

Kingdom Hearts: Birth by Sleep (Import) Translation Guide

by Freedompopiah

Updated to v0.7 on Sep 14, 2010

Kingdom Heart - Birth By Sleep
Translation Guide JAP/US Version

Version 0.15 - 01-09-10
Done part of the translation for now.

Version 0.25 - 01-18-10
Correct some error and added in Style, D-Link/Command update.
Update and correct Keyblade Section.

Version 0.4 - 01-28-10
Most of the error has corrected. Almost fully updated Command List.

Version 0.55 - 02-03-10
Added additional detail on Mirage Arena, Newly added - Finish Command.
Keyblade/Shoot Lock List Complete.

Version 0.7 - 09-15-10
Added some US Name and info, there may have some changes in the faqs,
Side Quest Section modify.

Well, this is my 3rd guide and 3rd Kingdom Hearts guide i ever write which i guess i only write KH guide. Oh well, since this game haven't release US yet, so as usual, I will do the translation for now until i have get the game, i will check from there and update again with my own info and detail. :3

And again, US Version have release, it is time to write the remaining info which doesn't include any translation.

Note: This guide is written by popiah01(which is me), the name is Eric, and is not allow for any copy/deuplicate/selling without my personal permission.
If you got any question or doubts, feel free to e-mail me.
(wongtfe@hotmail.com)

Some website is give permission to use my guide here.

<https://www.neoseeker.com/>
<http://www.supercheats.com/>

Currently play US Version.
Please use Japanese Shift-JIS from encoding.

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Ability (アビリティ) [ABI]

This is the section where whichever kingdom hearts always have. But this is different than previous kingdom hearts game. The ability is needed to use synthesize material to make. As well as, there is stacking limit.

Prize (プライズ) [PRI]

Draw (ドロウ)

US: Treasure Magnet

Maximum set: 5

Absorb any prizes drop from enemies. Increase the range by slacking.

Synthesize: Satisfactory Crystal

HP Prize Up (HPプライズアップ)

US: HP Prize Plus

Maximum set: 3

Increase the HP Prize Drop rate from enemy.

Synthesize: Satisfactory Crystal

Link Prize Up (リンクプライズアップ)

Maximum set: 3

Increase the Link Prize Drop rate from enemy.

Synthesize: Rotational Crystal

Luck Up (ラックアップ)

US: Lucky Strike

Maximum set: 5

Increase the Item Box Drop rate from enemy.

Synthesize: Rotational Crystal

Status (ステータス) [STA]

HP Up (HPアップ)

US: HP Boost

US: HP Boost

Maximum set: 5(3)

Increase the maximum HP.

Synthesize: Moisture Crystal

Fire Up (ファイアアップ)

US: Fire Boost

Maximum set: 3

Increase fire elemental attack power.

Synthesize: Glitter Crystal

Blizzard Up (ブリザドアップ)

US: Blizzard Boost

Maximum set: 3

Increase blizzard elemental attack power.
Synthesize: Glitter Crystal

Thunder Up (サンダーアップ)

US: Thunder Boost

Maximum set: 3

Increase thunder elemental attack power.

Synthesize: Glitter Crystal

Cure Up (ケアルアップ)

US: Cure Boost

Maximum set: 3

Increase the cure healing power.

Synthesize: Glitter Crystal

Item Up (アイテムアップ)

US: Item Boost

Maximum set: 3

Increase the potion healing power.

Synthesize: Moisture Crystal

Attack Haste (アタックヘイスト)

Maximum set: 5

Increase the reloading time for the attack command.

Synthesize: Time Crystal

Magic Haste (マジックヘイスト)

Maximum set: 5

Increase the reloading time for the magic command.

Synthesize: Time Crystal

Combo F Up (コンボFアップ)

Maximum set: 2

Increase the finish damage power for normal combo and reinforce combo.

Synthesize: Power Crystal

Command Finish Up (コマンドFアップ)

US: Finish Boost

Maximum set: 2

Increase the finish command damage power.

Synthesize: Power Crystal

Fire Guard (ファイアガード)

US: Fire Screen

Maximum set: 2

Increase fire resistance.

Synthesize: Glitter Crystal

Blizzard Guard (ブリザドガード)

US: Blizzard Screen

Maximum set: 2

Increase blizzard resistance.

Synthesize: Glitter Crystal

Thunder Guard (サンダーガード)

US: Thunder Screen

Maximum set: 2

Increase thunder resistance.

Synthesize: Glitter Crystal

Dark Guard (ダークガード)

US: Dark Screen

Maximum set: 2

Increase dark resistance.

Synthesize: Glitter Crystal

Reload Boost (リロードブースト)

Maximum set: 1

The deck reload speed increase when the HP is less than 25%.

Synthesize: Time Crystal

Defender (ディフェンダー)

Maximum set: 1

The defense increase when the HP is less than 25%.

Synthesize: Glitter Crystal

Support (サポート) [SUP]

Combo Plus (コンボプラス)

Maximum set: 3

Increase ground combo by 1.

Synthesize: Rise Crystal

Air Combo Plus (エアコンボプラス)

Maximum set: 3

Increase air combo by 1.

Synthesize: Rise Crystal

EXP Chance (EXPチャンス)

Maximum set: 1

Experience point will be gain 2 times when the HP is less than 25%.

Synthesize: Rotational Crystal

EXP Walk (EXPウォーク)

US: EXP Walker

Maximum set: 1

Increase every 1 experience point when walking every one step.

Synthesize: Rotational Crystal

Damage Aspil (ダメージアスピル)

US: Damage Syphon

Maximum set: 1

Sustain every damage will restore FP.

Synthesize: Moisture Crystal

Last Live (ラストリーブ)

US: Second Chance

Maximum set: 1

As long as the remaining HP is 2 or more, when enemy dealing big damage and cause HP to 0, it will left 1 HP instead of dying.

Synthesize: Rise Crystal

Combo Live (コンボリーブ)

Maximum set: 1

When receiving massive combo attack from enemy, the HP shall remain 1 (if reaching 0) no matter how many combo it have. Not until the combo have finish, the character is invincible.

Synthesize: Rise Crystal

Libra (ライブラ)

US: Scan

Maximum set: 1

Will display HP bar on lock-on enemy.

Synthesize: Default equip

Leaf Veil (リーフベール)

US: Leaf Bracer

Maximum set: 1

When using a cure command, the character will be invincible until finish healing process.

Synthesize: Power Crystal

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Command List (コマンドリスト) [COM]

This is something like old KH series that using some point to equip something like Potion/Confuse and so...

There is this board game which actually increase the BP(AP) to increase the capacity of letting you equip more command that you have now. I will not cover on board game for now. Since, I need more info.

Attack (アタック) [ATT]

Aerial Break (エアリアルブレイク)

US: Quick Blitz

Slot No: 1

Max Lv: 3

Perform a jump attack.

Use by: All

Final Break (ファイナルブレイク)

US: Blitz

Slot No: 1

Max Lv: 4

Perform a jump attack. Time the Triangle button for a combo jump attack.

Use by: All

Magic Hour (マジックアワー)

Slot No. 2

Max Lv: 4

Time the Triangle Button to have multiple dive attack and finish with a light pillar which will blow away enemies.

Use by: Aqua

Meteor Burst (メテオバースト)

US: Meteor Crash

Slot No: 2

Max Lv: 5

Perform a powerful jump attack along with meteor shower hitting towards ground.

Use by: Terra

Slide Dash (スライドダッシュ)

US: Sliding Dash

Slot No: 1

Max Lv: 3

A rush attack which using for attacking far ground enemy.

Use by: All

Fire Dash (ファイアダッシュ)

Slot No: 1

Max Lv: 4

A rush attack which using for attacking far ground enemy. With fire element damage.

Use by: All

Dark Haze (ダークヘイズ)

Slot No: 1

Max Lv: 4

A rush attack which using for attacking far ground enemy. With dark element damage.

Use by: Terra

Sonic Rave (ソニックレイヴ)

US: Sonic Blade

Slot No: 1

Max Lv: 5

Press triangle to perform multiple dash attack. Good for multiple enemies.

