effect vulnerabilities: Ignite, Poison |
| Elemental weaknesses: 150% damage from fire |
| Elemental resistances: None |
| Reward: DECK COMMAND SLOT, DIAMOND DUST COMMAND STYLE |

| It's the evil spinning wheel of doom! He's also pretty hard, so get ready. |
| In particular, it would be a good idea to have some sort of healing |
| available. If you have not already gotten Cure from the Command Board |
| mini-game, your best option is to equip a Potion or max out your D-Link |
| Gauge so that you can use that. Aqua is always a good choice, but Ven works |
| too. |

| The Wheel Master starts with the following attacks: |

| Attack 1: Jump into the air and land with a shockwave. You can avoid this |
| by jumping so that you are in the air when he lands, or just by |
| being far away. |

| Attack 2: Take a long windup and then throw his wheel at you. Slide is a |
| good way to avoid this. Afterwards, the wheel will just lie on |
| the ground, and the Wheel Master won't be able to attack you |
| with anything other than the jump until he picks it up again. |
| Use this opportunity to hit him back! |

| Attack 3: Charge up his grapple hand, and then shoot a thread at you. If |
| you get hit, mash X to break free. In the meantime, you will |
| take damage and be sucked in. Use Block to avoid this attack, or |
| just stay far away. |

| Attack 4: Swing his arms in a circle, hitting you if you are close. Just |
| stay out of range. |
|
| During this phase, the safest options are either to go in for quick jump |
| attacks after each jump by the Wheel Master, backing off if he attacks, or |
| you can be patient and wait for him to throw his wheel before going in. At |
| some point, he will fall over and drop HP balls. Keep hitting him! |
|
| Eventually, the Wheel Master will get mad, glowing purple and damaging you |
| if you are nearby. He will then start regularly charging towards you. This |
| is fast and very painful, so you will want to block it. Just remember that |
| Block doesn't last forever, so if the Wheel Master charges past you, let go |
| of Block, and then press it again when he comes back. Also be sure you have |
| him targeted with L+R during this time. Block only works if you are facing |
| the enemy, but L+R keeps you facing the right way. |
|
| Other than the charge, the fight stays the same as before, so keep up with |
| the same strategy. |
|
| If you are having trouble, remember to set yourself up so you can heal. And |
| also be sure to use Shotlocks and Critical Impact where possible. Good |
| luck! |
|
| By the way, you can destroy the wheel and the spindle separately from the |
| boss, but I don't recommend going out of your way to do so. |

+-----+

As a reward, you will get a Deck Command Slot, which lets you equip another battle command, and the Diamond Dust command style, which is an alternative to Critical Impact, activated by using lots of cold attacks. You will also get the FAIRY STARS KEYBLADE. I recommend sticking with your old Keyblade though - strength is more important than magic for Terra.

Before moving onto the next world, you might want to briefly return to the Waterside area to try your hand at the Prize Pods. Don't worry about the Huey Sticker that you are missing - you will need to come back for that.

=====
[WLK:TI] Terra's Story: Interlude
=====

With the Enchanted Dominion clear, you will now have a choice of where to go next. The map points out two major story worlds that you can go to: the Castle of Dreams and the Dwarf Woodlands.

Here are some other things you can do at any point:

- Go back to the Land of Departure and pick up the four chests that are there.
- Go to the Mirage Arena (the far left world) and try entering a tournament. Most likely you will lose at this stage, but it's still fun.
- Play a round on the Command Board (see Section MIN:CB). This optional mini-game gives you a few abilities that you cannot easily get in other ways, and it also helps level up whatever abilities you already have.
- Synthesize some new abilities with command melding (see Section COL:CM). In addition to upgrading your commands, this gives you some very handy passive abilities that cannot be gotten in any other way.

=====
[WLK:T2] Terra's Story: Land of Departure
=====

+--TREASURE CHESTS-----+
| PULSING CRYSTAL: Mountain Path, Near the top exit |
| HI-POTION: Mountain Path, Near the top exit |
| STOP: Mountain Path, Near the bottom exit |
| SOOTHING CRYSTAL: Summit, Near the flags |
+-----+

The only thing to do here is to pick up the chests in areas you explored during the tutorial.

=====
[WLK:T3] Terra's Story: Castle of Dreams
=====

+--TREASURE CHESTS-----+
| THUNDERSTORM: The Chateau, Southeast corner |
| PULSING CRYSTAL: Palace Courtyard, Northeast corner next to the stairs |
| WELLSPRING CRYSTAL: Palace Courtyard, Northwest corner past the stairs |
| SLOW: Palace Courtyard, Southeast corner |
| MAP: Palace Courtyard, West side |
| FLEETING CRYSTAL: Ballroom, Balcony (come through the Antechamber) |
| STRIKE RAID: Foyer, West side |
| POTION: Foyer, Under the balcony just east of the stairs |
| HI-POTION: Foyer, Northwest corner |
| SOOTHING CRYSTAL: Foyer, Southeast corner of the top balcony |
| THUNDER: Antechamber, Southeast corner |
+--STICKERS-----+
| FLYING BALLOON STICKER: Passage, West side high in the air (requires High |
| Jump) |
| TRAFFIC CONE STICKER: The Chateau, Southeast corner |
+-----+
| PRIZE PODS: (BIRTHDAY CAKE and CRYSTAL SUGAR) |
| In the middle of the pool in the Place Courtyard, after clearing a group |
| of Red Hot Chilis. If more Red Hot Chilis appear instead of the Prize |
| Pods, leave the area and come back. |
+-----+

Like the Enchanted Dominion, this world begins with a mandatory battle against the Unversed. Once that is taken care of, head southeast towards The Chateau to pick up Thunderstorm and the Traffic Cone Sticker. Then go back north towards the Palace Courtyard and meet Cinderella by the large staircase.

+--BOSS FIGHT: CINDERELLA ESCORT-----+
| Reward: COUNTER HAMMER |
| |
| You have to escort Cinderella through two large rooms that are swarming |
| with Unversed, and just when you start to get things under control, she is |
| going to run on ahead and get attacked more. Good luck! |
| |
| The main threat here is to Cinderella, not to you, so make sure all your |
| battle commands are offensive in nature. In particular, disabling abilities |
| like Sleep, Stop and Slow are good to give you some time in difficult |
| fights. Cold abilities are also good because using them will activate the |

| The safe way is to wait for an instrument to come towards you, but then
| immediately attack it before it reaches you. (If you wait for it to attack
| first, it will become invincible, and you won't be able to do anything.)
| Once you have the activated instrument in a combo, it will never recover,
| and the Symphony Master won't fight back until you are done. So just keep
| swinging until the instrument dies!

| Once you kill the instruments, the Symphony Master will start alternating
| between a jump attack similar to what the Wheel Master did, and other more
| direct attacks. The shockwave can be dodged by jumping over it. The other
| attacks, including a new one where the Symphony Master throws his baton,
| are not too scary either. If you are low on health, play conservatively
| after the Symphony Master jumps so that you will be ready to dodge his
| attack, and then go in swinging again.

-----+
When the fight is over, you will also get the STROKE OF MIDNIGHT KEYBLADE, the
CINDERELLA D-LINK, and access to the ROYAL BOARD. You might also want to return
to the world quickly and go back to the room where you fought the Symphony
Master (via the Antechamber) to pick up the final chest.

=====
[WLK:T4] Terra's Story: Dwarf Woodlands
=====

+---TREASURE CHESTS-----+
| BALLOON LETTER: Vault, South side just west of the central platform
| ETHER: Vault, South side near the east exit
| POTION: Vault, North side on the ledge
| FLAME SALVO: Vault, South side on the central platform
| POTION: Underground Waterway, Southeast corner (past the first locked
| grate)
| BLOCK RECIPE: Underground Waterway, West side (past the second locked
| grate)
| POISON EDGE: Underground Waterway, Northwest corner (past the third locked
| grate)
| FIRE: Underground Waterway, Northwest corner (past the third locked gate)
| FISSION FIRAGA: Courtyard, Northwest corner on a platform (need High Jump,
| Air Slide, Sliding Dash, or Fire Dash)
| POTION: Courtyard, Northeast corner
| MAP: Courtyard, Northwest corner on the ground
| SOOTHING CRYSTAL: Courtyard, Northwest corner on the stairs
| HUNGRY CRYSTAL: Flower Glade, Northwest corner
+---STICKERS-----+
| LOUIE STICKER: Underground Waterway, Southwest corner high in the air. Jump
| from the ledge near the second loom and air slide out to the
| crown (requires High Jump and Air Slide).
| BALLOON STICKER: Flower Glade, Northeast corner
+-----+
| PRIZE PODS: (NUTTY NUT and GASPBERRY)
| On the ledge with the chests in the northeast corner of the Underground
| Waterway area, past the third locked gate. Once you have High Jump, you
| can get there directly from the north exit. If you see Red Hot Chilis
| instead of Prize Pods, you may have to leave the entire world before they
| will have another chance to appear.
+-----+

This world begins with the queen asking Terra to kill Snow White. Even after

seeing the Aurora episode, you don't think Terra would actually do that, do you? Only one way to find out!

The first room you go into is called the Vault. There are some jugs here that are constantly changing color. If you hit one of these jugs while it is green, it will recharge your health; if you hit it while it is blue, it will recharge your D-Link bar; and if you hit it while it is red, it will explode, damaging both you and any nearby enemies! Plan accordingly. You will also run across some nasty Unversed that disguise themselves as treasure chests, so watch out for those!

To advance, you will have to walk up to the steam jet a little ways to the right of the entrance. This will propel you up to the north platform and the exit. There is another steam jet that will propel you up to the central platform, but it is inactive for now.

The next room has a couple looms (spinning wheels). If you hit one of these, it will open up one of the grates for a short time and you will be able to run through. The first loom opens the route to the second loom, and the second loom opens TWO grates (the second grate is in the room behind the first grate). You will have to hurry to get all the way through, but you can try as many times as you want. If you get through everything, you will get several nice treasures, including the FIRE spell, and you will also find the world's Prize Pods. With the Fire spell, you can now go back to the Vault and cast Fire on the engine next to the inactive steam jet. This will activate the steam jet and let you get up to the central platform to pick up FLAME SALVO.

Once outside, you can pick up the MAP and then head out to meet Snow White.

```
+--BOSS FIGHT: UNVERSED NEAR SNOW WHITE-----+
| Reward: AIR SLIDE                                                                    |
|                                                                                       |
| There are a lot of enemies here, but they aren't unusually powerful. If you |
| are having trouble, you might want to consider leveling up a little. Or if |
| the problem is you have no healing, go buy the Cure spell.                       |
+-----+
```

Be sure to equip this new Air Slide ability. It allows you to dash forward while in the air by pushing Square. If you are patient, you can use this to pick up the final treasure chest in the Courtyard. Go to the top of the stairs, jump and air slide around the corner to get onto the wall. Then jump onto the top of the archway, and finally jump and air slide across to the platform in the northwest corner. If you are having trouble, you can always come back later when you have High Jump and/or a higher level Air Slide. You can also try using Sliding Dash or Fire Dash instead of Air Slide.

Once you are ready, head back to the Magic Mirror Chamber and the boss fight for the world.

```
+--BOSS FIGHT: SPIRIT OF THE MAGIC MIRROR-----+
| HP: 300, Strength: 11, Defense: 4                                                    |
| Status effect vulnerabilities: Stun, Poison, Sleep                                |
| Elemental weaknesses: None                                                         |
| Elemental resistances: None                                                       |
| Reward: HP BOOST, FIRESTORM COMMAND STYLE                                         |
|                                                                                       |
| This is a rather atmospheric fight inside the heart of the magic mirror.         |
| You will have to deal with the following attacks:                                |
|                                                                                       |
| Attack 1: The spirit flies towards you, either directly or in a zigzag           |
```

pattern. Use Block to avoid taking damage.

Attack 2: The spirit flies overhead shooting fireballs towards you. Use Slide to avoid the fireballs. Block is hard to use because the fireballs might come at you from behind.

Attack 3: Huge rows of spirits appear on either side of you, and they all spit out fireballs. Just run (don't slide) directly forwards along the line to avoid all projectiles. If you happen to notice that one of the spirits is smiling, then that is the real one. Run up and combo it to stop the attack. Alternatively, you can just keep running forward and the attack will end eventually.

Attack 4: Copies of the spirit appear and start spinning around you, eventually shooting out a salvo of fireballs. Use Slide to avoid this. After dodging one salvo, you will be able to attack back. Look for the spirit that is smiling (also the only spirit that you can target with L+R), and run up to hit it after the spirits stop to attack the SECOND time. If you try to attack the first time, you will just get hit.

When the spirit is not doing any of these attacks, it is safe to go on the offensive. If you're lucky, you'll stun it and knock it to the ground. Once the spirit starts doing something though, avoid the attack as explained above. There is no reason to take any damage if you are careful.

One annoyance is the game sometimes lags during attack #3. This is the main reason why it is better to walk than to slide. If you have not done so already, now would also be a good time to switch to 333 MHz in the Options menu. That will help with lag (although it will drain your batteries a little faster).

Note: If you have done Aqua's story already, this fight is almost but not completely identical to her version. Attack #2 here is new, replacing the ice bolt attack used against Aqua. Also, you should use Slide instead of Block/Barrier for dodging attack #4. Everything else is the same.

-----+

You will also get the TREASURE TROVE KEYBLADE.

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[WLK:T5] Terra's Story: Mysterious Tower and Badlands

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+--TREASURE CHESTS-----+

| PULSING CRYSTAL: Mysterious Tower, Furthest point from the entrance |

| BALLOON LETTER: Mysterious Tower, Left of the entrance |

| CURE: Mysterious Tower, Right of the entrance |

| MAGIC RECIPE: Tower: Entrance, Behind the stairs |

+--STICKERS-----+

| BALLOON STICKER: Sorcerer's Chamber. Jump from on top of the table. |

+-----+

The Mysterious Tower is more of a plot-related interlude than a full world unto itself. Pick up the treasure chests outside the tower and in its entrance, then go up the stairs to talk to Master Yen Sid. Afterwards, you might want to come back to pick up the sticker.

Now head to the next world and you will be treated to a more interesting conversation with Master Xehanort. What parts of his story can you believe, and

what parts are lies? You'll have to decide that for yourself!

=====
[WLK:T6] Terra's Story: Radiant Garden
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```
+--TREASURE CHESTS-----+
| FIRA: Outer Gardens, Northeast corner of the plaza area      |
| PULSING CRYSTAL: Outer Gardens, Southwest corner of the plaza area |
| POTION: Central Square, Northeast corner                      |
| HI-POTION: Central Square, Southwest corner                   |
| ESUNA: Aqueduct, Northeast corner along the outer wall      |
| BLACKOUT: Aqueduct, North end on the top level               |
| HI-POTION: Aqueduct, South end in a nook off the main bridge |
| MAP: Castle Town, Northwest corner                           |
| PANACEA: Fountain Court, Southwest corner                     |
| THUNDER SURGE: Fountain Court, Northeast corner on the platform |
| FLEETING CRYSTAL: Fountain Court, Northeast corner on the platform |
| SHIMMERING CRYSTAL: Merlin's House, Southwest corner         |
| MEGA-POTION: Purification Facility, North end (must complete the world |
|         first)                                               |
| CHAOS CRYSTAL: Purification Facility, Southeast corner (see above) |
+--STICKERS-----+
| AIRPLANE STICKER: Outer Gardens, South end high in the air (requires High |
|         Jump)                                               |
| DALE STICKER: Fountain Court, Southeast corner high in the air. Jump and |
|         air slide from the highest platform on the north wall |
|         (requires Air Slide and perhaps Sonic Impact).      |
| FLYING BALLOON STICKER: Central Square, North end           |
+-----+
| MISCELLANEOUS: Examine the book in Merlin's house to unlock the HUNNY POT |
|         BOARD.                                             |
| PRIZE PODS: (SOY MILK, ROCKET SODA, and NEBULA NECTAR)      |
|         In the northeast nook along the water in the Fountain Court. You will |
|         have to clear a group of four Blue Sea Salts first. |
+-----+
```

After a short introduction, you will be deposited in the Central Square for another fight against the Unversed. This fight is a little harder than normal though, because of the addition of two new enemies:

- The Chrono Twister looks like a giant hourglass, and is one of the nastiest enemies in the game. Even at long range, it can stop time for you until you escape by wiggling the analog stick. Needless to say, this is very bad. The trick is the Chrono Twister will use this ability only when all of its sand falls into the bottom half. When that is close to happening, hit it with the Keyblade to turn it upside-down and reset the timer!
- The red and black balloon monsters (Tank Topplers) are also annoying. If you attack them normally, you will not be able to kill them. They will turn invincible at low health and then roll around before exploding. If that happens, slide away to avoid getting hit. You can prevent this nuisance altogether by hitting the Tank Topplers from behind. This will release their air and make them an easy target.

Once this fight is done, pick up the two chests in the Central Square and head out to the Castle Town. After a short cutscene with Merlin, be sure to examine the book in his house to unlock the HUNNY POT BOARD. Now head outside again and

follow the giant Unversed to the north.

The next area is called the Fountain Court, and you will need to jump into the water jets to get propelled upwards towards the exit. To get the chests in the northeast corner, jump from the central platform on the third level down to the water jet on the east platform on the second level. This water jet can take you all the way up to the east platform on the highest level.

Go through one more pretty straightforward room, and then it's time for a boss fight.

+--BOSS FIGHT: TRINITY ARMOR-----+-----+-----+

| HP: 800 for each piece, Strength: 14, Defense: 6 |
| Status effect vulnerabilities: None |
| Elemental weaknesses: None |
| Elemental resistances: None |
| Reward: HP BOOST, ROCKBREAKER COMMAND STYLE |

| If you have played other Kingdom Hearts games, you probably remember the |
| Guard Armor. Well, this guy is an updated version of that boss. Basically, |
| he has separate legs, arms, and head, and you need to kill them one at a |
| time. |

| At the beginning of the fight, the pieces are all attached, and the Trinity |
| Armor will use the following attacks in order: |

| Attack 1: Shoot fireballs up into the sky. These will land on the ground |
| where you and your allies were standing a couple seconds ago, |
| and they will explode into more fireballs on contact. While the |
| fireballs are being shot up, you should have time for two quick |
| combos. After that, immediately start moving so you are not hit. |

| Attack 2: Fly directly at you (or one of your allies) in a ramming attack. |
| The Trinity Armor will do this three times in a row. Use Block |
| to avoid this. |

| Attack 3: Move to the center of the room, charge up a huge laser, and send |
| it back and forth in a sweeping motion around the room. While |
| the Trinity Armor is moving and while it is charging the laser, |
| you should have time to hit it a bunch. Once the laser is out, |
| use Slide to run right THROUGH it as it sweeps by. You are |
| invincible while the slide is happening! You can also just |
| always stay behind the Trinity Armor while he is shooting, but |
| that's boring. |

| After these three attacks (or earlier, if your damage output is very good), |
| the Trinity Armor will split into pieces, and you will have time to do a |
| little more damage before the next attack. I don't think there's anything |
| random in what the boss does at this point, but the attack order depends on |
| what you've destroyed, so it's a bit complicated. I will just list the |
| options: |

| Attack 1: All pieces of the Trinity Armor start spinning rapidly across |
| the room. If you get hit by one, you will take heavy damage. I |
| recommend going into a corner and protecting yourself with Block |
| while this attack happens. (Make sure to face into the center of |
| the room though - Block only defends against frontal attacks.) |
| If you have a high-level Shotlock, you can also use that to give |
| yourself temporary invincibility. |

| Attack 2: The pieces might just do their own thing. The legs stomp around, |
| and the head and arms fly around. This is a good time to attack. |
| You might take a little damage here or there, but it won't hurt |

too much.

Attack 3: If at least two pieces are alive, they might slowly circle around the room, shooting a constant lightning beam towards the center. This attack looks scary but is actually not too bad. Run to the outside of the room, and attack whichever piece of the Trinity Armor is moving towards you.

Attack 4: The head might shoot fireballs or lasers all over the place. I recommend just evading while this happens. This often seems to be followed by attack #1 (where the armor pieces spin around), so be ready.

Attack 5: The remaining pieces of the Trinity Armor might fuse together and do attacks from the first list. If at least one piece is dead, they will only do the laser. Otherwise, they might also do the charge attack or even a new attack where the Trinity Armor floats high in the air and summons light beams before falling to the ground with a bang. (Stay away from the light beams!) If only the head is left, you can just stand directly under it to avoid the laser.

In general, watch out for the spinning attack (#1 in the second list), the giant laser (#3 in the first list), and the fireball/laser sprays (#4 in the second list). The rest you can probably handle without too much danger. By the way, you have to destroy the head last. It will stop taking damage at some point if the other pieces are left alive, so if that happens, just switch targets.

Good luck! You will be doing this fight at least three times throughout the course of the game, so I hope you like it!

After the fight, you will also get a DISNEY TOWN PASS. Then, it's rash decision time, and you will find yourself needing to rescue Master Xehanort. (You don't seriously believe Braig's story, do you?) Anyway, head back to the start room, and out the south exit to reach the Outer Gardens and then Braig.

---BOSS FIGHT: BRAIG-----

HP: 600, Strength: 14, Defense: 6
Status effect vulnerabilities: Ignite, Poison, Sleep
Elemental weaknesses: None
Elemental resistances: None
Reward: DECK COMMAND SLOT

This fight is quite long but the pattern is not all that difficult. Braig begins by teleporting to the upper platform and firing lasers at you. Just keep moving to avoid his attacks and wait until he comes back down. You can also block these shots back at him if you are careful. It is pretty tricky though - if you are facing the wrong direction, Block will fail.

For the most part, Braig will now teleport around, shoot two volleys at you, and then stop to reload. I recommend waiting for him to shoot, and then blocking. (Make sure you keep him targeted with L+R, so that you are facing the right direction.) You will reflect Braig's bullets back at him for pretty good damage, and you shouldn't need to worry about attacking directly. If you do want to do melee attacks, you can walk to the side to avoid Braig's first volley, then slide up next to him to avoid the second. That will leave you in a good position to attack, but the melee method is a little more dangerous.

Later he will charge up a large dark beam. Just back off and slide to avoid it. If you are fast, you can also hit him while he's charging (but not

| after).
|
| Braig will then eventually teleport, stand still for a bit without doing
| anything, teleport again, and then run around you in a circle, firing as he
| goes. If you are ready, you can avoid this with Slide, with Block, or just
| by running out of the way, but if he hits you at the start, he will combo
| you for a lot of damage. This is Braig's most dangerous move, so play
| defensively soon as he does the tell-tale teleport without attacking.
|
| After this, Braig will teleport up top and the fight will repeat.
|
| Just be patient, avoid the running+firing attack, and you should be fine.
| When you heal, try to do it while Braig reloads. You really don't want him
| to interrupt your heal with a quick volley. I also recommend using
| Shotlocks early and often here to speed things up. If you have Focus Block
| from the Royal Board (see Section MIN:CB), you will have no trouble keeping
| a full Focus Gauge.

After the fight is over, there will be a couple more cutscenes and you will get the BLACK VOLLEY Shotlock and XEHANORT'S REPORT 2. Be sure to come back to the world afterwards to grab the two chests in the Purification Facility where you fought Braig.

=====
[WLK:T7] Terra's Story: Disney Town
=====

+--TREASURE CHESTS-----+
| MAP: Main Plaza, Southwest corner
| POTION: Main Plaza, Northwest corner
| ABOUNDING CRYSTAL: Raceway, Northwest corner on the second level
| PAYBACK FANG: Raceway, Southeast corner on the bottom level
| SLOT EDGE: Raceway, Rooftop (come from Pete's Playground)
| PANACEA: Gizmo Gallery, Southwest corner on a platform (must activate the
| machine to get it)
| ACTION RECIPE: Gizmo Gallery, Northwest corner on a platform (must activate
| the machine to get it)
| CHAOS CRYSTAL: Gizmo Gallery, Northwest corner on a platform (must activate
| the machine to get it)
| THUNDER: Gizmo Gallery, Northwest corner on the bottom level
| THUNDER: Gizmo Gallery, Southwest corner on the bottom level
| ABSOLUTE ZERO: Gizmo Gallery, Platform north of the elevator (must activate
| the machine to get it)
| MEGA-POTION: Gizmo Gallery, Platform north of the elevator (must activate
| the machine to get it)
| ZERO GRAVIRA: Pete's Rec Room, Alcove in the top left
| AERIAL SLAM: Pete's Rec Room, Alcove in the top right
| BREAK TIME: Pete's Rec Room, Central alcove behind a grate
| CHAOS CRYSTAL: Pete's Rec Room, Central alcove above the grate (the one
| near the top exit to the Raceway)
+--STICKERS-----+
| PETE STICKER: Gizmo Gallery, Southeast corner in the air. Jump and air
| slide from on top of the cogs on the east side.
| TRAFFIC CONE STICKER: Raceway, Northwest corner on a rooftop. It's the same
| place as the Prize Pods (see below).
+-----+
| MISCELLANEOUS: There are prizes from Rumble Racing, Fruitball, Ice Cream

| Beat, and the Ice Cream Shop. See the mini-game and |
| collectathon sections of the guide. Also, do a full combo on |
| the mailbox in the northeast section of Main Plaza to get |
| CONFETTI. |

| PRIZE PODS: (PRICKLE PEPPER and TOONBASCO) |

| Go through the sewers and Pete's Rec Room to the rooftop in the Raceway. |
| From there, air slide across to a roof that is barely visible to the |
| northwest. The Prize Pods should appear after clearing a group of Blue |
| Sea Salts. |

+-----+

Disney Town is primarily a hub of mini-games. To complete the world, all you need to do is win a round of Rumble Racing. But there are some nifty prizes you can earn if you stick around longer. For more information on Rumble Racing and the other mini-games located here (Fruitball, Ice Cream Beat, and the Ice Cream Shop), see the mini-game and collectathon sections of the guide.

There are also a number of chests to pick up, quite apart from all the mini-games. Their locations are very similar for each character, so if this is not your first playthrough and if you remember what to do, feel free to skip the rest of this section.

Most of these chests are hidden in the sewers. Go to the Main Plaza and examine the manhole cover to go down. In this area, you will see a giant machine with a lightning bolt on it and a power gauge. You need to hit it a bunch with Thunder-based attacks to charge it up. The charge will go back down over time so you have to be fast, but the game gives you two THUNDER spells in the same room to help you out. The Thunder spells aren't enough by themselves, but they should work if you add in Thunder Surge (available in Radiant Garden). You can also wait until you get the Thunderbolt command style.

Once the machine is going, you can get on an elevator to reach the upper levels. Jump on the moving hands and gears to move around up here and pick up all the chests (see the list at the start). If you go south from the upper level, you will also find a whole new area: Pete's Rec Room. Climb the stairs and get on the glove to propel yourself out into a giant pinball machine! Be sure to HOLD the O button down when you use the glove. Holding it is what makes you go all the way up.

Once in the pinball machine, you can bounce around and pick up lots of Munny. Use L and R to hit the flippers and try to make it to the various alcoves to pick up the chests. There is also a set of locked bars. To unlock them, you need to smash into each of the four bumpers marked with a crown. Each time you hit one of these bumpers, a light will go on near the bars, and eventually they will retract. Go wild and have fun here! One of the alcoves in this area also leads to the rooftops of the Raceway area where you can find yet another treasure chest, as well as the Prize Pods for this world. (You will need Air Slide to be leveled pretty high to get to the Prize Pods though.)

When you complete the world, you will get the TOON BOARD. If you have already finished the world with the other two characters, you will also see an extra cutscene where you are given the amusing but useless Million Dream Award.

=====
[WLK:T8] Terra's Story: Olympus Coliseum
=====

+---TREASURE CHESTS-----+

```
| FIRE STRIKE: Coliseum Gates, Northeast corner |
| MEGA ATTACK RECIPE: Coliseum Gates, Nook just west of the north exit |
| MEGA-POTION: Coliseum Gates, Southwest corner |
| MAP: Vestibule, East Side |
+--STICKERS-----+
| BALLOON STICKER: Coliseum Gates, Nook just east of the north exit. Jump and |
| swing in mid-air to get a little higher up. |
+-----+
| MISCELLANEOUS: Talk to Hercules, and win a round of the "Break the Urns" |
| mini-game after the world is done to get SONIC BLADE. See |
| Section MIN:BU. |
| PRIZE PODS: (NUTTY NUT and THUNDERCRACKER) |
| In the southeast corner of the Town Near Thebes. |
+-----+
```

Disclaimer: I am listing Olympus Coliseum before Deep Space because its battle level is lower, but it is probably harder overall. If you are having trouble with Olympus Coliseum, go and do Deep Space first. Or alternatively, do a couple rounds in the Mirage Arena.

Olympus Coliseum opens up with a traditional battle against the Unversed. Watch out for the new Buckle Bruisers here. They are immune to melee attacks from in front (and they will counter-attack if you try to hit them this way), so either attack from behind or use magic.

After a brief conversation with young Hercules, head out to the main Olympus Coliseum and speak with Hades to enter the tournament.

```
+--BOSS FIGHT: COLISEUM TOURNAMENT-----+
| Reward: HP BOOST, SONIC IMPACT |
| |
| You will have to clear ten groups of Unversed without a break and with a |
| time limit during each round. Here is the exact list of what you are up |
| against: |
| |
| Round 1: 3 Scrappers (30 seconds) |
| Round 2: 1 Bruiser and 1 Vile Phial (15 seconds) |
| Round 3: 3 Spiderchests (30 seconds) |
| Round 4: 1 Buckle Bruiser (20 seconds) |
| Round 5: 5 Shoegazers (15 seconds) |
| Round 6: 2 Red Hot Chilis, 2 Blue Sea Salts, 2 Yellow Mustards, and 1 Axe |
| Flapper (40 seconds) |
| Round 7: 3 Buckle Bruisers (40 seconds) |
| Round 8: 2 Chrono Twisters and 2 Monotruckers (30 seconds) |
| Round 9: 1 Bruiser and 5 Mandrakes (30 seconds) |
| Round 10: 30 Jellyshades (30 seconds) |
| |
| The best thing you can do is to set up your command deck so that you have |
| one healing spell and a bunch of strong attack commands. The best are |
| effects that hit multiple targets (e.g. Thunder Surge) or group-disables |
| (e.g. Zero Gravira). If you spam battle commands during these fights, you |
| will also switch command styles, which helps a lot. In particular, if you |
| manage to switch to Rockbreaker, you should be in great shape while it |
| lasts. |
| |
| Here are a couple round-specific strategies. I assume you have Thunder |
| Surge, Magnera, and Zero Gravira, all of which can be picked up in Disney |
| Town and Radiant Garden: |
| |
| Round 2: Any of Thunder Surge, Magnera, or Zero Gravira should help. |
```

Rounds 4,7: Use Magnera and Zero Gravira. Buckle Bruisers cannot block when they are in the air.

Round 5: This is difficult because the time limit is super-short and the Shoegazers can block. I like to open with Thunder Surge, and then do Magnera or Zero Gravira once the Shoegazers start blocking. These spells work no matter what.

Round 9: Mandrakes are invincible and dangerous while in the ground. Get up close to lure them out. I like to slide in and immediately cast Magnera or Zero Gravira.

Round 10: The main threat here is actually to your health. Begin by sliding out of harm's way, and then use ranged area-of-effect abilities to thin the Jellyshades out from a distance.

Another approach is to use a fully leveled Aqua D-Link. Begin each round with Magnera, do a couple swings to fill your Command Gauge, and then use your devastating Finish Command. This is extremely strong, at least until your D-Link Gauge runs out!

You can also try Shotlocks, although I didn't find them as effective as the strategies listed above. Good luck!

-----+

With the tournament out of the way, it is onto the boss fight. I recommend equipping a Shotlock that you have leveled all the way to max, and NOT equipping Sonic Impact quite yet. Trust me on this last one - Sonic Impact sacrifices defense for a little offense, and you are going to want good defense right now!

When you are ready, talk to Hades to continue.

+--BOSS FIGHT: ZACK ROUND 1-----+

| HP: 600, Strength: 16, Defense: 9 |

| Status effect vulnerabilities: Stun, Freeze, Ignite, Poison, Zero Gravity |

| Elemental weaknesses: None |

| Elemental resistances: None |

| Reward: NONE |

|

| Zack can do a bunch of damage, but he is easy to dodge if you are far away. |

| So if the fight is going badly, slide away and wait for your Cure spells to |

| recharge. You will have to deal with three kinds of attacks: |

|

| Swing: Zack runs towards you, and then does a regular sword combo. You |

| should block this with Square, and then do the counter-attack. You |

| do not have time for a full combo afterwards though. |

| Dark Bolt: Zack shoots a homing bolt towards you along the ground. You |

| CAN block this, but it's better to slide past it to Zack, and |

| then do a regular combo. |

| Jump: Zack jumps up into the air and lands with a shockwave. This cannot |

| be easily blocked. (If you have already fought Zack with Aqua, take |

| note - this is an important difference!) Walk or jump out of range, |

| and then go in for a combo after he lands. This is the trickiest |

| attack Zack has, so you can also just back off entirely and not |

| worry about countering. |

|

| Keep your distance so you can see what attack's coming, and then counter it |

| as explained above. Thunder Surge and Zero Gravity spells are also very |

| effective here. Both have a good chance of disabling Zack, leaving him open |

| for some easy hits. |

-----+

So what was the big fuss, right? Well you're not done yet. With a little help from our friend Hades, you get another round:

```
+--BOSS FIGHT: ZACK ROUND 2-----+
| HP: 600, Strength: 16, Defense: 9 |
| Status effect vulnerabilities: Stun, Freeze, Ignite, Poison, Zero Gravity |
| Elemental weaknesses: None |
| Elemental resistances: 50% damage from dark |
| Reward: DECK COMMAND SLOT |
| |
| Zack still uses all of his attacks from Round 1, but now he also has two |
| new attacks: |
| |
|   Hero's Pride: Zack visibly charges up with dark energy, does a rapid-fire |
|                   series of teleporting slashes, then dive-bombs you with a |
|                   shockwave attack. |
| |
|   Meteor: Zack summons a bunch of meteors to fall on you from the sky. |
| |
| Okay, the real problem here is Hero's Pride. Zack uses it often, it does a |
| ton of damage (enough for a one-hit KO at low levels), and it cannot be |
| blocked or interrupted. If you are high enough level, you can take the hit |
| and then heal afterwards, but be sure to avoid the nasty dive bomb at the |
| end. (Mash the Square button so that you counter-attack the final slash.) |
| |
| The easiest way to actually dodge Hero's Pride is to use a high level |
| Shotlock at the same time. Start charging it as soon as you see Zack glow |
| black, and then unleash before he does. You will do a bunch of damage, and |
| be invincible throughout. If your Shotlock takes too long to charge or does |
| not last long enough, pick something else that is leveled up more. |
| |
| The other way to dodge Hero's Pride is to use Slide. Right before Zack |
| disappears, do two quick slides to avoid his initial salvo. He will attack |
| the air for a while, then teleport to you again for another try. You will |
| need to do another few Slides to avoid this. The timing is quite delicate, |
| especially if Slide is not leveled up all the way, but it is absolutely |
| possible. Of course, Shotlocks are much easier! |
| |
| No matter how you survive Hero's Pride, Zack will be exhausted after he |
| uses it. Take this opportunity to combo him. He will then usually do three |
| or four other attacks before using Hero's Pride again. Counter the other |
| attacks as normal, but if you are doing the Shotlock strategy, get ready to |
| use it as soon as you see Zack charging up. If Zack uses Meteor during this |
| time, slide out of the way and wait patiently for the next attack. |
| |
| Good luck! If you are having too much trouble, consider leveling up a bit. |
| This is one of the harder fights in the game. Also, Thunder Surge and Zero |
| Gravity spells are almost as good here as they are in the first fight. They |
| don't protect you from Hero's Pride, but they do let you pile on the |
| damage! |
+-----+
```

After the fight is over, you will also get the MARK OF A HERO KEYBLADE and the ZACK D-LINK. You can return to the world and talk to Hercules to try the "Break the Urns" mini-game (see Section MIN:BU) and get SONIC BLADE.

```

+---TREASURE CHESTS-----+
| HIGH JUMP: Turo Prison Block, Middle compartment on the west wall |
| BRUTAL BLAST: Turo Prison Block, South compartment on the east wall |
| PULSING CRYSTAL: Turo Prison Block, North compartment on the west wall |
| MEGA-EITHER: Turo Prison Block, Middle compartment on the east wall |
| MEGA-POTION: Turo Prison Block, South compartment on the west wall |
| MAP: Turo Transporter, East end |
| HI-POTION: Durgon Transporter, Center |
| ETHER: Ship Corridor, Northeast corner |
| HI-POTION: Ship Corridor, Southeast corner |
| PULSING CRYSTAL: Ship Corridor, South end (must complete the world first) |
| WARP: Ship Corridor, Southwest end (must complete the world first) |
| HI-POTION: Control Room, In the big central part |
| HUNGRY CRYSTAL: Ship Hub, Third level east end |
| MEGA-POTION: Ship Hub, Bottom level south end (gravity must be ON) |
| FLEETING CRYSTAL: Ship Hub, Fourth level east end (gravity must be ON) |
| THUNDARA: Launch Deck, High platform on the east side |
| ABOUNDING CRYSTAL: Launch Deck, Southeast corner (gravity must be ON) |
| WELLSPRING CRYSTAL: Launch Deck, Northeast corner (gravity must be ON) |
| MINE SQUARE: Machinery Bay Access, Southeast corner |
+---STICKERS-----+
| FLYING BALLOON STICKER: Turo Prison Block, Southeast corner. Drop off from |
| the high ledge in the southeast corner. |
| UFO STICKER: Ship Corridor, Southeast end |
+-----+
| PRIZE PODS: (BIZARRO BEAN and GALACTIC CARMEL) |
| At the south end of the Turo Prison Block. |
+-----+

```

Deep Space begins with a rather unusual "boss" fight:

```

+---BOSS FIGHT: JELLYSHADE ARMY ROUND 1-----+
| Reward: HP BOOST |
| |
| You have to fight a huge number of Jellyshades on your Keyblade bike. Your |
| normal command deck is replaced with the following four fixed commands for |
| this: |
| |
| Triangle: Charge (a dash attack) |
| O: Jump |
| Square: Barrier (similar to Block but it works in all directions) |
| X: Skid Charge (a close range attack) |
| |
| As it turns out, the Jellyshades hardly attack at all here, so just run |
| into them and mash X. You'll be fine even at low levels. By the way, I |
| wouldn't bother with L+R targeting. There are too many guys - just attack |
| whatever's closest. |
+-----+

```

After the fight, you will be swallowed into a spaceship and then be given a more traditional Unversed battle. From here, you will be left to explore the Prison Block. There are five chests in the compartments, but you will need to use the elevators along the walls to reach them. At this stage, the best way to get all the chests is the following:

- Go up the one elevator that touches the ground.
- Go right from there to the northwest corner of the room.
- Air slide across to the northeast corner.
- Work your way down to the southeast corner.

- Finally, Air slide back again to the southwest corner.
- Go back to the southeast corner, and drop off to pick up the sticker.

Once High Jump is leveled up more, you will also be able to get to the southwest corner more directly. But for now, this is probably your only option. At the very least, make sure you do get the HIGH JUMP ability before moving on.

You now have a fairly lengthy trek ahead of you. Go out to the next room, use the transporter, and exit to the north to reach the Ship Exterior. You will be on your bike again here. If you want to kill the enemies, I recommend moving to one of the pillars in the corners. You will latch on automatically and you can then dive off at high speed into the enemies. Mash X to take them down. It's quite fun really, and this is the only place in the game where you will be able to get journal credit for fighting Glidewinders. When you are ready to move on, keep heading north.

The next room is called the Launch Deck. First pick up the two chests on the bottom floor, then jump up the blocks to head out the east exit into the Machinery Bay Access where you can find one more chest. Now head back into the Launch Deck and use the computer terminal to turn off gravity. Having the gravity off will make it impossible to go out the east exit or to pick up the chests I just mentioned, but you can always turn the gravity back off if you want.

Having gravity off DOES allow you to jump super-high though, and you can then make your way up to the west exit. And from there, you can head further up to a high platform on the east wall and another chest. Just watch out for turrets on the way. Avoid them, or destroy them with the Keyblade or by blocking their lasers back at them. The next room is a tall shaft which you can explore by again taking advantage of computers to turn gravity on or off. When you are done, head out the southwest exit. After a couple straightforward rooms, you will finally reach the boss fight.