Use by: All

Chaos Rave (カオスレイヴ)

US: Chaos Blade

Slot No: 2

Max Lv: 6

Press triangle to perform multiple dash attack. Good for multiple enemies. Chance of inflict darkness and bind status.

Use by: All

Zantetsuken (ザンテツケン)

Slot No: 1

Max Lv: 5

A extreme fast flash attack.

Use by: Terra

Strike Raid (ストライクレイド)

Slot No: 1

Max Lv: 3

Throw keyblade towards enemy from distant range and loop back to user.

May stun enemy.

Use by: All

Freeze Raid (フリーズレイド)

Slot No: 1

Max Lv: 4

Throw keyblade towards enemy from distant range and loop back to user.

May freeze enemy.

Use by: All

Spark Raid (スパークレイド)

Slot No: 1

Max Lv: 5

Throw keyblade towards enemy from distant range and loop back to user.

When got hit, there will be flash light.

Use by: Vent

Wind Raid (ウインドレイド)

Slot No: 1

Max Lv: 5

Throw keyblade towards enemy from distant range and loop back to user.  
When got hit, there will have multiple hits by using wind power.

Use by: Vent

Treasure Raid (トレジャーレイド)

Slot No: 1

Max Lv: 4

Throw keyblade towards enemy from distant range and loop back to user.  
When got hit, there will have chance of dropping treasure box.

Use by: Vent

Fire Blitz (ファイアブリッツ)

US: Fire Surge

Slot No: 1

Max Lv: 3

Summon fire which surrounding user and pierce through enemy.

Use by: All

Thunder Blitz (サンダーブリッツ)

US: Thunder Surge

Slot No: 1

Max Lv: 4

Summon thunder which surrounding user and pierce through enemy.

Use by: All

Reflect Blitz (リフレクブリッツ)

Slot No: 1

Max Lv: 3

Create a barrier and strike the enemy. Enemies will blown away if too near the user.

Use by: Aqua

Aerial Slam (エリアルスラム)

Slot No: 1

Max Lv: 4

Hit enemy towards air and slam them down on the ground.

Use by: All

Solo Arcanum (ソロアルカナム)

US: Ars Solum

Slot No: 2

Max Lv: 6

Fast and rapidly combo attack.

Use by: Terra

Last Arcanum (ラストアルカナム)

Slot No. 2

Max Lv: 6

Fast and rapidly combo attack.

Use by: Vent

Time Surpriser (タイムスプライサー)

Slot No: 2

After cast a Stop spell, user will warp towards enemies and slash rapidly.



Max Lv: 6  
Use by: Vent, Aqua

Poison Blade (ポイズンブレード)  
US: Poison Edge  
Slot No: 1  
Max Lv: 3  
Use jump attack with poison effect.  
Use by: All

Wish Blade (ウィッシュブレード)  
Slot No: 1  
Max Lv: 3  
1 jump attack deal 3 times damage to enemy.  
Use by: Aqua

Blizzard Blade (ブリザドブレード)  
US: Blizzard Edge  
Slot No: 1  
Max Lv: 3  
Use jump attack with freeze effect.  
Use by: All

Stun Blade (スタンプレード)  
US: Stun Edge  
Slot No: 1  
Max Lv: 3  
Use jump attack with stun effect.  
Use by: All

Slot Blade (スロットブレード)  
US: Slot Edge  
Slot No: 1  
Max Lv: 3  
Time the triangle button. To perform 3 jump attack.  
Use by: All

Fire Strike (ファイアストライク)  
Slot No: 1  
Max Lv: 3  
Perform spinning attack with fire-elemental damage.  
Use by: All

Confuse Strike (コンフューストライク)  
US: Confusion Strike  
Slot No: 1  
Max Lv: 3  
Perform spinning attack with confuse-added status.  
May inflict confuse status.  
Use by: All

Bind Strike (バインドストライク)  
US: Binding Strike  
Slot No: 1  
Max Lv: 3  
Perform spinning attack with bind-added status.  
May inflict bind status.  
Use by: All

Tornado Strike (トルネドストライク)

Slot No: 2  
Max Lv: 4  
Summon wind surrounding user and perform combo spinning attack.  
May inflict stun status.  
Use by: Vent

Brutal Blast (ブルータルブラスト)  
Slot No: 1  
Max Lv: 4  
After launching an enemy, the super strong spinning attack will hit away.  
Use by: Terra

Magnet Spiral (マグネスパイラル)  
Slot No: 1  
Max Lv: 5  
After attracting the enemies surrounding the character, a strong finish spinning blow.  
Use by: All

Wind Cutter (ウインドカッター)  
Slot No: 1  
Max Lv: 4  
A strong spinning attack which creates a small tornado.  
Use by: Terra

Limit Storm (リミットストーム)  
Slot No: 1  
Max Lv: 5  
Use when near-death, the attack power will increase. After Soul Release and use Limit Storm, the attack will change.  
Use by: Terra

Holy Rise (ホーリーライズ)  
Slot No: 2  
Max Lv: 6  
A strong spinning attack with light pillar. HP will restore.  
Use by: Vent

Magnet Crush (マグネクラッシュ)  
US: Collision Magnet  
Slot No: 1  
Max Lv: 4  
Using magnetic force to draw enemy and throw it towards afar and crush other enemies if have.  
Use by: All

Gaia Break (ガイアブレイク)  
US: Geo Impact  
Slot No: 2  
Max Lv: 5  
A jump attack, when striking downwards, it will create a boulder.  
Use by: Terra

Soul Release (ソウルリリース)  
US: Sacrifice  
Slot No: 1  
Max Lv: 5  
The very strong attack which consumes some bit of HP.  
Use by: Terra

Break Time (ブレイクタイム)

Slot No: 1

Max Lv: 4

Action for a person who wants to rest.

Use by: All

Magic (魔法) [MAG]

Fire (ファイア)

Slot No: 1

Max Lv: 3

Shoot Fireball.

Use by: All

Fira (ファイラ)

Slot No: 1

Max Lv: 3

Shoot Fireball.

Use by: All

Firaga (ファイガ)

Slot No: 1

Max Lv: 4

Shoot Fireball.

Use by: All

Dark Firaga (ダークファイガ)

Slot No: 1

Max Lv: 4

Shoot Fireball. May inflict darkness status.

Use by: Terra

Cracker Firaga (クラッカーファイガ)

US: Fission Firage

Slot No: 1

Max Lv: 4

Shoot Fireball. If enemy got hit, it will spread like fireworks.

Use by: All

Barrage Fire (バレッジファイア)

US: Crawling Fire

Slot No: 1

Max Lv: 4

Shoot Fireball towards enemy slowly. The fire will not disappear for a while.

Use by: All

Triple Firaga (トリプルファイガ)

Slot No: 1

Max Lv: 4

Shoot 3 Fireball combo.

Use by: Aqua

Blizzard (ブリザド)

Slot No: 1

Max Lv: 3

Shoot pointed ice.

Use by: All

Blizzara (ブリザラ)

Slot No: 1

Max Lv: 3

Shoot pointed ice.

Use by: All

Blizzaga (ブリザガ)

Slot No: 1

Max Lv: 4

Shoot pointed ice.

Use by: All

Triple Blizzaga (トリプルブリザガ)

Slot No: 1

Max Lv: 4

Shoot 3 pointed ice combo.

Use by: Aqua

Thunder (サンダー)

Slot No: 1

Max Lv: 3

Strike thunder within the area from above.

Use by: All

Thundara (サンダラ)

Slot No: 1

Max Lv: 3

Strike thunder within the area from above.

Use by: All

Thundaga (サンダガ)

Slot No: 1

Max Lv: 4

Strike thunder within the area from above.

Use by: All

Thundaga Shot (サンダガショット)

Slot No: 1

Max Lv: 4

Shoot thunder towards the enemy. The electric damage will spread to nearby enemy.

Use by: Aqua

Cure (ケアル)

Slot No: 1

Max Lv: 3

Restore small amount of HP.

Use by: All

Cura (ケアルラ)

Slot No: 1

Max Lv: 3

Restore medium amount of HP.

Use by: All

Curaga (ケアルガ)

Slot No: 1

Max Lv: 4

Restore big amount of HP.

Use by: All

Esuna (エスナ)

Slot No: 1

Max Lv: N/A

Recover bad status.

Use by: All

Detonate Shield (デトネシールド)

US: Mine Shield

Slot No: 1

Max Lv: 4

Set a line trap. Touch it will get stun effect.

Use by: All

Detonate Square (デトネスクエア)

US: Mine Sqaure

Slot No: 1

Max Lv: 4

Set mutiple circle trap. Touch it will get stun effect.

Use by: All

Zero Gravity (ゼログラビデ)

Slot No: 1

Max Lv: 3

Cause enemies to float. Hit them while they float may cause Confuse status to them.

Use by: All

Zero Gravira (ゼログラビラ)

Slot No: 1

Max Lv: 3

Cause enemies to float. Hit them while they float may cause Confuse status to them.

Use by: All

Zero Graviga (ゼログラビガ)

Slot No: 1

Max Lv: 4

Cause enemies to float. Hit them while they float may cause Confuse status to them.

Use by: All

Magnet (マグネ)

Slot No: 1

Max Lv: 3

Use it to draw nearby enemies into a magnetic force area and deal damage where they are inside.

Use by: All

Magnera (マグネラ)

Slot No: 1

Max Lv: 3

Use it to draw nearby enemies into a magnetic force area and deal damage where they are inside.

Use by: All

Magnega (マグネガ)

Slot No: 1

Max Lv: 4

Use it to draw nearby enemies into a magnetic force area and deal damage where

they are inside.

Use by: All

Munny Magnet (マニーマグネ)

Slot No: 1

Max Lv: 4

Use it to draw nearby enemies' munny into a magnetic force area.

Use by: Aqua

Energy Magnet (エナジーマグネ)

Slot No: 1

Max Lv: 4

Use it to draw nearby enemies' HP Prize into a magnetic force area.

Use by: Aqua

D-Link Magnet (Dリンクマグネ)

Slot No: 1

Max Lv: 4

Use it to draw nearby enemies' D-Link Prize into a magnetic force area.

Use by: Aqua

Aero (エアロ)

Slot No: 1

Max Lv: 3

Using Wind attack and it may cause stun effect.

Use by: All

Aerora (エアロラ)

Slot No: 1

Max Lv: 3

Using Wind attack and it may cause stun effect.

Use by: All

Aeroga (エアロガ)

Slot No: 1

Max Lv: 4

Using Wind attack and it may cause stun effect.

Use by: All

Holy (ホーリー)

Slot No: 2

Max Lv: 6

Summon a light beam and shoot towards enemy at same time recover HP.

Use by: Vent

Banish (デジョン)

US: Warp

Slot No: 1

Max Lv: 5

Within the screen, some amount of chance to erase them.

But will not get any EXP points though item box can be get.

Use by: Terra

Freeze (フリーズ)

US: Deep Freeze

Slot No: 2

Max Lv: 5

Freezing surrounding enemies. If got frozen, the damage will the increase then usual.

Use by: All

Glacier Arts (グレイシャルアーツ)

Slot No: 2

Max Lv: 5

Freezing surrounding enemies and blown enemies away.

Use by: Aqua

Ice Barrage (アイスバレッジ)

Slot No: 2

Max Lv: 5

Shoot multiple ice from above towards ground and hit surrounding area

Use by: Aqua

Firaga Burst (ファイガバースト)

Slot No: 2

Max Lv: 5

Shoot a fireball and burst when get hit to blow them far.

Use by: Aqua

Rising Storm (レイジングストーム)

Slot No: 2

Max Lv: 6

Shoot a fireball and burst when get hit to blow them far.

Use by: Aqua

Tornado (トルネド)

Slot No: 2

Max Lv: 6

Summon a tornado a damage enemies who get suck into it.

Use by: Vent

Mega Flare (メガフレア)

Slot No: 2

Max Lv: 6

All enemies within the area will get damage by super fire explosion.

Use by: All

Quake (クエイク)

Slot No: 2

Max Lv: 6

Create a tremor which cause damage against enemies and may stun them.

Use by: Terra

Meteor (メテオ)

Slot No: 2

Max Lv: 6

A big comet drop from the space towards the whole area.

Use by: Terra

Atomos Break (アトモスブレイク)

US: Transcendence

Slot No. 2

Max Lv: 6

Suck enemies into unknown dimension and deal massive damage.

Use by: All

Status Effect (ステータス異常) [SEF]

Minimal (ミニマム)

US: Mini

Slot No: 1

Max Lv: 4

Shrink enemy during short period of time.

Use by: All

Black Out (ブラックアウト)

Slot No: 1

Max Lv: 3

Cause Darkness towards nearby area of enemies.

Use by: All

Snipe Burning (スナイプバーニング)

US: Ignite

Slot No: 1

Max Lv: 4

Cause enemy to have Burn status.

Use by: All

Confuse (コンフュ)

Slot No: 1

Max Lv: 3

Cause enemy to have Confuse status.

Use by: All

Bind (バインド)

Slot No: 1

Max Lv: 3

Cause enemy to stop moving around.

Use by: All

Poison (ポイズン)

Slot No: 1

Max Lv: 4

Cause enemy to have Poison status.

Use by: All

Slow (スロウ)

Slot No: 1

Max Lv: 3

Cause surrounding enemies to have Slow status.

Use by: All

Stop (ストップ)

Slot No: 1

Max Lv: 3

Cause surrounding enemies to have Stop status.

Use by: All

Stopra (ストップラ)

Slot No: 1

Max Lv: 3

Cause surrounding enemies to have Stop status.

Use by: All

Stopga (ストップガ)

Slot No: 1

Max Lv: 4

Cause surrounding enemies to have Stop status.



Use by: All

Sleep (スリプル)

Slot No: 1

Max Lv: 3

Cause surrounding enemies to have Sleep status.

Use by: All

Movement [MOV]

Jump (ジャンプ)

Slot No. N/A

Max Lv: N/A

Jump Movement.

Use by: All

High Jump (ハイジャンプ)

Slot No. N/A

Max Lv: 4

A higher version Jump.

Use by: All

Dodge Roll (ドッジロール)

Slot No. N/A

Max Lv: 4

Press Square during movement to use dodge roll.

Use by: Vent

Fire Roll (サンダーロール)

Slot No. N/A

Max Lv: 4

Press Square during movement to use dodge roll with fire effect.

Use by: Vent

Thunder Roll (サンダーロール)

Slot No. N/A

Max Lv: 4

Press Square during movement to use dodge roll with thunder effect.

Use by: Vent

Wheel Roll (ホイールロール)

Slot No. N/A

Max Lv: 4

Press Square during movement to use wheel roll.

Use by: Aqua

Slide (スライド)

Slot No. N/A

Max Lv: 4

Press Square during movement to use speedy slide.

Use by: Aqua

Air Slide (エアスライド)

Slot No. N/A

Max Lv: 4

Press Square during air movement to use air slide.

Use by: All

Ice Slide (アイススライド)

Slot No. N/A

Max Lv: 4

Press Square during air movement to use air slide as well as ice damage.

Use by: All

Sonic Slide (ソニックスライド)

US: Sonic Impact

Slot No. N/A

Max Lv: 4

During fast dash movement, press square to use charge attack. It will damage enemy as well as break some box/barrel.

Use by: Terra

Slide (スライド)

Slot No. N/A

Max Lv: 4

Press Square while moving analog to perform a fast slide.

Use by: Terra

Slide Turn (スライドターン)

Slot No. N/A

Max Lv: N/A

During Lock-On against enemy, when enemy attack you, press square and slide towards the back of the enemy.

Use by: Vent

Glide (グライド)

Slot No. N/A

Max Lv: N/A

Press Square and hold square during air to glide.

Use by: Vent

Fire Glide (スーパーグライド)

Slot No. N/A

Max Lv: 4

Press Square and hold square during air to glide with fire effect.