```

+--BOSS FIGHT: EXPERIMENT 221-----+
| HP: 500 (150 for robot arms), Strength: 19, Defense: 12 |
| Status effect vulnerabilities: Stun, Freeze, Ignite, Confuse, Poison, Stop |
| Elemental weaknesses: 125% damage from blizzard |
| Elemental resistances: 75% damage from thunder |
| Reward: THUNDERBOLT COMMAND STYLE |
| |
| It's Pikachu! Well not quite, but close enough. Experiment 221 uses the |
| following attacks (all or most of these are thunder-based, which makes |
| Thunder Screen handy if you happen to have it): |
| |
| 1. Experiment 221 pauses in mid-air, charges through you, and then comes |
| back and charges through you again. You can avoid this with Block or |
| Slide. If you are fast, you can combo Experiment 221 afterwards while |
| he recovers. (This is easier if you use Slide instead of Block.) |
| 2. Experiment 221 lands on the center platform, and shoots lightning |
| balls in all directions. I like to stand a little ways back from the |
| platform and block a ball back at him. If you get the Block off, you |
| can try to run up afterwards and get a couple hits in. If you do not |
| get the Block off though, one of the balls will keep following you |
| around for while, so I just back off at that point. |
| 3. Experiment 221 lands on the ground somewhere else, and after a short |
| pause, emits a very painful lightning explosion around him. You can |
| avoid this by backing off, or you can be aggressive and attack as soon |
| as he lands. You will usually stun Experiment 221 after a couple hits |
| and cancel his lightning explosion, but be ready to run if he doesn't |
| get stunned! |

```


| Between attacks, Experiment 221 flies around quickly, making him hard to
| hit.

| I recommend relying on Blizzard attacks - especially Freeze Raid - for your
| offense. Since Freeze Raid is ranged, you can use it to hit Experiment 221
| easily during attacks #2 and #3. Furthermore, it is high damage because
| Terra is good with Keyblade attacks and Experiment 221 is weak against
| Blizzard. You might even freeze him if you are lucky! Finally, cold attacks
| will make you switch to Diamond Dust, which gives a nice additional damage
| boost.

| Of course, Shotlocks are also effective, at least until your Focus Gauge
| runs out.

| After a while, Experiment 221 will disappear and take control of the laser
| cannons. They can fire at you (just keep walking to stay safe), or swing at
| you if you get close. If you destroy both lasers, Experiment 221 will be
| stunned for a while and you can unload on him. Otherwise, he will blow up
| the lasers by himself after a few salvos of laser fire. When the lasers
| start glowing white, back off so you don't get hit and stunned.

| After this, the fight gets a little nastier. Attack #1 will involve three
| charges instead of two, and there is a completely new attack:

| 4. Experiment 221 charges up while in the air and fires enormous
| exploding lightning balls at you. Stay back and then slide in as each
| ball is fired. If Experiment 221 then immediately starts charging up
| another ball, keep evading. Otherwise, you should have time for a
| combo while he recovers.

| He might also take control of the lasers again at any point. If you can
| destroy the lasers, that will give you a great opportunity to do some
| damage. Otherwise, it may be slow going, but if you heal as needed and play
| safely, you should be fine.

-----+
For completing the world, you will get the HYPERDRIVE KEYBLADE, the EXPERIMENT
626 D-LINK, and the SPACESHIP BOARD. You can also get two more chests by
returning to Deep Space and going to the Ship Corridor.

If you are interested in 100% completion, make sure to kill a Glidewinder on
the Ship Exterior and a Blobmob in the Launch Deck. This is the only world
where those two enemies appear.

=====
[WLK:T10] Terra's Story: Never Land (and Destiny Islands)
=====

+--TREASURE CHESTS-----+
| HI-POTION: Cove, Northeast corner
| ETHER: Cove, Southwest corner
| HI-POTION: Cliff Path, Bottom level on the east side
| MEGA-POTION: Cliff Path, Central cliff top
| FIRAGA: Cliff Path, Destroy the rock pile in the northwest corner
| DARK HAZE: Mermaid Lagoon, Northeast corner in a cave at water level
| GEO IMPACT: Mermaid Lagoon, Northwest cliff top (come from the high exit in
| the Cliff Path)

```

| ELIXIR: Mermaid Lagoon, East end
| HI-POTION: Jungle Clearing, Northeast corner
| SHIMMERING CRYSTAL: Peter's Hideout, Southeast corner (must complete the
| world first)
| MEGA MAGIC RECIPE: Peter's Hideout, Southeast corner (must complete the
| world first)
| MAP: Gully, Northwest corner
| HI-POTION: Gully, Northeast corner
| MEGALIXIR: Rainbow Falls: Base, West side in the middle of the river
| ZERO GRAVIGA: Rainbow Falls: Base, Northeast corner
| ABOUNDING CRYSTAL: Rainbow Falls: Crest, Northwest corner
| PANACEA: Skull Rock: Entrance, Northwest corner
| MEGALIXIR: Skull Rock: Cavern, High platform in the northwest corner
| ARS SOLUM: Skull Rock: Cavern, High platform in the southeast corner
| CHAOS CRYSTAL: Skull Rock: Cavern, High platform in the southeast corner
+---STICKERS-----+
| DEWEY STICKER: Peter's Hideout, Southwest corner (must complete the world
| first)
| RAINBOW STICKER: Rainbow Falls: Base, Northeast corner. Jump from the
| island in the middle of the river and use Air Slide +
| Sonic Impact.
| CHIP STICKER: Skull Rock: Entrance, Ledge on the east eye. It's the same
| place as the Prize Pods (see below).
+-----+
| MISCELLANEOUS: Hit the very top of the totem pole in the Indian Camp to get
| THUNDAGA.
| PRIZE PODS: (DANCIN' LEMON, GOLDEN JAM, and WHIPPED DREAM)
| In the Skull Rock: Entrance area on the ledge next to the east eye. To
| get there, you need to climb up to the west eye, go inside, air slide
| across, and then come out the exit there.
+-----+

```

Never Land opens with a battle against Unversed as normal. This fight can be pretty nasty because there's a big jump in monster level in Never Land, and also because of the Wild Bruisers. These gorilla Unversed can charge you, can stomp the ground near them for a shockwave, and can shoot earth spikes along the ground. These are all very high damage attacks so pay attention to them. If there is just one Wild Bruiser, you can keep hitting him without letting him recover, but you will have to deal with three at a time here, so you might want to play a little more defensively. Blocking and countering the rush attack is a particularly useful trick. If the monsters seem too strong, now would be a good time to check out the Mirage Arena. Do a couple rounds there, and your level will catch up.

Anyway, when the fight is done, Terra will once again fall in with the wrong crowd and you will have to head to Skull Rock with Captain Hook. On your way north, take a quick detour to the Indian Camp to your left. Jump off the trampoline here and hit the top of the totem pole to get a Thundaga spell. This takes a few tries, but keep swinging and you should get it eventually.

When you are ready, head on to the Mermaid Lagoon. If you follow the road without going in the water, you will wend your way down to the Rainbow Falls: Base and a couple chests. To go on though, you have to get out onto the center island in the Mermaid Lagoon (you can just jump into the water and climb up from there) and then jump to the northwest. Be sure to pick up the chest in the northeast corner of the water while you are down there though.

This will get you to the Cliff Path. There is a chest hidden here behind a rock pile in the northwest corner. Just keep hitting it with your Keyblade to destroy it. Also, if you jump onto the cliff top and then air slide to the

nearby tree top, you will find an exit in the cliff wall. This will take you to the highest cliff top in the Mermaid Lagoon and another chest.

Once you have everything, keep heading north and you will eventually reach Skull Rock. Instead of going in immediately though, loop past the entrance to the northwest corner. With High Jump equipped, jump up, and you should be able to climb to the high west entrance. That gets you one chest. You can then jump across to the other platform and the other two chests there by using Air Slide twice. Head outside again to find the world's Prize Pods.

Finally, go in through the main entrance to confront Peter Pan.

```
+--BOSS FIGHT: PETER PAN-----+
| HP: 350, Strength: 23, Defense: 14 |
| Status effect vulnerabilities: Stun, Freeze, Ignite, Poison, Stop, Sleep |
| Elemental weaknesses: None |
| Elemental resistances: None |
| Reward: BLADECHARGE COMMAND STYLE |
| |
| Peter Pan flies around constantly, which makes him tricky to hit, but he |
| has only two attacks: |
| |
| 1. Peter Pan's arms glow white, and he swoops down and slices at you. |
| This attack cannot be blocked, so move out of the way, and then try to |
| catch him with a Keyblade swing as he flies off. |
| 2. Peter Pan hovers upright near the ground, then slowly approaches you |
| and does a short combo. Block this and counter-attack. |
| |
| If you ever hit Peter Pan, he will be stunned for a short while, so take |
| advantage of this to do as much damage as you can. It is pretty obvious |
| when Peter Pan is doing one of his attacks, and you can try to hit him any |
| other time without risk. |
| |
| The fight will end when you take off two bars of health. As long as you |
| remember not to try to block attack #1, you should not have too much |
| trouble. If things are going too slowly, you can also use Ignite to speed |
| things along. This is easy to hit with and it does good damage even if you |
| are low level. |
+-----+
```

After the fight, you will also get the PETER PAN D-LINK. Head outside, and you will hear the Lost Boys calling out for help. Run back in for the real "boss" of Never Land.

```
+--BOSS FIGHT: JELLYSHADE ARMY ROUND 2-----+
| Reward: DECK COMMAND SLOT |
| |
| If you don't know what to do, this fight can be pretty nasty. There are a |
| ton of Jellyshades, they hit hard, and they hit with little warning. So |
| what should you do? Abuse Sonic Impact! You can just slide around among the |
| Jellyshades, laying waste to everything near you without making yourself |
| vulnerable for more than a split second! |
| |
| Area-of-effect spells (e.g. Magnet/Aero/Mine) work too, but Sonic Impact |
| really is the best option. |
+-----+
```

You will also get the PIXIE PETAL KEYBLADE, the SKULL BOARD, and a short but charming cutscene on Destiny Islands. There you will get the ENDS OF THE EARTH KEYBLADE.

When the cutscenes are done, you can come back to Never Land to get the chests in Peter's Hideout. (It's the tree in the Jungle Clearing.)

=====
[WLK:T11] Terra's Story: Badlands and Land of Departure
=====

Master Xehanort is calling Terra... What could that mean? Only one way to find out for sure!

Once you go to the Badlands, you will get the DARK IMPULSE COMMAND STYLE, and then it's off to the Land of Departure for a major boss fight.

+--BOSS FIGHT: MASTER ERAQUS-----+

| HP: 750, Strength: 25, Defense: 15 |
| Status effect vulnerabilities: None |
| Elemental weaknesses: None |
| Elemental resistances: 50% damage from dark |
| Reward: HP BOOST |

| As befits a true Keyblade Master, Eraqus has a lot of tricks up his sleeve. |
| You will constantly be going into Dark Impulse command style during this |
| fight (Terra's mad!), which is sort of good and sort of bad. Dark Impulse |
| IS powerful, but unfortunately Eraqus is resistant to dark attacks. |

| Anyway, here are the moves you will have to deal with: |

| 1. Eraqus unleashes a multi-hit Keyblade combo on you. Block this, do a |
| counter-attack, and then follow up with a combo of your own. To avoid |
| getting hit by the initial swing, you should always keep some distance |
| between you and Eraqus unless you are actively attacking him. If you |
| do get caught in the combo, keep pushing Square. You may get lucky and |
| get a block off midway through. |

| 2. Eraqus does three Keyblade charges, similar to Sonic Blade. This does |
| a ton of damage, occurs with no warning, and travels a long way, so it |
| is one of the more dangerous attack at this stage. The trick to |
| avoiding the first charge is to constantly be circling Eraqus. That |
| way he will miss you even if your reactions are slow. After that, you |
| should have a chance to line up a block, which will stop Eraqus and |
| give you time to do a combo of your own. If you do get hit by a |
| charge, once again mash Square. Hopefully you will get off a Payback |
| Fang and then be able to escape. |

| 3. Eraqus yells "Let the darkness die!", and summons ethereal Keyblades |
| all around him. You really do NOT want to be next to him while this |
| happens. He then sends the Keyblades flying at you. Back off a bunch, |
| and then block at the last second to reflect the Keyblades back at |
| Eraqus. Hold down Square the whole time to make sure you get |
| everything. (If you are still getting hit, the problem is usually: |
| (a) you are not targeting Eraqus with L+R, or (b) you are not far |
| enough back. Either way, a Keyblade is hitting you from above or |
| behind, and so is not stopped by Block.) |

| Instead of blocking, you can also attack right as the Keyblades are |
| sent out. Any quick-hitting move is effective: Sonic Blade, Geo |
| Impact, Thunder Surge, etc. |

4. Eraqus yells "Prepare yourself!" and shoots three light bolts at you. Get up pretty close and block to reflect the bolts back. Do NOT try to go in for a combo afterwards - Eraqus will follow this immediately with another attack. For the first half of the fight, you can safely do Counter Hammer though. (By the way, the reason to go close is because then Eraqus will not have time to defend himself from the bolts you send back.)

5. While you are comboing Eraqus, he might counter with a quick jump attack. I am not sure if there is any reliable way of avoiding getting hit by this except to not do combos, but fortunately it does not do THAT much damage.

6. Eraqus has a chance to block almost any attack you send at him.

If you are high level and are strong enough to play aggressively and win, great. Otherwise, you generally want to circle around Eraqus at medium distance and wait for him to attack. If he does attacks #1 or #2, block him and then go in for a combo. If he does attacks #3 or #4, block the projectiles back (this alone should do a lot of damage!), but do not try a combo. If Eraqus counters you with attack #5, don't worry about it. Heal and keep going. The Dark Impulse finish command makes you invincible by the way, so you can use that with relative impunity. Just hope that Eraqus doesn't start attack #3 while you do it!

After you have reduced him to around 1.5 health bars, Eraqus will start using some new attacks:

7. Eraqus teleports next to you and does a quick two-hit combo. This is hard to avoid - the best advice I can give is to not hold still at the end of Eraqus's attacks (especially #4 and #9). When in doubt, be sliding. Fortunately, the attack isn't THAT painful.

8. Desperation Move #1: Instead of doing attack #4 after yelling "Prepare yourself!", Eraqus will now usually (but not always) jump into the air and throw fire pillars onto the ground. This is always accompanied by the screen going dark, so it should be easy to recognize. The pillars are fast but you can safely slide through them. Just evade until they disappear. If you end up next to Eraqus, you can try to combo him after the attack is done. It's not 100% safe though.

9. Desperation Move #2: Instead of doing attack #3 after yelling "Let the darkness die!", Eraqus will now shoot lasers from each of the ethereal Keyblades. Keep your distance and stand still. The ring of lasers will eventually start rotating. You then need to walk in the same direction as the ring so that you don't touch a laser. This is a little tricky, but the lasers don't hurt too much even if you mess up. You can try to hit Eraqus after the attack is over, preferably with something fast like Sonic Blade. However, he will often do attack #7 right away.

The main problem at this stage is it becomes difficult to actually do damage because Eraqus will now do attacks 1 through 4 pretty rarely. Here are some options:

- You can attack at the end of attacks #8 and #9. This is not fool-proof, but it often works. Fire Surge and Thunder Surge are good methods of attacking - high damage and fast.
- You can do Shotlocks. These are especially easy and effective at the start of attack #9.

| - The Dark Impulse finish command is always good. One very safe approach |
 | if all else fails is to bring lots of ranged spells like Firaga, and |
 | constantly pelt Eraqus with them. They do not do much damage but they |
 | are easy to hit with, and they will fill up your Command Gauge so that |
 | you can do a finisher. |
 | - If you are patient, Eraqus will still do attacks 1 through 4, and you |
 | can counter those as before. |
 |
 | Anyway, stay healed, counter-attack as I said above, and good luck! This |
 | fight is difficult, so do not be afraid to level up if you need some help. |
 | You might also want to create Once More, Second Chance, and Renewal Block |
 | for yourself (see the Command Melding Section, COL:CM). |
 +-----+

After the fight is over, you get a truly badass cutscene. Remember when Terra actually believed Braig was strong enough to capture Master Xehanort? Good times, good times. You will also get XEHANORT'S REPORT 8 and the CHAOS RIPPER KEYBLADE.

=====
 [WLK:T12] Terra's Story: Keyblade Graveyard
 =====

+--TREASURE CHESTS-----+
 | ELIXIR: Seat of War, Northeast corner |
 | MEGA-POTION: Seat of War, Southeast corner |
 | MAP: Seat of War, Halfway up the path |
 | WINDCUTTER: Twister Trench, Just west of the central pillar |
 | MEGA-POTION: Twister Trench, Just north of the central pillar |
 | MEGA-ETHER: Twister Trench, North end |
 | MEGALIXIR: Twister Trench, Northwest corner |
 +--STICKERS-----+
 | TRAFFIC CONE STICKER: Twister Trench, Just west of the central pillar |
 +-----+

Welcome to the final world in Terra's story! The first area is deserted except for some chests, but the second area is pretty nasty (although if you have finished another character's story already, you should know what's coming). There will be a number of whirlwinds flying around here. When you get close, the whirlwinds will chase after you and swallow you up, forcing you into a nasty fight against Unversed. The good news is the whirlwinds will not return until you leave the world (even if you save and load). Here are the three different fights you might get in each whirlwind:

Fight #1: Part 1: 1 Bruiser, 2 Scrappers, and 2 Blue Sea Salts
 ----- Part 2: 4 Hareraisers
 Part 3: 3 Buckle Bruisers

This is the easiest of the three fights. Against the Buckle Bruisers, you can use a Shotlock, or you can run up behind them and hit them once. They will probably turn around and jump at you. Block and counter-attack for a bunch of damage. Repeat.

Fight #2: Part 1: 4 Red Hot Chilis
 ----- Part 2: 2 Tank Topplers and 2 Sonic Blasters
 Part 3: 1 Triple Wrecker and 4 Mandrakes

The last part of this fight is really nasty if you don't know what to do. The Mandrakes will constantly be shooting at you, and it will be very difficult to get any attacks off. The trick is to just slide around,

getting close to each Mandrake in turn. This will cause the Mandrakes to pull themselves outside of the ground, and from then on, they won't be able to shoot at you.

Fight #3: Part 1: 3 giant Floods

----- Part 2: 1 giant Chrono Twister and 3 giant Yellow Mustards

Part 3: 1 giant Vile Phial and 4 giant Shoegazers

The size of the enemies is what makes this fight hard. For the second part, stay back if any of the Yellow Mustards are glowing white. You probably will not be able to get past their attack. In fact, the best option is to make heavy use of long range spells if you have them. For the third part, you can tell if a Shoegazer is attacking if it compresses as it hits the ground. If it's just bouncing up and down without changing appearance, you can attack safely. Shotlocks and more ranged magic help a lot.

Obviously, you will want to have a healing spell in your command deck for these fights unless you are super high level and super confident. If you are having trouble, you can always level up in the Mirage Arena and come back later. Remember this spot though. It is the best place in the game to earn CP and to level up commands.

After getting through the Twister Trench, you will come to a save point. Use it! This is the final save point in the game. When you are ready, head onwards. If you are feeling nervous about the final boss for Terra, you might want to consider first creating Renewal Block, Once More, Leaf Bracer, and Second Chance for yourself (see the Command Melding Section, COL:CM). These will help a lot. Beware: Terra's final boss can be one of the hardest fights in the game!

Anyway, after a non-pre-rendered (boo) recreation of the BBS teaser trailers from KH2 and KH2FM+, it will be time for a sequence of boss fights:

+--BOSS FIGHT: MASTER XEHANORT AND VANITAS-----+

```
| Master Xehanort: |
|   HP: 900, Strength: 26, Defense: 15 |
|   Status effect vulnerabilities: None |
|   Elemental weaknesses: None |
|   Elemental resistances: 75% damage from dark |
| Vanitas: |
|   HP: 550, Strength: 26, Defense: 15 |
|   Status effect vulnerabilities: Stun, Freeze, Ignite, Poison, Sleep, Zero |
|                                     Gravity |
|   Elemental weaknesses: None |
|   Elemental resistances: None |
| Reward: NONE |
```

| Both of the game's main villains at the *same* time? Nasty! Fortunately for |
| you, these guys aren't really trying too hard for reasons that will soon |
| become clear. |

| Xehanort will mostly leave you alone unless you get up close, in which case |
| he will usually teleport away and/or attack. When he does attack, he will |
| do one of the following: |

- | 1. Swing at with you a short combo, possibly followed by a single ice |
| bolt. |
- | 2. Shoot out three ice bolts in a cone. |
- | 3. Summon dark energy pillars around you. |

| You can evade any of these attacks by just sliding away. Attacks 2 and 3 |
| are pretty long range but you can hear/see them coming in advance, so you |

| should have plenty of time to react. Attack1 can be preceded by a teleport
| right next to you, which makes it the hardest to dodge. Just keep moving
| and stay away from Xehanort, and you will probably be fine. He doesn't hurt
| too much anyway.

| The better target here is Vanitas. He is both more dangerous and easier to
| hit. Here are his attacks:

- | 1. He shoots a very slow fireball that after a couple seconds splits into
| several small fireballs. These fireballs then quickly home in on you.
| This attack cannot be reliably blocked.
- | 2. He jumps from anywhere to right above you, then sprays you with dark
| lightning.
- | 3. He does a two-hit combo. Halfway through the fight, a sonic wave will
| be added to the end of the combo.
- | 4. Like Master Eraqus, Vanitas has a counter-attack. He will leave behind
| a stationary image of himself and then appear above you to attack with
| a dive bomb. You can tell this is coming when you lose L+R targeting,
| but reacting in time is hard. Fortunately, the dive bomb doesn't hurt
| too much, and Vanitas misses a lot. So you should just be able to deal
| with the occasional surprise hit.

| As with Xehanort's attacks, you can evade any of these by sliding away.

| After you have done a bunch of damage to Vanitas, he will also do a
| desperation attack where he dives into the ground. He will chase you a bit
| from underground before emerging with an explosion, and then maybe dive
| back for another try. Just stay back while he does this.

| Okay, so neither enemy is particular aggressive here. This means that if
| you are hurting, you should be able to safely back off and heal. Mainly you
| just need to be ready to slide away if either of them tries something.

| As for offense, go after Vanitas, and try to knock him or lure him away
| from Master Xehanort, where you can bash him in peace. Once you have gotten
| him down to about 1.5 health bars, the fight will end.

+---BOSS FIGHT: MASTER XEHANORT ROUND 1-----+

| HP: 900, Strength: 26, Defense: 15
| Status effect vulnerabilities: None
| Elemental weaknesses: None
| Elemental resistances: 75% damage from dark
| Reward: HP BOOST

| With Vanitas gone, Xehanort now gets a little bit more aggressive. He can
| use the following attacks at the start of the battle, the first three of
| which are what he was using last battle:

- | 1. He does a short combo, possibly followed by a single ice bolt.
- | 2. He shoots out three ice bolts in a cone.
- | 3. He summons dark energy pillars all around you.
- | 4. He summons an earth pillar directly under you, knocking you way up
| into the air.
- | 5. He summons a stream of Keyblades that fly around and smack you for a
| while. They don't hurt too much, but they can interrupt your combos.

| Again, all of these can be avoided by sliding away. The problem is that
| Xehanort will now be attacking much more often.

| Here's the strategy. If Xehanort is just standing around, assume he will
| combo you directly or teleport and attack as soon as you get close. Either
| wait for him to attack or walk close enough to provoke it. Use Slide to
| evade, and unless he did attack #5, run up for a couple combos of your own.
| Then back off and repeat. Remember: do not try to attack Xehanort right
| after a teleport. Wait for him to try something first, then go in. (If
| Xehanort does do attack #5, you can still hit him, but favor quick attacks
| that keep you moving like Fire Surge or Thunder Surge).
|

| After you do some damage, Xehanort's basic combo gets spiced up. He might
| teleport again after each swing, making it harder to dodge, and he might
| put you in a stranglehold at the end. If that happens, just mash X like
| they suggest. Otherwise, keep going as before.
|

| If you need to heal, try to wait for Xehanort to attack first. Unless you
| have Leaf Bracer, you don't want Xehanort interrupting your heal with an
| attack.
|

+-----+
+--BOSS FIGHT: MASTER XEHANORT ROUND 2-----+

| HP: 1000, Strength: 26, Defense: 15
| Status effect vulnerabilities: None
| Elemental weaknesses: None
| Elemental resistances: 75% damage from dark
| Reward: NONE
|

| Alright, you have now officially made Xehanort angry. Good job! The bad
| news is now that Xehanort's angry, he is going to be attacking constantly,
| and he can be pretty scary. Here are the basic attacks you are up against:
|

- | 1. Xehanort will dash along the ground somewhat randomly, trailing dark
| energy. This can be blocked, but it won't stop Xehanort, which means
| he might end up hitting you from behind right after. I recommend just
| moving or sliding out of the way.
- | 2. Xehanort will do a lengthy combo involving a lot of spinning Keyblade
| attacks. This is sometimes preceded by him teleporting next to you.
| The combo is long and pretty damaging, but it won't kill you if you
| have Once More equipped. Ideally, you want to block this and then
| counter.
- | 3. Xehanort will shoot a ton of dark bolts at you. Block them to reflect
| the bolts back at him. If you have Renewal Block, doing this will
| probably heal you back to full health as a bonus! The downside is
| getting hit is very, very painful.
- | 4. Xehanort will shoot a smaller number of dark bolts at you in a more
| erratic homing pattern. Again, block these. He will stop once you
| reflect one back into him. If you are getting hit while blocking, you
| are probably too close. (Block doesn't work if the bolts loop around
| to hit you in the back.)
- | 5. Xehanort will drag his Keyblade in the ground and pull up rocks all
| around. This is usually followed immediately by another attack, so
| block+counter can be a little risky. I recommend sliding away.
- | 6. Xehanort will do a full Dark Impulse combo, complete with finish
| command. This is one of his more dangerous attacks:
 - | - The basic combo can be blocked, but if it isn't blocked, it goes on
| to end with a psychic fist to the face. There is a short pause here
| and so Once More will NOT save you from the fist! If you get caught
| in the combo, mash Square and a direction to slide away ASAP.
 - | - Xehanort will now immediately submerge underground and try to
| come up from underneath you. He moves very fast, so you cannot
| really outrun him. The trick is to slide directly OVER him. He will

emerge during this time, but sliding will make you invincible.

7. Xehanort can heal himself a little bit. Annoying, but not much you can do about it.

8. Xehanort also has a counter-attack similar to Eraqus and Vanitas. He will do a quick shockwave on the ground. If you are playing right, it won't hit you though. See below.

That's a lot of attacks, and Xehanort's going to be doing them constantly. So what's the plan? Stay close to Xehanort, and then when he gets ready to attack, push Square to block. Hopefully this will stop him in his tracks. If so, use Counter Hammer, but do NOT do a combo. Just stay close and get ready for the next attack. He attacks so fast and he is so aggressive that you do not need (or want) to rely on regular attacks.

Unfortunately, Xehanort will sometimes keep his combo going even after you block him. Your counter will then do nothing except leave you vulnerable. If this happens, you can either block again or slide away and wait for the next attack.

In addition to using Block and Counter Stamp, you should also use your finish command whenever it comes up and also Shotlocks. Both make you invincible, so there is no real downside. Xehanort is immune to Shotlocks when doing attack #1, so they don't always hit him, but when they do hit, they are very strong.

Unfortunately Xehanort also has a few desperation-type attacks he will use. These are easy to see coming, but still bad news:

9. Xehanort will hold still and summon meteors up from the earth. Keep moving while they are coming up so you don't get hit. The meteors will then all come flying at you. They come too fast for Slide but there are two methods that do work:

- Block. You want to position yourself at the edge of the field with no meteors close by. Hopefully this means all meteors will come at you from in front. Now block as they come in. There's still some danger a meteor will hit the ground instead of you, and Block will not protect you from that kind of explosion. But if the meteor reaches you before the ground, Block will stop it and also grant you temporary invincibility.

- Shotlocks. Unfortunately, Xehanort will teleport around a lot as soon as you try to target a Shotlock, so this can be a little difficult to do. He normally holds still after the meteors are summoned though, so there IS an opening; it's just short.

If you get hit by a meteor and have Once More + Second Chance, DO NOT UNDER ANY CIRCUMSTANCES press Square to do Payback Fang. Your abilities will keep you alive, but only if you avoid Payback Fang.

10. Xehanort shoots a large energy ball from his Keyblade. It moves very slowly, but it will detonate soon and hit a very large radius. Back off as far as possible and get ready for the next attack.

11. Xehanort will hold still and summon a huge slow-moving spike from the sky. At first, this looks kind of similar to attack 9, but there will be a spike instead of meteors. The spike explodes when it hits the ground, so back off as far as possible. You can also try to time Slide so that you are invincible when the spike explodes.

Well, that's pretty much it. Remember: Shotlocks, block, counter, and heal (and run away during desperation moves). That's what this fight is all about! If you are having trouble, be sure to get Renewal Block, Once More, Second Chance, and Leaf Bracer as I said earlier. Other than that, be patient, and you'll get it. Good luck!

D-Links are actually very strong in the first half of the game, so don't forget to use them! In particular, USING A D-LINK WILL HEAL YOU COMPLETELY! Bear this in mind since the Cure spell can only be attained during the first world via the Command Board (and it will probably take a few tries). The Aqua D-Link is especially useful since she has Cura from the start.

You will also get XEHANORT'S LETTER.

=====
[WLK:V1] Ven's Story: Dwarf Woodlands
=====

With the Land of Departure cleared, you will find yourself in space on your Keyblade hovercraft. Only one new world will be accessible for now, so head over there. It is the Dwarf Woodlands. If you have not already read Section WLK:P2, now would be a good time to take a look. It will help you understand the information I provide for each world:`

```
+--TREASURE CHESTS-----+
| PAYBACK RAID: Mine, North end |
| PANACEA: Mine, East end |
| MINI: Mine, Ledge in the southeast corner (climb up near the south exit) |
| SOOTHING CRYSTAL: Flower Glade, Southwest corner |
| SHIMMERING CRYSTAL: Deep Woods, South end |
| POTION: Deep Woods, Chokepoint between the two open areas |
| ETHER: Deep Woods, North end |
| FIRE: Cottage Clearing, Northwest corner |
| POISON: Cottage Clearing, Southeast corner down the stream |
| MAP: Cottage Clearing, Northeast corner |
| ATTACK RECIPE: Cottage, Northeast corner |
| POTION: Mountain Trail, Halfway up |
| ETHER: Mountain Trail, Northwest corner |
| POTION: Mountain Trail, Northeast corner on the ledge |
+--STICKERS-----+
| ICE CREAM STICKER: Cottage Clearing, Center high in the air (requires High |
| Jump) |
| BALLOON STICKER: Mine Entrance, West end |
+-----+
| PRIZE PODS: (APPLE PIE and MERRY DAIRY) |
| On the right side of the Mine area (not the Mine Entrance). You have to |
| take down two Monotruckers and then a group of Red Hot Chilis first. If |
| the Prize Pods don't appear after that, leave the area, come back and try |
| again. |
+-----+
```

Before you get too far into this world, let me repeat the advice I gave at the beginning of Terra's story in case you are still new to Birth by Sleep gameplay. There are three things you should be using regularly to give yourself an edge in combat:

- Shotlocks. Press L+R. You are vulnerable when charging but other than that, Shotlocks are the strongest and safest attacks in the game.
- D-Links, especially with Aqua so that you can use her Cura ability. Press right on the directional pad to switch to the D-Link menu.
- Fever Pitch and/or finish commands. These are activated whenever your Command Gauge fills up. Which one you get depends on whether you have been using battle commands or just attacking.

You can only use Shotlocks when your Focus Gauge is full, and you can only use D-Links when your D-Link Gauge is full, but don't worry: these bars both fill up fast. Also, you probably want to level up your D-Links, and you can only do that by using them!

This world begins with Ven spying on the seven dwarves. Collect the nearby chests, and then follow the dwarves into their mine. Dopey will stay with you but the others will run to the back of the mine, and you will need to track them down:

1. Sneezzy is just to the right of the entrance in a box that hops up and down as he sneezes. Destroy the box to find him.
2. Grumpy is in a group of boxes near Sneezzy. He will charge you if you get close, and it is very hard to avoid getting hit. If your health gets low, I recommend using Strike Raid or a Shotlock to destroy his box from a distance.
3. Sleepy is asleep in a box in the back right corner near a chest. His box won't really move around but it will shake as Sleepy snores away. Destroy it too.
4. Doc is in a group of boxes near Sleepy in the back right corner. He will run away very fast as you approach. Just keep chasing him, and use battle commands and Fever Pitch to help.
5. Happy is in a box at the back left near the mine cart. Like Doc, he will constantly run away. Deal with him in the same way.
6. Bashful is in a mine cart that follows a couple tracks on the left side. Destroy the cart. Stay behind it though - you will take damage if it rolls into you.

While you're doing this, be sure to get the chests too. PAYBACK RAID, which you will find at the back end of the mine will remain useful through the whole game. If you ever need to heal, you can step out at any time to the save point in the previous room. You won't have to recapture the dwarves you've already found.

With that taken care of, head back the way you came. Search the Cottage and the Deep Woods for chests (see above for the exact chest locations), and then speak with Snow White.

```
+--BOSS FIGHT: SNOW WHITE ESCORT-----+
| Reward: HP BOOST |
| | |
| You have to escort Snow White through the Deep Woods without letting her |
| die. The enemies are going to focus on her more than you, and there is no |
| way to heal her, so you are going to want to clear the enemies as fast as |
| possible. I recommend equipping Mini and Poison for that. |
| | |
| The main thing to watch here are the trees themselves. When Snow White |
| approaches a tree, it will come to life and start hitting her with a wind |
| attack. If you are nearby, you will see a Square signal appear on your |
| screen. Press Square to block the tree and then press X to counter with an |
| aura that will destroy it instantly. You can also use Square to block |
| attacks from other enemies, but this is less important. The other enemies |
| are too passive to be easily blocked, and there is no special bonus for |
| blocking them anyway. |
| | |
| Other than that, the main thing to do is to stay near Snow White and keep |
| hitting the enemies there to keep them busy. Good luck! |
+-----+
```

After a short and rather unhelpful cutscene with the seven dwarves, return to

| don't forget to heal with a Potion or with the Aqua D-Link. Good luck! |
+-----+

After the fight is over, you will also get the SNOW WHITE D-LINK and the TREASURE TROVE KEYBLADE. The Deck Command Slot will also let you equip another command, so be sure to do so.

You can also now come back at any time to pick up the final chest in the Flower Glade where you met the old woman with the apple.

=====
[WLK:VI] Ven's Story: Interlude
=====

With the Dwarf Woodlands clear, you will now have a choice of where to go next. The map points out two major story worlds that you can go to: the Castle of Dreams and the Enchanted Dominion.

Here are a couple other things you can do at any point.

- Go to the Mirage Arena (the far left world) and try entering a tournament. Most likely you will lose at this stage, but it's still fun.
- Play a round on the Command Board (see Section MIN:CB). This optional mini-game gives you a few abilities that you cannot easily get in other ways, and it also helps level up whatever abilities you already have.
- Synthesize some new abilities with command melding (see Section COL:CM). In addition to upgrading your commands, this gives you some very handy passive abilities that cannot be gotten in any other way.

=====
[WLK:V2] Ven's Story: Castle of Dreams
=====

+--TREASURE CHESTS-----+
| MAP: Cinderella's Room, North end on the floor |
| STUN EDGE: Cinderella's Room, Southeast corner on a table (jump on the ball |
| of yarn, roll to the table, and then jump up from there) |
| MAGIC RECIPE: Cinderella's Room, West end on a table (see previous) |
| POTION: Mousehole, On a platform between the Dressing Room south exit and |
| Cinderella's Room |
| THUNDERSTORM: Mousehole, On a beam high above the exit to Cinderella's Room |
| (jump from the nearby fork - see below for more info) |
| ETHER: Mousehole, Northeast corner looking down on the exit to Cinderella's |
| Room |
| PULSING CRYSTAL: Mousehole, On a platform in the southwest area that can be |
| reached by knocking down cheese (see below for more info) |
| POTION: Mousehole, Northwest corner on the bottom floor |
| HUNGRY CRYSTAL: Mousehole, Southwest corner on the bottom floor, behind the |
| fork |
| ZERO GRAVITY: Wardrobe Room, Southwest corner on a bookshelf (come from the |
| Mousehole in the center of the south wall) |
| BALLOON LETTER: Wardrobe Room, Northwest corner on a pile of boxes (jump |
| off the ball of yarn to get up there) |
| BLIZZARD: Wardrobe Room, Northeast corner on the floor |
| FLEETING CRYSTAL: Wardrobe Room, Southwest corner on a pile of boxes (jump |
| off the ball of yarn to get up there) |
+--STICKERS-----+

| LOUIE STICKER: Mousehole, In the southwest corner "room" of the Mousehole, |
| under a beam near the spider web. Jump from the spider web |
| and then use Air Slide, or Glide. (Sliding Dash can work too |
| but it can be tricky to aim.) |
| FIREWORKS STICKER: Cinderella's Room, North end on a table (jump off the |
| ball of yarn to get up there) |

+-----+
| PRIZE PODS: (CHOCOLATE VALENTINE and WEDDING CAKE) |
| First go to the southwest corner "room" of the Mousehole - the area |
| directly underneath the spider web and the cheese. The Prize Pods are in |
| the northwest corner of this room. |
+-----+

I will cover the Castle of Dreams next. The exploration here can be a little confusing, but the combat is much easier than the Enchanted Dominion.

After the initial cutscene, you will find yourself in a rather unusual position. Oh well... I guess you'll just have to make do. First of all, follow Jaq through the Mousehole. Once you are inside, climb up to get a chest, and then exit into Cinderella's room.

You will then be given your main mission for the world: finding materials for Cinderella's dress. While you're here, notice the ball of yarn on the floor. You can jump on these things, roll around on them, and then jump off to get to high places throughout the Castle of Dreams. This one can get you STUN EDGE and the MAGIC RECIPE from tables in Cinderella's room.

Once you're ready, head back the way you came to get to the Wardrobe Room. This place is swarming with enemies, but if you take care of the flying creatures, you can just roll around on the ball of yarn to kill everything else! You can then pick up three chests (see the list above) and three materials for the dress:

WHITE LACE: Southeast corner on a couch

WHITE SASH: Northwest corner on a pile of boxes (jump from on top of the ball of yarn to get up there)

PINK FABRIC: Northeast corner on the floor

Now exit out through the north mousehole.

Keep walking until you reach a fork stuck into the wall. By jumping on the fork handle, you can propel yourself up to the next level. From here, you can reach everything in the Mousehole, but it's a little tricky. First look south. You will see another fork in the wall and a box of matches. Head over there and hit the matches until they get knocked through the wall. Keep going in this direction, and you will come upon the matches on the other side. Jump onto them and then across to reach the spider web. Hit the web with your Keyblade to knock the cheese off. Now fall down to the bottom level.

There is a chest immediately behind the fork down here, and you can use the cheese you knocked down earlier to jump on top of the two platforms. One contains a chest and the other contains an exit leading to a high tabletop in the Wardrobe Room. You can also find the world's Prize Pods down here in the northwest corner. Exit to the Dressing Room to find the WHITE BUTTON.

Now retrace your steps back to the second level of the Mousehole where the first fork handle deposits you, and then head east. Eventually, you will come to a ledge overlooking the exit to Cinderella's Room. There is another exit up here that leads to a bookshelf in the southwest corner of the Wardrobe Room where you will find the PINK THREAD and another chest. First though, look to

the east, and you will see a chest high up on a support beam. It is possible to get there by jumping off the handle of the nearby fork, and then just swinging your weapon while you are in the air. In theory, this will make you stay up a little longer and let you reach the chest. In practice, it is a pain in the butt to get right, and I recommend either using Sliding Dash while in the air, or returning once you have Air Slide.

Anyway, this is all five materials collected. After a short scene with Jaq, you will be tasked with finding some pearls as a final addition to the dress. Head back to the Wardrobe Room... and surprise, surprise, there's a boss waiting for you!

+--BOSS FIGHT: LUCIFER-----+

| HP: 400, Strength: 8, Defense: 3 |
| Status effect vulnerabilities: Stun |
| Elemental weaknesses: None |
| Elemental resistances: None |
| Reward: DIAMOND DUST COMMAND STYLE |

| Lucifer's actually quite a bit easier than the Mad Treant was, but even so, |
| you should arrange for some healing. The best option is to buy Cure from |
| the Moogle shop. Failing that, you can equip a Potion or to be ready to use |
| the Aqua D-Link. Aqua also has strong ranged attacks, which are handy here. |
| Speaking of which, you might want to equip your own ranged abilities too |
| (Strike Raid or Fire for example). |

| While on the ground, Lucifer will employ a variety of claw attacks. These |
| happen quickly and with little warning, making it unsafe to go in for a |
| full Keyblade combo at any time. You can try some hit and run if you want, |
| but I recommend just staying back and evading with Dodge Roll and/or Block. |
| Lucifer will sometimes come running at you full-speed. If you dodge roll |
| out of the way, Lucifer will run into the wall and get stunned, leaving you |
| time for ONE free melee combo. Do not press your luck or you'll just get |
| hit. |

| Periodically, Lucifer will get up on a high ledge of some sort, and then |
| jump down on you. If he only jumps up a little bit, then you can block or |
| evade, and you *probably* have time for a full Keyblade combo afterwards. |
| Sometimes though, Lucifer will squawk a little and then jump really high in |
| the air. Back off a bit and he will miss you. Now go in for a quick hit, |
| and then press Square to jump on top of him rodeo-style! You will be shown |
| a sequence of buttons. Take your time to see what each button is, and then |
| press it. If done right (and it's not too hard as long as you don't rush |
| yourself), Lucifer will crash into a wall, you will get a huge combo on |
| him, and your finish command will be fully charged to boot! |

| So all in all, I recommend playing pretty conservatively until Lucifer |
| opens himself up for a rodeo attack, and then taking advantage. As always, |
| you can speed things along with a couple Shotlocks if you want. |

For completing the world, you will also get the CINDERELLA D-LINK, the STROKE OF MIDNIGHT KEYBLADE, and the ROYAL BOARD.

```

+--TREASURE CHESTS-----+
| BALLOON LETTER: Gates, Ramparts in the northeast corner (must complete the
|                   world first)
| SOOTHING CRYSTAL: Gates, Ramparts west of the north exit (must complete the
|                   world first)
| CURE: Gates, On the ground just north of the north exit
| WELLSPRING CRYSTAL: Gates, Ramparts in the northeast corner (must complete
|                   the world first)
| ABSOLUTE ZERO: Gates, Ramparts in the southwest corner
| HI-POTION: Maleficent's Throne, Northwest corner
| FLEETING CRYSTAL: Dungeon, West platform
| TORNADO STRIKE: Dungeon, Southeast platform (need High Jump, Air Slide,
|                   Sliding Dash, or Fire Dash)
| WELLSPRING CRYSTAL: Hall (see below)
| HUNGRY CRYSTAL: Hall (see below)
| MAGNET: Hall (see below)
| HI-POTION: Hall (see below)
| ETHER: Forbidden Mountain, Southwest corner
| POTION: Waterside, West side (halfway through the room)
| MAP: Forest Clearing, Southeast corner
| HI-POTION: Audience Chamber, Northwest corner
| THUNDER: Audience Chamber, Southeast corner
| HI-POTION: Hallway, Northeast corner
| SLEEP: Tower Room, Northwest corner
+--STICKERS-----+
| DEWEY STICKER: Audience Chamber, Southwest corner. Jump from the top of the
|                   stairs and Glide over (requires Glide or maybe Superglide).
| CONFETTI STICKER: Hall (see the teleporter map below)
+-----+
| PRIZE PODS: (CHERRYBERRY, JUMBO ALMOND, and FOREST MUFFIN)
|   In the northeast corner of the Audience Chamber (in one of the arched off
|   alcoves.
+-----+

```

You begin this world in Aurora's Chamber and you will need to make your way to Maleficent's castle. The path is pretty straight and there aren't any surprises, so just keep going until you get there. (Don't forget to pick up the chest in the Tower Room and to check for Prize Pods in the Audience Chamber though!)

Once you reach Maleficent's Castle, things will become more complicated. First of all, you will be fighting lots of pig soldiers. In large packs, these guys can be pretty dangerous. They are aggressive, they have strong melee attacks, and they can also pester you from range with arrows. The good news is they are completely incapacitated by elemental magic: Fire, Blizzard, and Thunder. So if you are having trouble, be sure to equip those spells.

There are five chests in the Gates area, but three of them are up on the ramparts and you can't get up there yet. Do be sure to pick up and equip CURE from the north corner before continuing on though. Why? Because the next room includes a mandatory and prolonged fight against many, many pig soldiers! With Cure equipped, you can just step back and heal whenever you get hurt. Don't be afraid to use Shotlocks and D-Links as well, but mainly, you just have to play it safe with Cure.

The next room can be pretty confusing. There are lots of walls that pop up only when you get close, and to get through the room, you will have to use teleporters. Here's a map of how everything is laid out:

West entrance --- Blue Teleporter --- Orange Teleporter --- Northeast exit

Southeast staircase & HI-POTION --- Green Teleporter --- WELLSPRING CRYSTAL &
HUNGRY CRYSTAL

/--Purple Teleporter --- MAGNET & CONFETTI STICKER

Southeast door

\--Yellow Teleporter --- Red Teleporter --- Altar

To get everything, do the following:

- You start off at the west entrance in the Hall.
- Keep following teleporters until you get to the northeast exit.
- This takes you to the Dungeon. Without falling down into the center of the room, cross over to the west ledge, pick up the chest there, and then take the stairs to reach the southeast staircase in the Hall.
- Follow the teleporter, pick up the chest, and return to the Dungeon.
- Now fall down into the center of the room, and then take the nearby exit to get to the southeast door in the Hall.
- The teleporter here switches colors periodically. Go through it when it is purple, pick up the chest, and return.
- Now take the teleporter when it is yellow, and follow this to the altar.

After a cutscene, a new teleporter will open up between the altar and the west exit, making navigation a little bit easier. Once you get everything, head back out to the Throne Room. It's time for the world's main boss battle!

+--BOSS FIGHT: MALEFICENT-----+

| HP: 450, Strength: 11, Defense: 4 |
| Status effect vulnerabilities: None |
| Elemental weaknesses: None |
| Elemental resistances: 50% damage from thunder |
| Reward: HP BOOST, THUNDERBOLT COMMAND STYLE |

| Maleficent is a caster-type boss. She will teleport, cast an offensive |
| spell, and then repeat. Here's the full list of attacks that she will use |
| against you. |

- | 1. Teleport somewhere and then twice shoot dark lightning from the top of |
| her staff towards the ground you are standing on. Move or jump to the |
| side to avoid this. If you get close to Maleficent during this time, |
| you should be able to get a quick combo off as she disappears again. |
- | 2. Swing her staff at you. This can happen after she teleports right next |
| to you or if you hit her too much without letting her teleport. |
- | 3. Teleport to the center of the room, say some stuff, and send out rings |
| of dark energy. If you touch one of these rings, you will be stunned |
| for five seconds during which time Maleficent will hit you. |

| But, during this attack, you will also see a circle of light on the |
| floor. Head over there and press Square when prompted (jumping over |
| Maleficent's rings if needed). This will pop up a little mini-game. |
| Press the highlighted button to start, and then a cursor will move |
| around (either clockwise or counter-clockwise), highlighting each |
| button in turn. Keep pressing the buttons as they are highlighted. If |
| you do it right, you will reflect Maleficent's attack and put HER to |
| sleep. Now go in for a combo - you should be able to charge up your |
| Command Gauge completely and use a proper finish command before she |

can counter-attack.

4. Teleport to the highest point in the room, turn the screen black, and continuously summon columns of dark energy all around you. Just keep dodge rolling around to stay safe.

The basic idea is this: wait for Maleficent to attack and then dodge it. If she does the lightning attack, you can hit her a couple times as she disappears. If she does the dark ring attack, then you can do a lot of damage while she's asleep. Be patient and you'll get her down safely.

Near the end of the fight, Maleficent will sometimes turn into a vortex and fly around instead of teleporting normally. This damages you if it touches you, so use Dodge Roll to stay out of its way. Otherwise proceed as before.

-----+
For clearing the world, you will also be rewarded with the FAIRY STARS KEYBLADE.

If you now go back to the Gates, you will find that someone (I wonder who!) has destroyed some of the ramparts. In the far northwest corner, and straight ahead when you enter from the south, you will find places you can climb up. From there, you should be able to pick up the three remaining chests in the area. You might also notice some wheels on the ramparts that you can target but can't interact with. Don't worry about them for now - they are important only in Aqua's story.

There's also one extra chest in the Dungeon area, but it is tricky to get right now. If you have Sliding Dash or Fire Dash, that should help you jump across to it. Otherwise, return with Air Slide or High Jump.

=====
[WLK:V4] Ven's Story: Badlands
=====

Remember the guy who first goaded Ven out onto his journey? Well, Ven does! And that same guy is waiting for you in the Badlands.

+--BOSS FIGHT: VANITAS ROUND 1-----+
| HP: 550, Strength: 14, Defense: 6 |
| Status effect vulnerabilities: Stun, Freeze, Ignite, Poison, Zero Gravity, |
| Magnet |
| Elemental weaknesses: None |
| Elemental resistances: None |
| Reward: NONE |
| |
| This is pretty much the same fight as Vanitas Round 2 (see below), except |
| you are on your own here. After 2 minutes pass or either you or Vanitas is |
| reduced to 50% health, the fight will end. |
+-----+

Vanitas is apparently not one for sticking to long drawn-out plans, is he? But fortunately for you, Mickey comes to save your butt and it's on to...

+--BOSS FIGHT: VANITAS ROUND 2-----+
| HP: 550, Strength: 14, Defense: 6 |
| Status effect vulnerabilities: Stun, Freeze, Ignite, Poison, Zero Gravity, |
| Magnet |

| Elemental weaknesses: None
| Elemental resistances: None
| Reward: DECK COMMAND SLOT, HP BOOST

| Vanitas isn't too flashy yet but he's fast, he's unpredictable, he has high
| defense, and he hits like a truck. So this fight is going to be tough even
| with Mickey's help. You should equip Cure for sure, and you might want to
| equip some Potions as well. I strongly recommend going straight magic for
| this fight: Poison and Ignite are especially good. (You should have Poison
| already; Ignite can be bought from the Moogle Shop or it can be melded from
| Fire + Bind.)

| Okay, here are the attacks Vanitas will do:

- | 1. A two-hit combo starting with a long dash, meaning you can be hit even
| at a distance.
- | 2. A slow fireball that soon splits into five fast homing fireballs.
- | 3. Jump into the air (possibly covering a long distance to get to you),
| and then spray the ground with dark lightning.
- | 4. After being hit, Vanitas will also sometimes leave a stationary image
| of himself behind, appear above you, and come down with a dive bomb
| attack.

| Since you don't have Counter Rush yet, the best way to avoid these attacks
| is Dodge Roll. Just keep moving at all times, and be ready to dodge roll as
| soon as Vanitas does something.

| The problem is at some point you are going to want to fight back, and then
| Vanitas's speed and unpredictability becomes a big problem. In the middle
| of a Keyblade combo, he could easily teleport above you for a dive-attack
| or he could slide away and then get you with his own combo. This means one
| thing: DO NOT EXPECT TO GET OFF FULL COMBOS AGAINST VANITAS! That's why I
| recommend just forgetting about your Keyblade altogether and using only
| magic.

| If you use offensive spells directly, there is a good chance Vanitas will
| evade and then counter you. So actually, you want to let him make the first
| move. Just keep dodge rolling around. After Vanitas's attack misses, you can
| then pelt him with a spell or two as he lands. Be ready to dodge roll out
| of the way if he evades or if he disappears to do the dive bomb, and then
| get ready for the next attack!

| The timing will probably take a little while to learn, but this method is
| quite safe once you get the hang of it. One warning though: if you get hit,
| be careful when healing yourself. As above, dodge roll around until Vanitas
| attacks, THEN heal. You do not want your Cure spell to get interrupted by a
| lightning bolt to the face!

| Unfortunately, most of your magic spells (except Poison and Ignite!) are
| low damage, but Mickey will be helping. Speaking of which, Mickey will
| sometimes give you the option of doing a joint attack by pushing Square. I
| found this to be too low-damage to be effective, but maybe you will have
| better luck at your level / difficulty mode.

| This fight is hard, so play it safe, and if you are really having trouble,
| consider leveling up some more.

After the fight, you will also get the HIGH JUMP ability (don't forget to
equip it!) and the MICKEY D-LINK.

=====
[WLK:V5] Ven's Story: Radiant Garden
=====

+--TREASURE CHESTS--	
SOOTHING CRYSTAL:	Outer Gardens, Northeast corner of the plaza area
PULSING CRYSTAL:	Outer Gardens, Southwest corner of the plaza area
ETHER:	Central Square, Northeast corner
POTION:	Central Square, Southwest corner
PANACEA:	Aqueduct, Northeast corner along the outer wall
FIRA:	Aqueduct, North end on the top level
HI-POTION:	Aqueduct, South end in a nook off the main bridge
MAP:	Castle Town, Northwest corner
COUNTER RUSH:	Fountain Court, Northeast corner on the platform
BLOCK RECIPE:	Merlin's House, West end
HI-POTION:	Gardens, Bottom level southwest corner
BINDING STRIKE:	Gardens, Second level southeast corner
WELLSPRING CRYSTAL:	Gardens, Second level northwest corner
SLOW:	Gardens, Top level north end
HI-POTION:	Front Doors, South end
FREEZE RAID:	Front Doors, West end of the top level
+--STICKERS--	
HUEY STICKER:	Fountain Court, Northeast corner high in the air. Jump off the tallest platform and extend your jump by swinging your sword... or just wait until you have Air Slide/Glide.
FIREWORKS STICKER:	Front Doors, Northwest corner high in the air (requires a high-level High Jump)
ICE CREAM STICKER:	Gardens, Northwest corner
+-----	
MISCELLANEOUS:	Examine the book in Merlin's house to unlock the HUNNY POT BOARD.
PRIZE PODS: (SOY MILK, MOOGLE COFFEE, and ROCKET SODA)	
In the northeast nook along the water in the Fountain Court. You will	
have to clear a group of four Blue Sea Salts first.	
+-----	

You begin in the Central Square with only one exit open to you. This will take you to the Gardens where you will meet a couple new and nasty enemies.

- First of all, there are Mandrakes: green plants that spawn from far away and shoot projectiles at you along the ground. If these guys are causing you problems, get close to them with Dodge Roll, and they will pop out of the ground. After that, they will stop shooting projectiles and you will be able to do whatever you were doing in relative peace.
- The red and black balloon monsters (Tank Topplers) are also annoying. If you attack them normally, you will not be able to kill them. They will turn invincible at low health and then roll around before exploding. If that happens, dodge roll away to avoid getting hit. You can prevent this nuisance altogether by hitting the Tank Topplers from behind. This will release their air and make them an easy target.

Anyway, head up to the Front Doors of Ansem's Castle, watch the cutscene, and then chase the giant enemy back through the streets of Radiant Garden. Along the way, Scrooge McDuck will give you the DISNEY TOWN PASSES, and if you examine the book in Merlin's house, you will get the HUNNY POT BOARD.

The next area is called the Fountain Court, and you will need to jump into the water jets to get propelled upwards towards the exit. To get the chests in the northeast corner, jump from the central platform on the third level down to the water jet on the east platform on the second level. This water jet can take you all the way up to the east platform on the highest level. You will find the COUNTER RUSH ability there, which is very useful. Be sure to equip it!

Eventually, you will reach the boss:

+---BOSS FIGHT: TRINITY ARMOR-----+ |

| HP: 800 for each piece, Strength: 14, Defense: 6 |
| Status effect vulnerabilities: None |
| Elemental weaknesses: None |
| Elemental resistances: None |
| Reward: HP BOOST, CYCLONE COMMAND STYLE |

| If you have played other Kingdom Hearts games, you probably remember the |
| Guard Armor. Well, this guy is an updated version of that boss. Basically, |
| he has separate legs, arms, and head, and you need to kill them one at a |
| time. |

| At the beginning of the fight, the pieces are all attached, and the Trinity |
| Armor will use the following attacks in order: |

| Attack 1: Shoot fireballs up into the sky. These will land on the ground |
| where you and your allies were standing a couple seconds ago, |
| and they will explode into more fireballs on contact. While the |
| fireballs are being shot up, you should have time for two quick |
| combos. After that, immediately start moving so you are not hit. |

| Attack 2: Fly directly at you (or one of your allies) in a ramming attack. |
| The Trinity Armor will do this three times in a row. Use Block |
| to avoid this. |

| Attack 3: Move to the center of the room, charge up a huge laser, and send |
| it back and forth in a sweeping motion around the room. While |
| the Trinity Armor is moving and while it is charging the laser, |
| you should have time to hit it a bunch. Once the laser is out, |
| use Dodge Roll to go right THROUGH it as it sweeps by. You are |
| invincible while the Dodge Roll is happening! You can also just |
| always stay behind the Trinity Armor while he is shooting, but |
| that's boring. |

| After these three attacks (or earlier, if your damage output is very good), |
| the Trinity Armor will split into pieces, and you will have time to do a |
| little more damage before the next attack. I don't think there's anything |
| random in what the boss does at this point, but the attack order depends on |
| what you've destroyed, so it's a bit complicated. I will just list the |
| options: |

| Attack 1: All pieces of the Trinity Armor start spinning rapidly across |
| the room. If you get hit by one, you will take heavy damage. I |
| recommend going into a corner and protecting yourself with Block |
| while this attack happens. (Make sure to face into the center of |
| the room though - Block only defends against frontal attacks.) |
| If you have a high-level Shotlock, you can also use that to give |
| yourself temporary invincibility. |

| Attack 2: The pieces might just do their own thing. The legs stomp around, |
| and the head and arms fly around. This is a good time to attack. |
| You might take a little damage here or there, but it won't hurt |
| too much. |

| Attack 3: If at least two pieces are alive, they might slowly circle |

around the room, shooting a constant lightning beam towards the center. This attack looks scary but is actually not too bad. Run to the outside of the room, and attack whichever piece of the Trinity Armor is moving towards you.

Attack 4: The head might shoot fireballs or lasers all over the place. I recommend just evading while this happens. This often seems to be followed by attack #1 (where the armor pieces spin around), so be ready.

Attack 5: The remaining pieces of the Trinity Armor might fuse together and do attacks from the first list. If at least one piece is dead, they will only do the laser. Otherwise, they might also do the charge attack or even a new attack where the Trinity Armor floats high in the air and summons light beams before falling to the ground with a bang. (Stay away from the light beams!) If only the head is left, you can just stand directly under it to avoid the laser.

In general, watch out for the spinning attack (#1 in the second list), the giant laser (#3 in the first list), and the fireball/laser sprays (#4 in the second list). The rest you can probably handle without too much danger. By the way, you have to destroy the head last. It will stop taking damage at some point if the other pieces are left alive, so if that happens, just switch targets.

Good luck! You will be doing this fight at least three times throughout the course of the game, so I hope you like it!

-----+
Reunion time! Actually, this reunion doesn't go so well, and you will soon find yourself running after an angry Terra. Head back to the Central Square, and you will be interrupted by a forced battle against more Unversed. There is yet another new and dangerous enemy here:

- The Chrono Twister looks like a giant hourglass, and is one of the nastiest enemies in the game. Even at long range, it can stop time for you until you escape by wiggling the analog stick. Needless to say, this is very bad. The trick is the Chrono Twister will use this ability only when all of its sand falls into the bottom half. When that is close to happening, hit it with the Keyblade to turn it upside-down and reset the timer!

Afterwards, you will get an amusing cutscene with Even and Ienzo (aka Vexen and Zexion), and you will get REVERSAL as a reward. If you equip Reversal, then pushing Square at the instant you are attacked will cause you to slide behind the enemy instead of blocking. Personally, I think this ability is terrible. It's hard to use correctly and most likely, it will kick in when you mean to block and possibly get you in trouble. It's kind of fun, but I prefer not to equip it.

Now head out through the south exit to reach the Outer Gardens. After another failed conversation with Terra, pick up the chests and then head back to the Central Square yet again to complete the world and get the FROLIC FLAME KEYBLADE.

=====
[WLK:V6] Ven's Story: Disney Town
=====

---TREASURE CHESTS-----+-----+


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| MAP: Main Plaza, Southwest corner
| POTION: Main Plaza, Northwest corner
| SUPERGLIDE: Raceway, Northwest rooftop (get to the rooftop from Pete's Rec
|           Room and then use Glide or Sliding Dash x2 to get to the next
|           building - see below)
| REVERSAL SLASH: Raceway, Northeast corner on the top level
| SLOT EDGE: Raceway, Rooftop (come from Pete's Rec Room)
| SHIMMERING CRYSTAL: Raceway, Northwest corner on the second level
| STOP: Raceway, Southeast corner on the bottom level
| MEGA-ETHER: Gizmo Gallery, Southwest corner on a platform (must activate
|           the machine to get it)
| MEGA-POTION: Gizmo Gallery, Northwest corner on a platform (must activate
|           the machine to get it)
| CHAOS CRYSTAL: Gizmo Gallery, Northwest corner on a platform (must activate
|           the machine to get it)
| THUNDER: Gizmo Gallery, Northwest corner on the bottom level
| THUNDER: Gizmo Gallery, Southwest corner on the bottom level
| MEGA-POTION: Gizmo Gallery, Platform north of the elevator (must activate
|           the machine to get it)
| PANACEA: Pete's Rec Room, Alcove in the top left
| ACTION RECIPE: Pete's Rec Room, Alcove in the top left (same alcove as the
|           previous chest - check every corner)
| AERIAL SLAM: Pete's Rec Room, Alcove in the top right
| BREAK TIME: Pete's Rec Room, Central alcove behind a grate
| WELLSPRING CRYSTAL: Pete's Rec Room, Central alcove above the grate (the
|           one near the top exit to the Raceway)
+---STICKERS-----+
| MICKEY STICKER: Gizmo Gallery, North end high in the air. Get on top of the
|           very high cogs in the south part of the room, and then
|           Glide to the sticker (requires Glide or maybe Superglide).
| MINNIE STICKER: Pete's Rec Room, Alcove in the top right
| CHIP STICKER: Raceway, Northeast corner high in the air. Get to the rooftop
|           from Pete's Rec Room and then jump off the north edge.
+-----+
| MISCELLANEOUS: There are prizes from Rumble Racing, Fruitball, Ice Cream
|           Beat, and the Ice Cream Shop. See the mini-game and
|           collectathon sections of the guide. Also, do a full combo on
|           the mailbox in the northeast section of Main Plaza to get
|           CONFETTI.
| PRIZE PODS: (PRICKLE PEPPER and TOONBASCO)
|           Go through the sewers and Pete's Rec Room to the rooftop in the Raceway.
|           The Prize Pods should appear there after clearing a group of Blue Sea
|           Salts.
+-----+

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Disney Town is primarily a hub of mini-games. To complete the world, all you need to do is get "Fantastic" in one round of Ice Cream Beat. (Talk to Captain Justice to get started.) But there are some nifty prizes you can earn if you stick around longer. For more information on Ice Cream Beat and the other mini-games located here (Rumble Racing, Fruitball, and the Ice Cream Shop), see the mini-game and collectathon sections of the guide.

There are also a number of chests to pick up, quite apart from all the mini-games. Their locations are very similar for each character, so if this is not your first playthrough and if you remember what to do, feel free to skip the rest of this section.

Most of these chests are hidden in the sewers. Go to the Main Plaza and examine the manhole cover to go down. In this area, you will see a giant machine with a lightning bolt on it and a power gauge. You need to hit it a bunch with

Thunder-based attacks to charge it up. The charge will go back down over time so you have to be fast, but the game gives you two THUNDER spells in the same room to help you out. If you are having trouble, use Thunder a couple times and then keep attacking to transform into the Thunderbolt command style. Now all your attacks do Thunder damage, so powering up the machine should be a cinch.

Once the machine is going, you can get on an elevator to reach the upper levels. Jump on the moving hands and gears to move around up here and pick up all the chests (see the list at the start). If you go south from the upper level, you will also find a whole new area: Pete's Rec Room. Climb the stairs and get on the glove to propel yourself out into a giant pinball machine! Be sure to HOLD the O button down when you use the glove. Holding it is what makes you go all the way up.

Once in the pinball machine, you can bounce around and pick up lots of Munny. Use L and R to hit the flippers and try to make it to the various alcoves to pick up the chests. Be sure to get BOTH chests in the left alcove! There is also a set of locked bars. To unlock them, you need to smash into each of the four bumpers marked with a crown. Each time you hit one of these bumpers, a light will go on near the bars, and eventually they will retract. Go wild and have fun here! One of the alcoves in this area also leads to the rooftops of the Raceway area where you can find yet another treasure chest, as well as the Prize Pods for this world.

There is also one chest on a far rooftop that you probably can't get to yet, but don't forget about it. It has the SUPERGLIDE ability, which is a lot of fun. Once you get Glide in Never Land, it will be easy to pick this up. You can also get it earlier with a high level Air Slide or Sliding Dash / Fire Dash. Don't worry about it too much though - Never Land isn't too far away. (If you go the Sliding Dash route, you will need to have TWO such abilities so that you can use them both in quick succession.)

When you complete the world, you will get the TOON BOARD. If you have already finished the game with the other two characters, you will also see an extra cutscene where you are given the amusing but useless Million Dream Award.

=====
[WLK:V7] Ven's Story: Olympus Coliseum
=====

+--TREASURE CHESTS-----+
| FIRE STRIKE: Coliseum Gates, Northeast corner |
| CURA: Coliseum Gates, Nook just west of the north exit |
| MEGA-POTION: Coliseum Gates, Southwest corner |
| MAP: Vestibule, East Side |
+--STICKERS-----+
| CONFETTI STICKER: Coliseum Gates, Southwest corner high in the air |
| (requires High Jump) |
+-----+
| MISCELLANEOUS: Talk to Hercules, and win a round of the "Break the Urns" |
| mini-game after the world is done to get SONIC BLADE. See |
| Section MIN:BU. |
| PRIZE PODS: (THUNDERCRACKER and COTTON CLOUDCANDY) |
| In the southeast corner of the Town Near Thebes. You have to clear the |
| world first though. |
+-----+

Like Disney Town before it, Olympus Coliseum is fairly short and fairly easy

with Ven, as long as you prepare a little bit (more on that later).

You start off in the Town Near Thebes squaring off against some Unversed with Hercules and Zack as allies. For the most part, this fight should be pretty straightforward. Just watch out for the Buckle Bruisers (they look like Bruisers but they have shields on both arms) and the Jellyshades. The first guys are immune to most attacks from in front, and they are likely to counter-attack quickly. Hit them from behind and use ranged attacks if you have any equipped. If you are using Reversal, it is pretty good against them. The Jellyshades go down fast enough but they can hit you hard with little warning, so watch your health, and think twice before running head-first into a mob of them.

Once that fight is taken care of, head into the Vestibule and speak with Hercules to do some training.

```
+--TRAINING: ROUND 1-----+
| Reward: HP BOOST                                     |
|                                                     |
| Your goal is to get 15 points in 30 seconds. You get 1 point for destroying |
| a small urn, and 5 points for destroying a big one. Of course, big urns   |
| take multiple hits to destroy. Just run around attacking things. You won't |
| fail.                                               |
+-----+
```

And then talk to Hercules again for more:

```
+--TRAINING: ROUND 2-----+
| Reward: DECK COMMAND SLOT                           |
|                                                     |
| This time you have two whole minutes, and your goal is to get more points |
| than Hercules. This is basically the "Break the Urns" mini-game, so see   |
| Section MIN:BU for more information.                                     |
|                                                     |
| (The basic idea is to always prioritize barrels, and if one goes rolling, |
| jump on top of it to become an urn-killing machine for a little while.)  |
+-----+
```

Now it's time to enter the tournament, right? Nope! For the first time ever, there is an Olympus Coliseum tournament and you don't compete. Instead, you get to save the day in town.

```
+--BOSS FIGHT: JELLYSHADE ARMY-----+
| Reward: AIR SLIDE                                   |
|                                                     |
| If you don't know what to do, this fight can be pretty nasty even with   |
| Herc's help. There are a ton of Jellyshades, they hit hard, and they hit |
| with little warning. So what should you do? Abuse Thunder Roll! What's   |
| Thunder Roll you ask? It's an ability you can get from the Hunny Pot     |
| Command Board, which you should have already picked up in Radiant Garden. |
| (You can also do command melding, but that takes some big ingredients.)  |
|                                                     |
| If you have Thunder Roll equipped, you can just roll around among the    |
| Jellyshades, laying waste to everything near you without making yourself  |
| vulnerable for more than a split second!                                   |
|                                                     |
| If you don't have Thunder Roll and don't want to get it, your best bet is |
| area-of-effect spells (e.g. Magnet/Aero/Mine). Just try not to run into the |
| middle of big groups where you might get smacked around before you get a  |
| spell off. Sometimes, you can also go up to Herc and press Square for a  |
|
```


| Pretty much the only important ones are Square to protect yourself and X to
| attack.

| So anyway onto the boss. It can attack you either by staying upright and
| spinning around, or by turning and ramming you with its head. After either
| attack, you have time to run up and hit it once, or if you are feeling
| lucky, twice. After that, back off because the Metamorphosis might do the
| spin attack right away. If it does, great: use Barrier and repeat from the
| start. Otherwise, the Metamorphosis will turn and fly away from you. Chase
| after it and keep swinging until it turns again. This means the
| Metamorphosis is about to do the ramming attack, so block it, and once
| again, repeat from the start.

| Overall, it's a pretty simple pattern and you don't even need to do a full
| bar of health to win. The one catch is you cannot heal since you don't have
| your normal command deck. So if you're low enough level for damage to be an
| issue, try to play cautiously.

+-----+
When the fight is done, you will get an amusing cutscene with Stitch (because
really, EVERY cutscene with Stitch is amusing), and you will be deposited in
the Ship Corridor area. The first thing you should do is go through the door
behind you to the Durgon Transporter. You will find a chest here, and if you're
lucky, also the world's Prize Pods.

After that, go back to the Ship Corridor and then head forwards. Some walls
will come down in a trap, leaving you to fight through six groups of Unversed.
With so little room to maneuver, things can get a little tricky. Be sure to
pack some healing, and don't hesitate to use D-Links and Shotlocks to give
yourself an edge. Once everything is clear, you will reach the world's first
save point.

The next room is called the Ship Hub, and it is a little interesting. The room
is pretty much one big shaft, and you won't be able to climb up by normal
methods. Fortunately, there are a couple computer terminals, and if you
activate these, you can turn gravity off. You will then be able to jump really
high and climb up to the exit. The only catch is one of the chests here will
float away while gravity is off, so you need to turn it back on temporarily to
pick up that chest.

Shortly afterwards, you will reach the Launch Deck, another room with a gravity
terminal. The first thing you should do is drop down to the terminal, turn off
gravity, jump back up to where you entered, and then jump and air slide across
the room to the high chest on the east side. Then fall back down, turn gravity
off, pick up the two chests on the bottom floor, and climb up to the east exit.

You will reach another save point here, and then it's on to the boss fight: a
rematch against the Metamorphosis.

+--BOSS FIGHT: METAMORPHOSIS ROUND 2-----+
|

| HP: 500, Strength: 19, Defense: 12
| Status effect vulnerabilities: Ignite, Poison
| Elemental weaknesses: None
| Elemental resistances: None
| Reward: DECK COMMAND SLOT, HP BOOST
|

| The Metamorphosis begins by flying around harmlessly and then attaching
| itself to the lower part of the engine. While it is attached like this, it
| will be sucking power from the ship. If the gauge in the top-left corner
|

| fills up, the ship will be destroyed and it's game over. You need to
| interrupt the Metamorphosis before that happens by hitting it. After that
| is taken care of, you should run to the back of the room and use the
| computer terminal to turn gravity off. (It will stay off for the rest of
| the fight.)

| Later in the fight, the Metamorphosis will always try to attach itself to
| the engine far away from you. In particular, while you are on the ground,
| it will use only the topmost part of the engine. If the gravity is off, you
| can just jump up onto a beam and hit him from there. Alternatively, you can
| wait for Stitch to start bouncing up and down. When that happens, go up to
| Stitch, press Square and then X to pick him up and chuck him at the boss.
| This will do a little damage and interrupt the engine-sucking. It can be
| pretty slow though, so it is usually better to keep gravity off and hit the
| Metamorphosis yourself.

| After the initial sequence, the Metamorphosis will do one of the following:

- | 1. Charge around the room a couple times at a very fast pace. It moves
| pretty erratically, so this can be tricky to dodge by normal means.
| One good option is take advantage of low gravity and jump to safety.
| Block also works alright if you lock on to the Metamorphosis first,
| but it is a little finicky.
- | 2. Charge at a much slower pace directly towards you. Walk, jump, or
| dodge roll out of the way.

| The Metamorphosis will now turn upright and, after a couple seconds, it
| will try to attack you with one of the options from the list below:

- | 1. If you are up close: a single spin, which does only minimal damage.
- | 2. A long extended spin. The Metamorphosis can move towards you while
| spinning.
- | 3. Fly towards you with lightning raining down underneath it.

| The first attack here is a non-threat, but the other two can be dangerous,
| especially if you are low level. So you have a few options. The first is to
| go in, Keyblade blazing and hope for attack #1. If that's what happens,
| you'll do a lot of damage and not get hurt much. If attack #2 or attack #3
| happen, do your best to get out of there (jumping out of the way is good,
| or you can try to get to the other side of the pillar), but probably you
| are going to get hit. Mash Square to protect yourself from some of the
| extended spin with Payback Raid.

| If you are high level or are playing on an easier difficulty setting, this
| approach works great. If not, you'll need to be more cautious. Poke the
| Metamorphosis once or twice if you want, but then wait for it do something.
| If it does attack #2, use Block and then Counter Rush (push X after
| blocking). There is some chance this will not interrupt the Metamorphosis,
| in which case you want to keep mashing Square for Payback Raid ASAP. If
| the Metamorphosis does attack #3, jump away or run around the pillar. If it
| does attack #1, you can just go in swinging and eat the low-damage
| follow-up.

| No matter what, the Metamorphosis will stick with just one attack for now.
| So if it does attack #1, it will keep doing that until it next attaches
| itself to the engine. Once it turns so it is no longer upright (usually
| after two attack #1s, one attack #2, or one attack #3, unless you or Stitch
| interrupt the Metamorphosis early by hitting it), you can attack it again
| safely. Soon after, it will latch itself onto the engine and the whole
| sequence will repeat.

|
| Later in the fight, the Metamorphosis will get a couple new tricks. First |
| it will turn partially invisible at certain points. This is inconvenient, |
| but doesn't really change much. The Metamorphosis's other trick is it will |
| now shoot a bolt out of its tail before doing a slow charge (attack #2 in |
| the first list). Just dodge the bolt and get ready for the charge. The |
| Metamorphosis will usually be pretty far away, making the dodge pretty |
| easy. |

|
| If you are having trouble, ask yourself whether you are dying because you |
| are taking too much damage or because you are being too slow. If you are |
| taking too much damage, be less aggressive. It is actually possible to beat |
| the Metamorphosis by attacking ONLY when it is sucking the engine, during |
| which time you are completely safe. If you are being too slow, practice |
| getting to the Metamorphosis faster when it starts sucking the engine, and |
| try also to be more aggressive during the rest of the battle. |

+-----+
For completing the world, you will get the HYPERDRIVE KEYBLADE, the EXPERIMENT
626 D-LINK, and the SPACESHIP BOARD. You can also get two more chests by
returning to Deep Space and going to the Machinery Bay (where you fought the
boss). Use the computer terminal to turn off gravity and get to the catwalks.
There is also a new outside area available, connecting the Durgon Transporter
and the Launch Deck. Not too much of interest out there though, just a new type
of enemy and the chance to fight more on your Keyblade bike.

If you are interested in 100% completion, make sure to defeat a Glidewinder on
the Ship Exterior and a Blobmob in the Launch Deck. This is the only world
where those two enemies appear.

=====
[WLK:V9] Ven's Story: Never Land
=====

+--TREASURE CHESTS-----+-----+

| MEGALIXIR: Cove, North end |
| MEGA-POTION: Cove, North end |
| ETHER: Cove, Southwest corner |
| HI-POTION: Cliff Path, Bottom level on the east side |
| FIRAGA: Cliff Path, Central cliff top |
| TREASURE RAID: Cliff Path, Destroy the rock pile in the northwest corner |
| AEROGA: Mermaid Lagoon, Northeast corner in a cave at water level |
| BLITZ: Mermaid Lagoon, Northwest cliff top (come from the high exit in the |
| Cliff Path) |
| ELIXIR: Mermaid Lagoon, East end |
| HI-POTION: Seacoast, Northeast corner |
| PANACEA: Seacoast, West end |
| BALLOON LETTER: Jungle Clearing, Northeast corner |
| MEGA-ETHER: Peter's Hideout, Southeast corner |
| FLEETING CRYSTAL: Peter's Hideout, Southeast corner |
| MAP: Gully, Northwest corner |
| ABOUNDING CRYSTAL: Gully, Northeast corner |
| MEGALIXIR: Rainbow Falls: Base, Northeast corner |

+--STICKERS-----+-----+

| RAINBOW STICKER: Rainbow Falls: Base, East side |
| DALE STICKER: Mermaid Lagoon, Northeast corner |

+-----+
| MISCELLANEOUS: Hit the very top of the totem pole in the Indian Camp to get |

THUNDAGA.

PRIZE PODS: (DANCIN' LEMON, HONEYBUNCH, and RAINBOW SYRUP)

In the Mermaid Lagoon on the northwest cliff top. You will have to go to the Cliff Path, jump on the highest cliff top there, and then go to the top exit to reach these guys.

You begin at the Seacoast. First go through the exit behind you to pick up the chest at the Rainbow Falls: Base area. Then backtrack to the Seacoast, and go forward to reach the Mermaid Lagoon. For now, you can only follow the road along the cliff and out the exit. Keep going and eventually you will reach a save point, and then the Indian Camp where you saw the cutscene with Mickey and Vanitas earlier.

You will now have a battle against Unversed, which depending on your level, might be pretty hard. I was level 18 and my attacks barely damaged the enemies. In the second wave, be sure to run around to where each of the Mandrakes is hiding so as to force them above ground where they can't hurt you. In the third wave, you will have to deal with three Wild Bruisers. These gorilla Unversed can charge you, can stomp the ground near them for a shockwave, and can shoot earth spikes along the ground. These are all very high damage attacks so pay attention to them. If there is just one Wild Bruiser, you can keep hitting him without letting him recover, but you will have to play more defensively against three at once. Blocking and countering the rush attack is a particularly useful trick. If the monsters seem too strong, now would be a good time to check out the Mirage Arena. If you do a couple rounds there, your level will catch up.

Once you are done, you can jump off the trampoline in the Indian Camp to get up near the top of the totem pole. Hit it to get THUNDAGA. Just keep attacking while you are at the height of your jump, and you should get high enough after a few tries.

When you are ready, head back to the Mermaid Lagoon for another cutscene and the GLIDE ability. To continue on from here, you need to get out onto the center island (you can just jump into the water and climb up from there) and then jump to the northwest. Be sure to pick up the chest in the northeast corner of the water while you are down there though.

This will get you to the Cliff Path. There is a chest hidden here behind a rock pile in the northwest corner. Just keep hitting it with your Keyblade to destroy it. Also, if you jump onto the cliff-top and then air slide or glide to the nearby tree-top, you will find an exit in the cliff wall. This will take you to the highest cliff-top in the Mermaid Lagoon where you will find another chest and the world's Prize Pods.

Once you have everything, head north again and you will reach the Cove, and the world's main boss battle.

---BOSS FIGHT: CAPTAIN HOOK-----
| HP: 700, Strength: 23, Defense: 14
| Status effect vulnerabilities: Everything but Mini, Magnet, Warp
| Elemental weaknesses: None
| Elemental resistances: None
| Reward: DECK COMMAND SLOT

This is a pretty fun fight. For the most part, Captain Hook will rely on a variety of sword combos, all of which are pretty similar. You want to block all of these combos, and then counter (with Counter Rush). In general, you should never start a combo of your own unless you know it's safe. Here are the basic things that can happen:

1. Hook comes at you with a sword combo or jump attack. Block it, counter ONCE (do not do a full combo), and wait for the next attack.
2. Hook throws one or more explosive presents at you. He will do this if you jump into the water, but usually not while you are on the island. Just dodge the presents as best you can.
3. Hook turns his sword sideways to parry your attacks. Do not attack him here or he will counter you. Be patient and wait for him to try something else.
4. Hook falls over after you have hit him a bunch. You can now combo him while he gets up.
5. If you push Hook to the edge of the water, he will lose his balance and start teetering. A single hit from your Keyblade will knock him in, and then the crocodile will help you out.
6. If Hook gets knocked into the water or you do a bunch of damage to him in a short time, he will get mad. Steam will come out of his ears, he will stomp, and then come at you with a sword combo. You can hit him safely while he is steaming and stomping - just be ready to block by the time his combo starts.

All in all, it's pretty fun. Play defensively until Hook is vulnerable, and then press your advantage. If you fall into the water, swim around until you reach a place you can stand up underwater. You can then jump out from there, but watch out for exploding presents and the crocodile in the meantime.

If you are having trouble with this fight, try bringing Stop spells. Those work very well here!

For clearing the world, you will also get the PIXIE PETAL KEYBLADE, the SKULL BOARD, and the PETER PAN D-LINK. Also, when you get the chance, be sure to come back for the last two chests in the Cove. You might also want to pick up SUPERGLIDE from the high chest in Disney Town if you have not already done so. (See Section WLK:V6 for more details.)

=====
 [WLK:V10] Ven's Story: Mysterious Tower and Plot Interlude
 =====

- TREASURE CHESTS-----+
 | MAGNEGA: Mysterious Tower, Furthest point from the entrance |
 | WELLSPRING CRYSTAL: Mysterious Tower, Left of the entrance |
 | CHAOS CRYSTAL: Mysterious Tower, Right of the entrance |
 | MEGA MAGIC RECIPE: Tower Entrance, Behind the stairs |
 ---STICKERS-----+
 | ICE CREAM STICKER: Mysterious Tower |
 +-----+

This world's main purpose is to kick off a fairly lengthy plot interlude. Pick up the chests in the first two areas, then head up the stairs to meet Master Yen Sid. Afterwards, you will get the DONALD D-LINK and the GOOFY D-LINK.

When are you done here, head to the Badlands and then the Land of Departure. The only thing in these worlds is more cutscenes, but at least they are pretty cool. When everything is said and done, you will get the LOST MEMORY KEYBLADE, and XEHANORT'S REPORT 9.

=====
[WLK:V11] Ven's Story: Keyblade Graveyard
=====

+---TREASURE CHESTS-----+	
ELIXIR: Seat of War, Northeast corner	
MEGA-POTION: Seat of War, Southeast corner	
MAP: Seat of War, Halfway up the path	
WIND RAID: Twister Trench, Just west of the central pillar	
MEGA-ETHER: Twister Trench, Just north of the central pillar	
MEGA-POTION: Twister Trench, Northeast corner	
MEGALIXIR: Twister Trench, Northwest corner	
ELIXIR: Twister Trench, Just west of the central pillar	
XEHANORT'S REPORT 12: Seat of War, Northeast corner	
+---STICKERS-----+	
ICE CREAM STICKER: Seat of War, Northeast corner	
ICE CREAM STICKER: Twister Trench, Northeast corner	
+-----+	

Welcome to the final world in Ven's story! The first area is deserted except for some chests, but the second is pretty nasty (although if you have finished another character's story already, you should know what's coming). There will be a number of whirlwinds flying around here. If you get close, the whirlwinds will chase after you and swallow you up, forcing you into a nasty fight against Unversed. The good news is the whirlwinds will not return until you leave the world (even if you save and load). Here are the three different fights you might get in each whirlwind:

Fight #1: Part 1: 1 Bruiser, 2 Scrappers, and 2 Blue Sea Salts
----- Part 2: 4 Hareraisers
 Part 3: 3 Buckle Bruisers

This is the easiest of the three fights. Against the Buckle Bruisers, you can use a Shotlock, or you can run up behind them and hit them once. They will probably turn around and jump at you. Block and counter-attack for a bunch of damage. Repeat.

Fight #2: Part 1: 4 Red Hot Chilis
----- Part 2: 2 Tank Topplers and 2 Sonic Blasters
 Part 3: 1 Triple Wrecker and 4 Mandrakes

The last part of this fight is really nasty if you don't know what to do. The Mandrakes will constantly be shooting at you, and it will be very difficult to get any attacks off. The trick is to just glide around, getting close to each Mandrake in turn. This will cause the Mandrakes to pull themselves outside of the ground, and from then on, they won't be able to shoot at you.

Fight #3: Part 1: 3 giant Floods
----- Part 2: 1 giant Chrono Twister and 3 giant Yellow Mustards
 Part 3: 1 giant Vile Phial and 4 giant Shoegazers

The size of the enemies is what makes this fight hard. For the second part, stay back if any of the Yellow Mustards are glowing white. You probably will not be able to get past their attack. In fact, the best option is to make heavy use of long range spells if you have them. For the third part, you can tell if a Shoegazer is attacking if it compresses as it hits the ground. If it's just bouncing up and down without changing appearance, you can attack safely. Shotlocks and more ranged magic help a lot.

Obviously, you will want to have a healing spell in your command deck for these

fights unless you are super high level and super confident. If you are having trouble, you can always level up in the Mirage Arena and come back later. By the way, remember this spot. Once you are strong enough to win these fights comfortably, it is the best place in the game to earn CP and to level up commands.

After getting through the Twister Trench, you will come to a save point. Use it! This is the final save point in the game. When you are ready, head onwards. If you are feeling nervous about the final boss for Ven, you might want to consider first creating Renewal Block, Once More, Leaf Bracer, and Second Chance for yourself (see the Command Melding Section, COL:CM). These will help a lot.

Anyway, after a non-pre-rendered (boo) recreation of the BBS teaser trailers from KH2 and KH2FM+, it will be time for a sequence of boss fights:

+--BOSS FIGHT: VANITAS ROUND 3-----+

| HP: 600, Strength: 26, Defense: 15 |
| Status effect vulnerabilities: Stun |
| Elemental weaknesses: None |
| Elemental resistances: None |
| Reward: HP BOOST |
| |

| Remember the Vanitas fights from early in the game? Well, Vanitas has a few |
| new tricks this time, and Mickey won't be here to help, but actually, it |
| should be easier now if you know what to do. Here are the attacks you are |
| likely to see: |

| 1. Vanitas summons a stream of Keyblades and flies around on top of them, |
| pelting you with dark blizzard magic. Use Dodge Roll to avoid these |
| projectiles. You can also hit Vanitas while he's doing all this, and |
| it's even possible to interrupt him completely. If you know the attack |
| is coming, the best trick is to start a Shotlock while Vanitas is |
| running towards the Keyblade stream and then to unleash once he gets |
| on. (After Vanitas actually starts circling you, you probably won't be |
| able to get a proper bead on him.) |

| So how do you know this attack is coming? Well, Vanitas will begin the |
| fight with it, and he will also usually do it after attack #2 below. |

| 2. Vanitas dives into the ground, moves towards you underground, and then |
| emerges directly underneath you in a shower of fire bolts. He might |
| repeat this a few times. I like to dodge roll right over Vanitas while |
| he's underground. This way, you will be invincible when he emerges. |
| (This only works with regular Dodge Roll though - not Thunder Roll.) |
| You can also just run away, but that's no fun. Mine Square and Mine |
| Shield are also effective if you have them. |

| 3. A two-swing combo, similar to what Vanitas did before. This time, the |
| second hit also shoots off a sonic blast. The blast doesn't do much |
| damage, but it can stagger you briefly, making it hard to get off a |
| counter-attack. The best option is to block Vanitas's combo and then |
| do Counter Rush. Failing that, you can hit him normally after he's |
| done. You have to be fast though. |

| 4. A slow fireball that splits into five fast, homing fireballs. This is |
| the same as before. Dodge roll past it when it splits. |

| 5. Vanitas jumps into the air and sprays the ground near you with dark |
| lightning. This is the same as before. Keep moving and dodge roll when |

it happens.

6. And of course, Vanitas wouldn't be Vanitas without his counter. After being hit, he might leave a stationary image and then appear above you to do a dive-bomb attack.

One option you have is to deal with this fight pretty much exactly how you did Vanitas Round 2, although it should be easier now that you are much stronger.

There is a new and better approach you can use this time though. If you are right up close to Vanitas, he will almost always use his two-hit combo, which can be immediately blocked and countered for high damage. So after Vanitas finishes attack #1 (and attack #2 if he does it), I like to run right up to him and do Block + Counter Rush as soon as he starts an attack. Then, instead of trying to do a combo, I just wait for him to attack again, and then repeat. Sometimes he will counter with attack #6, but the beauty is that can also be blocked, so the same trick works! I know that it's counter-intuitive to stay close to a high-damage boss like Vanitas, but trust me: the fight becomes really easy once you get the pattern down.

After this, Vanitas reveals his true face at last, and it may be a bit of a shock if you've played the other Kingdom Hearts games before. And then it's on to the true final boss fight for Ven's story!

---BOSS FIGHT: VANITAS ROUND 4-----

HP: 700, Strength: 26, Defense: 15
Status effect vulnerabilities: None
Elemental weaknesses: None
Elemental resistances: None
Reward: None

If you thought the last fight was disappointingly similar to the previous battle against Vanitas, then this one should cheer you up. With the X-blade in hand, Vanitas now unleashes a new fighting style, and the epic level goes through the roof.

---PART 1-----

For most of the fight, Vanitas will rely on the following attacks.

1. Vanitas holds the X-blade in the air, charging it up with fire. He then lunges at you, creates a fire blast around him, lunges at you again, and then jumps in the air to shoot a homing blast at you. Dodge roll away from Vanitas to stay safe here. When he jumps up to do the homing blast though, run up close. The blast will go over your head, and you will be free to combo Vanitas when he lands.
2. Vanitas glows blue and charges at you through the air three times in a row. This cannot be blocked, but you can dodge roll out of the way, and then combo him when he lands.
3. Vanitas teleports behind you and does a short combo. He will do this once as a counter-attack, and he will also do it repeatedly as a regular attack. Try to block right as he appears. You can then hit back with Counter Rush.
4. Vanitas jumps into the air and sprays the ground near you with dark lightning. This is the same as before.

5. Vanitas does the traditional two-hit combo (without teleporting) but this time, the heat-seeking sonic blast lasts for a long time. If you manage to block the combo, use Counter Rush.

Vanitas will be attacking constantly in this fight. Generally, you want to dodge or block his attacks, and then do a combo of your own and/or Counter Rush. If he counters your combo, block and do Counter Rush. After that, he will often do the fire attack, so you probably want to back up. It IS actually possible to interrupt a lot of Vanitas's attacks with damage, but it's risky, so be careful. Magic can be safe and strong too, but sadly, Vanitas can no longer be disabled by Aero + Gravity.

Since Vanitas is so aggressive, healing can be a little tricky. If you don't have Leaf Bracer, try to dodge an attack first, then heal right after. Also, try to heal up to full right before dealing the "final" blow, because this battle isn't over yet, and you won't be able to heal during the second part.

+---PART 2-----

With only a tiny sliver of health left, Vanitas destroys the whole stage, and you will automatically D-Link with him. For the rest of the fight, you will be flying around in space, and Vanitas will be using a slightly smaller set of moves:

Dark Splicer: Vanitas repeatedly teleports behind you and attacks.

Dark Spiral: This is the attack from before where Vanitas glows blue and charges at you three times.

Shotlock: You can see this coming because you will see (and hear) the Shotlock targets get fixed on you. Vanitas summons a big laser and sweeps it in your direction. The laser stays out for a long time, but it stays on the "ground" (meaning you can jump over it) and the range isn't too large.

You can dodge these attacks well enough with Square, but unfortunately, that won't really help win the fight.

Your goal here is to charge up your Command Gauge and then do a finish command. The way to do this is to repeatedly trigger a mini-game where you and Vanitas rush at each other. So the question is: how do you trigger this mini-game? Well, you can trigger it by doing Dark Spiral while Vanitas is in the middle of a Dark Spiral attack himself, or in the middle of a Shotlock. You can also trigger it with a Shotlock if Vanitas is in the middle of ANY attack. I haven't been able to trigger the mini-game at all with Dark Splicer, which makes that command pretty much useless.

So, here's the strategy. Vanitas always begins with a Shotlock. Use Dark Spiral to trigger the mini-game once Vanitas's laser comes out. After that, immediately charge up a Shotlock of your own while Vanitas is stunned, and use that to trigger the next mini-game. (You don't need to charge it all the way - it just needs to still be going when Vanitas begins his attack.) After that, charge up one more Shotlock, and you should get a third mini-game. After winning that, you should have filled your Command Gauge. Press X to win!

So what's the mini-game? It's easy. If you trigger it with Dark Spiral, the game will show you a rotating analog nub. Rotate your nub in the same direction to push Vanitas back and win. If you trigger it with a Shotlock, the game will instead show you the X button. Tap it rapidly to push Vanitas

| back and win. |
| |
| If you don't know what to do, this part of the fight can be tricky, and you |
| won't be able to heal. But the method I gave is pretty foolproof I think. |
| Good luck! |

-----+
Congratulations! If you got this far, you will be rewarded with XEHANORT'S
REPORT 10 and the end of Ven's story. The ending doesn't resolve much, but
don't worry: there's time for that later.

To begin the next character's story, create a new game and select a different
character. When you start your new game, don't forget to switch to 333 MHz
speed again if you want the game to be as smooth as possible. And DO NOT
OVERWRITE your Ven save game!

	/ /		_		=====		/ /		_	
	/		_		SECTION 4 [WLK:A]		/		_	
\ \					WALKTHROUGH: AQUA'S STORY	\ \				
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=====
[WLK:A0] Aqua's Story: Land of Departure
=====

As with Terra, the main story begins with Terra and Aqua attempting the Mark of
Mastery test. Right away, there is a problem though:

+--BOSS FIGHT: LIGHT ORBS-----+
| Reward: HP BOOST, SPELLWEAVER COMMAND STYLE |
| | |
| These guys have two attacks: |
| |
| Attack 1: Fly back and forth damaging you if you are close. This does not |
| do much damage. |
| Attack 2: Slowly sweep lasers in the area around it. |
| |
| The orbs moves around a lot, but Aqua has a lot of easy-to-aim attacks in |
| her command deck. They all work quite well. If an orb uses the laser |
| attack, back off until it is done. (You can still pelt it with Blizzard |
| from a distance though.) |

-----+
The main reward for winning this battle is the Spellweaver command style. After
filling up your Command Gauge with at least one or two uses of a battle
command, you will now switch styles instead of using your basic finisher. As
the game goes on, you will find other finish commands and other command styles
as well. Which finisher you use is chosen in the out-of-combat menu, but which
command style you get is determined by what kinds of battle commands you used
right before-hand.

Anyway, once the Light Orbs are down, there will be another cutscene and then
off you go! As an additional reward for clearing the Land of Departure, you

will gain access to the KEYBLADE BOARD, which you can try out any time you like. (See the Command Board Section MIN:CB for more information.) You will also get the TERRA and AQUA D-LINKS.

Using D-Links will temporarily change your battle commands and finish command. D-Links are actually very strong in the first half of the game, so don't forget to use them! In particular, USING A D-LINK WILL HEAL YOU COMPLETELY! Bear this in mind since the Cure spell can only be attained during the first world via the Command Board (and it will probably take a few tries). Also, the Ven D-Link has Cura as an ability once you level it up all the way.

=====
[WLK:A1] Aqua's Story: Castle of Dreams
=====

With the Land of Departure cleared, you will find yourself in space on your Keyblade bike. Only one new world will be accessible for now, so head over there. It is the Castle of Dreams. If you have not already read Section WLK:P2, now would be a good time to take a look. It will help you understand the information I provide for each world:

```
+--TREASURE CHESTS-----+
| MAGIC RECIPE: The Chateau, Southeast corner           |
| HI-POTION: Palace Courtyard, Northwest corner next to the stairs |
| SLOW: Palace Courtyard, West side                       |
| POTION: Palace Courtyard, Southeast corner             |
| FLEETING CRYSTAL: Foyer, West side                     |
| BARRIER SURGE: Foyer, Under the balcony just east of the stairs |
| POTION: Foyer, Northwest corner                       |
| THUNDERSTORM: Foyer, Southeast corner of the top balcony |
+--STICKERS-----+
| FIREWORKS STICKER: Foyer, Top of the main staircase in the center |
| BUBBLE STICKER: Palace Courtyard, West side high in the air (requires High |
|                   Jump)                                           |
+-----+
| PRIZE PODS: (CRYSTAL SODA and BIRTHDAY CAKE)           |
|   In the Grand Staircase area, under the balcony just west of the stairs. |
|   You have to go into the Ballroom first though.       |
+-----+
```

Before you get too far into this world, let me repeat the advice I gave at the beginning of Terra's story, in case you are still new to Birth by Sleep gameplay. There are three things you should be using regularly to give yourself an edge in combat:

- Shotlocks. Press L+R. You are vulnerable when charging but other than that, Shotlocks are the strongest and safest attacks in the game.
- D-Link. Unlike with other characters, you don't get the immediate bonus of healing during D-Links as Aqua, but the Terra and Ven D-Links do become very strong once you level them up a bit. Press right on the directional pad to switch to the D-Link menu.
- Spellweaver and/or finish commands. These are activated whenever your Command Gauge fills up. Which one you get depends on whether you have been using battle commands or just attacking.

You can only use Shotlocks when your Focus Gauge is full, and you can only use D-Links when your D-Link Gauge is full, but don't worry: these bars both fill up fast. Also, you probably want to level up your D-Links, and you can only do

that by using them!

Anyway, back to the Castle of Dreams! You will start off in the Foyer area. Head up the stairs to meet Prince Charming and the Tremaine family, and also to get the MAP. Now you need to leave the castle and head off to the Chateau - everything is very linear in this world so you shouldn't get lost. Be sure to pick up chests and loot the Prize Pods as you go. (See the table above for all the locations.)

Once you get to the house, approach the door and then talk to the Fairy Godmother again to help Jaq the mouse.

```
+--BOSS FIGHT: JAQ ESCORT-----+
| Reward: THUNDERBOLT COMMAND STYLE |
|                                     |
| You have to escort Jaq through the Wardrobe Room in Cinderella's house. |
| There are not too many enemies in the way, but they can still be dangerous |
| to both you and Jaq. |
|                                     |
| First of all, I recommend equipping Slow. A single cast of this will make |
| every nearby enemy much easier to deal with. Once the enemies are slowed, |
| you want to be spamming magic as much as possible so that you enter the |
| Spellweaver command style. If you can then build up the Command Gauge |
| further and do a Spellweaver finish command, you will be able to take out |
| pretty much everything in sight. (Be sure to move around once the finish |
| command starts, so that you hit as many creatures as possible.) The main |
| threats here are the Bruisers (the big fat enemies), so keep an eye out on |
| any of those guys that appear, and in particular watch out for the |
| shockwaves they create when they jump. |
|                                     |
| If at any point, a Square button appears on screen, you can press Square to |
| protect Jaq from an incoming attack. You can often follow this up by |
| pressing X to do a strong counter-attack. Mainly though, you just need to |
| stay near Jaq and constantly be using your strongest magic. If you have |
| trouble, you can always level up a little bit. |
+-----+
```

With a little more intervention from Aqua, Cinderella will produce her glass slipper and off she goes. Sadly though, she won't be getting too far. Follow her back towards the castle for the world's main boss fight.

```
+--BOSS FIGHT: CURSED COACH-----+
| HP: 250, Strength: 7, Defense: 3 |
| Status effect vulnerabilities: Stun |
| Elemental weaknesses: None |
| Elemental resistances: None |
| Reward: DECK COMMAND SLOT, HP BOOST |
|                                     |
| Like Terra and Ven's first bosses, the Cursed Coach is both strong and |
| complicated, at least for a game's first boss. It would be a good idea to |
| have some sort of healing available. If you have not already gotten Cure |
| from the Command Board mini-game, your best option is to equip a Potion, or |
| max out your D-Link Gauge so that you can use that. |
|                                     |
| The Cursed Coach will use the following attacks: |
|                                     |
| 1. Spin around rapidly while moving towards you. This attack can do a lot |
| of damage if it hits you dead-on. But if you block it (push Square as |
| the Cursed Coach gets close), you will knock the Coach over. You can |
| then do one or two full combos before it gets up. Watch out though: it |
```


- will flail around a bunch when it does get back up.
2. Walk towards you and attack a few times with its arms. You can (and should) also use Barrier to block this attack, but the Coach will not be knocked over.
 3. Jump around a number of times, creating shockwaves wherever it lands. Again, use Barrier to protect yourself from the shockwaves. If you get a Barrier off near the Cursed Coach, this will knock it down, just like with the spin attack.
 4. Shoot out a number of smaller creatures called Thornbites. These guys will stick around until you kill them, but they are slow and have no range, so it's easy to stay out of their way. You can try to kill them if you want, but don't lose track of the Cursed Coach, because it is the much bigger threat.
 5. Back up a bit, and then try to suck you into its mouth. This attack is repeated three times or until you get swallowed. You can either just stay back with Cartwheel, or you can maneuver behind the Coach while it does this attack. That will give you time to do a combo while it is facing the wrong direction. Just watch out, because after the third attempt on this attack, the Coach will often suddenly switch to something more dangerous. If you do mess up and get swallowed, mash X to get out.
 6. Fly up in the air and shoot volleys of bombs at the ground. These cannot be blocked. Use Cartwheel and keep moving to stay safe.

This is a fight that rewards patience. It is safe to attack if the Cursed Coach starts rolling around randomly like it does at the start of the fight, if you got behind it while it is trying to swallow you, or if you knock it over. That's pretty much it. In all other situations, you should back off and wait for the Cursed Coach to make the first move. Evade the attacks and counter as described above.

If you are having trouble, remember to bring some form of healing. Also, don't be ashamed to level up more. That always helps a lot.

-----+

As a reward, you will get a Deck Command Slot, which lets you equip another battle command, and your maximum HP will go up. You will also get the STROKE OF MIDNIGHT KEYBLADE, the CINDERELLA D-LINK, and the ROYAL BOARD.

=====
[WLK:AI] Aqua's Story: Interlude
=====

With the Enchanted Dominion clear, you will now have a choice of where to go next. The map points out two major story worlds that you can go to: the Dwarf Woodlands and the Enchanted Dominion.

Here are some other things you can do at any point:

- Go back to the Land of Departure and pick up the four chests that are there.
- Go to the Mirage Arena (the far left world) and try entering a tournament. Most likely you will lose at this stage, but it's still fun.
- Play a round on the Command Board (see Section MIN:CB). This optional mini-game gives you a few abilities that you cannot easily get in other ways, and it also helps level up whatever abilities you already have.
- Synthesize some new abilities with command melding (see Section COL:CM). In addition to upgrading your commands, this gives you some very handy passive abilities that cannot be gotten in any other way.

=====
[WLK:A2] Aqua's Story: Land of Departure
=====

+--TREASURE CHESTS-----+
| SHIMMERING CRYSTAL: Mountain Path, Near the top exit |
| HI-POTION: Mountain Path, Near the top exit |
| BIND: Mountain Path, Near the bottom exit |
| FLEETING CRYSTAL: Summit, Near the flags |
+-----+

The only thing to do here is to pick up the chests in areas you explored during the prologue.

=====
[WLK:A3] Aqua's Story: Dwarf Woodlands
=====

+--TREASURE CHESTS-----+
| BALLOON LETTER: Vault, South side just west of the central platform |
| POTION: Vault, South side near the east exit |
| SHIMMERING CRYSTAL: Vault, North side on the ledge |
| MAGNET: Vault, South side on the central platform |
| SHIMMERING CRYSTAL: Underground Waterway, South end (past the first locked |
| grate) |
| FLEETING CRYSTAL: Underground Waterway, West side (past the second locked |
| grate) |
| FIRE: Underground Waterway, Northwest corner (past the third locked grate) |
| FISSION FIRAGA: Courtyard, Northwest corner on a platform (need High Jump, |
| Air Slide, Sliding Dash, or Fire Dash) |
| POTION: Courtyard, Northeast corner |
| MAP: Courtyard, Northwest corner on the ground |
| FLEETING CRYSTAL: Courtyard, Northwest corner on the stairs |
| HUNGRY CRYSTAL: Flower Glade, Northwest corner |
| HI-POTION: Deep Woods, South end |
| ETHER: Deep Woods, North end |
| POTION: Deep Woods, North end |
| PAYBACK SURGE: Cottage Clearing, Northwest corner |
| POISON: Cottage Clearing, Southeast corner down the stream |
| ATTACK RECIPE: Cottage, Northeast corner |
+--STICKERS-----+
| PICNIC BASKET STICKER: Courtyard, Northwest corner in an alcove |
| BUBBLE STICKER: Vault, East side high in the air. Get on top of the central |
| platform and double-jump off the east end (requires |
| Doubleflight). |
+-----+
| PRIZE PODS: (PEACH FANTASY and GASPBERRY) |
| In the southwest corner of the Flower Glade. |
+-----+

The Dwarf Woodlands start with you meeting the sleeping Snow White. Your job is to head to the queen's castle and look for help. Once again, this world is pretty linear, so just follow the path through the woods. In the Courtyard area, there is a chest on a high platform in the northwest corner. If you have a high level Sliding Dash or Fire Dash command, you can get it now: jump on top

of the wall in the middle of the courtyard, and then jump out to the chest. If you don't have Sliding Dash or don't want to worry about the chest for now, just remember it is here. You can come back later with High Jump and/or Air Slide.

The next area is called the Underground Waterway, and it is much more interesting (unless of course you remember it from Terra's story). First notice there are jugs that are constantly changing color. If you hit them while they are green, they will recharge your health; if you hit them while they are blue, they will recharge your D-Link bar; and if you hit them while they are red, they will explode, damaging both you and any nearby enemies! Plan accordingly.

There are also a couple looms (spinning wheels). If you hit one of these, it will open up one of the grates for a short time and you will be able to run through. The first loom opens the route to the second loom, and the second loom opens TWO grates (the second grate is in the room behind the first grate). You will have to hurry to get all the way through, but you can try as many times as you want. If you get through everything, you will get the FIRE spell, which will be handy in the next room.

This next room is the Vault, and you will start on a high ledge. If you fall off and want to get back, you will have to find a steam jet on the north side of the room to propel you up. There is also a platform in the center of the room, but the steam jet leading up to it is dormant. You need to first find the steam jet (next to a furnace) just west of this platform. Hit the furnace with the Fire spell you got in the previous room, and then the steam jet will come alive, allowing you to go up.

Once that is taken care of, head on and you will reach the boss for the world.

```
+--BOSS FIGHT: SPIRIT OF THE MAGIC MIRROR-----+
| HP: 300, Strength: 11, Defense: 4 |
| Status effect vulnerabilities: Stun, Poison, Sleep |
| Elemental weaknesses: None |
| Elemental resistances: None |
| Reward: DECK COMMAND SLOT |
| |
| This is a rather atmospheric fight inside the heart of the magic mirror. |
| You will have to deal with the following attacks: |
| |
| Attack 1: The spirit flies towards you, either directly or in a zigzag |
| pattern. Use Barrier to avoid taking damage. |
| Attack 2: The spirit pops out of the ground and shoots an ice bolt at you. |
| Use Cartwheel to avoid it and at the same time approach the |
| spirit for an attack or two. This sequence is always repeated |
| three times in a row. If you get hit by an ice bolt, you will be |
| temporarily confused, meaning your controls will be messed up. |
| Attack 3: Huge rows of spirits appear on either side of you, and they all |
| spit out fireballs. Just run (don't cartwheel) directly forwards |
| along the line to avoid all projectiles. If you happen to notice |
| that one of the spirits is smiling, then that is the real one. |
| Run up and combo it to stop the attack. Alternatively, you can |
| just keep running forward and the attack will end eventually. |
| Attack 4: Copies of the spirit appear and start spinning around you, |
| eventually shooting out a salvo of fireballs. Use Barrier to |
| avoid this. After blocking one salvo, you will be able to attack |
| back. Look for the spirit that is smiling (also the only spirit |
| that you can target with L+R), and instead of doing Barrier |
| again, run up and hit it after the spirits stop to attack the |
| SECOND time. If you try this the first time, you will just get |
```

hit.

When the spirit is not doing any of these attacks, it is safe to go on the offensive. If you're lucky, you'll stun it and knock it to the ground. Since Aqua is primarily a mage, offensive spells like Fire and Poison can be more effective than regular Keyblade attacks. Once the spirit starts doing something though, stop attacking, and dodge as explained above. There is no reason to take any damage if you are careful.

One annoyance is the game sometimes lags during attack #3. This is the main reason why it is better to walk than to cartwheel. You might want to switch to 333 MHz in the options menu to minimize this lag.

Note: If you have done Terra's story already, this fight is almost but not completely identical to his version. Attack #2 replaces the flying fire bolt attack here. Also, you should use Barrier instead of Cartwheel/Slide for dodging attack #4. Everything else is the same.

-----+
You will also get the TREASURE TROVE KEYBLADE and the SNOW WHITE D-LINK for clearing the world.

=====
[WLK:A4] Aqua's Story: Enchanted Dominion
=====

+--TREASURE CHESTS-----+-----+

MAP: Dungeon Cell, Southeast corner
ABSOLUTE ZERO: Gates, Ramparts in the northeast corner
WELLSPRING CRYSTAL: Gates, Ramparts west of the north exit
CURE: Gates, On the ground just north of the north exit
PULSING CRYSTAL: Gates, Ramparts in the northeast corner
SLEEP: Gates, Ramparts in the southwest corner
CONFUSION STRIKE: Maleficent's Throne, South end
HI-POTION: Dungeon, West platform
ICE BARRAGE: Dungeon, Southeast platform (need High Jump, Air Slide, Sliding Dash, or equivalent)
HI-POTION: Forbidden Mountain, Southwest corner
ETHER: Waterside, West side (halfway through the area)
BALLOON LETTER: Waterside, West side (towards the south)
POTION: Waterside, Southwest corner
HI-POTION: Forest Clearing, East side

+--STICKERS-----+-----+

HORACE STICKER: Dungeon, East side high in the air. Jump from one of the nearby ledges and Air Slide / Sliding Dash over (requires max-level High Jump).
FLOWER STICKER: Forest Clearing, Center. Jump from the east ledge.

+-----+-----+

PRIZE PODS: (ROSE HONEY and SKY BLUE MOUSSE)
In the south end of the Waterside area. If you are coming from the Forest Clearing, the Prize Pods should be in the nook immediately on your left as you enter.

+-----+-----+

You begin outside Maleficent's dark and foreboding castle, and Aqua - being the brave hero type - wants to explore. Lucky you! Head up the bridge to reach the Gates. Unfortunately, most of the ramparts here are inaccessible right now, but do be sure to pick up and equip CURE from the chest near the north exit.

Here and elsewhere in the castle, you will be fighting lots of pig soldiers. In large packs, these guys can be pretty dangerous. They are aggressive, they have strong melee attacks, and they can also pester you from range with arrows. The good news is they are completely incapacitated by elemental magic: Fire, Blizzard, and Thunder. So if you are having trouble, be sure to equip those spells.

Anyway, head inside and you will get unceremoniously booted down to the jail area. From there, your goal will just be to escape. It's pretty linear, so you shouldn't have much trouble finding your way. The first real challenge is in the Altar Room, where you will have to fight a bunch of pig soldiers. Try to pick off enemies that are away from the main group - the main danger is getting surrounded. If you get badly wounded, back off and cast Cure. The room is huge, so you should have no trouble finding a place to rest if you need time to regain your Cure cooldown.

After the fight, you can take the exit in the northeast corner or in the south wall to reach the upper platform of the Dungeon, where you can get one of the two chests. The other chest requires jumping a long way, which you might not be able to do yet, even with Barrier Surge. If you are having trouble, just come back later.

When you are ready, go out the west exit from the Hall, and then head on past Maleficent's Throne to get outside.

+++BOSS FIGHT: ESCAPE MALEFICENT'S CASTLE-----+

| Reward: HIGH JUMP |

|

| The Gates are teeming with pig soldiers, and the route out has been blocked |

| off. Your main goal here should be to kill any and all pig soldiers on the |

| ground. More enemies will be pelting you from the ramparts the whole time, |

| so be ready to duck behind a wall and heal if necessary. |

|

| Once you have killed all available pig soldiers, Philip will run over to |

| a spot by the ramparts and beckon to you. Go up to him, press Square, and |

| then X to knock out a hole in the wall. You can then use that hole to climb |

| up. From there, you will find a wheel tucked into a corner. Smack it with |

| your Keyblade to open one of the gates blocking your way. There are two |

| gates altogether, so you will need to do whole this sequence twice. |

|

| One catch is that if you don't push X in time after pushing Square, more |

| pig soldiers will appear, and you will have to kill them before trying |

| again. So be ready to push X after pushing Square! Also, if all the enemies |

| are dead on the ground, but Philip is still just following you, try walking |

| near the enemies on the edges of the ramparts. Some of them will jump down, |

| and killing them will let you move on. |

-----+

Now just keep heading onwards through the forest until you reach the Bridge, and the world's main boss fight.

+++BOSS FIGHT: DRAGON MALEFICENT-----+

| HP: 600, Strength: 11, Defense: 4 |

| Status effect vulnerabilities: None |

| Elemental weaknesses: None |

| Elemental resistances: None |

| Reward: HP BOOST, FIRESTORM COMMAND STYLE |

|

| This fight can be pretty tricky if you don't know what you're doing. At |

| first, Maleficent will just stay on one end of the bridge, and use the
| following attacks:

- | 1. Breathe green fire, covering the entire bridge in front of her. Except
| in one important case (see below), the only way to dodge this is to
| run past Maleficent so you are behind her head. Just wait there until
| the fire disappears. While you wait, you can pelt her with Shotlocks
| and/or ranged spells.
- | 2. Biting attacks directly ahead of her. Stay back until she is done and
| then you can hit her a couple times.
- | 3. Stomp on the ground, once with each front foot, causing shockwaves.
| This attack will be repeated three or four times without much pause,
| and then unless you daze her, Maleficent will always follow up with
| attack #4. You can combo Maleficent during this time, but try to time
| it so that you are in the air while she is stomping.
- | 4. Maleficent rears up on her hind legs, then comes crashing back down.
| This can hit you if you are anywhere near her, even if you are in the
| air. Either stay back or use Barrier. One of two things could happen
| next. Maleficent could stop and pause, in which case her next attack
| could be anything. More often though, she will repeat this attack
| three to four times and then breathe fire (similar to attack #1, but
| covering a little more range and lasting longer.) If Maleficent does
| repeat the rearing attack, you will also hear Philip calling to you.
| Run behind him, and he will protect you from the fire breath. You will
| then be able to do the good old Philip combo where you push Square + X
| for a free hit on Maleficent. This stuns her too, so you should have
| time to follow it with a regular combo.

| If you don't know what attack is coming next during this phase, you should
| stay close to Maleficent, and be ready to duck behind her. Once she commits
| to attack #3 or attack #4 though, it becomes more predictable. Get in what
| hits you can, and then be ready to hide behind Philip. If you are having a
| lot of trouble, you can do this entire section of the fight behind
| Maleficent's head, pelting her with ranged spells from a safe distance. You
| can also be patient and attack only with the Philip combo.

| Eventually, Maleficent will switch her strategy and fly into the air. She
| will (slowly) charge across the bridge, land on the other side, rear up
| once, and then if you are in front of here, she will cover the whole bridge
| with green fire. And then she will repeat. What you need to do is stay
| close to Philip. As Maleficent begins her charge, you will get the option
| of doing the Square + X combo to get catapulted onto her back. You can
| actually combo her from up there, but don't get fancy with deck commands -
| you don't want to fall off too soon. Once you do fall off, run to the end
| of the bridge that Maleficent is at. You want to be a bit behind her when
| she lands, protecting yourself with Barrier. Get a couple hits in, and then
| everything will repeat.

| There shouldn't be any real surprises during this part - just be careful
| you don't end up far away from Maleficent when she lands. If that happens,
| you will have nowhere to go when she breathes fire.

-----+
| Afterwards, you will get the FAIRY STARS KEYBLADE, XEHANORT'S REPORT 6, and a
| bit of cheesy dialogue. You tell her, Aqua!

```

+---TREASURE CHESTS-----+
| POTION: Central Square, Northeast corner |
| ETHER: Central Square, Southwest corner |
| HI-POTION: Aqueduct, Northeast corner along the outer wall |
| THUNDARA: Aqueduct, North end on the top level |
| HI-POTION: Aqueduct, South end in a nook off the main bridge |
| BLOCK RECIPE: Aqueduct, North end on the top level |
| COUNTER BLAST: Fountain Court, Northeast corner on the platform |
| SOOTHING CRYSTAL: Fountain Court, Northeast corner on the platform |
| XEHANORT'S REPORT 3: Merlin's House, West end |
| ZERO GRAVITY: Gardens, Bottom level southwest corner |
| WELLSPRING CRYSTAL: Gardens, Second level southeast corner |
| STRIKE RAID: Gardens, Second level northwest corner |
| FLEETING CRYSTAL: Gardens, Top level north end |
| MAP: Front Doors, South end |
| PANACEA: Front Doors, South end |
| MINE SQUARE: Front Doors, West end of the top level |
+---STICKERS-----+
| JUICE STICKER: Front Doors, South end high in the air (requires High Jump) |
| DONUT STICKER: Aqueduct, North end of the upper level (requires High Jump) |
| FLOWER STICKER: Castle Town, Northeast corner |
+-----+
| MISCELLANEOUS: Examine the book in Merlin's house to unlock the HUNNY POT |
| BOARD. |
| PRIZE PODS: (SOY MILK, ROCKET SODA, and NEBULA NECTAR) |
| In the northeast nook along the water in the Fountain Court. You will |
| have to clear a group of four Blue Sea Salts first. |
+-----+

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You begin in the Central Square with only one exit open to you. This will take you to the Gardens where you will meet a couple new and nasty enemies.

- First of all, there are Mandrakes: green plants that spawn from far away and shoot projectiles at you along the ground. If these guys are causing you problems, get close to them with Cartwheel, and they will pop out of the ground. After that, they will stop shooting projectiles and you will be able to do whatever you were doing in relative peace.
- The red and black balloon monsters (Tank Topplers) are also annoying. If you attack them normally, you will not be able to kill them. They will turn invincible at low health and then roll around before exploding. If that happens, cartwheel away to avoid getting hit. You can prevent this nuisance altogether by hitting the Tank Topplers from behind. This will release their air and make them an easy target.

Anyway, head up to the Front Doors of Ansem's Castle, and you will meet Mickey Mouse and a young Kairi. You will have to beat a group of Unversed here, but with Mickey's help, you shouldn't have too much trouble even if you are low level. Afterwards, you will get the MICKEY D-LINK and the DESTINY'S EMBRACE KEYBLADE.

Now follow the giant Unversed out to the Gardens and then through the new exit to reach a boss fight.

```

+---BOSS FIGHT: TRINITY ARMOR-----+
| HP: 800 for each piece, Strength: 14, Defense: 6 |
| Status effect vulnerabilities: None |
| Elemental weaknesses: None |

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| Elemental resistances: None

| Reward: HP BOOST, BLADECHARGE COMMAND STYLE

| If you have played other Kingdom Hearts games, you probably remember the
| Guard Armor. Well, this guy is an updated version of that boss. Basically,
| he has separate legs, arms, and head, and you need to kill them one at a
| time.

| At the beginning of the fight, the pieces are all attached, and the Trinity
| Armor will use the following attacks in order:

| Attack 1: Shoot fireballs up into the sky. These will land on the ground
| where you and your allies were standing a couple seconds ago,
| and they will explode into more fireballs on contact. While the
| fireballs are being shot up, you should have time for two quick
| combos. After that, start moving or use Barrier so that you
| aren't hit.

| Attack 2: Fly directly at you (or one of your allies) in a ramming attack.
| The Trinity Armor will do this three times in a row. Use Barrier
| to avoid this.

| Attack 3: Move to the center of the room, charge up a huge laser, and send
| it back and forth in a sweeping motion around the room. While
| the Trinity Armor is moving and while it is charging the laser,
| you should have time to hit it a bunch. Once the laser is out,
| use Cartwheel to run right THROUGH it as it sweeps by. You are
| invincible while the Cartwheel is happening! You can also just
| always stay behind the Trinity Armor while he is shooting, but
| that's boring.

| After these three attacks (or earlier, if your damage output is very good),
| the Trinity Armor will split into pieces, and you will have time to do a
| little more damage before the next attack. I don't think there's anything
| random in what the boss does at this point, but the attack order depends on
| what you've destroyed, so it's a bit complicated. I will just list the
| options:

| Attack 1: All pieces of the Trinity Armor start spinning rapidly across
| the room. If you get hit by one, you will take heavy damage. I
| recommend going into a corner and protecting yourself with
| Barrier while this attack happens. If you have a high-level
| Shotlock, you can also use that to give yourself temporary
| invincibility.

| Attack 2: The pieces might just do their own thing. The legs stomp around,
| and the head and arms fly around. This is a good time to attack.
| You might take a little damage here or there, but it won't hurt
| too much.

| Attack 3: If at least two pieces are alive, they might slowly circle
| around the room, shooting a constant lightning beam towards the
| center. This attack looks scary but is actually not too bad. Run
| to the outside of the room, and attack whichever piece of the
| Trinity Armor is moving towards you.

| Attack 4: The head might shoot fireballs or lasers all over the place. I
| recommend just evading while this happens. This often seems to
| be followed by attack #1, so be ready.

| Attack 5: The remaining pieces of the Trinity Armor might fuse together
| and do attacks from the first list. If at least one piece is
| dead, they will only do the laser. Otherwise, they might also do
| the charge attack or even a new attack where the Trinity Armor
| floats high in the air and summons light beams before falling to
| the ground with a bang. (Stay away from the light beams!) If

only the head is left, you can just stand directly under it to avoid the laser.

In general, watch out for the spinning attack (#1 in the second list), the giant laser (#3 in the first list), and the fireball/laser sprays (#4 in the second list). The rest you can probably handle without too much danger. By the way, you have to destroy the head last. It will stop taking damage at some point if the other pieces are left alive, so if that happens, just switch targets.

Good luck! You will be doing this fight at least three times throughout the course of the game, so I hope you like it!

After the fight, you will also get a DISNEY TOWN PASS. You can't go back the way you came, but there's another exit taking you to the Aqueduct and then to the Fountain Court. There are some chests here on a platform in the northeast corner. To get to them, jump from the central platform on the third level down to the water jet on the east platform on the second level. The water jet will propel you all the way up to the east platform on the highest level. One more jump will get you to the chests. Make sure you equip the COUNTER BLAST ability you find there - it is one of the most important abilities in the game.

In the next area, you will meet Merlin. Go into his house and examine the book to get the HUNNY POT BOARD. Once you are ready, keep going and you will find yourself back in the Central Square where another boss will be waiting for you.

+--BOSS FIGHT: VANITAS ROUND 1-----+

| HP: 550, Strength: 14, Defense: 6

| Status effect vulnerabilities: Stun, Freeze, Ignite, Poison, Sleep, Zero Gravity, Magnet

| Elemental weaknesses: None

| Elemental resistances: None

| Reward: DECK COMMAND SLOT

| Vanitas is very aggressive, and will constantly be coming after you with one of the following attacks:

1. A two-hit combo starting with a long dash, meaning you can be hit even at a distance.
2. A slow fireball that soon splits into five fast homing fireballs. Unlike when Terra and Ven fight Vanitas, this CAN be blocked.
3. Vanitas jumps into the air (possibly covering a long distance to get to you), and then sprays the ground with lightning bolts.
4. After being hit, Vanitas will also sometimes leave a stationary image of himself behind, appear above you, and then come down with a diving attack.

Except for the lightning, all of these attacks can be blocked by Barrier, so you can TRY relying on Barrier and Counter Blast. Unfortunately, Vanitas is invincible in the middle of his combos, making this approach slow and tricky.

That means it's time to take advantage of Aqua's main strength: magic! Load up on quick-cast spells like the following: Ignite, Poison, Magnet, Aero, Blizzard, and Fire. Ignite is especially good since it ignores Vanitas's high armor. More advanced spells are normally good if you have them, but don't bother with Ice Barrage - it is too slow.

If you use any of these spells directly, there is a good chance Vanitas

| will dodge out of the way and then counter you. So actually, you want to
| let him make the first move. Just keep cartwheeling around. If Vanitas
| shoots a fireball, stop to block it with Barrier, and wait for the next
| attack. Otherwise, he will do a combo or a lightning spray (depending on
| how far away you are), and your cartwheeling should keep you safe. You can
| then pelt him with a spell or two as he lands. Be ready to cartwheel out of
| the way if he dodges or disappears to do the dive bomb, and then get ready
| for the next attack!

| The timing will probably take a little while to learn, but this method is
| both fast and safe once you get the hang of it. One warning though: if you
| get hit, be careful when healing yourself. As above, cartwheel around until
| Vanitas attacks, THEN heal. You do not want your Cure spell to get
| interrupted by a lightning bolt to the face!

=====
[WLK:A6] Aqua's Story: Disney Town
=====

+---TREASURE CHESTS-----+

| MAP: Main Plaza, Southwest corner
| POTION: Main Plaza, Northwest corner
| ABOUNDING CRYSTAL: Raceway, Northwest corner on the second level
| FIRA: Raceway, Southeast corner on the bottom level
| SLOT EDGE: Raceway, Rooftop (come from Pete's Rec Room)
| HUNGRY CRYSTAL: Gizmo Gallery, Southwest corner on a platform (must
| activate the machine to get it)
| MEGA-POTION: Gizmo Gallery, Northwest corner on a platform (must activate
| the machine to get it)
| CHAOS CRYSTAL: Gizmo Gallery, Northwest corner on a platform (must activate
| the machine to get it)
| THUNDER: Gizmo Gallery, Northwest corner on the bottom level
| THUNDER: Gizmo Gallery Southwest corner on the bottom level
| PULSING CRYSTAL: Gizmo Gallery, Platform north of the elevator (must
| activate the machine to get it)
| MEGA-POTION: Gizmo Gallery, Platform north of the elevator (must activate
| the machine to get it)
| PANACEA: Pete's Rec Room, Alcove in the top left
| ACTION RECIPE: Pete's Rec Room, Alcove in the top left (same alcove as the
| previous chest - check every corner)
| AERIAL SLAM: Pete's Rec Room, Alcove in the top right
| BREAK TIME: Pete's Rec Room, Central alcove behind a grate
| SOOTHING CRYSTAL: Pete's Rec Room, Central alcove above the grate (the one
| near the top exit to the Raceway)

+---STICKERS-----+

| MINNIE STICKER: Main Plaza, Center high in the air. Double-jump from just
| north of the central building (requires Doubleflight).
| DAISY STICKER: Raceway, High in the air above the bridge. One option is to
| double-jump from the north platform and Sliding Dash over to
| the sticker. Another option is to fall from the rooftop
| accessible via Pete's Rec Room. If you fall and miss the
| sticker, you can let yourself get killed to warp back up to
| the roof for another try.

+-----+
| MISCELLANEOUS: There are prizes from Rumble Racing, Fruitball, Ice Cream
| Beat, and the Ice Cream Shop. See the mini-game and
| collectathon sections of the guide. Also, do a full combo on |

| the mailbox in the northeast section of Main Plaza to get |
| CONFETTI. |
| PRIZE PODS: (PRICKLE PEPPER and TOONBASCO) |
| In the corner straight ahead and to the left as you enter the Raceway |
| from where Chip and Dale are. The Prize Pods should appear after clearing |
| a group of four Blue Sea Salts. |
+-----+

Disney Town is primarily a hub of mini-games. To complete the world, all you need to do is win one round of Fruitball. (Talk to Horace the cow to get started.) But there are some nifty prizes you can earn if you stick around longer. For more information on Fruitball and the other mini-games located here (Rumble Racing, Ice Cream Beat, and the Ice Cream Shop), see the mini-game and collectathon sections of the guide.

There are also a number of chests to pick up, quite apart from all the mini-games. Their locations are very similar for each character, so if this is not your first playthrough and if you remember what to do, feel free to skip the rest of this section.

Most of these chests are hidden in the sewers. Go to the Main Plaza and examine the manhole cover to go down. In this area, you will see a giant machine with a lightning bolt on it and a power gauge. You need to hit it a bunch with Thunder-based attacks to charge it up. The charge will go back down over time so you have to be fast, but the game gives you two Thunder spells in the same room to help you out. If you are having trouble, use Thunder a couple times and then keep attacking to transform into the Thunderbolt command style. Now all your attacks do Thunder damage, so powering up the machine should be a cinch.

Once the machine is going, you can get on an elevator to reach the upper levels. Jump on the moving hands and gears to move around up here and pick up all the chests (see the list at the start). If you go south from the upper level, you will also find a whole new area: Pete's Rec Room. Climb the stairs and get on the glove to propel yourself out into a giant pinball machine! Be sure to HOLD the O button down when you use the glove. Holding it is what makes you go all the way up.

Once in the pinball machine, you can bounce around and pick up lots of Munny. Use L and R to hit the flippers and try to make it to the various alcoves to pick up the chests. Be sure to get BOTH chests in the left alcove! There is also a set of locked bars. To unlock them, you need to smash into each of the four bumpers marked with a crown. Each time you hit one of these bumpers, a light will go on near the bars, and eventually they will retract. Go wild and have fun here! One of the alcoves in this area also leads to the rooftops of the Raceway area where you can find yet another treasure chest.

When you complete the world, you will get the TOON BOARD. If you have already finished the game with the other two characters, you will also see an extra cutscene where you are given the amusing but useless Million Dream Award.

=====
[WLK:A7] Aqua's Story: Olympus Coliseum
=====

+--TREASURE CHESTS-----+
| FIRE STRIKE: Coliseum Gates, Northeast corner |
| CURA: Coliseum Gates, Nook just west of the north exit |
| MEGA-POTION: Coliseum Gates, Southwest corner |

| MAP: Vestibule, East Side |
+---STICKERS-----+
| FIREWORKS STICKER: Coliseum Gates, Southeast corner (requires High Jump) |
+-----+
| MISCELLANEOUS: Talk to Hercules, and win a round of the "Break the Urns" |
| mini-game after the world is done to get SONIC BLADE. See |
| Section MIN:BU. |
| PRIZE PODS: (THUNDERCRACKER, COTTON CLOUDCANDY, and HEROIC ORANGE) |
| In the southeast corner of the Town Near Thebes. You have to clear the |
| world first though. |
+-----+

Olympus Coliseum begins with a long but straightforward battle against some Unversed. If you are having trouble here - especially if you aren't doing much damage - consider gaining a couple levels and coming back. The Mirage Arena is one very good place to do that. You will soon have to do some timed fights, and if you aren't doing much damage, things will be pretty tough.

Once the Unversed are taken care of, Phil will fast-talk you into entering the Coliseum games. Go speak with him in the Vestibule to get started.

+---BOSS FIGHT: COLISEUM TOURNAMENT-----+
| Reward: HP BOOST |
| |
| You will have to clear ten groups of Unversed without a break and with a |
| time limit during each round. Here is the exact list of what you are up |
| against: |
| |
| Round 1: 3 Scrappers (30 seconds) |
| Round 2: 1 Bruiser (15 seconds) |
| Round 3: 3 Spiderchests (30 seconds) |
| Round 4: 3 Blue Sea Salts, 3 Yellow Mustards, and 1 Axe Flapper |
| (40 seconds) |
| Round 5: 3 Hareraisers (15 seconds) |
| Round 6: 3 Mandrakes and 2 Axe Flappers (50 seconds) |
| Round 7: 3 Buckle Bruisers (50 seconds) |
| Round 8: 1 Chrono Twisters, 2 Red Hot Chilis, and 2 Blue Sea Salts |
| (50 seconds) |
| Round 9: 6 Shoegazers (40 seconds) |
| Round 10: 30 Jellyshades (40 seconds) |
| |
| The best thing you can do here is to set up your command deck so that you |
| have one healing spell and a bunch of strong offensive magic. Now might be |
| a good time to pick up Fission Firaga from the Dwarf Woodlands and Ice |
| Barrage from the Enchanted Dominion. You will need Sliding Dash, Fire Dash, |
| or Air Slide to reach both of these chests. They are very nice commands |
| though, and they will let you clean up in the tournament! |
| |
| Other good abilities include Magnet spells, Aero spells, and Surge attacks. |
| The time limits are much more generous here than they were for Terra, so as |
| long as you deal decent damage, you should be okay for rounds 1-9. |
| |
| Round 10 is a little different. The Jellyshades go down immediately to any |
| attack, but they do hit pretty hard, and you might actually be in danger of |
| dying. Cartwheel away at the beginning of the round, and then use |
| area-of-effect spells to wipe out the Jellyshades from a distance. Magnet |
| works very well. |
| |
| Good luck! |
+-----+

After another cutscene, it is time to face Zack. If you have played Terra's story already, you might be getting nervous, but don't worry: you only have to fight the easy form.

+--BOSS FIGHT: ZACK-----+

| HP: 600, Strength: 16, Defense: 9
| Status effect vulnerabilities: Stun, Freeze, Ignite, Poison, Zero Gravity
| Elemental weaknesses: None
| Elemental resistances: None
| Reward: DECK COMMAND SLOT

| Zack can do a log of damage in a hurry, but he is also easy to dodge. Here
| are the attacks he uses, all of which can be blocked by Barrier:

- | Swing: Zack runs towards you, and then does a regular sword combo.
- | Light Bolt: Zack shoots a homing bolt towards you along the ground.
- | Jump: Zack jumps up into the air and lands with a shockwave. Unlike when
| Terra fights Zack, this CAN be blocked.

| Since literally every single one of Zack's attacks can be blocked, one
| option is to stay right next to him, press Square to block, and then hit
| him back with Counter Blast and a follow-up combo. Just be aware that Zack
| is invulnerable while attacking, so if he does not flinch after hitting
| your Barrier, it is NOT yet safe to counter. Keep Barrier going until Zack
| actually stops attacking.

| Pure offensive magic is also good. Zack is slower and more predictable than
| Vanitas, so after dodging one of his attacks (either by Barrier or by
| Cartwheel), you should have time to unload with whatever magic you have. As
| long as you stop every few seconds to dodge Zack's next attack, you will be
| fine.

-----+
Talk to Phil again for the final Olympus Coliseum battle.

+--BOSS FIGHT: ICE COLOSSUS AND HADES-----+

| Ice Colossus:
| HP: 400, Strength: 16, Defense: 9
| Status effect vulnerabilities: Ignite
| Elemental weaknesses: 125% damage from fire
| Elemental resistances: 50% damage from blizzard, 75% damage from thunder
| and dark

| Hades:
| HP: 450, Strength: 16, Defense: 9
| Status effect vulnerabilities: Freeze
| Elemental weaknesses: None
| Elemental resistances: 50% damage from fire and blizzard, 75% damage from
| thunder and dark
| Reward: DIAMOND DUST COMMAND STYLE

| If you remember the Ice Titan from Kingdom Hearts 1, you might be a little
| freaked out when you see your opponents. Don't be fooled by appearances
| though: this is another easy fight. The Ice Colossus here isn't anywhere
| near as powerful as the Ice Titan was from Kingdom Hearts 1.

| Unless you go after him, Hades will just watch, so you can focus on the Ice
| Colossus first. If he is not facing you, the first thing the Ice Colossus
| will do is slowly turn around. Every time he turns slightly, he will stomp
| with his feet, creating a shockwave. Once he is facing you, he will do one

| of the following three attacks:

- | 1. Shoot a stream of ice pellets at you. You can evade this by running to
| the side, but if you hold still, you will get hit no matter where you
| are. The Ice Colossus will repeat this attack until you are no longer
| in front of him. It is his most dangerous attack, so when he does it,
| run behind him until he stops.
- | 2. Lean forward and breathe frost in front of him.
- | 3. Punch the ground in front of him, creating a shockwave.

| The only dangerous attack here is #1, and the Ice Colossus actually won't
| do it if you are close. So here's the strategy. Run underneath but slightly
| in front of him. He will stop stomping and then do attack #2 or #3. These
| are both slow and both will miss you down there, so you can use this time
| to hit his ankles with impunity. He will then start stomping again, so
| repeat until dead. While he is stomping, you can either keep hitting him or
| focus on evading the shockwaves, whichever you prefer.

| Once the Ice Colossus is down, Hades will get involved. He only has three
| attacks:

- | 1. Walk towards you and then do a melee attack.
- | 2. Shoot a fireball at you. You can reflect this back at Hades with
| Barrier.
- | 3. Glow red, shoot flames out around him in a spinning attack, and then
| slowly move towards you. Hades is invincible during this attack.

| The great thing is everything but attack #3 can be interrupted by damage.
| So you can just walk up to Hades during a pause, and keep hitting him.
| That's it! He won't be able to recover and fight back... unless of course
| he does attack #3. If you see him glow red, back off and stay out of range
| until he's done. Then go back to hitting him until he glows red again, or
| dies. Compared to some of the other bosses in this game, it's a pretty easy
| pattern.

| If you have trouble setting up the infinite combo, don't worry about it too
| much. The traditional dodge/counter strategy works just fine: wait for
| Hades to attack, counter with a single combo, and repeat.

-----+
You will also get the MARK OF A HERO KEYBLADE and the ZACK D-LINK. Furthermore,
you can return and talk to Hercules to try the "Break the Urns" mini-game (see
Section MIN:BU) and get SONIC BLADE.

=====
[WLK:A8] Aqua's Story: Deep Space
=====

+--TREASURE CHESTS-----+
|

- | TELEPORT: Turo Prison Block, North compartment on the east wall
- | BLITZ: Turo Prison Block, High north compartment on the west wall
- | ABOUNDING CRYSTAL: Turo Prison Block, Low north compartment on the west
| wall
- | MEGA-POTION: Turo Prison Block, South compartment on the east wall
- | MAP: Turo Transporter, East end
- | HI-POTION: Durgon Transporter, Center
- | ETHER: Control Room, In the big central part
- | BALLOON LETTER: Control Room, South end