Use by: Vent

Super Glide (スーパーグライド)

Slot No. N/A

Max Lv: 4

Press Square and hold square during air to glide faster speed.

Use by: Vent

Combo Slide (コンボスライド)

Slot No. N/A

Max Lv: 4

Press Square during combo attack to perform a fast slide towards enemy.

Use by: Aqua

Double Bright (ダブルブライト)

Slot No. N/A

Max Lv: N/A

Can perform a double jump.

Use by: Aqua

Teleport (テレポ)

Slot No. N/A

Max Lv: N/A

During Lock-On against enemy, when enemy attack you, press square and teleport

towards the back of the enemy.

Use by: Aqua

Guard (ガード) [GUA]

Reflect Guard (リフレクトガード)

US: Block

Slot No. N/A

Max Lv: 3

Successfully guard against enemies attack from the front.

Use by: Vent, Terra

Restore Guard (レストアガード)

US: Renewal Block

Slot No. N/A

Max Lv: 3

Successfully guard to recover HP from the front.

Use by: Vent, Terra

Charge Guard (チャージガード)

US: Focus Block

Slot No. N/A

Max Lv: 3

Successfully guard to restore Focus Guage from the front.

Use by: Vent, Terra

Stun Guard (スタンガード)

US: Stun Block

Slot No. N/A

Max Lv: 3

Successfully guard to get chance of stun against enemies from the front.

Use by: Vent, Terra

Poison Guard (ポイズンガード)

US: Poison Block

Slot No. N/A

Max Lv: 3

Successfully guard to get chance of poison against enemies from the front.

Use by: Vent, Terra

Reflect (リフレク)

Slot No. N/A

Max Lv: 3

Successfully guard against enemies attack from all sides.

Use by: Aqua

Restore Barrier (レストアバリア)

Slot No: N/A

Max Lv 3

Successfully guard to recover HP from all sides.

Use by: Aqua

Charge Barrier (チャージバリア)

Slot No. N/A

Max Lv: 3

Successfully guard to restore Focus Guage from all sides.

Use by: Vent, Terra

Confuse Barrier (コンフエバリア)

Slot No. N/A

Max Lv: 3

Successfully guard to get chance of stun against enemies from all sides.

Use by: Vent, Terra

Stop Barrier (ストップバリア)

Slot No. N/A

Max Lv: 3

Successfully guard to get chance of stop against enemies from all sides.

Use by: Vent, Terra

Counter (アイテム) [COU]

Revenge Rush (リベンジラッシュ)

Slot No. N/A

Max Lv: 4

Press Sqaure to counter attack after a successfully guard.

Use by: Vent

Turn Slash (ターンスラッシュ)

Slot No. N/A

Max Lv: 4

Press Sqaure to counter attack after a successfully slide turn.

Use by: Vent

Revenge Raid (リベンジレイド)

Slot No. N/A

Max Lv: 4

Press Sqaure to counter attack after get blown away by enemy.

Use by: Vent

Revenge Stomp (リベンジスタンプ)

US: Counter Hammer

Slot No. N/A

Max Lv: 4

Press Sqaure to counter attack after a successfully guard.

Use by: Terra

Revenge Fang (リベンジスタンプ)

US: Payback Fang

Slot No. N/A

Max Lv: 4

Press Sqaure to counter attack after get blown away by enemy.

Use by: Terra

Revenge Blitz (リベンジブリッツ)

Slot No. N/A

Max Lv: 4

Press Sqaure to counter attack after get blown away by enemy.

Use by: Aqua

Barrier Cracker (バリアクラッカー)

Slot No. N/A

Max Lv: 4

Press circle to blow away enemies with barrier after successfully reflect.

Use by: Aqua

Item (アイテム) [ITE]

Potion (ポーション)

Slot No. 1

Max Lv: N/A

Restore small bit amount of HP.

Use by: All

Hi-Potion (ハイポーション)

Slot No. 1

Max Lv: N/A

Restore large bit amount of HP.

Use by: All

Mega-Potion (メガポーション)

Slot No. 1

Max Lv: N/A

Restore full amount of HP.

Use by: All

Ether (エーテル)

Slot No. 1

Max Lv: N/A

Restore big amount of Focus Guage.

Use by: All

High-Ether (メガエーテル)

Slot No. 1

Max Lv: N/A

Restore full amount of Focus Guage.

Use by: All

All Cure (オールキュア)

US: Panacea

Slot No. 1

Max Lv: N/A

Recover from all bad status.

Use by: All

Elixir (エリクサー)

Slot No. 1

Max Lv: N/A

Restore all HP/Focus Guage and recover all bad status.

Use by: All

Last Elixir (ラストエリクサー)

US: Megalixir

Slot No. 1

Max Lv: N/A

Restore all HP/Focus Guage/D-Link Gauge and recover all bad status.

Use by: All

Balloon Letter (バルーンレター)

Slot No. 1

Max Lv: N/A

Restore D-Link Guage.

Use by: All

Jewel Vanilla (ジュエルバニラ)

US: Vanilia Glitz  
Slot No. 1  
Max Lv: N/A  
Changes into Fatal Mode Style.  
Use by: Terra

Hat Trick (ハットトリック)  
Slot No. 1  
Max Lv: N/A  
Changes into Magic Wish Style.  
Use by: Aqua

Honey Bunny (ハニーバニー)  
Slot No. 1  
Max Lv: N/A  
Changes into Speed Rave Style.  
Use by: Vent

Volcano Curry (ボルケーノカレー)  
US: Bueno Volcano  
Slot No. 1  
Max Lv: N/A  
Changes into Fire Blazer Style.  
Use by: All

Snow Bear (スノウベアー)  
Slot No. 1  
Max Lv: N/A  
Changes into Diamond Dust Style.  
Use by: All

Spark Lemon (スパークレモン)  
Slot No. 1  
Max Lv: N/A  
Changes into Thunder Bolt Style.  
Use by: All

Goofy Parfait (グーフィーパフェ)  
Slot No. 1  
Max Lv: N/A  
Changes into Cyclone Style.  
Use by: Vent

Queenberry (クイーンベリー)  
US: Royalberry  
Slot No. 1  
Max Lv: N/A  
Changes into Blade Charge Style.  
Use by: Terra/Aqua

Milky Way (ミルキーウェイ)  
Slot No. 1  
Max Lv: N/A  
Changes into Air Rider Style.  
Use by: Vent/Aqua

Rock Crunch (ロッククラッチ)  
US: Rockin' Crunch  
Slot No. 1  
Max Lv: N/A

Changes into Rock Breaker Style.  
Use by: Terra

Donaldsault (ドナルドソルト)  
Slot No. 1  
Max Lv: N/A  
Changes into Ghost Drive Style.  
Use by: Aqua

Double Crunch (ダブルクランチ)  
Slot No. 1  
Max Lv: N/A  
Changes into Wind Blade Style.  
Use by: Vent

Black Pit (ブラック・ピート)  
Slot No. 1  
Max Lv: N/A  
Change into Dark Impulse Style  
Use by: Terra

~~~~~

D-Link (ディメンションリンク) [LIN]

Summon and using the friend power to perform special attack along with special ability. There will be a fix command list during D-Link.

You have new default set of command when you did the D-Link. As for the finish command, there are 2 types. 1st is Normal finish attack, another one is super finish attack which need another requirement to fulfill it.

I will gathering more info on this. :3

Ventus (ヴェントウス) [VEN]

Requirement:
Using Attack Type Command and damage enemies.

Get from:
Terra - Land of Departure (旅立ちの地)
Aqua - Land of Departure (旅立ちの地)

D-link Used Command

Jap:

Final Break X 2 (ファイナルブレイク×2)
Strike Raid (ストライクレイド)
Slide Dash X 2 (スライドダッシュ×2)
Freeze Raid (フリーズレイド)
Aerora (エアロラ)
Cura (ケアルラ)

US:

Set 1:

Quick Blitz
Strike Raid
Aero

Set 3:

Blitz
Strike Raid
Sliding Dash
Blitz
Freeze Raid
Sliding Dash
Aerora
Cura

D-Link Effect:

Speedo King (スピードウキング)
Haste (ヘイスト)
Increase speed of normal attack.

Brave Destiny (ブレイブデスティニー)
Auto-Counter (オートカウンター)
When get blown by enemies and it will auto activate counter attack.

Finish Command:

Finish (フィニッシュ)
Speedy rapid combo attack.

Air Dive (エアダイヴ)
When using it, press O/X/Square/Triangle Button to hit enemies from the air.

Aqua (アクア) [AQU]

Requirement:
Using Magic Type Command and damage enemies.

Get from:
Vent - Land of Departure (旅立ちの地)
Terra - Land of Departure (旅立ちの地)

D-link Used Command

Jap:

Blizzara X 2 (ブリザラ×2)
Fire (ファイア)
Thundara (サンダラ)
Detonate Square (デトネスクエア)
Magnera (マグネラ)
Fire Strike (ファイアストライク)
Cura (ケアルラ)

US:

Set 1:

Blizzara
Thundara
Cura

Set 2:

Blizzara
Fira
Thundara
Magnera
Fire Strike
Cura

Set 3:

Blizzara
Fire
Thundara
Mine Square
Blizzara
Magnera
Fire Strike
Cura

D-Link Effect:

Fairy Heart (フェアリーハート)
Magic Freak (マジックフリック)
US: Magic Deflector
Sometimes guard against magic attack automatically.

Mystic Star (ミスティックスター)
Re-Raise (リレイズ)
US: Auto-Life
Auto Revive from battle once to 25% HP recovery.

Finish Command:

Finish (フィニッシュ)
Shoot many magic balls towards enemies.

Magic Volley (マジカルボレー)
Shot magic balls. Time the pressing O button to teleport and shoot enemies more.

Terra (テラ) [TER]

Requirement:
Keep blowing enemies towards air.

Get from:
Vent - Land of Departure (旅立ちの地)
Aqua - Land of Departure (旅立ちの地)

D-link Used Command

Aerial Break (エアリアルブレイク)
Sonic Rave X 2 (ソニックレイヴ×2)
Stun Blade (スタンプレード)
Zero Gravira (ゼログラビラ)
Bind Strike (バインドストライク)
Cure (ケアル)

US:

Set 1:

Set 2:

Set 3:

D-Link Effect:

Crimson Rage (クリムゾンレイジ)
Overdrive (オーバードライブ)
When HP is less than 25%, attack power increase

Blade Star (ブレイドスター)
Front Auto-Guard (フロントオートガード)
Automatic guard against enemies from the front.

Finish Command

Finish (フィニッシュ)
Strongly jumping slash blow.

Land Break (ランドブレイク)
In some time to break the ground where nearby enemies will get damage as well as blown off.

Mickey (ミッキー) [MIC]

Requirement:
When HP is 0.

Get from:
Vent - ????
Aqua - After team up with Mickey at Radiant Garden. (レイディアントガーデン)

D-link Used Command

Slide Dash (スライドダッシュ)
Bind Strike X 2 (バインドストライク×2)
Holy Storm (ホーリーストーム)
Minimum (ミニマム)
Detonate Shield (デトネシールド)
Cura (ケアルラ)

US:

Set 1:

Set 2:

Set 3:

D-Link Effect:

Fragment of Star (星のカケラ)

Damage Auto-Teleport (ダメージオートテレポ)

When getting some damage, sometimes it will randomly teleport to other location.

Keyblade (キーブレード)

EXP Double Up (EXPダブルアップ)

Increase EXP point when killing enemies.

Finish:

Light Rage (ライトレイジ)

Aerial attack within the screen range.

Holy Blast (ホーリーブラスト)

Holy attack within the screen range.

Snow White (白雪姫) [SNO]

Requirement:

When HP is below than 25%.

Get from:

Vent - After complete Dwarf Woodland. (ドワーフ・ウッドランド)

Aqua - After complete Dwarf Woodland. (ドワーフ・ウッドランド)

D-link Used Command

Jap:

Sleepy (ねぼすけ)

Sneezy (くしゃみ)

Grumpy (おこりんぼ)

Happy (ごきげん)

Pretend (おとぼけ)

Bashful (てれすけ)

Teacher (先生)

US:

Set 1:

Set 2:

Set 3:

D-Link Effect:

Small Bird (小鳥)

Command Boost (コマンドブースト)

Increase the speed Command Gauge.

Rabbit (ウサギ)

Quick Reload (クイックリロード)

The deck command will reload faster.

Finish Command:

Sweet Memories (スイートメモリーズ)

Sudden Gust will appear during the screen range.

Sweet Seven (スイートセブン)

Shoot 7 light Crystals towards enemies and blown them away. When they get blown, they will wrap back and get blown again.

Cinderella (シンデレラ) [CIN]

Requirement:

When getting bad status.

Get from:

All - After complete Castle Of Dream. (キャッスル・オブ・ドリーム)

D-link Used Command

Wish Shot X 2 (ウィッシュショット×2)

Wish Circle X 2 (ウィッシュサークル×2)

Fairy Step X 2 (フェアリーステップ×2)

Fairy Heal X 2 (フェアリーヒール×2)

US:

Set 1:

Wish Circle

Enchanted Step

Magic Mending

Set 2:

Wish Shot

Wish Circle

Enchanted Step

Wish Circle

Enchanted Step

Magic Mending

Set 3:

Wish Shot

Wish Circle

Enchanted Step

Wish Shot

Wish Circle

Enchanted Step

Magic Mending

Magic Mending

D-Link Effect:

Tiara (ティアラ)

Auto-Recover (オートリカバリー)

US: Auto-Remedy

When getting bad status, after a few seconds will automatic recover.

Shoes of Glass (ガラスの靴)

Regen (リジェネ)

Restore HP gradually from time to time.

Finish Command:

Dream Sparkle (ドリームスパークル)

Time the Guage by press X when it touches the carriage and shoot magic sparkle towards enemies.

Blessing Dance (ブレスリングダンス)

US: Miracle Dance

Time the Guage by press X when it touches the carriage and shoot magic sparkle towards all direction.

Maleficent (マレフィセント) [MAL]

Requirement:

By using Dark Type Command to damage enemies.

Get from:

Terra - After 2nd meeting with Maleficent at Enchanted Dominion.
(エンチャントッド・ドミニオン)

D-link Used Command

Jap:

Fire (ファイア)

Fira (ファイラ)

Firaga (ファイガ)

Snipe Burning (スナイプバーニング)

Bind Strike (バインドストライク)

Dark Firaga (ダークファイガ)

Black Out (ブラックアウト)

Sleep (スリプル)

US:

Set 1:

Fire

Binding Strike

Blackout

Sleep

Set 2:

Fire

Fira

Ignite

Binding Strike
Blackout
Sleep

Set 3:

Fire
Fira
Firaga
Ignite
Binding Strike
Dark Firaga
Blackout
Sleep

D-Link Effect:

Staff (杖)
Hard Focus (ハートフォーカス)
US: Focus Saver
Decrease Focus Gauge consuming rate.

Crow (カラス)
Drain (ドレイン)
Drain HP when performing any attack against enemies.

Finish Command:

Snipe Thunder (スナイプサンダー)
US: Thunderchaser
Use directional key the move the cursor to enemy's head and strike them with lightning.

Dragon Breath (ドラゴンプレス)
US: Dragonfire
Shoot a massive fire breath in front of the user towards ground area.

Zack (ザックス) [ZAC]

Requirement:
Successfully CounterAttack against enemy.

Get from:
Terra - After complete Olympus Colosseum. (オリンポスタジアム)

D-link Used Command

Fire Strike X 3 (ファイアストライク×3)
Final Break (ファイナルブレイク)
Aerial Break (エアリアルブレイク)
Black Out (ブラックアウト)
Stopra (ストブラ)
Slot Blade (スロットブレード)

US:

Set 1:

Fire Strike
Quick Blitz
Fire Strike
Quick Blitz
Slot Edge

Set 2:

Fire Strike
Quick Blitz
Fire Strike
Quick Blitz
Stop
Slot Edge

Set 3:

Fire Strike
Blitz
Fire Strike
Quick Blitz
Fire Strike
Blackout
Stopra
Slot Edge

D-Link Effect:

Courage Material (勇気の魔洗石)
Berserk (バーサク)
Increase Critical rate but defense down greatly.

Guard Material (守りの魔洗石)
Attack Freak (アタックフリック)
US: Attack Deflector
Sometimes activate barrier awhile when gotten hit by enemies.

Finish Command:

Hero's Coming (ヒーローズカミング)
US: Hero's Entrance
Jump back and slash downwards with beam wave.

Hero's Pride (ヒーローズブライト)
Shoot beam wave and teleport slash.

Experimental 626 'Stitch' (626号'ステッチ') [626]

Requirement:
Successfully CounterAttack against enemy.

Get from:
Terra - After complete Deep Space. (ディープスペース)

D-link Used Command

Thundara (サンダラ)
Thundaga (サンダガ)
Thunder Blitz X 2 (サンダーブリッツ×2)
Zero Graviga (ゼログラビガ)
Stun Blade (スタンプレード)
Cura (ケアルラ)

US:

Set 1:

Thundara
Thundara
Zero Gravira
Stun Edge
Cura

Set 2:

Thundara
Thundaga
Thunder Surge
Zero Gravira
Stun Edge
Cura

Set 3:

Thundara
Thundaga
Thunder Surge
Thunder Surge
Zero Gravira
Thundaga Shot
Stun Edge
Cura

D-Link Effect:

Laser Gun (レーザーガン)
Attack Up (アタックアップ)
US: Attack Boost
Attack Type Command power damage increase.

Space Ship (スペースシップ)
CP Double Up (CPダブルアップ)
US: Double CP
More CP acquire when killing the enemies.

Finish Command:

Random Beam (ランダムビーム)
Randomly shoot throughout the area.

Ohana Beat (オハナビート)
Using sound wave to attack enemies. Press any button according to the music node when it touches the line

Peter Pan (ピーターパン) [PAN]

Requirement:

Deal air/aerial damage.

Get from:

Terra - After complete Neverland. (ネバーランド)

D-link Used Command

Final Break (ファイナルブレイク)

Aerial Break X 2 (エリアルブレイク×2)

Slide Dash (スライドダッシュ)

Confuse Strike (コンフェストライク)

Zero Gravira (ゼログラビラ)

Cura (ケアルラ)

US:

Set 1:

Quick Blitz

Quick Blitz

Sliding Dash

Confusion Strike

Set 2:

Quick Blitz

Quick Blitz

Sliding Dash

Confusion Strike

Zero Gravity

Set 3:

Blitz

Quick Blitz

Quick Blitz

Sliding Dash

Confusion Strike

Zero Gravira

Cura

D-Link Effect:

Feather (フェザー)

Levitate (レビテト)

US: Float

Decrease the falling speed against the ground.

Knife (ナイフ)

Double Hit (ダブルヒット)

US: Double Strike

Every normal attack have 2 hits instead of 1.

Finish Command:

Air Passing (エアパッシング)

US: Swordbill

Rapidly pressing O to attack speedy.

Battle Roll (バトルロール)

US: Barrel Roll

Do a spinning slash in the air. Prizes drop when get hit.

Pete [PET] - US Only

Requirement:

????

Get from:

All - In Command Board, get into Special Panel, then sometimes you will see a special bonus which call 'Captain Justice'. When you get that, you will unlock it.

Set 1:

Taunt

Binding Strike

Confusion Strike

Set 2:

Taunt

Binding Strike

Confusion Strike

Confetti

Aerial Slam

Set 3:

Taunt

Binding Strike

Confusion Strike

Confetti

Binding Strike

Confusion Strike

Aerial Slam

D-Link Effect:

Pete's Justice Crest

Munny Plus

Increase the drop rate/amount of munny.

Pete's Dark Crest

Steal

Increase the item drop rate.

Finish Command:

Fruit Shot

Hit up the fruit, press triangle to smack down towards enemy.

Rumble Rave

Spinning attack by riding a kart.