```

| FIRE SURGE: Ship Hub, Bottom level south end (gravity must be ON) |
| PRISM RAIN: Ship Hub, Fourth level east end (gravity must be ON) |
| ZERO GRAVIRA: Launch Deck, High platform on the east side |
| HUNGRY CRYSTAL: Launch Deck, Southeast corner (gravity must be ON) |
| MEGA-ETHER: Launch Deck, Northeast corner (gravity must be ON) |
| MEGA ATTACK RECIPE: Machinery Bay Access, Southeast corner |
+---STICKERS-----+
| DALE STICKER: Turo Prison Block, South compartment on the east wall |
| UFO STICKER: Ship Hub, Center a little above the second gravity console. |
|           Go up a bit from there and then jump towards the center. |
+-----+
| PRIZE PODS: (BALLOON MELON, CREAM FLUFF, and FIZZY TIZZY) |
|   At the south end of the Turo Prison Block. |
+-----+

```

Deep Space opens with a short battle against the Unversed. As always, if these enemies seem too hard, don't forget that you can level up at the Mirage Arena. Afterwards, the Grand Councilwoman will ask you to find Stitch and Doctor Jumba for her. When you are ready, move out along the one possible path, and you will eventually reach the Ship Exterior.

```

+---BOSS BATTLE: GLIDEWINDERS-----+
| Reward: AIR SLIDE |
| |
| You will be on your Keyblade bike, which means you can't heal, but you |
| shouldn't need to. Fly around, spamming Triangle to attack. If you get near |
| one of the poles in the corners, you can also slingshot off it with X. As |
| long as you are constantly pushing Triangle, you should be okay. |
| |
| Another option is to use X, a charge-up ranged attack. Move to one side of |
| the battlefield, stop, hold X to charge it, and then unleash heat-seeking |
| lasers on the Glidewinders. |
+-----+

```

Air Slide is one of the most useful abilities in the game, so be sure to equip it!

Now head back to the Durgon Transporter, and defeat enemies until the room is clear. Once everything is dead, you should be able to use the transporter in the center of the room to reach Turo. In the next room here, you will meet Stitch again and have another fight against the Unversed.

```

+---BOSS BATTLE: UNVERSED IN TURO PRISON BLOCK-----+
| Reward: HP BOOST |
| |
| There's nothing special here. If you have gotten this far, you shouldn't |
| have any trouble against more random Unversed, especially with Stitch's |
| help. |
+-----+

```

After the fight is over, you will once again be taken back to the Control Room to speak with the Grand Councilwoman. You can proceed via the southeast exit. First though, you might want to head back to the Turo Prison Block. There are Prize Pods at the far south end, and also several chests hidden in the compartments. You can get to these using the various elevators. Unless you have already leveled up Air Slide, the easiest way to get into the east-side compartments is to climb up on the west wall, go to the southwest corner, and then jump from there onto the far southeast platform.

By the way, I recommend NOT equipping Teleport when you get it. Like Ven's

Reversal ability, it will sometimes trigger when you mean to Barrier/Block, and it is really much worse. It is kind of fun though, so it's up to you.

When you do head onwards from the Control Room, you will reach the Ship Hub. This room is pretty much one big shaft, and you won't be able to climb up by normal methods. Fortunately, there are a couple computer terminals, and if you activate these, you can turn gravity off in the room. You will then be able to jump really high and climb up to the exit. The only catch is the chests will float away while gravity is off, so you need to turn gravity back on to pick them up.

After that, it is time for the world's boss.

```
+---BOSS BATTLE: CAPTAIN GANTU-----+
| HP: 600, Strength: 19, Defense: 12   |
| Status effect vulnerabilities: Poison |
| Elemental weaknesses: None           |
| Elemental resistances: None          |
| Reward: DECK COMMAND SLOT            |
|                                       |
| The bigger they are, the harder they |
| fall! That might not be true for every |
| boss in every game, but it's certainly |
| true for this guy. Here are the       |
| attacks he will use:                  |
|                                       |
| 1. Shoot at you five times with his   |
| ray gun, pausing between each shot.   |
| You can block this attack with Barrier, |
| and the bullets will reflect back into |
| Gantu. If you do this for anything other |
| than the fifth bullet, you will get hit |
| by the followup though. Usually it is   |
| better to just run right at Gantu and   |
| start swinging away. He won't be able  |
| to hit you when you are that close.    |
| After he is done shooting, Gantu will  |
| walk around for a few seconds without   |
| attacking, giving you time to hit him  |
| even more or to back off.              |
| 2. Spin slowly in a circle, spraying   |
| everywhere with his ray gun. You can   |
| stay safe with Barrier, or you can also |
| run up and hit Gantu while he is firing. |
| Gantu will always follow this with     |
| attack #3, so be ready.                |
| 3. Charge towards you at high speed.   |
| You can stay safe and counter with     |
| Barrier, but Gantu often attacks again  |
| right after, so be careful.             |
| 4. Swipe at you with his arms if you   |
| are nearby. This cannot be blocked and |
| it has high range, so the best way to  |
| avoid getting hit is to not be near    |
| Gantu unless you know he's busy doing  |
| other things.                           |
|                                       |
| Sometimes, you will also see Stitch   |
| jumping up and down. Run over to him,  |
| push Square and then X to throw him    |
| onto Gantu. This will distract Gantu,   |
| and leave him vulnerable for a combo or |
| two.                                     |
|                                       |
| If you can beat the regular Unversed  |
| in Deep Space, this guy probably won't |
| be too hard no matter what you do.    |
| But if you want to play it smart, the  |
| trick is to hit Gantu during attacks   |
| #1 and #2 or when he is stunned by    |
| Stitch. The Mine spells are particularly |
| effective. The rest of the time, hang  |
| back and wait for Gantu to make a move. |
| He telegraphs his attacks way in advance, |
| so you shouldn't have trouble once you  |
| learn how to deal with each one.       |
+-----+
```

For completing the world, you will get the HYPERDRIVE KEYBLADE, the EXPERIMENT 626 D-LINK, and the SPACESHIP BOARD. You can also get four more chests by returning to Deep Space and going back to the Launch Deck. There is a high chest on the east side that you need to turn gravity off to reach, and there is also a door lower down on the east side leading to a chest in the Machinery Bay Access. The gravity must be on to go through that door though.

If you are interested in 100% completion, also be sure to defeat a Blobmob in the Launch Deck. This is the only world where Blobmobs appear.

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=====
[WLK:A9] Aqua's Story: Never Land (and Destiny Islands)
=====
```

```
+---TREASURE CHESTS-----+
| FIRAGA BURST: Mermaid Lagoon, Northeast corner in a cave at water level |
| ELIXIR: Mermaid Lagoon, East end |
| HI-POTION: Seacoast, Northeast corner |
| ETHER: Seacoast, West end |
| HI-POTION: Jungle Clearing, Northeast corner |
| MINE SHIELD: Peter's Hideout, Southeast corner |
| ELIXIR: Peter's Hideout, Southeast corner |
| MAP: Gully, Northwest corner |
| MEGA-POTION: Gully, Northeast corner |
| PANACEA: Rainbow Falls: Base, West side in the middle of the river |
| FLEETING CRYSTAL: Rainbow Falls: Base, Northeast corner |
| TIME SPLICER: Rainbow Falls: Ascent, West side on the top route |
| THUNDAGA: Rainbow Falls: Ascent, West side on the bottom platform |
| CHAOS CRYSTAL: Rainbow Falls: Ascent, West side on the bottom platform |
| FIRAGA: Rainbow Falls: Ascent, East side on the top route |
| MEGA-ETHER: Rainbow Falls: Crest, Northwest corner |
+---STICKERS-----+
| RAINBOW STICKER: Mermaid Lagoon, Southeast corner. Jump from the nearby |
| island and air slide over. |
| CHIP STICKER: Rainbow Falls: Ascent, West side on the top route. Get to the |
| last ledge and then drop off. |
| FIREWORKS STICKER: Jungle Clearing, Center. Double-jump from just north of |
| the tree (requires Doubleflight). |
+-----+
| MISCELLANEOUS: Hit the very top of the totem pole in the Indian Camp to get |
| THUNDAGA. |
| PRIZE PODS: (DANCIN' LEMON, RAINBOW SYRUP, and MERMAID SALT) |
| At the northern end of the Indian Camp. They only appear after you have |
| cleared the world. |
+-----+
```

Aqua's Never Land is pretty unique among all major Birth by Sleep worlds in that you do not need to kill a single Unversed to complete it. Pretty cool, huh?

You begin in the Indian Camp with a treasure map. You can jump off the trampoline here to get up near the top of the totem pole. Hit it a few times to get THUNDAGA. Unfortunately, this can be pretty tricky with Aqua. If you are having trouble, don't worry about it - there's a Thundaga in a Never Land chest anyway.

When you are ready, head north to the Jungle Clearing and be sure to enter Peter's Hideout (the big tree in the middle) to get a couple chests. Next is the Mermaid Lagoon. There is an easy-to-forget chest here in a cave in the northeast corner. Jump into the water to get to it. Once you are ready, go out to the south and keep going until Peter asks you and the lost boys to climb up the mountain. He will make a bunch of booster orbs appear, and you will be able to jump into these to get boosted into the air. Follow them up to the Rainbow Falls: Ascent area.

This place is more interesting. You can fall off at any point, in which case you'll end up back at the start. Your eventual goal is an exit on the west side, and there are two routes to get there. You can either keep going straight forward (the bottom route), or before you reach the first booster orb, you can loop around back to find another booster orb behind you (the top route). There are a couple chests available only via the top route, so I recommend that way. Eventually the route will end with seemingly nowhere to go. Just drop off the platform you are on (picking up the Chip sticker as you fall), and you should end up on a low platform on the west side with a couple chests. If you miss the jump, that's okay! Take the bottom route, and you will be able to see this lower platform and jump to it.

From here, climb up, jump and air slide to the west and you will reach the end. The final part requires you to jump into three booster orbs in a row without landing. It can be a little tricky, but you can try as much as you want, so you should be able to get it eventually. Keep going from here, and you will come back to the place you started! Stupid Peter. At least you get the cool DOUBLEFLIGHT ability for all your hard work.

When you are ready, head west to the Indian Camp to meet an old "friend".

```
+---BOSS FIGHT: VANITAS ROUND 2-----+
| HP: 550, Strength: 23, Defense: 14   |
| Status effect vulnerabilities: Stun, Freeze, Ignite, Poison, Sleep, Zero   |
|                                     Gravity                               |
| Elemental weaknesses: None         |
| Elemental resistances: None       |
| Reward: HP BOOST, GHOST DRIVE COMMAND STYLE |
|                                     |
| Vanitas is back and he has decided he no longer needs you around as a Plan |
| B, which means battle time! He has higher stats now so you probably want to |
| be over level 20 to actually be able to do damage, but his fighting style   |
| has not changed too much. See the description in WLK:A5 if you want a       |
| refresher course on how the Vanitas fight works.                           |
|                                     |
| The main wrinkle this time around is Vanitas will now sometimes jump into   |
| the air and then burrow into the ground. He will follow you around and then |
| emerge with an explosion once he gets close enough. He might also repeat    |
| this attack a few times in a row. To avoid it, I like to do a cartwheel    |
| right over Vanitas as he follows you underground. This way, you will be    |
| invincible when he emerges. This only works with regular Cartwheel though - |
| not Firewheel. You can also just run away, but that's no fun. The various   |
| Mine spells are also effective here.                                       |
|                                     |
| After doing this submerge attack, Vanitas will also be powered up for a     |
| while, which means his standard two-hit combo will shoot out a heat-seeking  |
| sonic blast at the end. The sonic blast doesn't hurt too much, but it can   |
| be a nuisance.                                                             |
|                                     |
| The strategy here is pretty much the same as before. Dodge Vanitas's       |
| attacks with Cartwheel, and then unload on him with quick offensive spells.  |
| He is no longer susceptible to Magnet, but most other magic works. Ignite   |
| is still particularly good.                                               |
|                                     |
| Overall, this fight is very similar to the previous one. Good luck!       |
+-----+
```

For completing the world, you will get the PETER PAN D-LINK, the SKULL BOARD, and the PIXIE PETAL KEYBLADE. You will then get an amusing cutscene on Destiny

Islands where Aqua meets Sora and Riku from the main Kingdom Hearts series.
There you will get the STORMFALL KEYBLADE.

=====
[WLK:A10] Aqua's Story: Mysterious Tower
=====

+--TREASURE CHESTS-----+
| MAGNEGA: Mysterious Tower, Furthest point from the entrance |
| SHIMMERING CRYSTAL: Mysterious Tower, Left of the entrance |
| MEGALIXIR: Mysterious Tower, Right of the entrance |
| MEGA MAGIC RECIPE: Tower Entrance, Behind the stairs |
+--STICKERS-----+
| DONALD STICKER: Tower Entrance, High in the air near the doors leading |
| outside (requires Doubleflight) |
+-----+

Not much to do here. Pick up the chests and then head up the stairs to meet
Master Yen Sid. Afterwards, you will get the DONALD D-LINK, the GOOFY D-LINK,
and XEHANORT'S REPORT 4.

=====
[WLK:A11] Aqua's Story: Keyblade Graveyard
=====

+--TREASURE CHESTS-----+
| ELIXIR: Seat of War, Northeast corner |
| MEGA-POTION: Seat of War, Southeast corner |
| MAP: Seat of War, Halfway up the path |
| AEROGA: Twister Trench, Just west of the central pillar |
| MEGA-ETHER: Twister Trench, Just north of the central pillar |
| MEGA-POTION: Twister Trench, Northeast corner |
| MEGALIXIR: Twister Trench, Northwest corner |
+--STICKERS-----+
| FLOWER STICKER: Seat of War, Halfway up the path high in the air (requires |
| Doubleflight) |
| BUBBLE STICKER: Fissure, High in the air near the north exit (requires |
| Doubleflight) |
+-----+

Welcome to the final world in Aqua's story! The first area is deserted except
for some chests, but the second is pretty nasty (although if you have finished
another character's story already, you should know what's coming). There will
be a number of whirlwinds flying around here. If you get close, the whirlwinds
will chase after you and swallow you up, forcing you into a nasty fight against
Unversed. The good news is the whirlwinds will not return until you leave the
world (even if you save and load). Here are the three different fights you
might get in each whirlwind:

Fight #1: Part 1: 1 Bruiser, 2 Scrappers, and 2 Blue Sea Salts
----- Part 2: 4 Hareraisers
Part 3: 3 Buckle Bruisers

This is the easiest of the three fights. Against the Buckle Bruisers, you
can use a Shotlock, or you can run up behind them and hit them once. They
will probably turn around and jump at you. Use Barrier and counter-attack
for a bunch of damage. Repeat.

Fight #2: Part 1: 4 Red Hot Chilis

----- Part 2: 2 Tank Topplers and 2 Sonic Blasters

Part 3: 1 Triple Wrecker and 4 Mandrakes

The last part of this fight is really nasty if you don't know what to do. The Mandrakes will constantly be shooting at you, and it will be very difficult to get any attacks off. The trick is to just cartwheel around, getting close to each Mandrake in turn. This will cause the Mandrakes to pull themselves outside of the ground, and from then on, they won't be able to shoot at you.

Fight #3: Part 1: 3 giant Floods

----- Part 2: 1 giant Chrono Twister and 3 giant Yellow Mustards

Part 3: 1 giant Vile Phial and 4 giant Shoegazers

The size of the enemies is what makes this fight hard. For the second part, stay back if any of the Yellow Mustards are glowing white. You probably will not be able to get past their attack. In fact, the best option is to make heavy use of long range spells if you have them. For the third part, you can tell if a Shoegazer is attacking if it compresses as it hits the ground. If it's just bouncing up and down without changing appearance, you can attack safely. Shotlocks and more ranged magic help a lot.

Obviously, you will want to have a healing spell in your command deck for these fights unless you are super high level and super confident. If you are having trouble, you can always level up in the Mirage Arena and come back later. By the way, remember this spot. Once you are strong enough to win these fights comfortably, it is the best place in the game to earn CP and to level up commands.

After getting through the Twister Trench, you will come to a save point. Use it! This is the final save point in the game. When you are ready, head onwards. If you are feeling nervous about the final boss for Aqua, you might want to consider first creating Renewal Barrier, Once More, Leaf Bracer, and Second Chance for yourself (see the Command Melding Section, COL:CM). These will help a lot.

Anyway, after a non-pre-rendered (boo) recreation of the BBS teaser trailers from KH2 and KH2FM+, it will be time for a sequence of boss fights:

+--BOSS FIGHT: BRAIG-----+

| HP: 750, Strength: 26, Defense: 15 |
| Status effect vulnerabilities: None |
| Elemental weaknesses: None |
| Elemental resistances: None |
| Reward: HP BOOST |

| In my opinion, Braig is by far the hardest of the story-mode penultimate |
| bosses, so get ready. Braig moves fast, he has a complicated pattern, and |
| he does not leave you many openings to attack. The good news is there is |
| very little randomness, so once you learn what he's doing, the fight |
| becomes a lot easier. |

| Braig will always cycle through the following attacks in order: |

1. Braig teleports directly in front of you and charges at you while also shooting lasers in a cone ahead of him. You can block the lasers with Barrier but not the charge itself, and Braig will repeat this a bunch of times until you hit him. What you want to do is target Braig with L+R before he disappears, and then as soon as he reappears in front of you, attack him. The timing is delicate but you take no damage and get

a free combo if you do it right.

If you are having trouble with the timing, you can use Barrier as a last resort. You will still take damage, but you will at least force Braig to switch attacks.

2. Braig can do one of two things here:

- He can teleport somewhere on the ground, and shoot a volley of lasers at you. Use Barrier to stay safe. If you get the Barrier off, Braig will usually stop after a single volley. He will then start attack #3 very soon, so just wait. Trying to do a full combo will just get you hit.
- He can fly up in the air and shoot a volley of lasers at you from there. This is similar to the previous option, and you should still use Barrier to block the volleys, but there are two main differences. First, Braig will usually do several volleys, and second, after he lands, it takes a little longer for him to start doing attack #3. If you are fast, you should be able to get off a full combo.

3. Braig teleports twice in quick succession, and then runs around you, shooting lasers towards the center. Use Barrier to block them all. You want to know this attack is coming before it happens, so you have time to react. You also want to not be right up against the edge of the map, or Braig might run into you during the attack.

4. After attack #3, Braig will immediately begin charging up a powerful dark shot. This takes a while though, and you can hit him safely while he does it. So as soon as attack #3 is done, just run up to Braig and swing away. I recommend dodging the attack by jumping while right next to him, or by using a proper finish command. Cartwheel is pretty tricky to time right.

5. This is the same as attack #2, except Braig will do whichever version he did not do before. So if he was in the air last time, he will be on the ground this time.

6. This is the same as attack #3. You only have time for a single combo afterward though.

7. Braig quickly powers up, and then shoots a bunch of lasers randomly around the area. Barrier and Counter Blast work well here. After doing that, Braig teleports around like a spaz before settling in the air in the middle of the arena. He will then shoot dark lasers all around. Avoid them by just running around the edge of the arena. As long as you don't stop, you should be fine. Watch out though: the lasers stay on the ground for a while and hurt you if you get close.

After all that, Braig will repeat from attack #1 until dead. So as you can see, the pattern is complicated but it is also pretty deterministic. Learn what he's doing and how to counter each attack, and then you should be fine. Good luck!

-----+
+--BOSS FIGHT: VANITAS ROUND 3-----+

HP: 1000, Strength: 26, Defense: 15
Status effect vulnerabilities: None
Elemental weaknesses: None
Elemental resistances: None
Reward: NONE

Aqua's story ends with another "Vanitas" fight. He has the X-blade now and he is stronger than before, but you should recognize a lot of his attacks. One new wrinkle (unless you have already played Ven's story) is that you will have Mickey by your side. The bad news is Mickey will often trigger a Vanitas counter-attack (attack #2 below) and get you hit if you aren't careful. The good news is Mickey will also sometimes charge up an aura attack. Go next to him and press Square when the option presents itself to do some easy damage.

Vanitas will use the following attacks during this fight:

1. Two-hit combo. This is the same as before except there is always a sonic blast, and it lasts longer than before.
2. Diving counter-attack. This is the same as before. Avoid using regular combos if you are low health, and if you see the attack coming, use Barrier or Cartwheel.
3. Jump and lightning spray. This is the same as before. Keep moving and use Cartwheel to avoid it.
4. Fly around on the ground, stabbing anything in his path. This attack replaces Vanitas's traditional fireball and will only be used at long range. You should respond with Barrier + Counter Blast, but the attack is very sudden and you might get hit before you are ready. Just keep trying to block: you'll get it off sooner or later.
5. Submerge into the ground, chase you around, and re-emerge with a fireball spray. This is pretty much the same as before. If you have regular Cartwheel equipped, I recommend cartwheeling directly over Vanitas while he is underground. Otherwise, run away. Seeker Mine makes for an amazing trap here if you have that.
6. The most exciting attack is Vanitas will sometimes yell and teleport to the middle of the arena to charge up. He will then jump and land with a huge explosion along the ground. The best thing to do here is to use a Shotlock. You will have lots of time to charge it up, it will do a ton of damage, and it will keep you safe. If your Focus Gauge is empty and Mickey is not bailing you out with an aura attack, back off, and then do a cartwheel as the X reaches you along the ground. The whole stage gets hit pretty much, but the cartwheel will make you invincible at the right time.

Although many of these attacks are straight from Vanitas Round 2, I still recommend a pretty different strategy this time around. Vanitas is a lot quicker now, and so trying to pelt him with spells can be hard. Instead, you should stay pretty close and spam Square for Barrier. After you successfully block something, press X to do a Counter Blast but do not do a regular combo.

Since Vanitas will sometimes be invincible to your Counter Blasts, you will not be doing damage very quickly, but that's okay! First of all, Mickey is going to be attacking a bunch, and that will help. Second, you should have very strong Shotlocks by now, and Vanitas opens himself up in a big way during attack #6. As soon as he teleports into the middle, hit him with a fully charged Shotlock and watch his health drop like a stone.

As always, one nasty thing against Vanitas is there is not much time to heal. Unless you have Leaf Bracer, you should always dodge an attack first,

| and THEN heal. Right after attack #5 is a perfect time. If you have Renewal |
| Barrier, that will help a lot too. |
| |
| Good luck! This is probably easier than Braig, so don't be too scared! |
+-----+

Congratulations! If you got this far, you will be rewarded with XEHANORT'S REPORT 7 and the end of Aqua's story. The ending doesn't resolve much, but don't worry: there's time for that later.

To begin the next character's story, create a new game and select a different character. When you start your new game, don't forget to switch to 333 MHz speed again if you want the game to be as smooth as possible. And DO NOT OVERWRITE your Aqua save game!

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SECTION 4 [WLK:F]
WALKTHROUGH: FINAL EPISODE AND BEYOND

So you have completed all three stories, and you are looking for some closure? Then this section is for you! To unlock the Final Episode, you need to find all of Xehanort's reports, and win the game with each character. If you do everything right, you will have the option of creating a new save for the Final Episode. Make sure you don't overwrite another save you want to keep! Please see Section COL:XR for information on where to find all the reports.

If you want, you can go to most of the same old worlds in the Final Episode. Only the Radiant Garden and Keyblade Graveyard are different from before.

WARNING: I recommend NOT using this file for much other than the final battle in Radiant Garden. There are things you cannot do from this file, and if you make progress here, it does not go back to your main file. On the other hand, progress from your main file can easily be transferred to the Final Episode: just beat the final boss again with Aqua.

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[WLK:F1] Final Episode and Beyond: Radiant Garden
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You will get the BRIGHTCREST KEYBLADE as soon as you begin the Final Episode. When you are ready for the final boss fight, go to Radiant Garden. There is no exploring here - it is just battle time!

+--BOSS FIGHT: MASTER XEHANORT-----+
| HP: 1200, Strength: 27, Defense: 16 |
| Status effect vulnerabilities: None |
| Elemental weaknesses: None |
| Elemental resistances: 75% damage from dark |
| Reward: NONE |
| |
| This is basically a repeat of Terra's final battle against Master Xehanort. |

| There are three main differences that I have noticed:

- | - Master Xehanort is a little higher level here, so it will take longer to kill him.
- | - Since you are playing Aqua, you have Barrier instead of Block.
- | - I don't think Master Xehanort does the meteor attack.

| Pretty much Barrier + Counter Blast is all you need. With the exception of the Keyblade cannon (which you should run away from), every single one of Master Xehanort's attacks can be blocked. Just stand near him, pressing Square to block, and then X to counter. Since Xehanort will be attacking constantly, even the timing is easy. And if you have Renewal Barrier, Once More, and Second Chance, you shouldn't even need to heal.

| Because there are no meteors, the main threat here is the fast Dark Impulse combo which ends with a fist. You can block this just like everything else, but if you mess up, you can actually die from it even with Once More. So if you do get hit, be sure to mash Square to try to cartwheel out of the way.

| Seriously though: Barrier + Counter Blast. He won't stand a chance.

+---BOSS FIGHT: MASTER XEHANORT AND GUARDIAN-----+

| HP: 1500, Strength: 27, Defense: 16
| Status effect vulnerabilities: None
| Elemental weaknesses: None
| Elemental resistances: 75% damage from dark
| Reward: NONE

| Alright, something new! This fight is pretty epic, but I wouldn't say it's very hard. There are pretty long delays between attacks, so you should have plenty of time to back off and heal whenever you need to. Here are the attacks you will be seeing:

- | 1. Xehanort slides towards you along the ground, possibly segueing into the standard combo from the previous fight. If you see the attack coming, you can stop it with Barrier + Counter Blast.
- | 2. The Guardian shoots a couple volleys of dark balls at you. These are easy to dodge or block, but if you do get hit, you will be blinded. If that happens, just mash Square to cartwheel around until you can see again.
- | 3. The Guardian shoots a pair of energy blasts straight forward along the ground. He will usually shoot two or three times with short pauses between each volley. Avoid these with Cartwheel or just by running out of the way. (Barrier doesn't work.)
- | 4. If you are very nearby, the Guardian might swing at you with its arms. You can use Cartwheel or Barrier to avoid this attack. If you respond with Counter Blast, the Guardian may swing again and hit you. It doesn't hurt that much though.
- | 5. The screen goes dark and the Guardian leaps high into the air. You will then see a puddle appear below you and hear a sound. Cartwheel immediately to avoid the Guardian leaping at you from the puddle. You will have to do this eight times! If you do get hit, it looks pretty scary, but it isn't all that powerful. The other piece of good news is there is time for one safe combo as soon as the screen goes dark. (You have to be fast though.) There is also time for a couple combos after

the attack is done.

Unlike the other "final" bosses in this game, Master Xehanort is pretty vulnerable to regular combos here. Dodge an attack, then go in and hit him. There is some chance he will swing back with attack #4, but usually you will see the Guardian get stunned, and you will then have time for a full combo.

You can also use Shotlocks WHILE Master Xehanort is attacking, but do not use them while he is idle. He will immediately send out a shadowy arm, hitting you and canceling your attack.

Later in the fight, the Guardian gets a new attack which is pretty cool:

6. Xehanort moves towards you slowly, then the Guardian leaves Xehanort and dives at you. You CAN avoid this with Barrier or Cartwheel, but I recommend letting it hit you. Seriously. Do try to position yourself some ways away from Xehanort when you get hit though. You won't take any damage, but the Guardian will hold you in place. Mash X to break free. If you are too slow, Xehanort will come and combo you. Regardless of whether you break free on your own or Xehanort hits you, Terra will regain consciousness for a moment and you will be transported to another dimension.

Your goal here is to make it to Terra, but the Guardian will try to stop you. If you are far away, it will shoot dark balls at you. If you are close, it will do a swipe. So the trick is use Cartwheel to get in a little bit, and then do one big jump to go the rest of the way. The Guardian will swipe along the ground and miss you. Once you are next to Terra, press Square and then press X when the big circle you see has almost disappeared. You will do a sweet aura attack if all goes well.

Be sure not to hit Terra with an attack though. If you hit him, the Guardian will regain control and you will miss your chance.

This new attack doesn't really change anything. It's just a fun opportunity to see some cool animations. Remember: avoid Xehanort's attack, go in for a combo, and repeat. If you have gotten this far, you are more than ready to take this guy down!

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[WLK:F2] Final Episode and Beyond: Vanitas's Lingering Spirit
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After you have beaten Master Xehanort in the Final Episode, another much harder secret boss becomes available in the three story modes. Load up any character and go to the Keyblade Graveyard from the world map. You can now land in the Badlands. Go there and walk up to the floating emblem for a new and very hard optional boss fight!

+--BOSS FIGHT: VANITAS'S LINGERING SPIRIT-----+
| HP: 200, Strength: 80, Defense: 27 |
| Status effect vulnerabilities: None |
| Elemental weaknesses: None |
| Elemental resistances: 50% damage from physical, 25% damage from everything |
| else |

Reward: VOID GEAR KEYBLADE

Vanitas's Lingering Spirit is just like Vanitas except he has a new black suit, he has learned some new moves, and oh yeah, he's really hard unless you know exactly what to do!

PREPARATION:

Before even thinking about fighting this guy, I recommend doing the following:

- Get Once More and Second Chance. Renewal Block and Renewal Barrier are always useful too, but they are hard to rely on. (See Section COL:CM for info on getting these and other abilities.)
- Get max level Slide/Dodge Roll/Cartwheel. Do not even THINK about sacrificing defense for offense with Sonic Impact/Thunder Roll/Firewheel.
- Get your character's strongest finish command, and consider getting Finish Boost, especially for Terra.
- Get the best Keyblade you can find: Ultima Keyblade for Ven/Aqua, and Chaos Ripper for Terra. Yeah, the Mirage Arena is long and hard, but this guy's harder.
- Level up. He *CAN* be beaten at any level, but unless you are looking for a serious challenge, I recommend level 40-50.
- Buy and equip lots of Potions. Yeah, that's right. Regular old, boring Potions. Casting Cure makes bad things happen in this fight, and with Once More+Second Chance, Potions give you the most healing per slot out of all the item choices. I used 20 Potions in 4 slots. If you are playing Ven, you can use Faith or Salvation instead.
- Decide on an offensive strategy and fill the rest of your deck with appropriate commands. See below for my recommendation with each of the three characters.
- You might want to fill one slot with ice cream as well. You can use this to safely recover if you switch into a bad command style.

VANITAS'S ATTACKS:

The next step is learning how to stay alive! You will be relying mostly on Slide/Dodge Roll/Cartwheel, but the more you know about what to expect, the better. Most of these attacks are variations on things you have seen before, but they are stronger now, and less predictable.

1. Vanitas hides within a black orb, and sends out seven images to swing at you, one at a time. If any of these images hit you, you will be temporarily blinded. Afterwards, Vanitas will speed towards you for a melee attack. To stay safe, slide/dodge roll/cartwheel out of the way as each image approaches, and then once more at the end. You can also use a Shotlock for invincibility or just spam Square.

Once Vanitas is inside his orb, he is invincible, so you cannot easily interrupt him or fight back during this attack. However, there is a short window during which you can hit him right before it begins, and doing so will cancel the attack. Since Vanitas will start every fight with this, and since it is a nuisance to dodge, you might want to experiment with being aggressive at the start of the fight.

2. Vanitas runs towards you, swings once, and then shoots out a sonic blast. This is the same traditional combo he has always used, although the sonic blast will now confuse you if it hits you. (This means your movement controls will be temporarily reversed.)

The first swing here can be blocked, but later ones cannot. Unfortunately, I do not think it is easy to tell this attack apart from attack #3, so I recommend just dodging with Square when he gets close.

3. Vanitas yells, charges up his Keyblade with fire, and then does the same multi-hit combo that he did in the final battle against Ven. This attack cannot be blocked, so you will want to dodge it with Slide/Dodge Roll/Cartwheel. If Vanitas continues this attack to the end, you can dodge under the final fiery X projectile, and hit him when he lands. He often stops midway through and switches attacks however. (I suspect this might depend on where you are standing.)
4. Vanitas teleports and then shoots a slow fireball that splits into five and then quickly homes in on you. This can be stopped with Barrier but Terra and Ven's Block ability is less reliable. Dodging with Slide/Dodge Roll/Cartwheel is good.
5. Vanitas teleports, jumps into the air and pelts the ground where you are with dark lightning. Dodge with Square.
6. Vanitas glows blue, and charges towards you in the air up to three times in a row. This cannot be blocked, so dodge with Square.
7. Vanitas teleports near you, dashes around you as a black streak, and two rows of images converge on you from either side while the screen goes dark. If you get hit, you will be temporarily blinded. As always, avoid this with the Square dodge moves.
8. Vanitas teleports next to you in the air and swings at you. He can do this once as a counter-attack, or repeatedly as a regular attack. If you know this attack is coming (for example after Vanitas has already swung once, and it was not a counter to one of your attacks), you can block him, and then hit him back. Otherwise, you should be using Slide/Dodge Roll/Cartwheel by reflex whenever you lose track of Vanitas, and that will keep you safe.
9. Vanitas charges up a Shotlock and shoots a slow-moving and short range laser at you, like he did at the end of Ven's story. This is one of the few times where Vanitas will not randomly counter-attack you, so this is a good time to go on the offensive. (More on that later.)
10. Vanitas submerges underground, moves towards you very quickly, and then emerges in a shower of flames. With Terra, you want to slide directly over Vanitas so that he emerges while you are invincible. Aqua and Ven have shorter distance on their dodges however, and this is less reliable. You still want to roll/cartwheel once Vanitas gets close, but the timing is very delicate. If you succeed, Vanitas will not attack for a second, giving you time to heal yourself or to drop some mines. (More on that later.)
11. After you hit him, Vanitas might leave an image behind and immediately dive bomb you with an ice attack. This is the same counter-attack that always made him so annoying before, although it's stronger now. He will also sometimes appear next to you and do a dash attack instead. Both attacks can be easily dodged with Square, but they make it very difficult to combo Vanitas. As in the past, do not expect to ever complete a combo.

12. If you cast any Cure spell (including Friend Cure/Cura/Curaga, but NOT including Potions and other items), Vanitas will heal himself in response. This can be circumvented by hiding behind a rock so that Vanitas cannot see you heal. It's easier just to use Potions though.

13. If you shoot a projectile at Vanitas (e.g. a Blizzard spell), he will usually side-step it, and counter with one of his various teleporting attacks.

FIGHTING BACK:

If you read through all of the above, the main thing you will notice is that Vanitas leaves very few openings to attack. He also is quite resistant to Shotlocks, so you will need to find some creative ways of fighting back. The specifics of what to do now varies by character:

TERRA'S STRATEGY:

Terra is all about physical damage, and your main goal should be to set up his finish commands. (You do NOT want to switch command styles.) Equip Chaos Ripper and Demolition. After dodging an attack, cast Mine Shield or Mine Square and lure Vanitas onto the trap. This should do minimal damage, but it will stun him and it will fill up your Command Gauge. If Vanitas does not teleport away immediately, you should be able to get off one or two melee swings. Otherwise, slide away. Repeat until you have filled up the Command Gauge, and then unleash your finish command.

When Vanitas does his Shotlock, try to get behind him and use Ars Solum. That can do a ton of damage if you get it right.

VEN'S STRATEGY:

Ven's damage comes entirely from one ability: Tornado. If you can hit Vanitas with it, you will be amazed at how powerful it is. With a spell this slow, the main catch however is hitting him. Here are some good tricks:

- Lay a trap with Mine Square or Mine Shield, lure Vanitas into it, and cast Tornado while he is in the air. You might get counter-attacked this way, but if Vanitas doesn't teleport away, he is easy pickings.
- If Vanitas does attack #3, and shoots the flaming X projectile, you can roll up to him as he lands, and cast Tornado right next to him.
- If Vanitas does a Shotlock, he will be holding still, and will be vulnerable.

AQUA'S STRATEGY:

Aqua relies on Seeker Mine not just to stun Vanitas, but actually do the damage. Mainly, your goal will be to leave Seeker Mine traps, and just keep luring Vanitas into them to slowly whittle away his health. Once you switch into Spellweaver form though, be careful to NOT hit Vanitas with your Keyblade until you revert. (In particular, do NOT use Counter Blast.) Keyblade attacks will give you Ghost Drive, which is very bad because of its crappy dodge move.

I have noticed two times where Vanitas is especially vulnerable:

- During his Shotlock attack. You can double-jump over him, way above the attack, and summon Seeker Mines at your feet. Vanitas will get hit by all of them.
- When Vanitas submerges underground, summon Seeker Mines, wait for Vanitas to reach you, and then cartwheel away at the last second. Again, he will be hit by all of them.

You can attack at other times too of course, but these are the two places

where you can pile on the damage the fastest.

EXPLOIT STRATEGY:

If you are a cheapo, there's a really easy and reliable way to exploit the enemy AI. Run so that one of the big boulders is between you and Vanitas. As long as you stay there, Vanitas won't be able to reach you, even with counter-attacks! So you can just sit there and shoot Strike Raids through the boulder into Vanitas dies. This ruins a perfectly good fight, so only resort to it if you're desperate!

If things are going badly, don't forget that you can use Potions to heal, and don't forget to constantly slide/dodge roll/cartwheel. This fight is nasty and it will probably take you quite a few tries, but the methods described above really do work very well once you get the hang of them.

Good luck! If you are getting frustrated, you can find videos on YouTube that show these strategies in action.

[WLK:F3] Final Episode and Beyond: Mysterious Figure

After you have defeated Vanitas's Lingering Spirit, a new enemy will be revealed in the Land of Departure. Head over there in any save game, and get ready for the ultimate challenge!

+--BOSS FIGHT: MYSTERIOUS FIGURE-----+

HP: 999, Strength: ???, Defense: ???
Status effect vulnerabilities: None
Elemental weaknesses: None
Elemental resistances: None
Reward: NO NAME KEYBLADE

I have not gotten to this guy yet, but GFK283 has kindly written a strategy in the meantime. You can see it in action here:

<https://www.youtube.com/watch?v=336ElKAWpHI>

Now onto the meat of GFK283's strategy:
This guy is really, really, tough. Get ready to spend a lot of time looking at the Game Over screen.

He has quite a few attacks:

1. A short melee combo (This is blockable)
2. An extended melee combo (Blockable as well)
3. He turns blue and does a short charge towards you (Blockable)
4. He turns blue and charges across the room 3 to 4 times (Blockable)
5. A Tornado attack that flings all your commands on the ground
6. An X-Blade attack (This is the most easily avoidable and slowest attack)
7. A 'Pendulum' attack. This is where he jumps up in the air and throws his weapon at you, then pulls you in and follows up with one of the attacks listed above. There is a chance that he will use the X-Blade and you'll be able to survive, but most of the time if you get hit by this attack you will die.
8. He summons a bunch of orbs and they shoot missiles at you 5 times.

This is the hardest attack to dodge, and when this happens you should be mashing Square as fast as you can. If you attack him while this is happening, he will go back to his regular routine while the orbs are shooting at you, so DON'T. Sometimes a few of the orbs will hang around; when you stop moving they will shoot at you. The best way to handle this is to get far away from MF and get a Curaga spell ready.

9. He summons 4 clones of himself and they all chase you. They all share the same attacks and if you let them hit you it can be deadly. The best way to deal with them is to use Fire Surge or Thunder Surge.

10. He cloaks himself in a field of fire, teleports behind you and charges at you. This happens 6 times.

11. He casts stop on you and rewinds time to heal himself.

12. He can block your attacks with Restore Barrier and heal himself. This means if you use shotlocks, keep the number under 5 or he will likely block the rest of your attack.

13. He summons a meteor that crashes into the ground.

14. He casts a spell similar to Mega Flare.

15. He uses a spell called Doom (the white lines) and you have to mash X to get out of it.

16. When he gets to about half health, he will start turning invisible. He will continue using all of the attacks above during this time, and he is able to use multiple attacks at once, for example he can cast Tornado while cloaked in fire.

Him having all those attacks sounds quite intimidating, and it is, but the good thing is most of these attacks can be avoided by simply mashing Square. If you're using dodge roll/dash/cartwheel 100% of the time spent not attacking, you will not get hit. This means start practicing your button mashing... if you're good at Mario Party this will be easy for you. Your thumb is going to get a workout during this fight.

I've seen this fight done by someone using nothing but Fire Surge to do damage, and this works well, but when I first started fighting this guy I came up with the Mine Square strategy. Mines do not hurt the Mysterious Figure, but they DO fill your Commands Gauge. If you can get him to run into enough mines, you can unleash a finish command on him. I wouldn't recommend trying this strategy unless you have your character's 'Ultimate' finisher. If your command meter starts going down you can use Zero Graviga, with its long reach, to give it a boost during one of MF's safer attacks. Mines will also make MF and his clones jump over them, and you can use this to your advantage. It will give you a bit of control over the fight if you can make them jump over the mines. You can also wait for the right moment and use a quick 5-or-below hit Shotlock. If you're able to fully charge your shotlock, there's a high chance MF will just block half of your attack and heal himself to full. That's not good.

If MF summons his clones and you have mines down, try to make them run into the mines and use your finisher. If he summons clones and you don't have mines down, you need to use Fire Surge immediately or you'll probably get hit.

Once you get MF to about half health, he'll start turning invisible. This is where all your thumb exercises pay off. (You did do those right?). Since he is invisible, you can't target him so the only thing you can do is dodge constantly until he turns visible again. If you can mash Square while trying to lock on at the same time, do it, but that can be tough.

After he starts doing the invisible thing, mines and Zero Graviga really aren't that useful. You'll have to rely on Fire Surge to do most of the damage from this point on.

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[MIR:IN] Mirage Arena: Introduction
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The Mirage Arena is a large and challenging venue for coliseum-style battles and other mini-games. It is also the only place in Birth by Sleep that supports multi-player.

You can participate independently with each of the three characters, starting as soon as you have completed the first real world. Finishing the arena with one character could easily take 10+ hours, so if you are going for 100% completion, you might want to get started early! Beware though: the later arena matches are harder than anything in the main story.

There are two main goals in the Mirage Arena. The first is to collect medals. You will get these for competing in any event, and they can be used to purchase rewards:

ITEM	MEDALS	ARENA LVL	RECOMMENDED FOR REPORTS?
GROUP CURE	180	-	Yes
GROUP CURA	360	5	Yes
GROUP CURAGA	500	10	Yes
GROUP ESUNA	360	5	Yes
CONFETTI	150	-	No
FIREWORKS	400	5	Aqua only
TAUNT	100	-	Yes
VICTORY POSE	100	-	Yes
VANISH	750	5	Yes
TRINITY LIMIT	1400	-	Yes
VOLTAGE STACK	1800	5	Yes
UNISON RUSH	3000	10	Yes
ZANTETSUKEN (Terra only)	1000	8	No
FLAME SALVO (Aqua only)	900	5	Yes
PHOTON CHARGE	1600	10	No
BIO BARRAGE	2500	15	See below
RISKY TICKET	150	-	No
SENTINEL TICKET	200	-	No
RINGER TICKET	250	5	No
THREAT TICKET	400	5	No
TREASURE TICKET	600	5	No
CHILL TICKET	550	5	No
SHIMMERING CRYSTAL	300	-	No
FLEETING CRYSTAL	350	-	No

PULSING CRYSTAL	300	-	No	
WELLSPRING CRYSTAL	300	-	No	
SOOTHING CRYSTAL	400	-	No	
HUNGRY CRYSTAL	350	-	No	
ABOUNDING CRYSTAL	400	-	No	
CHAOS CRYSTAL	500	10	No	
SECRET GEM	1500	15	No	
GIGA MAGIC RECIPE	2000	10	No	
GIGA ATTACK RECIPE	2000	10	No	

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If you are interested in completing your Reports, see my recommendations for what to buy in the table above. Everything else can either be gotten a faster way or is not counted in the Reports. Bio Barrage is a grey area - it costs a ton of medals and it can be gotten by command melding, but only with a 20% success rate.

The other main goal of the Mirage Arena is to increase your arena level. As shown in the above table, this is required to purchase certain items. It is also needed to unlock certain arena matches. Here are the 29 requirements you need to meet in order to level all the way up:

- Gain 300 / 1000 / 3333 / 5555 / 7777 / 9999 Medals (6 level ups)	
- Complete each of the first 12 Arena Matches (12 level ups)	
- Complete 5 laps of Country Chase in 2:30 (1 level up)	
- Complete 5 laps of Disney Drive in 5:00 (1 level up)	
- Complete 5 laps of Grand Spree in 5:00 (1 level up)	
- Complete 5 laps of Castle Circuit in 5:30 (1 level up)	
- Win each of the 7 Command Boards (7 level ups)	

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Note that the Rumble Racing and Command Board requirements can only be achieved in the Mirage Arena, but you have to play Rumble Racing in Disney Town as well to unlock it here.

If you are shooting for Level 30, the toughest requirement to get is 9999 Arena Medals. You will have to redo events a fair amount in order to get that high. Fortunately, if you spend medals, they will still count towards your total, so there is no need to save up.

MEDAL GATHERING TIPS:

- You get 15% more medals in the Arena Matches if you have multiple players, OR if you trick the game into thinking you do by using Group Cure abilities! So when you are doing arena matches, ALWAYS bring along Group Cure or an upgraded equivalent!
- One of the best ways to get Arena Medals is to play the Secret Command Board up to 35000 medals. Winning should get you the maximum 999 medals or close to it, and it shouldn't take too long. Just be sure to set the speed to Fast in the Command Board options! You might also consider raising the GP count the one time you do each of the other Command Boards. The GP starts rolling in quite quickly after a while.
- You can also make a couple elite commands like Mega Flare and do the hardest match that is trivialized by them. Risky Riches is popular, although I find repeating it dozens of time to be really boring.

The main events for the Mirage Arena are arena matches. Here you will be pitted against a large number of Unversed over several rounds, usually culminating in a boss fight of some sort. In this section, I will go over how to unlock each arena match, what you will have to fight there, what the rewards are, and how to deal with the bosses. These matches can be pretty challenging, you can't pause in the middle of them, and if you die, you have to start from the beginning... So get ready!

(If you want information on the other Mirage Arena events, please see instead the Mini-Games section of the walkthrough: MIN)

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+--ARENA MATCH #1: DAY OF RECKONING-----+
|
| How to unlock: N/A
| Battle level: 1 star
| Reward: 75 Arena Medals
| Location: Mirage Arena
|
| Round 1: 1 Bruiser and 5 Floods
|           6 Scrappers and 3 Red Hot Chilis
|           3 Bruisers, 3 Red Hot Chilis, and 2 Floods
|
| Round 2: 3 Thornbites and 2 Red Hot Chilis
|           3 Bruisers and 3 Red Hot Chilis
|           4 Scrappers
|           3 Bruisers and 3 Red Hot Chilis
|
| Round 3: 6 Hareraisers
|           4 Bruisers
|           3 Bruisers and 3 Monotruckers
|           3 Bruisers and 4 Archravens
|
+--Round 4 (Boss): IRON IMPRISONER I-----+
| HP: 1200, Strength: 13, Defense: 4
| Status effect vulnerabilities: None
| Elemental weaknesses: None
| Elemental resistances: None
|
| The Iron Imprisoner will fly around in his cauldron, continually picking a
| random attack from the list below. Unless you are over-leveled, I strongly
| recommend standing back until he starts an attack, and then countering. If
| you try to be too aggressive, you will have problems with attack #3 below.
| And you will be fighting much harder versions of this same guy later, so
| it's worth building up the right habits now. Anyway, here's the list of
| attacks:
|
| 1. The Iron Imprisoner shoots lasers from the base of his cauldron to the
|    ground all around him, and slowly moves around. Should you get too
|    close, all the lasers will focus on you. This is a great time to hit
|    him with ranged attacks and Shotlocks. If you cannot use those, it is
|    POSSIBLE but difficult to use melee attacks. Thunder Surge and Fire
|    are also quite effective if you have those. (Jump first and then use
|    them.)
|
```

2. The Iron Prisoner moves towards you and then swings his whole body at you as a melee attack. This is normally repeated several times. You can block this and counter (press X after blocking, assuming you have the relevant ability). Even if you do not have the counter ability for your character yet, you should still have time for a full combo. Just back off after you do your combo, because Block won't work on the next swing if you are too close. And as I said before, it's good to keep your distance anyway.

3. The Iron Prisoner lights himself on fire and quickly spins towards you along the ground. After a while, he will try jumping into the air three times and pounding the ground near you. Use Dodge Roll, Slide, or Cartwheel to dodge to the side whenever he comes at you. If you get hit once, it can be difficult to recover even if you mash Square for a counter-attack. If you are having trouble here, it means you are probably being too aggressive. Back off between attacks, so you have lots of time to react whenever the Iron Prisoner starts spinning.

Also, make sure you are using REGULAR Slide/Dodge Roll/Cartwheel, not Sonic Impact/Thunder Roll/Firewheel. The offensive versions of these abilities are bad because they grant much less invincibility time.

4. The Iron Prisoner makes a cage appear and sends it towards you under the ground. If it gets near you, it will pop up and try to trap you inside. You will then have to hit the cage a bunch to get out. In the meantime, the Iron Prisoner will be attacking you as normal.

There are a few ways you can avoid the cage. Once you have high enough level High Jump, you can just jump in the air as it comes towards you, and it won't get high enough. Another good option is to use Slide, Dodge Roll, or Cartwheel right as the cage reaches you. (Again, do NOT use the offensive versions of these abilities.) If you are fast, there is also time to hit the Iron Prisoner before the cage is ready.

5. The Iron Prisoner disappears completely underground. After a couple seconds, the screen will shake and he will emerge directly under you for damage. Use Slide, Dodge Roll, Cartwheel, or Air Slide when the screen shakes so that you will be invincible when he comes up. The Iron Prisoner will immediately do another attack after this so keep moving away from him, and get ready.

You want to hit the Iron Prisoner while he is doing attack #1, attack #2 and maybe at the start of attack #4. Just dodge everything else. Try to stay back between attacks, so that you have time to react.

By the way, if you ever manage to get the Iron Prisoner in a combo while in the Bladecharge style, keep attacking! He will not be able to hit you back.

-----+
+---ARENA MATCH #2: WHEELS OF MISFORTUNE-----+

How to unlock: Complete Castle of Dreams (requirement for Aqua)
 Complete the game with Aqua (requirement for Terra/Ven)

Battle level: 1 star

General reward: 90 Arena Medals

Aqua reward: HP BOOST

Location: Castle of Dreams, Forest

Round 1: 3 Shoegazers and 3 Thornbites

```

|           3 Hareraisers and 4 Red Hot Chilis
|           6 Shoegazers, 1 Hareraiser, 1 Thornbite, and 1 Red Hot Chili
|
| Round 2: 3 Monotruckers and 3 Archravens
|           3 Spiderchests and 3 Blue Sea Salts
|           4 Monotruckers and 4 Blue Sea Salts
|           3 Spiderchests, 3 Monotruckers, and 3 Archravens
|
| Round 3: 6 Red Hot Chilis
|           1 Bruiser, 3 Axe Flappers, and 3 Vile Phials
|           3 Bruisers, 2 Axe Flappers, 2 Vile Phials, and 1 Red Hot Chili
|
+---Round 4 (Boss): CURSED COACH-----+
| HP: 1200, Strength: 16, Defense: 5
| Status effect vulnerabilities: Stun
| Elemental weaknesses: None
| Elemental resistances: None
|
| See full description in Section WLK:A1. Not much has changed this time
| around except the boss's stats.
+-----+

+---ARENA MATCH #3: RISKY RICHES-----+
|
| How to unlock: Reach Arena Level 8 or purchase Risky Ticket
| Battle level: 1 star
| General reward: 105 Arena Medals
| Location: Never Land, Skull Rock: Cavern
|
| Round 1: 4 Spiderchests and 3 Floods
|           4 Spiderchests and 3 Scrappers
|
| Round 2: 4 Spiderchests and 4 Archravens
|           4 Spiderchests and 1 Chrono Twister
|           4 Spiderchests and 3 Bruisers
|
| Round 3: 8 Spiderchests
|           1 Spiderchest, 4 Bruisers, and 4 Hareraisers
|           6 Prize Pods (DANCIN' LEMON)
|           8 Spiderchests
|
| You will get a ton of Munny doing this arena match, so if possible, try to
| choose a finish command that can use Munny for leveling up (for example,
| Gold Rush or Surprise 1).
+-----+

+---ARENA MATCH #4: WEAVER FEVER-----+
|
| How to unlock: Complete Enchanted Dominion (requirement for Terra)
|                 Complete the game with Terra (requirement for Ven/Aqua)
| Battle level: 2 stars
| General reward: 120 Arena Medals
| Terra reward: HP BOOST
| Location: Enchanted Dominion, Audience Chamber
|
| Round 1: 3 Bruisers and 4 Floods
|           1 Bruiser and 4 Blue Sea Salts
|           4 Bruisers and 4 Vile Phials
|
| Round 2: 3 Thornbites and 4 Scrappers

```

| 3 Scrappers and 5 Blue Sea Salts
| 3 Bruisers and 5 Thornbites
|
| Round 3: 1 Bruiser, 2 Red Hot Chilis, and 4 Blue Sea Salts
| 4 Thornbites and 4 Red Hot Chilis
| 3 Bruisers, 3 Red Hot Chilis, and 3 Blue Sea Salts
|

+--Round 4 (Boss): WHEEL MASTER-----+

| HP: 1750 (650 for each arm), Strength: 19, Defense: 7
| Status effect vulnerabilities: Ignite, Poison
| Elemental weaknesses: 150% damage from fire
| Elemental resistances: None
|

| See full description in Section WLK:T1. Only one thing has changed this
| time other than the boss's stats: you can no longer Block (or Barrier) the
| Wheel Master's charge attack. Try using Slide/Dodge Roll/Cartwheel, Vanish,
| or Shotlocks instead.
|-----+

+--ARENA MATCH #5: SINISTER SENTINEL-----+

|
| How to unlock: Reach Arena Level 3 or purchase Sentinel Ticket
| Battle level: 2 stars
| General reward: 150 Arena Medals
| Terra reward: XEHANORT'S REPORT 5
| Ven reward: SKY CLIMBER COMMAND STYLE
| Location: Mirage Arena
|

| Round 1: 1 Bruiser and 6 Floods
| 6 Scrappers and 1 Red Hot Chili
| 1 Bruiser and 6 Red Hot Chilis
| 6 Bruisers and 3 Red Hot Chilis
|

| Round 2: 1 Bruiser and 6 Floods
| 3 Scrappers and 3 Red Hot Chilis
| 1 Bruiser and 6 Floods
| 3 Bruisers, 3 Scrappers, and 3 Red Hot Chilis
|

| Round 3: 3 Tank Topplers and 3 Red Hot Chilis
| 4 Thornbites and 4 Blue Sea Salts
| 4 Tank Topplers, 3 Red Hot Chilis, and 1 Blue Sea Salt
|

| Round 4: 8 Hareraisers
| 3 Tank Topplers and 4 Scrappers
| 4 Scrappers and 3 Hareraisers
| 4 Tank Topplers and 4 Archravens
|

+--Round 5 (Boss): IRON IMPRISONER II-----+

| HP: 1250, Strength: 21, Defense: 10
| Status effect vulnerabilities: None
| Elemental weaknesses: None
| Elemental resistances: None
|

| This guy is pretty similar to Iron Prisoner I, but his arms are now
| untied, and some of his attacks have been upgraded as a result.
|

- | 1. The lasers from the base are similar to before, but I found it even
| harder to use melee attacks, even with High Jump+Air Slide. Instead,
| use Shotlocks, ranged attacks, or Fire/Thunder Surge.
|

2. For his melee attacks, the Iron Imprisoner does a full three-hit combo with his hammer and he moves quickly towards you to initiate. Block the first swing and then immediately counter. Once again, the Iron Imprisoner will be stunned, leaving time for a full combo afterwards.

3. The fire spin is now faster than before, and it is difficult to dodge, even if you stay back and are ready for it. Slide, Dodge Roll, and Cartwheel are still the best defense. (As before, do NOT use Sonic Impact, Thunder Roll, and Firewheel). Here are a couple other options you might want to try:

- Vanish. If you have this, cast it when the Iron Imprisoner goes underground. He will often do a fire spin as soon as he come up, and you will already be invisible. This will make him a lot less accurate, and dodging should be easier.

- Shotlocks. If you can do a bunch of damage to the Iron Imprisoner before he reaches you, it will cancel the fire spin. You will have to be fast and you will need a pretty high-level Shotlock, but it is a good trick when you can do it.

If you do get hit, it's okay. Just be ready to heal. I recommend practicing dodging this attack with Slide/Dodge Roll/Cartwheel. If you can get the pattern down, it will help for Iron Imprisoner III and IV.

4,5. The cage and underground attacks are the same as before.

-----+
+---ARENA MATCH #6: DEAD RINGER-----+

| How to unlock: Reach Arena Level 5 or purchase Ringer Ticket

| Battle level: 2 stars

| Reward: 180 Arena Medals

| Terra Reward: DARKGNAW KEYBLADE

| Ven Reward: HP BOOST

| Location: Deep Space, Launch Deck

| Round 1: 3 Bruisers and 6 Floods

| 1 Bruiser and 8 Red Hot Chilis

| 1 Bruiser, 5 Shoegazers, and 3 Red Hot Chilis

| Round 2: 1 Tank Toppler and 3 Floods

| 4 Thornbites and 1 Sonic Blaster

| 1 Tank Toppler, 3 Sonic Blasters, and 3 Floods

| 1 Tank Toppler, 4 Thornbites, and 4 Floods

| Round 3: 3 Sonic Blasters and 4 Vile Phials

| 2 Vile Phials and 6 Floods

| 5 Hareraisers and 1 Vile Phial

| 5 Sonic Blasters and 4 Vile Phials

| Round 4: 1 Tank Toppler and 4 Scrappers

| 6 Monotruckers and 1 Sonic Blaster

| 1 Tank Toppler, 3 Sonic Blasters, and 3 Scrappers

| 4 Tank Topplers and 5 Sonic Blasters

-----+
+---Round 5 (Boss): MIMIC MASTER-----+

| HP: 800, Strength: 19, Defense: 7

| Status effect vulnerabilities: Stun, Ignite, Poison

| Elemental weaknesses: None

| Elemental resistances: None

| This is an interesting fight, and it can become very dangerous even if you

| are strong enough to sleep-walk through the rest of the arena match. The
| Mimic Master will use the following attacks:

- | 1. Summon a wall of books around him, then shoot out white and black
| beams in a rotating circle. The Mimic Master will constantly move
| towards you during this time, which means you can't just run out of
| range and wait. The white beams only do damage, but the black beams
| blind you (most of your screen will be temporarily obscured, and you
| will not be able to target anything with L+R).

| This is a pretty low-damage attack, so one option is to try to hit the
| Mimic Master when there are breaks in the beams, accepting the
| occasional misstep. Stop if you get blinded though - that will make it
| very hard to actually land any more hits. Otherwise, run away and/or
| use ranged attacks.

- | 2. Light himself on fire and fly around semi-randomly. If you're Aqua,
| you can block this when the Mimic Master comes near you, and then
| respond with Counter Blast. Terra and Ven have it worse though - the
| Mimic Master's pattern is very hard to predict, and he is likely to
| get around the Block and hit you from behind. So for Terra and Ven, I
| recommend just evading with Slide or Dodge Roll.

- | 3. If he is close to you, the Mimic Master will also sometimes slam his
| book against the ground, creating ever-larger shockwaves. If you get
| hit, be sure to press Square for the free counter-attack.

- | 4. The Mimic Master's signature attack is to open his book and try to
| suck you towards it. If he succeeds, he will disappear and be replaced
| by one or more clones of you. Kill the clone(s) to continue the fight.
| Unless you are absolutely ready for this attack in advance, you are
| probably not going to be able to avoid getting sucked in. In that
| case, you should stop trying to get away, and just attack instead.
| There's time for a good two or three combos before the Mimic Master
| disappears.

| By far the biggest threat in this fight is attack #4. When the Mimic Master
| has reasonably high health, he will summon a single clone. You should be
| able to defeat it pretty easily by waiting for an attack, blocking and then
| countering... or just by mashing the attack button.

| Later in the fight though, the Mimic Master will summon two clones and a
| bunch of cards. The two clones will be constantly attacking and whenever
| you kill one, one of the cards will turn into a new clone to take its
| place. This means you are going to be under heavy attack for quite a while,
| and it is very easy to slip up and die. If possible, you want to take out a
| bunch of the cards with strong area-of-effect attacks before they can
| become full-fledged clones, but this can be difficult. There are a few
| things you can try here:

- | - If you have Vanish, that will make things much easier.
- | - If you are playing Aqua, the clones will rely mostly on ranged attacks
| which you can block easily. Go next to some cards, use Barrier on any
| projectiles, and then use Counter Blast to take out the card. Repeat as
| necessary.
- | - With Terra and Ven, I like going to a corner, blocking + countering the
| first melee attack that comes my way, then running off again. If I ever
| get some distance between me and the clones, THEN I try a quick
| area-of-effect attack to take down some cards. Otherwise, I move to the
| next corner. Slow but steady. Mine spells are also helpful here.
- | - If you have a high-level Shotlock, you can also try using that. You

might have trouble charging it up, but if you succeed, it will help a bunch.

- If you are high enough level, you can also just button mash your way through the clones of course.

You might want to experiment a bit to see which method works best for you.

So what's the strategy? For most of the fight, you don't need to worry too much. Attack the Mimic Master after he finishes any attack, and if you can get off a style change - especially to a second-level style, things should become a lot easier.

Once the Mimic Master gets down to a few bars of health though, you should start being careful. Use Shotlocks, use ranged attacks, use style changes, and try to hit the Mimic Master while he is doing the rotating beam attack. Just do not be near him when he starts something new, in case it's the mimic attack. I don't think he does the same attack twice in a row though, so if you do avoid the mimic attack, you can hit him then. And if you get hit by the mimic attack despite your best efforts, then good luck!

-----+
+--ARENA MATCH #7: COMBINED THREAT-----+

How to unlock: Reach Arena Level 7 or purchase Threat Ticket
Battle level: 3 stars
General reward: 210 Arena Medals
Aqua reward: SKY CLIMBER COMMAND STYLE
Location: Deep Space, Ship Exterior

Round 1: 1 Tank Toppler and 3 Scrappers
 3 Sonic Blasters and 3 Red Hot Chilis
 4 Tank Topplers, 3 Red Hot Chilis, and 3 Scrappers

Round 2: 1 Chrono Twister and 3 Bruisers
 3 Sonic Blasters and 6 Vile Phials
 5 Bruisers and 3 Vile Phials

Round 3: 3 Blue Sea Salts and 3 Floods
 1 Tank Toppler and 8 Floods
 3 Chrono Twisters, 3 Tank Topplers, and 3 Blue Sea Salts

Round 4: 8 Shoegazers and 1 Sonic Blaster
 3 Bruisers, 3 Shoegazers, and 3 Mandrakes
 3 Sonic Blasters, 3 Bruisers and 3 Mandrakes

Round 5: 1 Tank Toppler and 3 Yellow Mustards
 4 Tank Topplers, 4 Monotruckers, and 1 Yellow Mustard
 3 Chrono Twisters, 3 Tank Topplers, and 3 Yellow Mustards

-----+
+--Round 6 (Boss): TRINITY ARMOR-----+

HP: 1350 (1000 for each other piece), Strength: 24, Defense: 13
Status effect vulnerabilities: None
Elemental weaknesses: None
Elemental resistances: None

See full description in Section WLK:T6, WLK:V5, or WLK:A5. Not much has changed this time around except the boss's stats.

-----+
+--ARENA MATCH #8: TREASURE TUSSLE-----+

| How to unlock: Reach Arena Level 15 or purchase Treasure Ticket
| Battle level: 3 stars
| General reward: 240 Arena Medals
| Location: Disney Town
|
| Round 1: 2 Tank Topplers and 7 Spiderchests
| 4 Red Hot Chilis and 4 Blue Sea Salts
| 9 Spiderchests
|
| Round 2: 1 Chrono Twister and 4 Hareraisers
| 4 Spiderchests and 5 Archravens
| 2 Chrono Twister, 3 Hareraisers, and 4 Archravens
| 9 Spiderchests
|
| Round 3: 5 Spiderchests
| 5 Spiderchests
| 4 Prize Pods (OPEN SESAME)
| 8 Spiderchests
|
| As with the Risky Riches arena match, you will be getting a lot of Munny
| here, so choose your finish command accordingly. For example, Gold Rush and
| Surprise 1 are good choices as they will let you turn this Munny into
| experience towards your next finish command.

+---ARENA MATCH #9: HARSH PUNISHMENT-----+

|
| How to unlock: Reach Arena Level 10
| Battle level: 3 stars
| General reward: 300 Arena Medals
| Location: Mirage Arena
|
| Round 1: 9 Scrappers
| 8 Monotruckers
| 9 Shoegazers
| 8 Bruisers
|
| Round 2: 6 Axe Flappers and 3 Floods
| 3 Scrappers and 3 Blue Sea Salts
| 1 Buckle Bruiser and 6 Axe Flappers
| 4 Buckle Bruisers, 3 Scrappers, and 3 Blue Sea Salts
|
| Round 3: 4 Sonic Blasters and 4 Vile Phials
| 3 Tank Topplers and 3 Blue Sea Salts
| 5 Tank Topplers, 3 Blue Salts, and 1 Vile Phial
|
| Round 4: 1 Tank Toppler and 8 Vile Phials
| 1 Chrono Twister, 3 Tank Topplers, and 3 Vile Phials
| 1 Chrono Twister, 3 Buckle Bruisers, and 3 Vile Phials
| 1 Chrono Twister, 4 Tank Topplers, and 3 Buckle Bruisers
|
| Round 5: 9 Blue Sea Salts
| 9 Archravens
| 9 Bruisers
| 9 Tank Topplers
|
+---Round 6 (Boss): IRON IMPRISONER III-----+
| HP: 1300, Strength: 24, Defense: 13
| Status effect vulnerabilities: None
| Elemental weaknesses: None

| Elemental resistances: None

| The cauldron is off, and the Iron Imprisoner is ready to rumble! Here is
| what he can do:

- | 1. The Iron Imprisoner's melee attack is now four swings long. You should
| still block it and counter when you can. The first swing is really
| long range, so I find I need to wait until the second swing to start a
| counter-attack. If you do it right, you will again stun the Iron
| Imprisoner, leaving time for a full combo afterwards.
- | 2. The fire spin is faster than before, and now the Iron Imprisoner will
| do four charges at you, rather than always following you. There is no
| out-running him, but you can still dodge to the side with Slide/Dodge
| Roll/Cartwheel. The main trick is to ALWAYS stay back and always be
| ready for this attack so you have plenty of time to react. If you have
| Once More and Second Chance by now, do NOT press Square while
| recovering from a fire spin. That will make you no longer invincible.
| Wait until you have actually recovered and then dodge away, or if you
| have Leaf Bracer, mash Triangle to try to get a Cure off.
- | 3,4. The cage and underground attacks are the same as before.
- | 5. Once you have done a bunch of damage, the Iron Imprisoner will
| sometimes glow black, summon explosions around himself, and then go
| berserk on you with an exploding melee combo. Start to block as soon
| as he begins moving towards you (he will move fast) and then counter
| with X just like you would for the regular melee combo. If you get hit
| here, it can be pretty painful. As above, do not push Square for a
| payback attack if you already have Once More+Second Chance.

| The laser attack is gone altogether. The overall strategy here is pretty
| similar to what it was before. Without the laser attack, it's a little
| trickier to set up a Shotlock though. The best times are right after a fire
| spin or right after the Iron Imprisoner summons the cage. (You don't have
| to use Shotlocks of course, but they are the easiest way to deal a lot of
| damage.)

| The Bladecharge trick also still works, so if you manage to switch to that
| style, start a combo and then keep hitting. The Iron Imprisoner will not be
| able to hit you back until you get to the finish command.

+-----ARENA MATCH #10: A TIME TO CHILL-----+

| How to unlock: Complete Olympus Coliseum (requirement for Aqua)
| Complete the game with Aqua (requirement for Terra/Ven)
| Reach Arena Level 13 or purchase Chill Ticket (additional
| requirement for all three characters)
| Battle level: 4 stars
| General reward: 375 Arena Medals
| Ven reward: HP BOOST
| Aqua reward: HP BOOST
| Location: Olympus Coliseum

| Round 1: 4 Spiderchests
| 4 Monotruckers and 3 Archravens
| 5 Buckle Bruisers and 4 Spiderchests
|
| Round 2: 4 Hareraisers and 3 Blue Sea Salts

```

|           5 Sonic Blasters
|           4 Tank Topplers and 5 Blue Sea Salts
|
| Round 3: 4 Wild Bruisers and 1 Thornbite
|           2 Chrono Twisters and 5 Mandrakes
|           3 Wild Bruisers, 3 Thornbites, and 3 Mandrakes
|
+---Round 4 (Mini-boss): ZACK and HADES-----+
| Zack:
|   HP: 600, Strength: 30, Defense: 16
|   Status effect vulnerabilities: Stun, Freeze, Ignite, Poison, Zero Gravity
|   Elemental weaknesses: None
|   Elemental resistances: 50% damage from dark
| Hades:
|   HP: 1000, Strength: 30, Defense: 16
|   Status effect vulnerabilities: Freeze
|   Elemental weaknesses: None
|   Elemental resistances: 50% damage from fire and blizzard, 75% damage from
|                           thunder and dark
|
| See full description for Zack in Section WLK:T8 and for Hades in Section
| WLK:A7. Unlike the last time you fought him, Hades will be aggressive from
| the start this time around. Even so, Zack should absolutely be your first
| target.
|
| Begin the fight by unleashing a Shotlock on Zack as he charges up Hero's
| Pride. If you are using a strong Shotlock (e.g. Bio Barrage), you might
| almost kill him outright. Hopefully, you will then be able to use one or
| two more Shotlocks to finish Zack off. This can be a little tricky with
| Hades there though. If Zack ever charges up Hero's Pride when you don't
| have a Shotlock ready, you should immediately start spamming Slide/Dodge
| Roll/Cartwheel to stay invincible as much as possible. (Elemental versions
| like Sonic Impact and Thunder Roll will NOT work.)
|
| The trick here is to get Zack down before you die. After that, you can just
| stun-lock Hades (see WLK:A7) and the rest should be easy.
|
| To prepare for this fight, make SURE your Shotlock is at max level, and the
| more powerful it is, the better. Damage Syphon is also handy: it will
| recharge your Focus Gauge every time you get hit.
+-----+
|
| Round 5: 3 Bruisers and 4 Yellow Mustards
|           3 Triple Wreckers and 3 Vile Phials
|           4 Bruisers, 1 Triple Wrecker, and 4 Yellow Mustards
|
| Round 6: 2 Buckle Bruisers, 2 Sonic Blasters, and 1 Vile Phial
|           8 Vile Phials
|           4 Buckle Bruisers, 1 Sonic Blaster, 2 Yellow Mustards, and 2 Vile
|           Phials
|
| Round 7: 9 Red Hot Chilis
|           1 Wild Bruiser, 4 Tank Topplers, 2 Monotruckers, and 2 Red Hot
|           Chilis
|           3 Wild Bruisers, 2 Tank Topplers, and 4 Red Hot Chilis
|
+---Round 8 (Boss): ICE COLOSSUS-----+
| HP: 1600, Strength: 30, Defense: 16
| Status effect vulnerabilities: Ignite
| Elemental weaknesses: 125% damage from fire

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| Elemental resistances: 50% damage from blizzard, 75% damage from thunder
| and dark

| See full description in Section WLK:A7. Not much has changed this time
| around except the boss's stats and the fact that Hades isn't there. After
| Round 4, this should be a piece of cake.

+---ARENA MATCH #11: COPYCAT CRISIS-----+

| How to unlock: Reach Arena Level 17
| Battle level: 4 stars
| General reward: 450 Arena Medals
| Terra reward: HP BOOST
| Location: Land of Departure, Summit

| Round 1: 3 Bruisers
| 6 Triple Wreckers and 1 Yellow Mustard
| 1 Bruiser and 6 Yellow Mustards
| 4 Triple Wreckers and 4 Hareraisers
|
| Round 2: 3 Tank Topplers and 6 Monotruckers
| 4 Spiderchests and 5 Archravens
| 4 Tank Topplers, 3 Spiderchests, and 1 Monotrucker
|
| Round 3: 3 Buckle Bruisers and 3 Blue Sea Salts
| 5 Monotruckers and 3 Thornbites
| 2 Buckle Bruisers, 3 Mandrakes, and 3 Blue Sea Salts
| 4 Buckle Bruisers, 4 Blue Sea Salts, and 1 Thornbite

+---Round 4 (Mini-boss): JELLYSHADE ARMY-----+

| See full description in Section WLK:T10 or WLK:A6. Use Sonic Impact,
| Thunder Roll, Firewheel, Magnet, Aero, or Mine spells. Not much has changed
| this time around.

| Round 5: 3 Thornbites and 4 Vile Phials
| 5 Axe Flappers and 3 Vile Phials
| 4 Bruisers, 4 Thornbites, and 1 Vile Phial
|
| Round 6: 6 Triple Wreckers and 1 Blue Sea Salt
| 1 Wild Bruiser, 4 Hareraisers, and 4 Blue Sea Salts
| 5 Wild Bruisers, 3 Triple Wreckers, and 1 Blue Sea Salt
|
| Round 7: 1 Chrono Twister and 4 Mandrakes
| 3 Chrono Twisters, 3 Archravens, and 2 Mandrakes
| 1 Chrono Twister, 4 Buckle Bruisers, 2 Mandrakes, and 2
| Archravens

+---Round 8 (Boss): MIMIC MASTER-----+

| HP: 900, Strength: 30, Defense: 16
| Status effect vulnerabilities: Stun, Ignite, Poison
| Elemental weaknesses: None
| Elemental resistances: None

| See full description in Arena Match #6. Aside from the boss's health and
| damage, the main thing that has changed this time around is that the arena
| is smaller. The Mimic Master's total health bar is so low for this stage in
| the game that you should probably be able to finish him entirely with

| Shotlocks. |

+---ARENA MATCH #12: KEEPERS OF THE ARENA-----+

| How to unlock: Reach Arena Level 20 |

| Battle level: 5 stars |

| General reward: 500 Arena Medals |

| Terra reward: ULTIMA CANNON |

| Ven reward: MULTIVORTEX |

| Aqua reward: LIGHTBLOOM |

| Location: Mirage Arena |

| Round 1: 3 Axe Flappers and 3 Floods |

| 3 Buckle Bruisers and 3 Mandrakes |

| 3 Axe Flappers, 2 Mandrakes, and 3 Floods |

| 3 Buckle Bruisers, 3 Axe Flappers, and 3 Mandrakes |

| Round 2: 6 Monotruckers and 3 Archravens |

| 3 Monotruckers and 3 Blue Sea Salts |

| 4 Wild Bruisers and 4 Archravens |

| 5 Monotruckers and 3 Blue Sea Salts |

| Round 3: 2 Chrono Twisters and 6 Tank Topplers |

| 3 Tank Topplers and 3 Mandrakes |

| 1 Chrono Twister, 3 Buckle Bruisers, and 3 Mandrakes |

| 1 Chrono Twister, 4 Tank Topplers, and 4 Buckle Bruisers |

+---Round 4 (Mini-boss): IRON IMPRISONER III-----+

| HP: 1300, Strength: 36, Defense: 19 |

| Status effect vulnerabilities: None |

| Elemental weaknesses: None |

| Elemental resistances: None |

| See full description in Arena Match #9. Not much has changed this time |

| around except the boss's stats. |

| Round 5: 6 Triple Wreckers and 3 Bruisers |

| 3 Scrappers and 3 Blue Sea Salts |

| 3 Bruisers and 4 Scrappers |

| 4 Bruisers, 3 Scrappers, and 3 Blue Sea Salts |

| Round 6: 4 Thornbites and 2 Axe Flappers |

| 3 Tank Topplers and 3 Yellow Mustards |

| 1 Tank Toppler, 4 Axe Flappers, and 4 Yellow Mustards |

| 4 Tank Topplers, 2 Yellow Mustards, 2 Thornbites, and 1 Axe
| Flapper |

| Round 7: 3 Triple Wreckers and 5 Mandrakes |

| 3 Buckle Bruisers and 4 Scrappers |

| 1 Triple Wrecker, 3 Mandrakes, and 3 Scrappers |

| 4 Triple Wreckers and 4 Buckle Bruisers |

| Round 8: 3 Sonic Blasters, 3 Yellow Mustards, and 1 Mandrake |

| 4 Yellow Mustards and 5 Mandrakes |

| 3 Wild Bruisers, 3 Sonic Blasters, and 1 Mandrake |

| 4 Wild Bruisers and 5 Mandrakes |

+---Round 9 (Boss): IRON IMPRISONER IV-----+

| HP: 1500, Strength: 36, Defense: 19
| Status effect vulnerabilities: None
| Elemental weaknesses: None
| Elemental resistances: None
|

| First thing's first. This is one of the hardest bosses in the game, and it
| takes quite a while to reach him. That means you should prepare well! I
| recommend being level 40 or above, and equipping the following abilities:

- | - 1 or more Curaga spells (duh).
- | - A strong Shotlock. I recommend Bio Barrage, or if you already have it,
| the reward from Arena Match 12.
- | - Slide/Dodge Roll/Cartwheel. As always, do *NOT* replace these with the
| offensive versions like Sonic Impact during the arena match.
- | - Once More and Second Chance.
- | - Damage Syphon.
- | - Leaf Bracer.
- | - Fire Screen.
- | - Renewal Block / Renewal Barrier.

| There are very few times you can hit the Iron Imprisoner safely, so for the
| most part, you should be relying on Shotlocks for damage. Staying alive
| enough to use them is already pretty challenging.

| Here are the attacks you will see:

| 1,2,3: The cage, underground, and fire spin attacks are pretty much the
| same as before. As with Iron Imprisoner III, the best times to do
| Shotlocks are right after a fire spin or right after the cage has
| been summoned. Remember: do NOT mash Square to do a payback attack
| after being hit by the fire spin. Wait until you recover and then
| slide/dodge roll/cartwheel or heal with Leaf Bracer. Doing a
| payback attack will break Second Chance + Once More.

| 4. The Iron Imprisoner glows black, summons explosions around himself,
| and then goes berserk on you with an exploding melee combo. This is
| like the Iron Imprisoner III attack, except this time it will happen
| at any health (in fact it's usually the first attack you'll see) and
| more importantly, a counter-attack will NOT always stun the Iron
| Imprisoner. Block the first hit as normal and counter once. If the
| Iron Imprisoner is stunned, now is a great time for a Shotlock.
| Otherwise, hold still to avoid subsequent swings. Many deck commands
| are fine here, but do NOT do a regular combo or anything that would
| cause you to move. And do NOT do a payback attack if you get hit.

| As soon as the Iron Imprisoner finishes this attack, immediately start
| sliding/dodge rolling/cartwheeling away. He might do a fire spin, and
| you will be in a vulnerable position.

| 5. The Iron Imprisoner teleports somewhere and draws you in towards him.
| He then teleports somewhere else and repeats, leaving behind a big
| explosion. You can avoid both the initial draw attack and the final
| explosion attack with Slide/Dodge Roll/Cartwheel, so mash on Square
| when this happens. The attack isn't particularly dangerous, but there
| isn't much time to counter either.

| 6. The entire screen goes red, and flaming pieces of wall start flying
| around. Just keep pressing Slide/Dodge Roll/Cartwheel to avoid as much
| damage as possible. Fortunately, the Iron Imprisoner disappears during
| all of this, so the attack is more of an annoyance than a threat. This

is one of the safest times to heal during the fight.

As you can see, there are almost no real openings in the Iron Prisoner's defense. You can chip away a little while he summons his cage or when he comes up to combo you. However, these methods are slow and dangerous. You REALLY want to use Shotlocks.

Any time the Iron Prisoner summons the cage and any time he finishes a fire spin, charge up a Shotlock and let it rip. With Damage Syphon equipped, your Focus gauge should almost always be full. It's just a matter of surviving from one Shotlock to the next. As always, the main threat is the fire spin, so as much as possible, keep your distance from the Iron Prisoner, and mash Square for Slide/Dodge Roll/Cartwheel.

Good luck! If you are having trouble, remember there is no shame in gaining some levels. Fighting through 20 minutes of arena only to get one-shotted here is not much fun.

-----+
 +--ARENA MATCH #13: VILLAINS' VENDETTA-----+

How to unlock: Reach Arena Level 30
 Battle level: 5 stars
 General reward: 750 Arena Medals, ULTIMA WEAPON KEYBLADE
 Location: Mirage Arena

Round 1: Iron Prisoner I
 Round 2: Cursed Coach
 Round 3: Wheel Master
 Round 4: Iron Prisoner II
 Round 5: Ice Colossus
 Round 6: Iron Prisoner III
 Round 7: Trinity Armor
 Round 8: Iron Prisoner IV

There aren't any real surprises here. As before, the main challenge will be Iron Prisoner IV. Good luck!

(Stats-wise, the bosses are all the same as before except now they all have 40 Strength and 20 Defense.)

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SECTION 7 [MIN]
 WALKTHROUGH: MINI-GAMES

=====
 [MIN:CB] Mini-games: Command Board
 =====

HOW TO PLAY: Select Command Board from the Pause menu while you are at a save point, or while you are in outer space between worlds.