~~~~~  
Style Mode (スタイル) [STY]

US: Command Style

Fatal Mode (フェイタルモード)

US: Critical Impact

Change: 1

Using Attack Type Command to change the style.

Use by: Terra

Magic Wish (マジックウィッシュ)

Change: 1

Using Unusual Magic Type Command to change the style.

Use by: Aqua

Speed Rave (スピードレイヴ)

Change: 1

Using Attack Type Command to change the style.

Use by: Vent

Fire Blazer (ファイアブレイザー)

US: Firestorm

Change: 1

Using Fire Type Command to change the style.

Use by: All

Diamond Dust (ダイヤモンドダスト)

Change: 1

Using Blizzard Type Command to change the style.

Use by: All

Thunderbolt (サンダーボルト)

Change: 1

Using Thunder Type Command to change the style.

Use by: All

Cyclone (サイクロン)

Change: 2

From Command Style, use Aero/Strike/Raid Type Command to change the style.

Use by: Vent

Blade Charge (ブレードチャージ)

Change: 2

From Command Style, use Strike/Fire/Blizzard Type Command to change the style.

Use by: Aqua/Terra

Air Rider (エアライダー)

Change: 2

From Command Style, use Pierce/Zero Gravity/Jump Type Command to change the style.

Use by: Vent/Aqua

Rock Breaker (ロックブライカー)

Change: 2

From Command Style, use Blade/Detonate Type Command to change the style.

Use by: Terra

Ghost Drive (ゴーストドライブ)

Change: 2

From Command Style, use Magnet/Thunder/Counter Type Command to change the style.

Use by: Aqua

Wind Blade (ウィングブレード)

Change: 2

From Command Style, use Blade/Magnet/Counter Type Command to change the style.

Use by: Vent

Dark Impulse (ダークインパルス)

Change: 2

From Command Style, use Zero Gravity/Magnet/Dark Type Command to change the style.

Use by: Terra

Ice Blast (アイスブラスト)

US: Frozen Fortune

Change: 1

Using Ice Cream Item Type Command to change the style in certain rate.