The Command Board is the most fully developed mini-game in Birth By Sleep. You can play it any time for free, earning a few new commands and also leveling up the commands you already have. Here is the list of otherwise-difficult prizes you can get it from it:

- PETE D-LINK (You have a random chance of winning this after any game in which Captain Dark or Captain Justice appeared at a special square, either for you or for an opponent)
- RAGNAROK (Keyblade Board and Secret Board)
- FOCUS BLOCK (Terra/Ven only, Royal Board)
- FOCUS BARRIER (Aqua only, Royal Board)
- METEOR SHOWER (Royal Board)
- LIGHTNING RAY (Keyblade Board and Secret Board)
- PHOTON CHARGE (Skull Board)

Most of these can be gotten only if you play from the Pause menu, as opposed to playing from within the Mirage Arena.

The basic idea of the game is pretty similar to Monopoly. On your turn, you roll a die and move around a board. When you land on an empty panel, you can buy it with GP (the equivalent of Monopoly money) and a card (more on that later). Then, anyone who lands on your panel later in the game will have to pay you a GP tax. You also get a big GP bonus for touching each of four checkpoint panels and then returning to the start. To win, you must return to the start with total GP above some threshold chosen at the beginning of the game. This total includes GP you spend buying panels, so there's no reason to hold back on buying.

Now, as I mentioned above, this game also has cards. You start off with five cards, and you will get more each time you pass either a checkpoint or the start panel after going through all four checkpoints. Remember you have to spend one card (of your choosing) to buy any panel you land on. They have another use as well though. On your turn, you can also just play cards for a set bonus. Here is the list of options:

STUN (1 Attack Card): A player of your choosing loses their next turn.

NAVIGATOR (2 Attack Cards): Allows you to go any direction you want this turn. While you can always turn when you reach an intersection, you cannot normally go back the way you came. This ability changes that.

DOUBLE TOLL (3 Attack Cards): For the next five turns, anyone who lands on one of your squares must pay you double.

TWO DICE (1 Magic Card): This turn, you will roll two dice instead of one when deciding how far to move.

THREE DICE (2 Magic Cards): This turn, you will roll three dice instead of one when deciding how far to move.

GP PROTECTOR (1 Crown Card): The next time you would be penalized GP (e.g. for landing on an opponent's square), you will be immune.

CONFUSE (2 Crown Cards): For the next three turns, opponents will not get to choose their direction when they hit intersections. Instead, it will be chosen randomly.

GP MAGNET (1 Attack Card, 1 Magic Card, 1 Crown Card): You gain 150 GP for each square owned by an opponent.

JOKER'S FORTUNE (1 Joker Card): Randomly get one of the above bonuses. There is also a chance you will get a free panel.

GOLDEN FORTUNE (3 Joker Cards): Randomly get one of the above bonuses. There is also a chance you will get all the panels in a zone for free.

Joker cards are special cards that can only be gotten from passing checkpoints or the start panel (i.e. you will never start with them). They cannot be used

for buying panels, but they do give the best bonuses in this list above.

So how do rewards work? Well, if you look at your cards, you will see that each one corresponds to one of your deck commands. When you use a card to buy a panel, you will gain experience for that command. There are also certain empty panels that have a yellow mark on them. For these panels, there is a command pre-supplied. So if you buy the panel, you will not need to provide your own card. Instead, you will be given its command for free when the game ends. This is how you get most of the unique Command Board rewards.

Okay, got all that? If so, you are more than ready to play the Command Board! Here are some additional tips for whenever you want to do more reading:

- There are a total of seven Command Boards, each with a different layout and with different rewards. You can unlock the first six by progressing through the game, and you can unlock the seventh by winning on each of the other boards (either in the Miraga Arena or from the pause menu).
- When you start a Command Board, you can choose the GP goal from several options. I recommend going low. There are lots of Command Boards to play. No need to spend tons of time on just one unless you really want to.
- Wondering what commands can be won off the Command Board? See the maps below. I mark each special panel with a number and then list below which commands can go with that number. There is a separate (usually much smaller) list of special panels if you play the Command Board from the Mirage Arena instead of from the regular menu. Aside from that, playing in the Mirage Arena is better though since it gets you arena medals and increases your arena level.
- If you just want to win, the key is to go around to the checkpoints (marked X in the maps below) and back to the start panel (marked B in the maps below) as quickly as possible. The TWO/THREE DICE and STUN moves can both help a lot for this. In particular, if you start near a checkpoint, use TWO DICE on your first turn. You will pass the checkpoint and get your card back right away. When you return to the start panel after touching each checkpoint, your cards will be filled up to five.
- Some black panels (marked ~ in the maps below) cannot be bought and just take away GP when you land on them. Usually there is a Prize Cube near them. If you walk on one of these, it will follow under you when you walk on ~ squares, keeping you safe. The Prize Cubes also have numbers on them. Every time one moves, its number goes down. If you bring it down to 0, you get a pretty big bonus.
- Each board also has special panels (marked S in the maps below), landing on which will give you a bonus unique to the board. After completing Disney Town, the special panels will sometimes be either CAPTAIN JUSTICE or CAPTAIN DARK instead of the normal bonus. Captain Justice will give you a GP bonus each turn for several turns, and Captain Dark will give you a GP penalty each turn for several turns. Either of these guys will also sometimes choose to buy the panel right behind you on your behalf. Captain Justice does this at a discount, but Captain Dark does it at a huge penalty!

If you walk past someone with Captain Justice or Captain Dark, you will steal the bonus (for better or for worse). This is really important - both Captain Justice and Captain Dark are extremely powerful and can easily decide an entire game. Be very careful where you walk when one is out!

- If you purchase two or more panels adjacent to each other, each with a card of the same type (e.g. magic cards), then they will form a chain and their value will increase by 10%. Not too important, but if you get the chance, it's a nice bonus to take.

That's pretty much all I can think of. Have fun!

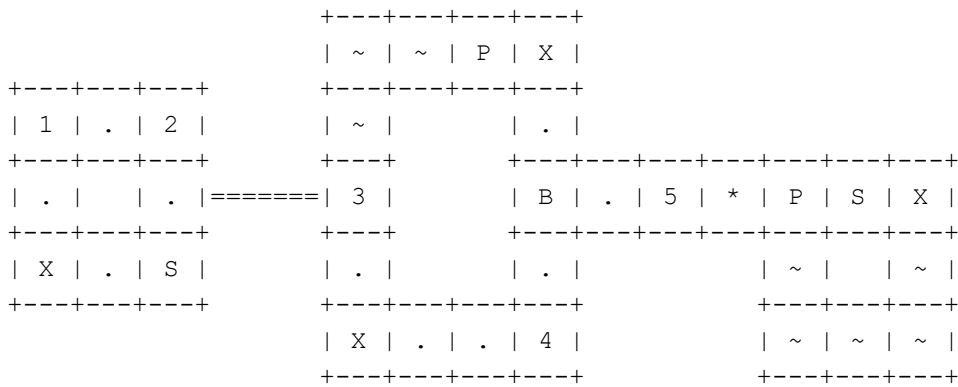
--COMMAND BOARDS-----

I will draw each Command Board and show what commands can be obtained, and where. Here's how to read the pictures:

- B: Beginning panel
- .: Regular panel
- ~: Penalty panel
- P: Prize Cube (used for staying above penalty panels)
- X: Checkpoint
- S: Special panel
- Number: A panel with a new purchasable command

--KEYBLADE BOARD-----

GP Goal: 5000, 10000, 15000
 Vs: Terra, Aqua, or Ven (whichever two you are not playing as)



SPECIAL. Keyblade Glider: Teleport to a panel of your choice.

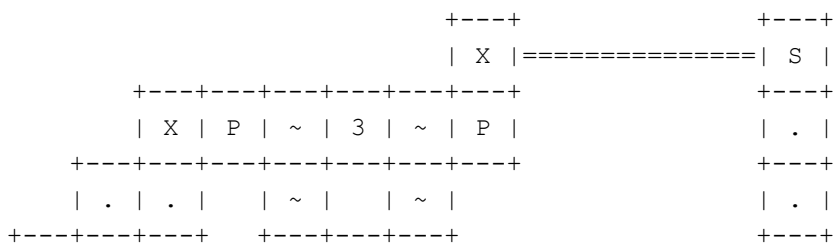
1. RAGNAROK (Becomes ZERO GRAVITY if Ragnarok is owned)
2. CURE or MAGNET
3. POISON EDGE or STRIKE RAID
4. BLIZZARD or AERO
5. SLOW or CONFUSE

Arena reward 1. ZERO GRAVITY

If your goal is to get Ragnarok, you can use Keyblade Glider to get to it.

--ROYAL BOARD-----

GP Goal: 6000, 14000, 22000
 Vs: Cinderella



```

      | 1 | 2 |           | ~ | S | ~ |           | . |
+---+---+---+ +---+---+---+ +---+---+---+ +---+
| . | . |           |           | P | ~ | ~ |   | 4 |
+---+---+           |           +---+---+---+ +---+
| . |           |   | . | 5 |   | ~ |   | . |
+---+---+---+---+---+---+---+---+---+ +---+---+---+
| X | . | . | * | . | . | B | . | . |           | ~ | . | . |
+---+---+---+---+---+---+---+---+---+ +---+---+---+

```

SPECIAL. Bibbidi-bobbidi-boo: Get GP equal to a die roll multiplied by 200.

1. WISHING EDGE for Aqua, STUN EDGE for everyone else
2. FOCUS BARRIER for Aqua, FOCUS BLOCK for everyone else (Disappears if Focus Barrier / Focus Block is owned)
3. METEOR SHOWER (Becomes FIRE DASH if Meteor Shower is owned)
4. BLACKOUT, BIND, OR STOP
5. FIRE or THUNDER

Arena reward: NONE

--SPACESHIP BOARD-----

GP Goal: 10000, 16000, 25000

Vs: Experiment 626, Captain Gantu

```

      +---+---+---+ +---+---+---+---+---+
      | 1 | . | . |   | . | . | . | 2 | X |
+---+---+---+---+---+---+---+---+---+ +---+---+
| . | . |   | . | S | . |           | . |=====| S | 6 |
+---+---+ +---+---+---+           +---+---+ +---+---+
| . |           |           | . | . |           |
+---+ +---+---+---+ +---+---+ +---+---+ |
| . |           | ~ | 3 | X |           | . |           |
+---+---+---+---+---+---+---+---+---+ |
| X | P | ~ | ~ |   | P | ~ | ~ | B |           |
+---+---+---+---+---+---+---+---+---+ |
| . |           | ~ | 4 | ~ |           | . |           |
+---+ +---+---+---+ +---+---+ +---+---+ |
| . |           |           | . | . |           |
+---+---+ +---+---+---+ +---+---+ +---+---+
| . | S |   | * | . | . |           | . |=====| . | 7 |
+---+---+---+---+---+---+---+---+---+ +---+---+
      | . | . | . |   | 5 | S | . | . | X |
      +---+---+---+ +---+---+---+---+---+

```

SPECIAL. Gigawatt Jolt: At the end of each turn, you will steal about 200 GP from all characters within 3 squares of you. The electric spark lasts through 4 of your turns.

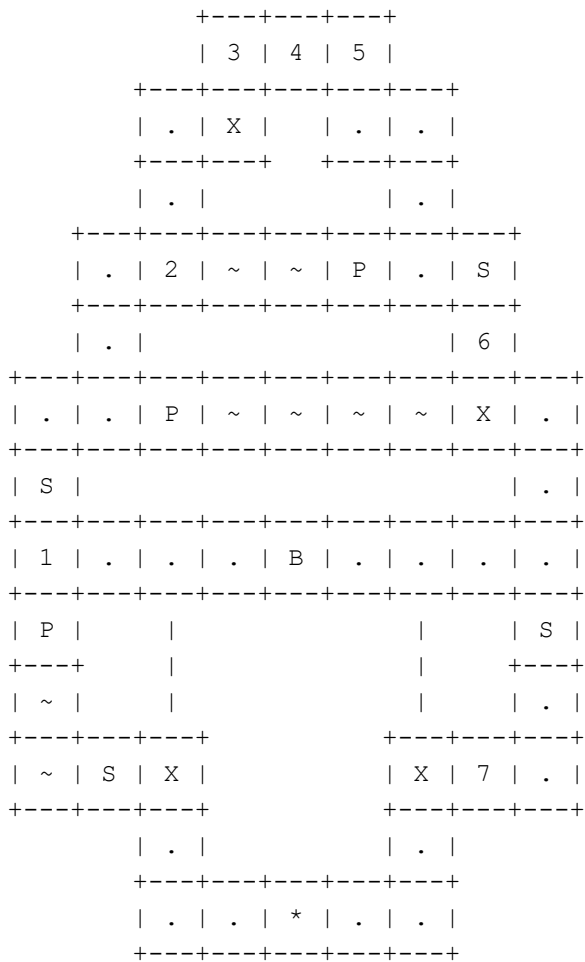
1. FIRAGA
2. IGNITE or BLACKOUT
3. LIGHTNING RAY (Becomes ZERO GRAVIGA if Lightning Ray is owned)
4. THUNDAGA or SONIC BLADE
5. THUNDARA or AERORA
6. COLLISION MAGNET (Disappears if Collision Magnet is owned)
7. LIMIT STORM for Terra, MINI for everyone else (Becomes MINI for Terra as well if Limit Storm is owned)

Arena reward 3. ZERO GRAVIGA

--TOON BOARD-----

GP Goal: 6000, 14000, 22000

Vs: Minnie and Captain Justice/Captain Dark



SPECIAL. Fantasia: Get 150 GP plus 150 for each panel you own.

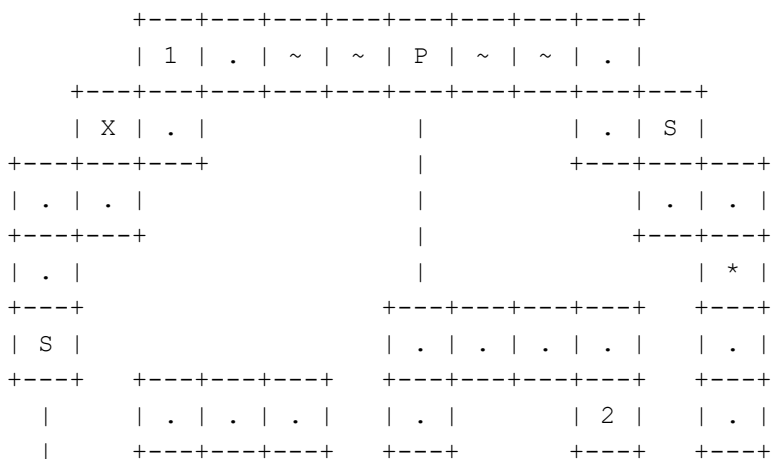
- 1. BINDING STRIKE (Becomes CONFUSION STRIKE after Binding Strike is obtained)
- 2. BLIZZARD
- 3. BLIZZARA
- 4. DEEP FREEZE (Becomes FREEZE RAID after Deep Freeze is obtained)
- 5. BLIZZARD EDGE (Disappears after Blizzard Edge is obtained)
- 6. CURE or ZERO GRAVIRA
- 7. BIND, BLACKOUT, or STOPRA

Arena reward 4. FREEZE RAID

--SKULL BOARD-----

GP Goal: 12000, 20000, 30000

Vs: Peter Pan and Captain Hook



```

      |   | X |   | . |---| B |   | 3 |   | . |
      |   +---+---+---+   +---+---+---+---+   +---+
      |   | 4 | . | . |   | . | . | . | . |   | X |
      |   +---+---+---+   +---+---+---+---+   +---+
      |   |   |   |   |   |   |   |   |   |   | . |
+----+   |   |   |   |   |   |   |   |   |   | +----+
| * |   |   |   |   |   |   |   |   |   |   | . |
+---+---+   +---+   +---+   +---+---+---+
| ~ | ~ |   | 5 |---| X |   | . | . | 7 |
+---+---+   +---+   +---+   +---+---+---+
      | ~ |   | . |   | . |   | . |
      +---+---+---+---+---+---+---+---+
      | ~ | ~ | ~ | P | S | . | . | 6 | . |
      +---+---+---+---+---+---+---+---+

```

SPECIAL. Pixie Dust: Move a player of your choice to any panel on the board.
 The player is immediately affected by whatever panel he lands on.

1. AERO or QUICK BLITZ
2. MUNNY MAGNET for Aqua, POISON EDGE for everyone else (Becomes POISON EDGE for Aqua as well if Munny Magnet is owned)
3. BINDING STRIKE
4. PHOTON CHARGE (Becomes MAGNEGA if Photon Charge is owned)
5. AERIAL SLAM or BLITZ
6. FIRAGA or MINE SQUARE
7. AERORA or ZERO GRAVIRA

Arena reward 4. MAGNEGA

Pixie Dust and Peter Pan's aggressive use of extra dice abilities makes this by far the hardest board to win. It helps to buy an expensive panel early so that you can warp people to it. Also, the computer is terrible with Pixie Dust and will sometimes help you with it!

--HUNNY POT BOARD-----

GP Goal: 5000, 10000, 15000
 Vs: Winnie the Pooh and Tigger

```

+---+---+---+---+---+---+---+---+
| ~ | ~ | ~ | P | . | . | S | X |
+---+---+---+---+---+---+---+---+
| ~ |   |   |   |   |   |   |   | ~ |
+---+---+---+---+---+   +---+---+
| ~ | X | 1 | 2 | 3 |   | ~ | ~ |
+---+---+---+---+---+---+---+---+
      | . |   |   | 4 | P | ~ |
+---+---+   +---+---+---+---+---+
| . | . |   |   |   |   | ~ | . |
+---+---+   +---+---+---+---+---+
| S |   |   |   |   |   |   | . |
+---+   +---+
| . |=====| . |
+---+   +---+
| . |   |   |   |   | S |
+---+---+   +---+---+---+---+
| X | * |   |   |   | . | X |
+---+---+---+---+---+---+---+---+
      | . | . | . | B | . | . |
      +---+---+---+---+---+---+---+

```

SPECIAL. Hunny Hunt: Hunny pots drop on the stage, one on you, and a few elsewhere. Honey pots give +500GP when you touch them unless they have bees, in which case they give -200GP.

1. FIRA or FIRE SURGE
2. SACRIFICE for Terra, CONFUSION STRIKE for everyone else (Becomes CONFUSION STRIKE for Terra as well if Sacrifice is owned)
3. THUNDER ROLL for Ven, THUNDARA for everyone else (Becomes THUNDARA after for Ven as well after Thunder Roll is owned)
4. MINE SQUARE or ZERO GRAVIRA

Arena reward 3. THUNDARA

---SECRET BOARD-----

This board is not unlocked by playing through the story. Instead, you need to play on each of the other six boards and win.

GP Goal: 20000, 35000, 50000

Vs: Terra, Aqua, or Ven (whichever two you are not playing as)

```

          +---+---+---+---+---+---+---+---+
          | ~ | ~ | ~ | ~ | . | ~ | ~ | ~ |
          +---+---+---+---+---+---+---+---+
          | P |           |           | ~ |
+---+---+---+           +---+           +---+
| ~ | P | X |           | 1 |           | ~ |
+---+---+---+---+---+---+---+           +---+
| ~ |           | X | . | . | S |           | ~ |
+---+           +---+---+---+---+           +---+
| ~ |           | . |           |           | ~ |
+---+           +---+           |           +---+ +---+---+---+
| ~ |           | . |           |           | P | | . | . | X |
+---+ +---+---+           +---+ +---+---+---+---+---+---+
| . |---| 2 | S |-----| * |---| 3 | . | . | . | | . |
+---+ +---+---+           +---+ +---+---+---+---+---+
| ~ |           |           | 4 |           | . | . |
+---+           +---+           +---+           +---+---+
| ~ |           | 5 |           |           | . |
+---+---+---+---+---+---+---+           +---+ +---+---+
| ~ | ~ | ~ | ~ | ~ | P | . | 6 |---| S |---| 7 | . |
+---+---+---+---+---+---+---+           +---+ +---+---+
          | . |           |           | . |
          +---+---+           +---+           +---+---+
          | . | . |           | 8 |           | . | . |
          +---+---+---+---+---+---+---+---+
          | . | | . | . | . | . | . | | 9 | . |
          +---+---+---+---+---+---+---+---+
          | X | . | . |           | . | 0 | | . |
          +---+---+---+           +---+---+---+---+
          | . | . | B |
          +---+---+---+

```

SPECIAL. Keyblade Glider: Teleport to a square of your choice

1. LIGHTNING RAY (Becomes THUNDER SURGE if Lightning Ray is owned)
2. MAGNEGA
3. ZERO GRAVIGA (Becomes MAGNEGA if Zero Graviga is owned)
4. CURA (Disappears if Cura is owned)
5. SONIC BLADE (Disappears if Sonic Blade is owned)
6. FISSION FIRAGA (Disappears if Fission Firaga is owned)
7. AEROGA (Disappears if Aeroga is owned)

8. RAGNAROK (Becomes THUNDAGA if Ragnarok is owned)
9. BLITZ (Disappears if Blitz is owned)
0. FIRE DASH

Arena reward 1. AERIAL SLAM
Arena reward 2. THUNDARA
Arena reward 3. MAGNERA
Arena reward 4. CURA
Arena reward 5. BLITZ
Arena reward 6. FIRE SURGE
Arena reward 7. AERORA
Arena reward 8. THUNDARA
Arena reward 9. CONFUSION STRIKE
Arena reward 0. FIRE DASH

Use Keyblade Glider to seek out checkpoints and you should dominate. The AI is not very good at this board.

=====
[MIN:RR] Mini-games: Rumble Racing
=====

HOW TO PLAY: Talk to Chip or Dale at the Raceway Registration in Disney Town.

Rumble Racing is like a simplified version of Mario Kart. Press X to accelerate, O to attack nearby racers (Terra and Ven do a spin attack, and Aqua shoots arrows), Triangle to pop up a shield to temporarily protect you from other racers, and Square to brake. If you push Square and X at the same time, you can make a sharp turn.

Your main goal here is to follow the course, going through as many booster rings as possible, and avoiding as many tornados as possible. There are one or two shortcuts in each course that can be reached only with booster rings - these are very handy and I will mention exactly where they are below.

First though, here are some general tips to keep in mind:

- The game cheats to help the racers who are behind. If you are ahead, expect your opponents to catch up sooner or later, and if you are behind, don't give up right away. The cheating is not ridiculous though - I can usually build up a sizable lead during the last lap.
- If you are playing in the Mirage Arena, your main goal is to beat certain times. If you are having trouble, you might want to decrease the number of racers to 2. This will decrease the number of medals you earn, but it will mean fewer people smacking you around.
- If you start pushing X right as soon as "Go" appears at the beginning of the race, you will start with a speed boost. Not too important, but always handy.
- If you see "Danger" or "Locked On" at the bottom of your screen, press Triangle to defend yourself.
- If you have locked on to a target in front of you, press O to attack it. In addition to disabling your opponent, this speeds Ven+Terra up a little when they hit. Do NOT do this if the target is itself attacking (i.e., it's spinning in a scary sort of way). You are still vulnerable! Aqua does not

| - You will now be directed either left or right randomly. Either way, you |
| will be on a narrow bridge, which you do NOT want to fall off. The |
| bottom route is totally separate and much slower. If you get directed |
| right, just keep going straight until you reach the wall, and then hug |
| that wall the rest of the way. If you get directed left, there is no |
| wall to hug. You can either take the jump which will send you to the |
| other bridge (safe but slow) or you can try to navigate your own bridge |
| with no walls. I recommend taking the jump, but it's up to you. |
| - From here, it is just a matter of picking up as many boosters as you |
| can for the rest of the lap. |

| Good luck! |

-----+
If you win a course multiple times, you will get a HI-POTION for each victory
after the first.

=====
[MIN:IB] Mini-games: Ice Cream Beat
=====

HOW TO PLAY: Talk to Dewey (the blue duck) in the Main Plaza of Disney Town.

This mini-game was crazy hard in the Japanese version of the game, and although
it has been nerfed some, you should still expect a challenge. I really enjoyed
Ice Cream Beat though, and it's very satisfying in the end. You also get a very
nice reward: the FROZEN FORTUNE Command Style. (Unlike other command styles,
this can ONLY be triggered by ice cream purchased from the Ice Cream Shop. See
Section COL:IS.)

Huey, Dewey and Louie will clap out a rhythm, and then you need to repeat it.
In theory, all you need to do is go to a duck when the circle surrounding him
is about to disappear and then press X. You will get a "Good" or "Excellent"
message if you time it right. Otherwise, you will get a "Bad" message. The
problem is things get really fast in the later rounds, and you can only mess up
a few times in each song. To have a chance, you will probably need to rely on
the beat in the background music, and also old-fashioned memorization to know
where you should be in advance.

Good notes give you 20 points, Excellent notes give you 40 points, and while
you have a combo of 20+, these points are doubled. In practice, the key to
success is to build a long combo, which means avoiding any Bad notes. The bonus
for getting an Excellent over Good is nice, but it isn't that important. You
also get points for having a high tower at the end, and for repeated notes
(where you need to mash the X button), but these are minor, and not worth
worrying about too much.

Altogether, there are ten rounds. For each round, I will list how to unlock it,
what the reward is for completing it with a Fantastic grade, and the exact
sequence of notes you will have to play. If I write L,U, or R, that means you
need to play a note in the left, up, or right positions. If one of these
letters is followed by a *, then it is a repeated note, and you should just
mash X until you have to stop. Finally, I also list .'s, which indicate pauses.
LL would mean two notes immediately after each other, whereas L...L would give
you some time in between.

Good luck and have fun!


```

+-ROUND 1a: IT'S A SMALL WORLD (BEGINNER)-----+
|
| Starting song
| Reward for getting Fantastic: None
| Reward for getting Fantastic again: None
|
| Notes: L...L...L...L, R...R...R...R, L...L...L...L, U*, R...R...R...RR,
|         R...U...L, L...U...R.R.R, R...L...U.U.U
|
+-ROUND 1b: IT'S A SMALL WORLD (MASTER)-----+
|
| Unlocked by getting Cool/Fantastic on It's a Small World (Beginner)
| Reward for getting Fantastic: ELIXIR
| Reward for getting Fantastic again: ETHER
|
| Notes: L.L.L...L.U.R, U...U...U*, R.R.RRR.U.U.UUU, L.L.L...L.R.U,
|         R..RR.R.L.UU, RRR.RRR.UUUUU, U...U...R.L.U, R*L*, L...U...R.RRR,
|         L.L.L.L.R.L.U
|
-----+

+-ROUND 2a: BLAST AWAY - GUMMI SHIP II - (BEGINNER)-----+
|
| Starting song
| Reward for getting Fantastic: None
| Reward for getting Fantastic again: None
|
| Notes: U...U...U...R, R...R...R...L, L.L.L...L.L.L, U*, U...U...R...R,
|         R...R...L...L, R*U.U.U,
|
+-ROUND 2b: BLAST AWAY - GUMMI SHIP II - (MASTER)-----+
|
| Unlocked by getting Cool/Fantastic on Blast Away -Gummi Ship II- (Beginner)
| Reward for getting Fantastic: BLIZZARA
| Reward for getting Fantastic again: ETHER
|
| Notes: L.L.L.LL*R*, RRR.RRR.R.RR*, L*,U*, R*U...U...U, U.U.U.UUR.R.R.R,
|         L.L.L.UUR.R.U.L, U...U...U.R.R, UUU*R.R.R, LLL*U.U.U, R*, U...U,
|         L...L...L, U*, R.R.R.UUU.U.U.U, R.R.R.UUU.L.U.R, L*R.UUU
|
-----+

+-ROUND 3a: DESSERT PARADISE (BEGINNER)-----+
|
| Unlocked by getting Cool/Fantastic on It's a Small World (Beginner) and
|   Blast Away -Gummi Ship II- (Beginner)
| Reward for getting Fantastic: None
| Reward for getting Fantastic again: None
|
| Notes: U...U...L...R, R...L...U...U, U*, L...L...U.U.U, U.U.U...R...R,
|         R*L*, U*, L...L...R...RRR, R...U...LLL.L
|
+-ROUND 3b: DESSERT PARADISE (MASTER)-----+
|
| Unlocked by getting Cool/Fantastic on Dessert Paradise (Beginner)
| Reward for getting Fantastic: FROZEN FORTUNE COMMAND STYLE
| Reward for getting Fantastic again: HI-POTION
|
| Notes: LL..LL.R*, L..LL.U.U..UU, R.R.R, U*LL.RR.U, L*R..U..R, UU.R, L.R.LU,

```

L.L.RLR, U*, LLL.U.R.L*R*U*, U...U, L.UU..R, RRRL*, R.U.LLU*u

+--ROUND 4a: DESTINY ISLANDS (BEGINNER)-----+

| Unlocked by getting Cool/Fantastic on It's a Small World (Beginner) and
| Blast Away -Gummi Ship II- (Beginner)
| Reward for getting Fantastic: None
| Reward for getting Fantastic again: None

| Notes: L...U...R.RRR.RR, R...U...L.LLL.LL, R*U.L.L, R*R.R...R,
| L.LL.LL.U.UU.UU, R...UL*, R*L*, UUU.....R.....L, LLL.UUU.RRR...U

+--ROUND 4b: DESTINY ISLANDS (MASTER)-----+

| Unlocked by getting Cool/Fantastic on Destiny Islands (Beginner)
| Reward for getting Fantastic: CHAOS CRYSTAL
| Reward for getting Fantastic again: HI-POTION

| Notes: U*R.R.L.L, L.L.R.RRU.UUL.LL, U.URL, UU.LR..U, RL.L.LR, UU.R..U,
| L*U*R*L*, U.LL.UU.R.RR.UU, L.R.UUL*R*, L.LL.R.U, L.R.U.UU,
| LLL.R.U, L.RR.U.U, L*R*U*LRU

+--ROUND 5a: HAND IN HAND (BEGINNER)-----+

| Unlocked by getting Cool/Fantastic on all previous songs at Master level
| Reward for getting Fantastic: FREEZE RAID
| Reward for getting Fantastic again: MEGA-ETHER

| Notes: U...U...UL*, R*U.U, L...U...RU*, L*R*, L.R.L.R.U.U.U, L...L...L.R.L,
| U*R.R, U*U

+--ROUND 5b: HAND IN HAND (MASTER)-----+

| Unlocked by getting Cool/Fantastic on Hand in Hand (Beginner)
| Reward for getting Fantastic: BLIZZAGA
| Reward for getting Fantastic again: MEGA-POTION

| Notes: U...R...LR*, L.R.LU*U.U.U, R...U...LU*, R*UUU.L.L, U.R.L.U.U.RU*,
| L.RL*R.L.R, LLLUUURRR.R.L.U, RRUULUR, R*L*, L*U*,
| U...U...U.LLLRR.R, L.L.U.R.R.U.U.U, L*UR*U, U*U.U.R.L.U

| You need to PLAY this round to complete your Reports section, but you do
| not need to get Cool or Fantastic. The reward is good for this stage of the
| game, but it's nothing special in the long run. So if you are having
| trouble, don't worry about it too much.

=====
[MIN:FB] Mini-games: Fruitball
=====

HOW TO PLAY: Talk to Horace the cow in the Fruitball Court of Disney Town.

This game is a pretty mindless (and annoying) variant of volleyball. Fruits

will be shot out into the playing field, and you want to hit them past the opponents into their goal. Square and X are both normal attacks, and Triangle is a spike attack that lets you hit fruits into the air, and then down onto the opponents' side of the court. For the most part, I recommend relying on Triangle followed by X. This lets you knock a fruit into the air and then shoot it super-fast towards the opposite goal.

Here are a few general tips:

- After knocking a fruit up with Triangle, you can try to spike it into your opponent by pushing Triangle again. This is most useful with bananas - you will leave banana peels all over the opposite side, and the enemies will trip when they touch them. You can also use big fruits to try to stun your opponents, but this is less reliable.
- If you have a clear shot at the goal already, X and Square are good choices. You can press a direction to aim your shot. This only works if the goal is on the ground. When it starts floating into the air, you will need to use the Triangle + X combo.
- Getting hit directly by a large fruit will stun you. Do your best to hit it first. Similarly, walking over a banana peel will make you fall over. Try not to do this.
- The purple fruits are bunches of grapes that will shatter on impact. Each individual grape will then be worth a whole point, so pay special attention to these.
- Sometimes one or more nets will appear in the middle of the court, and these will bounce fruits back. Do NOT keep hitting fruits into the nets if they are there. If the nets are low, focus on the Triangle + X combo to get over them. If they are high and are blocking off a whole side of the court, forget about that side and focus on the other one.

There are three rounds altogether, and winning one round unlocks the next.

```
+-----+
| ROUND 1: Vs two Bruisers          |
| Reward for winning: BALLOON LETTER |
+-----+
| ROUND 2: Vs Chip and Dale         |
| Reward for winning: MAGNERA       |
+-----+
| ROUND 3: Vs Captain Justice/Captain Dark |
| Reward for winning: CHAOS SNAKE   |
+-----+
```

If you win a round more than once, you will get a BALLOON LETTER for each subsequent win. In Aqua's story, there is also one additional round you have to do at the start vs three Shoegazers.

```
=====
[MIN:BU] Mini-games: Break the Urns
=====
```

HOW TO PLAY: Talk to Hercules in the Vestibule of Olympus Coliseum after completing the world.

In this game, your goal is to earn more points than Hercules by destroying urns. Each little urn is worth 1 point, and each big urn is worth 5 points.

The obvious thing to do is to just go and attack urns directly, but this isn't

very effective by itself. Big urns take multiple hits, and Hercules will rake up points faster than you. To win, you are going to want to use barrels:

Regular barrel: If you see a barrel without stars on it, you can hit it a few times to send it rolling. Jump on top and then move around to instantly destroy everything you hit.

Exploding barrel: If you see a barrel with stars on it, you can hit it a few times to send it flying. It will explode where it lands, destroying all nearby urns, and stunning you or Hercules if either of you is nearby. When hitting one of these guys, you should either aim at a clump of urns, or aim at Hercules.

If you always prioritize the barrels, then you should have no trouble winning. Magnet and other area-of-effect spells can also be very effective, but be careful about switching command styles. Different styles often have slower combos, and that can be a problem.

The first time you win, you will get SONIC BLADE. If you play again, you will get a PANACEA each time you win.

```
*****
|_| / | |_| |   ===== |_| / | |_| |
|  / | |_| |           SECTION 8 [COL]
| \ \ | | | |           COLLECTATHONS
|_| \ \ |_| |_| ===== |_| \ \ |_| |_|
*****
```