Use by: All

~~~~~  
Finish Command (フィニッシュコマンド) [FST]

This is the finishing attack without using command that changes into any Style Form.

Terra (テラ)

Finish (フィニッシュ)

Lv: 1

Strong Jump attack finish.

Requirement: Default move

Heat Slash 1 (ヒートスラッシュ1)

Lv: 2

Perform a spinning attack with fire power.

Requirement: Change into Fire Blazer Style for 8 times

Rock Rise 1 (ロックライズ)

US: Rising Rock 1

Lv: 2

Combination of Spinning and Jumping Attack.

Requirement: Earn Command Point (CP)

Gold Rush (ゴールドラッシュ)

Lv: 2

Perform Jump attack finish. Munny will drop randomly on every hit.

Requirement: Earn Munny

Judge Of Ramuh (ジャッジオブラムウ)

US: Ramuh's Judgment

Lv: 3

Perform rapid combo attack with thunder power. Time the O button for extra jump attack.

Requirement: Change into Thunderbolt Style for 12 times.

Rock Rise 2 (ロックライズ2)

US: Rising Rock 2

Lv: 3

Combination of Spinning and Jumping attack, finish with rock breaker.

Requirement: Earn Command Point (CP)

Crazy Hours (クレイジーアワーズ)

US: Twisted Hours

Lv: 3

Time the O button for times on throwing keyblade towards enemy.

It may inflict Stop and Slow status.

Requirement: Walking 7000 steps.

Surprise 1 (サプライズ1)

Lv 3

Charge energy power and perform jump attack finish. Press button according screen for Prizes bonus.

Requirement: Earn Munny.

Blackstar 1 (ブラックスター1)

US: Dark Star 1

Lv: 4

Combination of Spinning and Jumping attack and cause falling meteorite.

May inflict Darkness and Stun status.

Requirement: Number of enemy kills.

Heal Strike (ヒールストライク)

Lv: 4

Time the O button for pierce and spinning attack. Will heal after spinning attack.

Requirement: Activate Last Live or Combo Live for 5 times.

Random End (ランダムエンド)

Lv: 4

Time the O button for throwing keyblade and pierce attack. When got hit by jump attack, it will inflict random bad status.

Requirement: Walking 8000 steps.

Surprise 2 (サプライズ2)

Lv: 4

Charge energy power and perform jump attack finish. Press 3 times button according to the screen to get many Prizes bonus.

Requirement: Earn Munny.

Blackstar 2 (ブラックスター2)

US: Dark Star 2

Lv: 5

Combination of Spinning and Jumping attack with falling meteorite.

May inflict Darkness and Stun status.

Requirement: Picking up number of D-Link Prize.

Explosion (エクスプロージョン)

Lv: 5

Perform a Jump attack finish with great explosion. Will inflict stun status.

Requirement: Number of enemy kills.

Destroy Arts (デストロイアーツ)

Lv: 6

Number of falling meteorite and cause explosion. Using Analog Pad to control the marker on the ground for the falling direction.

Requirement: Number of enemy kills.

Ven (ヴェントウス)

Finish (フィニッシュ)

Lv: 1

Perform speedy combination attack finish.

Requirement: Default move.

Heat Slash 1 (ヒートスラッシュ1)

Lv: 2

Perform spinning attack with fire.

Requirement: Change into Fire Blazer Style for number of times.

Air Arts 1 (エアアーツ1)

Lv: 2

Perform speedy combination attack with wind power.

Requirement: Earn Command point (CP)

Gold Rush (ゴールドラッシュ)

Lv: 2

Perform a jump attack. Munny will drop after the hit.

Requirement: Earn Munny.

Judge Of Ramuh (ジャッジオブラムウ)

Lv: 3

Perform speedy combination attack with thunder power.

Requirement: Change into Thunderbolt Style for 12 times.

Air Arts 2 (エアアーツ2)

Lv: 3

Perform speedy combination attack with wind power. May inflict stun status.

Requirement: Earn Command point (CP)

Crazy Awards (クレイジーアワーズ)

Lv: 3

Time the O button for times on throwing keyblade towards enemy.

It may inflict Stop and Slow status.

Requirement: Walking 7000 steps.

Surprise 1 (サプライズ1)

Lv 3

Charge energy power and perform jump attack finish. Press button according screen for Prizes bonus.

Requirement: Earn Munny.

Air Arts 3 (エアアーツ3)

Lv: 4

Perform speedy combination attack with wind power. May inflict stun status.

Requirement: Number of walking steps.

Heal Strike (ヒールストライク)

Lv: 4

Time the O button for pierce and spinning attack. Will heal after spinning attack.

Requirement: Activate Last Live and Combo Live for 5 times.

Surprise 2 (サプライズ2)

Lv: 4

Charge energy power and perform jump attack finish. Press 3 times button according to the screen to get many Prizes bonus.

Requirement: Earn Munny.

Air Arts 4 (エアアーツ4)

Lv: 5

Perform speedy combination attack with wind power. Will inflict stun status.

Requirement: Number of walking steps.

Explosion (エクспロージョン)

Lv: 5

Perform a Jump attack finish with great explosion. Will inflict stun status.

Requirement: After Air Arts 3 (エアアーツ3)

Celebration (セレブレイション)

Lv: 5

Ultra lucky finish move which make numbers of munny and prizes drop.

Requirement: After Surprise 2 (サプライズ2)

Celestial (セレスティアル)

Lv: 6

Press right button display on the screen to perform tornado attack and jump attack. Finish with ultra tornado attack.

Requirement: Number of enemy kills.

Aqua (アクア)

Finish (フィニッシュ)

Lv: 1

Shoot magic towards air and hit enemies surrounding user.

Requirement: Default move.

Heat Slash 1 (ヒートスラッシュ1)

Lv: 2

Perform spinning attack with fire.

Requirement: Change into Fire Blazer Style for 10 times.

Magic Pulse 1 (マジックパルス1)

Lv: 2

Shoot magic towards air and hit enemies surrounding user. May inflict confuse status.

Requirement: After Finish (フィニッシュ)

Gold Rush (ゴールドラッシュ)

Lv: 2

Perform a jump attack. Munny will drop after the hit.

Requirement: Earn Munny.

Heat Slash 2 (ヒートスラッシュ2)

Lv: 3

Perform jump attack with fire power. Time the O button to perform spinning attack.

Requirement: Change into Fire Blazer Style number of times.

Judge Of Ramuh (ジャッジオブラムウ)

Lv: 3

Perform speedy combination attack with thunder power.

Requirement: Change into Thunderbolt Style for number of times.

Magic Pulse 2 (マジックパルス2)

Lv: 3

Shoot magic towards air and hit enemies surrounding user. May inflict confuse and sleep status.

Requirement: After Magic Pulse 1 (マジックパルス1)

Crazy Awards (クレイジーアワーズ)

Lv: 3

Time the O button for times on throwing keyblade towards enemy.

It may inflict Stop and Slow status.

Requirement: Number of walking steps.

Surprise 1 (サプライズ1)

Lv 3

Charge energy power and perform jump attack finish. Press button according screen for Prizes bonus.

Requirement: Earn Munny.

Magic Pulse 3 (マジックパルス3)

Lv: 4

Shoot magic towards air and hit enemies surrounding user. May inflict confuse, freeze and bind status.

Requirement: Number of magic attack counts.

Heal Strike (ヒールストライク)

Lv: 4

Time the O button for pierce and spinning attack. Will heal after spinning attack.

Requirement: Activate Last Live and Combo Live for 5 times.

Surprise 2 (サプライズ2)

Lv: 4

Charge energy power and perform jump attack finish. Press 3 times button according to the screen to get many Prizes bonus.

Requirement: Earn 5200 Munny.

Magic Pulse 4 (マジックパルス4)

Lv: 5

Time the O button to shoot magic towards air and hit enemies surrounding user and inflict random bad status.

Requirement: Number of magic attack counts.

Explosion (エクスプロージョン)

Lv: 5

Perform a Jump attack finish with great explosion. Will inflict stun status.

Requirement: After Magic Pulse 3 (マジックパルス3)

Ice Burst (アイスバースト)

Lv: 5

Perform spinning attack and finish with rapidly blizzard attack.

Requirement: Change into Diamond Dust Style for 15 times.

Teleport Blast (テレポブラスト)

Lv: 6