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=====
[COL:XR] Collectathons: Xehanort's Reports
=====
```

To unlock the Final Episode, you need to find all the Xehanort Reports and get them added to the Trinity Report. For your convenience, I am listing all their locations here:

- Letter: Ven gets this automatically after leaving the Land of Departure.
- 1: Ven can get this in a chest in the Launch Deck area of Deep Space.
- 2: Terra gets this automatically after completing Radiant Garden.
- 3: Aqua can get this in a chest in Merlin's House in Radiant Garden.
- 4: Aqua gets this automatically right before unlocking the Keyblade Graveyard.
- 5: Terra can get this by clearing Arena Match #5 (Sinister Sentinel) in the Mirage Arena.
- 6: Aqua gets this automatically after completing the Enchanted Dominion.
- 7: Aqua gets this automatically at the end of her story.
- 8: Terra gets this automatically right before unlocking the Keyblade Graveyard.
- 9: Ven gets this automatically right before unlocking the Keyblade Graveyard.
- 10: Ven gets this automatically at the end of his story.
- 11: Terra gets this automatically at the end of his story.
- 12: Ven can get this in a chest in the Seat of War area of the Keyblade Graveyard.

If you missed one of these reports during your initial playthrough, don't

worry: you can still go back and pick it up.

=====
[COL:CM] Collectathons: Command Melding
=====

A big part of character growth in Birth by Sleep comes from command melding. You can access this any time you want from the Command Decks menu. If you are going for 100% completion and are trying to figure out what you're missing, see the Command List section (COL:CL).

Basically, you use up two commands, and you will get a new and stronger command for your troubles. You can also optionally use a crystal, in which case you will get a secondary ability attached to your new command (e.g. Treasure Magnet, Once More, or HP Boost). Once you level up your new command to max, you will learn that secondary ability permanently. Unless you have the appropriate recipe item though, you will not know what command and what secondary ability you are getting until after the command melding is complete. If you want to know what to expect, or if you want to make one specific command, then the reference in this section should be helpful.

For each command that can be melded, I will list the following:

1ST INGREDIENT and 2ND INGREDIENT: Which commands have to be used to make it. Usually there are several recipes that work - I will list one per line.

TYP: A letter between A-P that helps determine which secondary ability you will get. For a given command melding, find its type, and then look up in the bottom chart to figure out which secondary ability you will get if you use each kind of crystal.

WHO: Which character(s) can do this command melding. If I list T(erra), V(en), or A(qua) here, they can do it. Otherwise they can't.

%: The percentage of the time that you will get this command when inputting the correct ingredients. Sometimes you will get a rare (5%-30%) command instead of the normal one, and that is reflected in this stat.

An ingredient can only be used for command melding once you have leveled it up a certain amount, and action commands (e.g. Block, Air Slide, Glide, etc.) can only be used as an ingredient if you have two copies of that command.

ATTACK COMMAND	1ST INGREDIENT	2ND INGREDIENT	TYP	WHO	%
Blitz	Quick Blitz	Slot Edge	O	TVA	90
	Barrier Surge	Wishing Edge	P	..A	90
	Stun Edge	Slot Edge	K	TVA	90
Meteor Crash	Blitz	Quake	N	T..	100
	Fire Strike	Brutal Blast	D	T..	100
Magic Hour	Blitz	Zero Graviga	O	..A	90
	Barrier Surge	Aeroga	N	..A	90
Fire Dash	Sliding Dash	Fire	D	TVA	100
	Sliding Dash	Fira	C	TVA	100
	Confusion Strike	Fire	D	TVA	100
Dark Haze	Fire Dash	Zero Gravira	D	T..	100
	Fire Dash	Blackout	A	T..	100

	Fire Surge	Zero Gravity	C	T..	100	
+-----+-----+-----+-----+-----+-----+						
Sonic Blade	Blitz	Dark Haze	D	T..	90	
	Blitz	Air Slide	N	TVA	90	
	Fire Dash	Thunder Surge	K	TVA	90	
+-----+-----+-----+-----+-----+-----+						
Chaos Blade	Dark Haze	Sonic Blade	B	T..	90	
+-----+-----+-----+-----+-----+-----+						
Zantetsuken	Dark Haze	Stopga	B	T..	80	
	Sonic Blade	Stopga	F	T..	80	
+-----+-----+-----+-----+-----+-----+						
Strike Raid	Quick Blitz	Sliding Dash	O	TVA	100	
+-----+-----+-----+-----+-----+-----+						
Freeze Raid	Strike Raid	Blizzara	I	TVA	100	
	Blizzard Edge	Binding Strike	K	TVA	100	
+-----+-----+-----+-----+-----+-----+						
Treasure Raid	Strike Raid	Slot Edge	O	.V.	100	
	Slot Edge	Magnet	D	.V.	100	
	Slot Edge	Magnera	K	.V.	100	
+-----+-----+-----+-----+-----+-----+						
Spark Raid	Freeze Raid	Magnega	J	.V.	100	
	Treasure Raid	Magnega	N	.V.	100	
	Thunder Surge	Dodge Roll	P	.V.	20	
	Thundaga	Dodge Roll	L	.V.	20	
	Dodge Roll	Stun Block	L	.V.	20	
+-----+-----+-----+-----+-----+-----+						
Wind Raid	Freeze Raid	Aeroga	B	.V.	100	
	Treasure Raid	Aeroga	F	.V.	100	
+-----+-----+-----+-----+-----+-----+						
Fire Surge	Fire Dash	Ignite	D	TVA	100	
	Fire Strike	Fira	A	TVA	100	
	Confusion Strike	Fira	O	TVA	100	
	Binding Strike	Fira	K	TVA	100	
+-----+-----+-----+-----+-----+-----+						
Barrier Surge	Fire Dash	Barrier	D	..A	100	
	Stun Edge	Barrier	K	..A	100	
+-----+-----+-----+-----+-----+-----+						
Thunder Surge	Fire Dash	Thundara	D	TVA	100	
	Freeze Raid	Thundara	G	TVA	100	
	Stun Edge	Thundara	I	TVA	100	
	Confusion Strike	Thundara	I	TVA	95	
+-----+-----+-----+-----+-----+-----+						
Aerial Slam	Fire Dash	High Jump	A	TVA	100	
	Fire Surge	Aero	D	TVA	100	
	Fire Strike	Aerora	C	TVA	90	
+-----+-----+-----+-----+-----+-----+						
Ars Solum	Dark Haze	Sonic Blade	B	T..	20	
	Dark Haze	Stopga	B	T..	20	
	Sonic Blade	Stopga	F	T..	20	
	Sliding Dash	Thunder	K	T..	5	
	Strike Raid	Thunder	L	T..	5	
	Strike Raid	Thundara	K	T..	5	
	Confusion Strike	Thundara	I	T..	5	
+-----+-----+-----+-----+-----+-----+						
Ars Arcanum	Blitz	Aerial Slam	F	.V.	100	
	Quick Blitz	Slot Edge	O	.V.	10	
	Fire Strike	Aerora	C	.V.	10	
	Quick Blitz	Blizzard	G	.V.	5	
	Quick Blitz	Blizzara	H	.V.	5	
	Sliding Dash	Blizzard	E	.V.	5	

		Sliding Dash		Blizzara		G		.V.		5		
		Poison Edge		Cura		P		.V.		5		
		Blizzard Edge		Cura		G		.V.		5		
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+												
	Time Splicer		Aerial Slam		Stopga		F		.VA		100	
			Stopga		Barrier		C		..A		20	
			Barrier Surge		Wishing Edge		P		..A		10	
			Stun Edge		Slot Edge		K		.VA		10	
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+												
	Poison Edge		Quick Blitz		Poison		O		TVA		95	
			Sliding Dash		Poison		K		TVA		95	
			Strike Raid		Poison		D		TVA		95	
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+												
	Wishing Edge		Strike Raid		Barrier Surge		O		..A		100	
			Barrier Surge		Stun Edge		K		..A		100	
			Stun Edge		Binding Strike		J		..A		100	
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+												
	Blizzard Edge		Quick Blitz		Blizzard		G		TVA		95	
			Quick Blitz		Blizzara		H		TVA		95	
			Sliding Dash		Blizzard		E		TVA		95	
			Sliding Dash		Blizzara		G		TVA		95	
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+												
	Stun Edge		Sliding Dash		Thunder		K		TVA		95	
			Strike Raid		Thunder		L		TVA		95	
			Strike Raid		Thundara		K		TVA		95	
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+												
	Slot Edge		Wishing Edge		Cure		O		..A		100	
			Poison Edge		Cura		P		TVA		95	
			Blizzard Edge		Cura		G		TVA		95	
			Curaga		Renewal Block		N		TV.		90	
			Curaga		Focus Block		P		TV.		90	
			Curaga		Renewal Barrier		N		..A		90	
			Curaga		Focus Barrier		P		..A		90	
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+												
	Fire Strike		Poison Edge		Fira		D		TVA		100	
			Wishing Edge		Ignite		A		..A		100	
			Stun Edge		Fire		K		TVA		100	
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+												
	Confusion Strike		Quick Blitz		Confuse		O		TVA		100	
			Sliding Dash		Zero Gravity		K		TVA		100	
			Strike Raid		Confuse		G		TVA		100	
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+												
	Binding Strike		Quick Blitz		Bind		K		TVA		100	
			Strike Raid		Bind		O		TVA		100	
			Stun Edge		Zero Gravity		I		TVA		100	
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+												
	Brutal Blast		Stun Edge		Mine Shield		O		T..		70	
			Binding Strike		Mine Square		L		T..		70	
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+												
	Tornado Strike		Confusion Strike		Aeroga		G		.V.		100	
			Binding Strike		Aeroga		F		.V.		100	
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+												
	Magnet Spiral		Binding Strike		Collision Magnet		K		TVA		100	
			Binding Strike		Magnega		J		TVA		100	
			Quick Blitz		Magnera		K		TVA		20	
			Stun Edge		Magnera		L		TVA		20	
			Zero Gravira		Magnet		I		TVA		20	
+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+-----+												
	Windcutter		Binding Strike		Aeroga		F		T..		100	
			Confusion Strike		Aeroga		G		T..		100	

Limit Storm	Brutal Blast	Confusion Strike	G	T..	100	
	Brutal Blast	Binding Strike	D	T..	100	
Salvation	Wind Raid	Curaga	N	.V.	100	
Collision Magnet	Quick Blitz	Magnera	K	TVA	80	
	Stun Edge	Magnera	L	TVA	80	
	Zero Gravira	Magnet	I	TVA	80	
Geo Impact	Brutal Blast	Brutal Blast	N	T..	70	
Sacrifice	Dark Haze	Warp	B	T..	100	
	Poison Edge	Warp	D	T..	100	
Break Time	Curaga	Renewal Block	N	TV.	10	
	Curaga	Renewal Barrier	N	..A	10	
	Curaga	Focus Block	P	TV.	10	
	Curaga	Focus Barrier	P	..A	10	

MAGIC COMMAND	1ST INGREDIENT	2ND INGREDIENT	TYP	WHO	%	
Fira	Fire Dash	Fire	D	TVA	100	
	Fire Strike	Fire	D	TVA	100	
	Fire	Fire	A	TVA	100	
	Fire	Ignite	C	TVA	100	
Firaga	Fire Dash	Fira	D	TVA	90	
	Fire	Fira	A	TVA	90	
	Fira	Fira	B	TVA	90	
Dark Firaga	Dark Haze	Firaga	D	T..	100	
	Firaga	Blackout	B	T..	100	
Fission Firaga	Fira	Aeroga	A	TVA	80	
	Firaga	Aerora	A	TVA	80	
	Firaga	Aeroga	B	TVA	80	
Triple Firaga	Fira	Firaga	A	..A	95	
	Blitz	Firaga	D	..A	90	
	Firaga	Firaga	B	..A	90	
Crawling Fire	Firaga	Slow	A	TVA	80	
	Firaga	Stopra	D	TVA	80	
	Firaga	Stopga	B	TVA	80	
Blizzara	Strike Raid	Blizzard	G	TVA	100	
	Blizzard Edge	Blizzard	G	TVA	100	
	Blizzard	Blizzard	E	TVA	100	
	Blizzard	Aero	H	TVA	100	
Blizzaga	Blizzard Edge	Blizzara	G	TVA	100	
	Blizzard	Blizzara	E	TVA	100	
	Blizzara	Blizzara	F	TVA	100	
Triple Blizzaga	Blitz	Blizzaga	G	..A	100	
	Blizzara	Blizzaga	E	..A	100	
	Blizzaga	Blizzaga	F	..A	100	

Thundara	Stun Edge	Thunder	K	TVA	100
	Thunder	Thunder	I	TVA	100
	Zero Gravity	Magnet	L	TVA	100
Thundaga	Binding Strike	Thundara	K	TVA	90
	Thunder	Thundara	I	TVA	90
	Thundara	Thundara	J	TVA	90
Thundaga Shot	Strike Raid	Thundaga	I	..A	85
	Freeze Raid	Thundaga	E	..A	85
	Firaga	Thundaga	A	..A	85
Cura	Thunder	Cure	I	TVA	100
	Cure	Cure	M	TVA	100
	Cure	Aero	O	TVA	100
Curaga	Cure	Cura	M	TVA	100
	Cura	Cura	N	TVA	100
Mine Shield	Fira	Zero Gravity	A	TVA	100
	Fira	Block	C	TV.	100
	Ignite	Stop	D	TVA	100
	Stopra	Block	M	TV.	100
Mine Square	Fira	Stop	A	TVA	100
	Fira	Barrier	C	..A	100
	Aerora	Ignite	D	TVA	100
	Stopra	Barrier	M	..A	100
Seeker Mine	Mine Shield	Mine Square	B	..A	100
	Mine Shield	Magnega	C	..A	100
	Mine Square	Magnega	D	..A	100
Zero Gravira	Thunder	Zero Gravity	I	TVA	90
	Zero Gravity	Zero Gravity	M	TVA	90
	Magnet	Aero	P	TVA	90
Zero Graviga	Thundara	Zero Gravira	I	TVA	80
	Zero Gravity	Zero Gravira	M	TVA	80
	Zero Gravira	Zero Gravira	N	TVA	80
Magnera	Stun Edge	Magnet	K	TVA	100
	Thunder	Magnet	I	TVA	100
	Magnet	Magnet	M	TVA	100
Magnega	Magnet	Magnera	I	TVA	100
	Magnera	Magnera	J	TVA	100
Munny Magnet	Wishing Edge	Magnera	K	..A	100
	Thundara	Magnera	I	..A	100
Energy Magnet	Cure	Magnera	M	..A	100
	Cura	Magnera	N	..A	100
D-Link Magnet	Zero Gravira	Magnera	L	..A	100
	Magnera	Stopra	I	..A	100
Aerora	Quick Blitz	Aero	G	TVA	95
	Thunder	Aero	I	TVA	95

		Aero	Aero	E	TVA	95	
+-----+-----+-----+-----+-----+-----+-----+-----+							
Aeroga		Quick Blitz	Aerora	O	TVA	90	
		Aero	Aerora	M	TVA	90	
		Aerora	Aerora	N	TVA	90	
+-----+-----+-----+-----+-----+-----+-----+-----+							
Warp		Thundara	Zero Gravira	I	T..	20	
		Zero Gravity	Zero Gravira	M	T..	20	
		Zero Gravira	Zero Gravira	N	T..	20	
		Thunder	Zero Gravity	I	T..	10	
		Magnet	Aero	P	T..	10	
		Zero Gravity	Zero Gravity	M	T..	10	
+-----+-----+-----+-----+-----+-----+-----+-----+							
Faith		Wind Raid	Break Time	N	.V.	100	
+-----+-----+-----+-----+-----+-----+-----+-----+							
Deep Freeze		Freeze Raid	Blizzaga	G	TVA	100	
		Binding Strike	Blizzaga	H	TVA	100	
		Blizzaga	Triple Blizzaga	F	..A	100	
+-----+-----+-----+-----+-----+-----+-----+-----+							
Glacier		Blizzaga	Deep Freeze	E	..A	100	
		Triple Blizzaga	Deep Freeze	F	..A	100	
+-----+-----+-----+-----+-----+-----+-----+-----+							
Ice Barrage		Blizzaga	Mine Shield	F	..A	100	
		Blizzaga	Mine Square	H	..A	100	
+-----+-----+-----+-----+-----+-----+-----+-----+							
Firaga Burst		Fira	Aeroga	A	..A	20	
		Firaga	Aerora	A	..A	20	
		Firaga	Aeroga	B	..A	20	
		Firaga	Slow	A	..A	20	
		Firaga	Stopra	D	..A	20	
		Firaga	Stopga	B	..A	20	
+-----+-----+-----+-----+-----+-----+-----+-----+							
Raging Storm		Fission Firaga	Firaga Burst	B	..A	100	
		Blitz	Firaga	D	..A	10	
		Fire Dash	Fira	D	..A	10	
		Fire Surge	Cartwheel	C	..A	10	
		Fire	Fira	A	..A	10	
		Fira	Fira	B	..A	10	
		Fira	Firaga	A	..A	10	
		Firaga	Firaga	B	..A	10	
+-----+-----+-----+-----+-----+-----+-----+-----+							
Mega Flare		Fission Firaga	Crawling Fire	B	TVA	100	
+-----+-----+-----+-----+-----+-----+-----+-----+							
Quake		Brutal Blast	Zero Graviga	B	T..	90	
		Brutal Blast	Magnega	C	T..	90	
		Stun Edge	Mine Shield	O	T..	30	
		Binding Strike	Mine Square	L	T..	30	
		Brutal Blast	Brutal Blast	N	T..	30	
+-----+-----+-----+-----+-----+-----+-----+-----+							
Meteor		Geo Impact	Quake	B	T..	100	
		Brutal Blast	Zero Graviga	B	T..	10	
		Brutal Blast	Magnega	C	T..	10	
+-----+-----+-----+-----+-----+-----+-----+-----+							
Tornado		Magnega	Aeroga	N	.V.	100	
		Quick Blitz	Aerora	O	.V.	10	
		Aero	Aerora	M	.V.	10	
		Aerora	Aerora	N	.V.	10	
		Quick Blitz	Aero	G	.V.	5	
		Thunder	Aero	I	.V.	5	
		Aero	Aero	E	.V.	5	

Transcendence	Magnet Spiral	Zero Graviga	J	TVA	100
Mini	Magnera	Warp	N	T..	100
	Magnega	Magnega	J	TVA	100
	Magnega	Bind	I	TVA	100
Blackout	Zero Gravity	Confuse	M	TVA	100
	Zero Gravira	Confuse	N	TVA	100
	Zero Gravira	Poison	P	TVA	100
Ignite	Fire	Bind	A	TVA	100
	Fira	Bind	C	TVA	100
Stopra	Slow	Slow	L	TVA	100
	Slow	Stop	K	TVA	100
	Stop	Stop	I	TVA	100
Stopga	Stop	Stopra	I	TVA	100
	Stopra	Stopra	J	TVA	100

ACTION COMMAND	1ST INGREDIENT	2ND INGREDIENT	TYP	WHO	%
Homing Slide	Sliding Dash	Magnera	P	.VA	100
	Sliding Dash	Air Slide	C	.VA	100
	Magnet	Air Slide	L	.VA	100
Thunder Roll	Thunder Surge	Dodge Roll	P	.V.	80
	Thundaga	Dodge Roll	L	.V.	80
	Stun Block	Dodge Roll	L	.V.	80
Firewheel	Firaga	Cartwheel	B	..A	100
	Fission Firaga	Cartwheel	B	..A	100
	Fire Surge	Cartwheel	C	..A	90
Ice Slide	Blizzard Edge	Air Slide	F	TVA	100
	Blizzard	Air Slide	H	TVA	100
Fire Glide	Fire Surge	Glide	C	.V.	100
	Firaga	Glide	B	.V.	100
Renewal Block	Curaga	Block	P	TV.	100
	Esuna	Block	C	TV.	100
Stun Block	Stun Edge	Block	L	TV.	100
	Thundaga	Block	I	TV.	100
Poison Block	Poison Edge	Block	H	TV.	80
	Poison	Block	P	TV.	80
Renewal Barrier	Curaga	Barrier	P	..A	100
	Esuna	Barrier	N	..A	100
Confuse Barrier	Confusion Strike	Barrier	C	..A	100
	Confuse	Barrier	L	..A	100
Stop Barrier	Stopga	Barrier	C	..A	80

Payback Fang	Sliding Dash	Counter Hammer	P	T..	100
Payback Raid	Sliding Dash	Strike Raid	P	.V.	100
Payback Surge	Sliding Dash	Fire Surge	C	..A	100
	Sliding Dash	Thunder Surge	L	..A	100

SHOTLOCK COMMAND	1ST INGREDIENT	2ND INGREDIENT	TYP	WHO	%
Lightning Ray	Blitz	Dark Haze	-	T..	10
	Blitz	Air Slide	-	TVA	10
	Fire Dash	Thunder Surge	-	TVA	10
	Binding Strike	Thundara	-	TVA	10
	Thunder	Thundara	-	TVA	10
	Thundara	Thundara	-	TVA	10
	Aeroga	Barrier Surge	-	..A	10
Meteor Shower	Strike Raid	Thundaga	-	..A	15
	Freeze Raid	Thundaga	-	..A	15
	Firaga	Thundaga	-	..A	15
	Blitz	Zero Graviga	-	..A	10
Bio Barrage	Poison Edge	Block	-	TV.	20
	Poison	Block	-	TV.	20
	Quick Blitz	Poison	-	TVA	5
	Sliding Dash	Poison	-	TVA	5
	Strike Raid	Poison	-	TVA	5

And now here is the list of what each command melding type will give you when paired with each kind of crystal. Chaos Crystals act like a random crystal, and Magic Gems act like a random crystal but start the command at maximum level. (See the next section for information on how to find each crystal, and see the section after that for a list of one possible recipe for each ability.)

	Shimmering	Fleeting	Pulsing	Wellspring	Soothing	Hungry	Abounding
A	Fire Boost	Magic Haste	Leaf Bracer	Air Combo Plus	HP Boost	HP Prize Plus	Link Prz Plus
B	Fire Boost	Reload Boost	Finish Boost	Once More	Damage Syphon	HP Prize Plus	EXP Chance
C	Fire Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost	HP Prize Plus	Link Prz Plus
D	Fire Screen	Attack Haste	Leaf Bracer	Combo Plus	HP Boost	HP Prize Plus	Link Prz Plus
E	Blizzard Boost	Magic Haste	Leaf Bracer	Combo Plus	Item Boost	HP Prize Plus	Lucky Strike
F	Blizzard Boost	Reload Boost	Second Chance	Air Combo Plus	Damage Syphon	HP Prize Plus	Lucky Strike
G	Blizzard Screen	Attack Haste	Leaf Bracer	Air Combo Plus	Item Boost	HP Prize Plus	Luck Boost

H	Blizzard Screen	Magic Haste	Combo F Boost	Air Combo Plus	Item Boost	HP Prize Plus	EXP Walker
I	Thunder Boost	Magic Haste	Combo F Boost	Air Combo Plus	HP Boost 	Treasure Magnet	Link Prz Plus
J	Thunder Boost	Reload Boost	Combo F Boost	Once More	Defender 	Treasure Magnet	EXP Chance
K	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost 	Treasure Magnet	Link Prz Plus
L	Thunder Screen	Attack Haste	Finish Boost	Combo Plus	HP Boost 	Treasure Magnet	Lucky Strike
M	Cure Boost	Magic Haste	Combo F Boost	Combo Plus	Item Boost	Treasure Magnet	Lucky Strike
N	Cure Boost	Reload Boost	Second Chance	Combo Plus	Defender 	Treasure Magnet	Lucky Strike
O	Dark Screen	Attack Haste	Finish Boost	Air Combo Plus	Item Boost	Treasure Magnet	Lucky Strike
P	Dark Screen	Magic Haste	Combo F Boost	Air Combo Plus	Item Boost	Treasure Magnet	EXP Walker

=====
[COL:CR] Collectathons: Crystals
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Here is a list of what enemies you can kill to get each type of crystal. You can fight them anywhere you want EXCEPT the Mirage Arena - no items are dropped there.

Crystal type	Enemy	World
Shimmering	12%: Blobmob	Deep Space
	6%: Blue Sea Salt	Radiant Garden
	6%: Yellow Mustard	Never Land
	5%: Red Hot Chili	Enchanted Dominion
	5%: Spiderchest	Dwarf Woodland
Fleeting	12%: Chrono Twister	Radiant Garden
	11%: Sonic Blaster	Deep Space
	11%: Thornbite	Enchanted Dominion
	4%: Shoegazer	Castle of Dreams
Pulsing	22%: Buckle Bruiser	Olympus Coliseum
	22%: Wild Bruiser	Never Land
	10%: Bruiser	Enchanted Dominion
	7%: Tank Toppler	Radiant Garden
Wellspring	11%: Triple Wrecker	Never Land
	3%: Scrapper	Enchanted Dominion

Soothing	4%: Flood	Castle of Dreams	
	3%: Jellyshade	Deep Space	
Hungry	10%: Bruiser	Enchanted Dominion	
	7%: Vile Phial	Deep Space	
	4%: Monotrucker	Dwarf Woodlands (Ven only)	
	3%: Hareraiser	Castle of Dreams	
Abounding	14%: Axe Flapper	N/A	
	8%: Mandrake	Radiant Garden	
Chaos	0.3%: Archraven	Radiant Garden	

Magic Gems cannot be obtained from defeating regular enemies. You will have to buy them from the Mirage Arena if you really want them.

=====
[COL:CL] Collectathons: Command List / Report Completion
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In this section, I list all commands in the game, along with who can get them, and some basic notes on where to get them. They are listed in the same order as in-game, so you should be able to use this to see what you are missing from the Reports. At the end of the section, I will also give some tips for other parts of the Reports that you might be missing.

ATTACK COMMAND	WHO	WHERE TO GET IT	
Quick Blitz	TVA	Begin with it	
Blitz	TVA	Chest (Ven/Aqua) or Shop/Melding (Terra)	
Meteor Crash	T..	Melding	
Magic Hour	..A	Melding	
Sliding Dash	TVA	Begin with it (Terra/Ven) or Shop (Aqua)	
Fire Dash	TVA	Rumble Racing reward	
Dark Haze	T..	Chest	
Sonic Blade	TVA	Break the Urns reward	
Chaos Blade	T..	Melding	
Zantetsuken	T..	Shop/Melding	
Strike Raid	TVA	Begin with it (Ven) or chest (Terra/Aqua)	
Freeze Raid	TVA	Chest (Ven) or Ice Cream Beat reward	
Treasure Raid	.V.	Chest	
Spark Raid	.V.	Melding	
Wind Raid	.V.	Chest	
Fire Surge	TVA	Chest (Ven/Aqua) or Shop/Melding (Terra)	
Barrier Surge	..A	Chest	
Thunder Surge	TVA	Chest (Terra) or Melding (Ven/Aqua)	
Aerial Slam	TVA	Chest	
Ars Solum	T..	Chest	
Ars Arcanum	.V.	Melding	
Time Splicer	.VA	Chest (Aqua) or Melding (Ven)	
Poison Edge	TVA	Chest (Terra) or Shop/Melding (Ven/Aqua)	
Wishing Edge	..A	Royal Command Board or Melding	
Blizzard Edge	TVA	Toon Command Board or Shop/Melding	
Stun Edge	TVA	Begin with it (Terra), Chest (Ven), or Shop (Aqua)	
Slot Edge	TVA	Chest	

Fire Strike	TVA	Chest	
Confusion Strike	TVA	Chest (Aqua) or Shop/Melding (Terra/Ven)	
Binding Strike	TVA	Chest (Ven) or Shop/Melding (Terra/Aqua)	
Brutal Blast	T..	Chest	
Tornado Strike	.V.	Chest	
Magnet Spiral	TVA	Melding	
Windcutter	T..	Chest	
Limit Storm	T..	Crown Stickers	
Salvation	.V.	Crown Stickers	
Collision Magnet	TVA	Crown Stickers (Ven) or Melding (Terra/Aqua)	
Geo Impact	T..	Chest	
Sacrifice	T..	Hunny Pot Command Board or Melding	
Break Time	TVA	Chest	

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MAGIC COMMAND	WHO	WHERE TO GET IT	
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Fire	TVA	Chest	
Fira	TVA	Chest	
Firaga	TVA	Chest	
Dark Firaga	T..	Melding	
Fission Firaga	TVA	Chest (Terra/Aqua) or Melding (Ven)	
Triple Firaga	..A	Melding	
Crawling Fire	TVA	Melding	
Blizzard	TVA	Begin with it (Aqua) or Chest (Terra/Ven)	
Blizzara	TVA	Ice Cream Beat reward or Shop/Melding	
Blizzaga	TVA	Ice Cream Beat reward or Shop/Melding	
Triple Blizzaga	..A	Melding	
Thunder	TVA	Begin with it (Aqua) or Chest (Terra/Ven)	
Thundara	TVA	Chest	
Thundaga	TVA	Hit the totem pole top in Never Land	
Thundaga Shot	..A	Melding	
Cure	TVA	Chest	
Cura	TVA	Chest (Ven/Aqua) or Shop/Melding (Terra)	
Curaga	TVA	Shop/Melding	
Esuna	TVA	Chest (Terra) or Shop (Ven/Aqua)	
Mine Shield	TVA	Chest (Ven/Aqua) or Shop/Melding (Terra)	
Mine Square	TVA	Chest (Terra/Aqua) or Shop/Melding (Ven)	
Seeker Mine	..A	Melding	
Zero Gravity	TVA	Chest	
Zero Gravira	TVA	Chest	
Zero Graviga	TVA	Chest (Terra) or Melding (Ven/Aqua)	
Magnet	TVA	Chest (Ven/Aqua) or Melding (Terra)	
Magnera	TVA	Fruitball reward	
Magnega	TVA	Chest (Ven/Aqua) or Melding (Terra)	
Munny Magnet	..A	Melding	
Energy Magnet	..A	Melding	
D-Link Magnet	..A	Melding	
Aero	TVA	Begin with it (Ven) or Shop (Terra/Aqua)	
Aerora	TVA	Rumble Racing reward	
Aeroga	TVA	Chest (Ven/Aqua) or Melding (Terra)	
Warp	T..	Chest	
Faith	.V.	Melding	
Deep Freeze	TVA	Crown Stickers (Aqua) or Melding (Terra/Ven)	
Glacier	..A	Melding	
Ice Barrage	..A	Chest	
Firaga Burst	..A	Chest	
Raging Storm	..A	Melding	
Mega Flare	TVA	Melding	

Quake	T..	Melding	
Meteor	T..	Melding	
Tornado	.V.	Melding	
Transcendence	TVA	Melding	
Mini	TVA	Chest (Ven) or Melding (Terra/Aqua)	
Blackout	TVA	Chest (Terra) or Shop/Melding (Ven/Aqua)	
Ignite	TVA	Crown Stickers (Aqua) or Shop/Melding (Terra/Ven)	
Confuse	TVA	Shop	
Bind	TVA	Chest (Aqua) or Shop (Terra/Ven)	
Poison	TVA	Chest (Ven/Aqua) or Shop (Terra)	
Slow	TVA	Chest	
Stop	TVA	Chest (Terra/Ven) or Shop (Aqua)	
Stopra	TVA	Shop/Melding	
Stopga	TVA	Shop/Melding	
Sleep	TVA	Chest	

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FRIEND COMMAND	WHO	WHERE TO GET IT	
Group Cure	TVA	Arena Shop	
Group Cura	TVA	Arena Shop	
Group Curaga	TVA	Arena Shop	
Group Esuna	TVA	Arena Shop	
Confetti	TVA	Hit the mailbox in Disney Town	
Fireworks	TVA	Crown Stickers (Terra/Ven) or Arena Shop (Aqua)	
Taunt	TVA	Arena Shop	
Victory Pose	TVA	Arena Shop	
Vanish	TVA	Arena Shop	
Trinity Limit	TVA	Arena Shop	
Unison Rush	TVA	Arena Shop	
Voltage Stack	TVA	Arena Shop	

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+=====+=====+=====+=====+

MOVEMENT COMMAND	WHO	WHERE TO GET IT	
Jump	TVA	Begin with it	
High Jump	TVA	Chest (Terra) or Main story (Ven/Aqua)	
Dodge Roll	.V.	Begin with it	
Thunder Roll	.V.	Melding	
Cartwheel	..A	Begin with it	
Firewheel	..A	Melding	
Air Slide	TVA	Main story	
Ice Slide	TVA	Melding	
Sonic Impact	T..	Main story	
Slide	T..	Begin with it	
Reversal	.V.	Main story	
Glide	.V.	Main story	
Superglide	.V.	Chest	
Fire Glide	.V.	Melding	
Homing Slide	.VA	Melding	
Teleport	..A	Chest	
Doubleflight	..A	Main story	

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+=====+=====+=====+=====+

DEFENSE COMMAND	WHO	WHERE TO GET IT	
Block	TV.	Begin with it	

Blizzard Boost	3	Blizzard + Blizzard + Shimmering Crystal	
Thunder Boost	3	Thunder + Thunder + Shimmering Crystal	
Cure Boost	3	Cure + Cure + Shimmering Crystal	
Item Boost	3	Quick Blitz + Sliding Dash + Soothing Crystal	
Attack Haste	5	Quick Blitz + Sliding Dash + Fleeting Crystal	
Magic Haste	5	Fire + Fire + Fleeting Crystal	
Combo F Boost	2	Thunder + Thunder + Pulsing Crystal	
Finish Boost	2	Quick Blitz + Sliding Dash + Pulsing Crystal	
Fire Screen	2	Sliding Dash + Fire + Shimmering Crystal	
Blizzard Screen	2	Quick Blitz + Blizzard + Shimmering Crystal	
Thunder Screen	2	Strike Raid + Thunder + Shimmering Crystal	
Dark Screen	2	Quick Blitz + Sliding Dash + Shimmering Crystal	
Reload Boost	1	Fira + Fira + Fleeting Crystal	
Defender	1	Thundara + Thundara + Soothing Crystal	
+-----+			
Zero EXP	1	N/A (Critical mode starting ability)	
Combo Plus	3	Blizzard + Blizzard + Wellspring Crystal	
Air Combo Plus	3	Quick Blitz + Sliding Dash + Wellspring Crystal	
EXP Chance	1	Fira + Fira + Abounding Crystal	
EXP Walker	1	Magnet + Aero + Abounding Crystal	
Damage Syphon	1	Fira + Fira + Soothing Crystal	
Second Chance	1	Blizzara + Blizzara + Pulsing Crystal	
Once More	1	Fira + Fira + Wellspring Crystal	
Scan	1	N/A (Starting ability)	
Leaf Bracer	1	Fire + Fire + Pulsing Crystal	
+-----+			

To complete your Reports section, you will also need to use every Shotlock and every D-Link finish command at least once to register a hit count. The Shotlocks are listed in the same order as in the command list, so you can use the chart in the previous section to figure out which Shotlocks if any you are missing. To see which D-Links you are missing, use the following chart:

+=====+	
D-LINK FINISH COMMAND	WHO
+-----+	
Ventus / Finish	T.A
Aqua / Finish	TV.
Terra / Finish	.VA
Mickey / Lightcharge	.VA
Donald / Donald Flare	.VA
Goofy / Goofy Spin	.VA
Snow White / Sweet Memory	.VA
Cinderella / Dream Sparkle	TVA
Maleficent / Thunderchaser	T..
Zack / Hero's Entrance	TVA
Experiment 626 / Random Beam	TVA
Peter Pan / Swordbill	TVA
Pete / Fruit Shot	TVA
Ventus / Air Dive	T.A
Aqua / Magic Volley	TV.
Terra / Landbreaker	.VA
Mickey / Faithcharge	.VA
Donald / Cosmic Donald	.VA
Goofy / Goofy Turbo	.VA
Snow White / Sweet Seven	.VA
Cinderella / Miracle Dance	TVA
Maleficent / Dragonfire	T..
Zack / Hero's Pride	TVA
Experiment 626 / Ohana Beat	TVA

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| Peter Pan / Barrell Roll      | TVA |
| Pete / Rumble Rave           | TVA |
+-----+-----+

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The only D-Link you might miss altogether is Pete. To get him, you need to play the Command Board (see Section MIN:CB). For everyone else, you should have the D-Link at the end of the game, and you just need to actually go and use both of the D-Link's finish commands.

Finally, here are some miscellaneous things that you might miss:

- Sky Climber command style (listed as a Ven/Aqua Finish Command in the Command Collection): Arena Match reward.
- Frozen Fortune command style (listed as a Finish Command in the Command Collection): Ice Cream Beat reward.
- Blobmob Unversed: Fight them at the Launch Deck of Deep Space.
- Glidewinder Unversed: Fight them on the Ship Exterior of Deep Space.
- Prize Pod Unversed: You have to actually kill one before it disappears.
- Mini-games: See the Mini-Game section of the walkthrough. You need to play all rounds of all mini-games. You don't have to WIN all of them, but you need to do well on early rounds to unlock later rounds.

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=====
[COL:KB] Collectathons: Keyblades
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In this section, I list all Keyblade stats and where they can be found. The columns mean the following:

- STR: The strength boost given by this Keyblade
- MAG: The magic boost given by this Keyblade.
- LEN: The length of the Keyblade (Short, Medium, Long).
- CRIT RATE: The percentage of attacks that are critical strikes.
- CRIT DMG: The extra damage done during a critical strike.
- WHO: Which characters out of Terra, Ven, Aqua can get the Keyblade.
- LOCATION: Where to get the Keyblade.

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+-----+-----+-----+-----+-----+-----+-----+-----+
| KEYBLADE | STR | MAG | LEN | RATE | DMG | WHO | LOCATION |
+-----+-----+-----+-----+-----+-----+-----+-----+
| Earthshaker | 3 | 1 | S | 25% | x1.2 | T.. | Terra's starting weapon |
| Wayward Wind | 3 | 1 | S | 50% | x1.35 | .V. | Ven's starting weapon |
| Rainfell | 2 | 2 | S | 25% | x1.2 | ..A | Aqua's starting weapon |
| Treasure Trove | 3 | 2 | S | 25% | x1.2 | TVA | Clear Dwarf Woodlands |
| Stroke of Midnight | 2 | 2 | M | 75% | x1.35 | TVA | Clear Castle of Dreams |
| Fairy Stars | 2 | 3 | M | 25% | x1.2 | TVA | Clear Enchanted Dominion |
| Victory Line | 4 | 2 | L | 75% | x1.35 | TVA | Win Rumble Racing: Castle |
| Mark of a Hero | 5 | 1 | M | 50% | x1.5 | TVA | Clear Olympus Coliseum |
| Hyperdrive | 4 | 3 | L | 50% | x1.35 | TVA | Clear Deep Space |
| Pixie Petal | 3 | 6 | S | 75% | x1.35 | TVA | Clear Never Land |
| Ultima Weapon | 7 | 6 | L | 75% | x1.5 | TVA | Complete Arena Match #13 |
| Sweetstack | 6 | 4 | S | 100% | x1.2 | TVA | Complete Ice Cream Shop |
| Darkgnaw | 5 | 2 | S | 25% | x1.35 | T.. | Complete Arena Match #6 |
| Ends of the Earth | 5 | 3 | M | 50% | x1.35 | T.. | Visit Destiny Islands |
| Chaos Ripper | 10 | -2 | L | 25% | x1.5 | T.. | Defeat Master Eraqus |

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Frolic Flame	3	3	M	50%	x1.5	.V.	Clear Radiant Garden	
Lost Memory	6	5	L	75%	x1.5	.V.	Visit Destiny Islands	
Destiny's Embrace	3	3	S	75%	x1.35	..A	Help Kairi in Radiant Gdn	
Stormfall	5	4	M	50%	x1.35	..A	Visit Destiny Islands	
Brightcrest	4	7	L	75%	x1.5	..A	Begin Final Episode	
Void Gear	8	4	L	??	??	TVA	Defeat Vanitas's Spirit	
No Name	6	7	L	??	??	TVA	Defeat Mysterious Figure	

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[COL:ST] Collectathons: Stickers
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During the game, you will run across some golden crowns. Be sure to pick them up! They are stickers.

In your Reports, you can select Arrange Stickers to place any stickers you have found onto a picture. Placing a sticker will give you 7 points if it is in a good position, and 5 points otherwise. You can always move stickers later, so be sure to experiment in order to find a good placement. As your total points score increases, you will unlock a few nice prizes:

POINTS	TERRA'S PRIZE	VEN'S PRIZE	AQUA'S PRIZE
20	PULSING CRYSTAL	WELLSPRING CRYSTAL	IGNITE
40	FIREWORKS	HUNGRY CRYSTAL	SHIMMERING CRYSTAL
60	LIMIT STORM	FIREWORKS	STOP BARRIER
80	SONIC BLADE	COLLISION MAGNET	DEEP FREEZE
100	SECRET GEM	SALVATION	SECRET GEM

The approximate locations of each sticker are available in the walkthrough sections of the guide. I will update with more specifics as I play through the English version of the game.

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[COL:IS] Collectathons: Ice Cream Shop
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You can visit the Ice Cream Shop by talking to Huey (the red duck) in the Main Plaza of Disney Town.

The shop has several recipes, and your goal is to collect all the ingredients. You can get them from hitting Prize Pods, and I have details within the walkthrough for each world about where to find the Prize Pods. (Use the charts below to figure out which world you need to go to for a specific ingredient.) When collecting ingredients, I recommend using Magnet spells. They will get you what you need in no time!

Once you have all the ingredients for a specific recipe, you will get some free copies of the ice cream that is made, and you will then be able to buy that flavor for a little bit of Munny in the future.

Each flavor is an item that you can use to instantly transform you into a certain command style, or to fill up your Command Gauge if you are already in

that style. Once you unlock Frozen Fortune from Ice Cream Beat, there is also a chance you will switch into that every time you use an ice cream flavor. This is the ONLY way to get into Frozen Fortune, and there is a trophy for doing so thirty times!

However, the main prize from the Ice Cream Shop is that if you complete every recipe, you will earn the SWEETSTACK KEYBLADE, one of the strongest weapons in the game.

Anyway, here is the full list of flavors for each character, and how to make them.

TERRA FLAVOR	INGREDIENTS	WORLDS	COMMAND STYLE
VANILLA GLITZ	1 Bijou Bean 3 Crystal Sugars 1 Golden Jam	Enchanted Dominion Castle of Dreams Never Land	Critical Impact
BUENO VOLCANO	5 Prickle Peppers 3 Toonbascos	Disney Town Disney Town	Firestorm
SNOW BEAR	3 Open Sesames 5 Soy Milks	Mirage Arena Radiant Garden	Diamond Dust
SPARK LEMON	3 Dancin' Lemons 2 Rocket Sodas 4 Thundercrackers	Never Land OR Mirage Arena Radiant Garden Olympus Coliseum	Thunderbolt
ROYALBERRY	8 Birthday Cakes 7 Gaspberries 10 Nebula Nectars 7 Rose Honeys	Castle of Dreams Dwarf Woodlands Radiant Garden Enchanted Dominion	Bladecharge
ROCKIN' CRUNCH	15 Galactic Caramels 12 Nutty Nuts	Deep Space Dwarf Woodlands OR Olympus Coliseum	Rockbreaker
BIG BAD PETE	20 Bizarro Beans 20 Whipped Dreams	Deep Space Never Land	Dark Impulse
VEN FLAVOR	INGREDIENTS	WORLDS	COMMAND STYLE
HONEYBUNNY	2 Apple Pies 3 Honeybunches	Dwarf Woodlands Never Land	Fever Pitch
BUENO VOLCANO	5 Prickle Peppers 3 Toonbascos	Disney Town Disney Town	Firestorm
SNOW BEAR	3 Open Sesames 5 Soy Milks	Mirage Arena Radiant Garden	Diamond Dust
SPARK LEMON	3 Dancin' Lemons 2 Rocket Sodas 4 Thundercrackers	Never Land OR Mirage Arena Radiant Garden Olympus Coliseum	Thunderbolt

GOOFY PARFAIT	5 Chocolate Valentines	Castle of Dreams	Cyclone	
	10 Forest Muffins	Enchanted Dominion		
	6 Jumbo Almonds	Enchanted Dominion		
	7 Moogles Coffees	Radiant Garden		
+-----+-----+-----+-----+				
MILKY WAY	14 Cotton Cloudcandies	Olympus Coliseum	Sky Climber	
	10 Cream Fluffs	Deep Space		
	8 Rainbow Syrups	Never Land		
+-----+-----+-----+-----+				
DOUBLE CRUNCH	9 Cherryberries	Enchanted Dominion	Wingblade	
	5 Merry Dairies	Dwarf Woodlands		
	15 Star Syrups	Deep Space		
	14 Wedding Cakes	Castle of Dreams		
+-----+-----+-----+-----+				
+=====+=====+=====+=====+				
AQUA FLAVOR	INGREDIENTS	WORLDS	COMMAND STYLE	
+=====+=====+=====+=====+				
FABRACADABRA	2 Balloon Melons	Deep Space	Spellweaver	
	2 Heroic Oranges	Olympus Coliseum		
	1 Peach Fantasy	Dwarf Woodlands		
+-----+-----+-----+-----+				
BUENO VOLCANO	5 Prickle Peppers	Disney Town	Firestorm	
	3 Toonbascos	Disney Town		
+-----+-----+-----+-----+				
SNOW BEAR	3 Open Sesames	Mirage Arena	Diamond Dust	
	5 Soy Milks	Radiant Garden		
+-----+-----+-----+-----+				
SPARK LEMON	3 Dancin' Lemons	Never Land OR	Thunderbolt	
		Mirage Arena		
	2 Rocket Sodas	Radiant Garden		
	4 Thundercrackers	Olympus Coliseum		
+-----+-----+-----+-----+				
ROYALBERRY	8 Birthday Cakes	Castle of Dreams	Bladecharge	
	7 Gaspberries	Dwarf Woodlands		
	10 Nebula Nectars	Radiant Garden		
	7 Rose Honeys	Enchanted Dominion		
+-----+-----+-----+-----+				
MILKY WAY	14 Cotton Cloudcandies	Olympus Coliseum	Sky Climber	
	10 Cream Fluffs	Deep Space		
	8 Rainbow Syrups	Never Land		
+-----+-----+-----+-----+				
DONALD FIZZ	8 Crystal Sodas	Castle of Dreams	Ghost Drive	
	15 Fizzy Tizzies	Deep Space		
	13 Mermaid Salts	Never Land		
	8 Sky Blue Mousses	Enchanted Dominion		
+-----+-----+-----+-----+				

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[COL:FC] Collectathons: Finish Commands
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When you charge up your Command Gauge, you will either switch command styles or you will do a special finish command. As the game progresses, you will unlock new finish commands which you can then equip in the menu. In this section, I will list all the options, and what you have to do to get them.

Note: You can only make progress towards learning a new finish command if one

of its prerequisites is equipped. So for example, picking up Munny will only help you learn Surprise 1 if Gold Rush is equipped.

TERRA FINISHER	HOW TO GAIN EXPERIENCE	PREREQUISITE FINISHER
Finish	N/A	N/A
Heat Slash 1	Activate Firestorm 8 times	Finish
Rising Rock 1	Earn 2000 CP	Finish
Gold Rush	Earn 1000 Munny	Finish
Ramuh's Judgment	Activate Thunderbolt 12 times	Rising Rock 1
Rising Rock 2	Earn 4200 CP	Rising Rock 1
Twisted Hours	Walk 7000 steps	Rising Rock 1,Gold Rush
Surprise! 1	Earn 1400 Munny	Gold Rush
Dark Star 1	Kill 420 enemies	Rising Rock 2
Heal Strike	Survive lethal damage with Once More,Second Chance 5 times	Rising Rock 2
Random End	Walk 8000 steps	Twisted Hours
Surprise! 2	Earn 5200 Munny	Twisted Hours, Surprise 1
Dark Star 2	Kill 550 enemies	Dark Star 1
Explosion	Earn 6400 CP	Dark Star 1
Demolition	Earn 10000 CP	Dark Star 2
VEN FINISHER	HOW TO GAIN EXPERIENCE	PREREQUISITE FINISHER
Finish	N/A	N/A
Heat Slash 1	Activate Firestorm 8 times	Finish
Air Flair 1	Earn 2000 CP	Finish
Gold Rush	Earn 1000 Munny	Finish
Ramuh's Judgment	Activate Thunderbolt 12 times	Air Flair 1
Air Flair 2	Earn 4000 CP	Air Flair 1
Twisted Hours	Walk 7000 steps	Air Flair 1, Gold Rush
Surprise! 1	Earn 1400 Munny	Gold Rush
Air Flair 3	Walk 4500 steps	Air Flair 2
Heal Strike	Survive lethal damage with Once More,Second Chance 5 times	Air Flair 2
Surprise! 2	Earn 5200 Munny	Twisted Hours, Surprise 1
Air Flair 4	Walk 7000 steps	Air Flair 3
Explosion	Earn 6400 CP	Air Flair 3
Celebration	Earn 7000 Munny	Surprise! 2
Stratosphere	Kill 800 enemies	Air Flair 4
AQUA FINISHER	HOW TO GAIN EXPERIENCE	PREREQUISITE FINISHER
Finish	N/A	N/A

Heat Slash 1	Activate Firestorm 8 times	Finish	
Magic Pulse 1	Earn 2000 CP	Finish	
Gold Rush	Earn 1000 Munny	Finish	
+-----+			
Heat Slash 2	Activate Firestorm 12 times	Heat Slash 1	
Ramuh's Judgment	Activate Thunderbolt 12 times	Magic Pulse 1	
Magic Pulse 2	Earn 3800 CP	Magic Pulse 1	
Twisted Hours	Walk 7000 steps	Magic Pulse 1, Gold Rush	
Surprise! 1	Earn 1400 Munny	Gold Rush	
+-----+			
Magic Pulse 3	Kill 350 enemies	Magic Pulse 2	
Heal Strike	Survive lethal damage with Once	Magic Pulse 2	
	More, Second Chance 5 times		
Surprise! 2	Earn 5200 Munny	Twisted Hours, Surprise 1	
+-----+			
Magic Pulse 4	Kill 500 enemies	Magic Pulse 3	
Explosion	Earn 6400 CP	Magic Pulse 3	
Ice Burst	Activate Diamond Dust 15 times	Magic Pulse 3	
+-----+			
Teleport Spike	Kill 800 enemies	Magic Pulse 4	
+-----+			

Some tips:

- The best place to get Munny is the Risky Riches arena match.
- The command style finishers are easy to get with ice cream. For example, you can get Heat Slash by eating Bueno Volcano and then pushing Start to revert back to normal form.
- You can walk a lot of steps by leaving your PSP on (and plugged in!) with the movement stick taped so that you are running in a circle. It does NOT work to run into a wall - you have to actually be moving.
- You can get CP/EXP quickly at the Keyblade Graveyard, or in the Radiant Garden Reactor (use Mega Flare, optionally with EXP Chance + Victory Pose)

[COL:TR] Collectathons: Trophies

After completing the game with at least one character, you will unlock the Trinity Archives. One of the options here is a Trophy List. There are 8 trophies altogether, achieved by completing various tasks over the course of the game. There is no point to this except for fun.

Here is the full list of trophies:

POWER WALKER: Walk 99999 steps
 KEYSLINGER: Kill 9999 Unversed
 CLOCKWORKS: Get at least 80 hours of total play time
 ARENA SWEEPER: Complete all arena matches
 DAIRY DEVOTEE: Transform into Frozen Fortune 30 times
 IN THE MUNNY: Earn 33333 Munny
 ONE DOWN: Finish one character's story
 TRINITY: Finish all stories on Proud mode or above

Here are some tips for getting these trophies:

- POWER WALKER: Leave your PSP on (and plugged in!) with the movement stick taped so that you are running in a circle. It does NOT work to run into a wall - you have to actually be moving.

- KEYSLINGER: Mirage Arena is good for this, especially Copycat Crisis because of the Jellyshade army.
- CLOCKWORKS: Just leave your PSP on and do something else.
- IN THE MUNNY: The best place to get Munny is the Risky Riches arena match.

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|   / |   _ |           ACKNOWLEDGMENTS |   / |   _ |
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- The Japanese wiki sites were an invaluable reference in the early days: <http://masterwiki.net/khbbs/index.php> and kh_bbs.wikiwiki.jp/
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- And many others from the forums. Thanks everyone!

If you have any comments about this guide, you can contact me here:

darthur@gmail.com

Except for serious mistakes, I will probably stop editing the guide a month or two after the game comes out internationally, but I am always glad to hear feedback. I do get a lot of email though, so if I don't respond to you, don't take it personally. I promise I still read your email!

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