Duplicate many magic bullet and press any button according to the screen.
Shoot many and many magic bullets towards enemies and will warp them around.
Requirement: 800 enemy kills.

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#### Shoot Lock (シュートロック) [SLO]

US: Shotlock

Using Shoot Lock will consumes Focus Guage. At additional command, it will lock-on up to the Maximum Lock. Hit button rapidly with timing at additional command.

#### Meteor Shower (メテオシャワー)

Element: None

Maximun Lock: 30

Shoot multiple of Shooting Star.

Use By: All

#### Flame Burst (フレイムバースト)

Element: Fire

Maximun Lock: 12

Shoot rapidly fireballs.

Use By: All

#### Chaos Snake (カオススネーク)

Element: None

Maximun Lock: 15

Shoot multiple of balls and inflict confuse if hit..

Use By: All

#### Bubble Blast (バブルブラスト)

Element: None

Maximun Lock: 10

Shoot multiple of Shabon Bubble.

Use By: Aqua

#### Black Volley (ブラックボレー)

Element: Dark

Maximun Lock: 18

Shoot multiple of dark-elemental balls. Very powerful.

Use By: Terra

#### Ragnarok (ラグナロク)

Element: None

Maximun Lock: 16

Shoot all-out light beams.

Use By: All

#### Thunder Storm (サンダーストーム)

Element: Thunder

Maximun Lock: 5

Shoot multiple of thunder balls. Very powerful.

Use By: All

Get: Castle of Dreams

Rainbow Shower (レインボーシャワー)

Element: None

Maximun Lock: 16

Shoot all-out rainbow beams.

Use By: Aqua

Pulse Bomb (パルスボム)

Element: None

Maximun Lock: 20

Shoot enemies with a small bomb explosion.

Use By: Vent

Photon Charge (フォトンチャージ)

Element: None

Maximun Lock: 15

Using light the pierce through multiple enemies.

Use By: All

Absolute Zero (アブソリュートゼロ)

Element: Blizzard

Maximun Lock: 12

Freeze everything into ice.

Use By: All

Lightning Ray (ライトニングレイ)

Element: None

Maximun Lock: 18

Extreme lightspeed attack.

Use By: All

Sonic Shadow (ソニックシャドウ)

Element: None

Maximun Lock: 10

Inflict darkness if getting hit by it.

Use By: Terra

Ultima Cannon (アルテマキャノン)

Element: None

Maximun Lock: 16

Strongest Shoot Lock Command. The keyblade evolve into bigger size with big explosive shot.

Use By: Terra

Multi-Vortex (マルチボーテックス)

Element: None

Maximun Lock: 30

Strongest Shoot Lock Command. By the power of wind, hit enemies with high speed wave attack.

Use By: Vent

Shining Broom (シャイニーブルーム)

Element: None

Maximun Lock: 20

Strongest Shoot Lock Command. Shoot light beams at all direction while spinning.

Use By: Terra

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Keyblade (キーブレード) [KEY]

Reference:

Atk (攻撃)

Mag (魔法)

Flash Breeze (フレッシュブリーズ)

Atk 3

Mag 1

From: Default Weapon

Equip: Vent

Rain Fall (レインフォール)

Atk 2

Mag 2

From: Default Weapon

Equip: Aqua

Earth Shaker (アースシェイカー)

Atk 3

Mag 1

From: Default Weapon

Equip: Terra

Rock Splendor (ロックスペンダー)

US: Treasure Trove

Atk 3

Mag 2

From: Dwarf Woodland Clear (ドワーフ・ウッドランド)

Equip: All

Crystal Works (クリスタルワークス)

US: Stroke of Midnight

Atk 2

Mag 2

From: Castle Of Dreams Clear (キャッスル・オブ・ドリーム)

Equip: All

Fairy Star (フェアリースター)

US: Fairy Stars

Atk 2

Mag 3

From: Enchanted Dominion Clear (エンチャントドミニオン)

Equip: All

Winning Medallion (ウィニングメダリオン)

Atk 4

Mag 2

From: Disney Town (ディズニータウン), win Grand Circuit (グランドサーキット)
of Rumble Racing (ランブルレーシング).

Equip: All

Mark Of Hero (マークオブヒーロー)

Atk 5

Mag 1

From: Olympus Colosseum Clear (オリンポスコロシウム)

Equip: All

Hyper Drive (ハイパードライブ)
Atk 4
Mag 3
From: Deep Space Clear (ディープスペース)
Equip: All

Pixie Charm (ピクシーチャーム)
Atk 3
Mag 6
From: Neverland (ネバーランド)
Equip: All

Rascal Flame (ラスカルフレイム)
Atk 3
Mag 3
From: Meet Lea at Radiant Garden (レディアントガーデン)
Equip: Vent

Destiny Place (デスティニープレイス)
Atk 3
Mag 3
From: Meet Kairi at Radiant Garden (レディアントガーデン)
Equip: Aqua

Delicious Tower (デリシャスタワー)
Atk 6
Mag 4
From: 'Get all of the character's ingredient' and
'create all type of Ice-Cream'.
Equip: All

Lost Memory (ロストメモリー)
Atk 6
Mag 5
From: After Destiny Islands (デスティニーアイランド), Vanitas's event.
Equip: Vent

Dark Biter (ダークバイター)
Atk 5
Mag 2
From: Clear Fascination Person at Arina's Mission (幻感せし者).
Equip: Terra

Gaia Bane (ガイアベイン)
Atk 5
Mag 3
From: After Destiny Islands's (デスティニーアイランド) event,
Terra Episode.
Equip: Terra

Rain Storm (レインストーム)
Atk 5
Mag 4
From: After Destiny Islands's (デスティニーアイランド) event,
Aqua Episode.
Equip: Aqua

Chaos Ripper (カオスリーパー)
Atk 10
Mag -2

From: After battle with Master Elakus(?), Terra Episode.
Equip: Terra

Bright Crest (ブライトクレスト)
Atk 4
Mag 7
From: At Aqua Last Episode.
Equip: Aqua

Ultima Weapon
Atk 7
Mag 6
From: Clear Lv 30 Arena's Mission
Equip: All

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Recipe (レシピ) [REC]

Guard Recipe (ガードレシピ)  
Take the Recipe and during Guard Type Command Charge, the Command name may appear.  
Get From:  
Vent - Radiant Garden (レイディアントガーデン)  
Aqua - Radiant Garden (レイディアントガーデン)  
Terra - Dwarf Woodland (ドワーフウッドランド)

Action Recipe (アクションレシピ)  
Take the Recipe and during Action Type Command Charge, the Command name may appear.  
Get From:  
Vent - Disney Town (ディズニータウン)  
Aqua - Disney Town (ディズニータウン)  
Terra - Disney Town (ディズニータウン)

Magic Recipe (マジックレシピ)  
Take the Recipe and during Command Charge, the Low Level Magic Command name may appear.  
Get From:  
Vent - Castle Of Dream (キャッスルオブドリーム)  
Aqua - Castle Of Dream (キャッスルオブドリーム)  
Terra - Mysterious Tower (ミステリアスタワー)

Mega Magic Recipe (メカマジックレシピ)  
Take the Recipe and during Command Charge, the Middle Level Magic Command name may appear.  
Get From:  
Vent - Mysterious Tower (ミステリアスタワー)  
Aqua - Mysterious Tower (ミステリアスタワー)  
Terra - Neverland (ネバーランド)

Attack Recipe (アタックレシピ)  
Take the Recipe and during Command Charge (Meld Command), the Low Level Attack Command name may appear.  
Get From:  
Vent - Dwarf Woodland (ドワーフウッドランド)  
Aqua - Dwarf Woodland (ドワーフウッドランド)  
Terra - Enchanted Domillion (エンチャントドミニオン)

Mega Attack Recipe (メガアタックレシピ)

Take the Recipe and during Command Charge, the Middle Level Attack Command name may appear.

Get From:

Vent - Deep Space (ディープスペース)

Aqua - Olympos Colosseum (オリンポスコロシアム)

Terra - Deep Space (ディープスペース)

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Shop [SH0]

Aerial Break (エアリアルブレイク)

US: Quick Blitz

Price: 100

Slide Dash (スライドダッシュ)

US: Sliding Dash

Price: 100

Strike Raid (ストライクレイド)

Price: 100

Poison Blade (ポイズンブレード)

US: Poison Edge

Price: 150

Stun Blade (スタンプレード)

US: Stun Edge

Price: 150

Confuse Strike (コンフェストライク)

US: Confusion Strike

Price: 450

Blizzard (ブリザド)

Price: 100

Blizzara (ブリザラ)

Price: 500

Cure (ケアル)

Price: 100

Zero Gravity (ゼログラビデ)

Price: 150

Magnet (マグネ)

Price: 120

Confuse (コンフェ)

Price: 100

Bind (バインド)

Price: 100

Poison (ポイズン)

Price: 100

Slow (スロウ)

Price: 150

Stop (ストップ)

Price: 100

Sleep (スリプル)

Price: 100

Potion (ポーション)

Price: 100

High Potion (ハイポーション)

Price: 80

Ether (エーテル)

Price: 50

All Cure (オールキュア)

US: Panacea

Price: 50

Slide (スライド)

Price: 200

Reflect Guard (リフレクトガード)

US: Block

Price: 200

Revenge Stomp

US: Counter Hammer

Price 1200

Fire (ファイア)

Price: 100

Thunder (サンダー)

Price: 150

Aero (エアロ)

Price: 150

Poison Blade (ポイズンブレード)

Price: 150

Blizzard Blade (ブリザドブレード)

Price: 200

Stun Blade (スタンプレード)

Price: 150

Bind Strike (バインドストライク)

Price: 400

Snipe Burning (スナイプバーニング)

Price: 600

Zantetsuken (ザンテツケン)

Price: 1700

Vent and Aqua can't buy.

Fire Strike (ファイアストライク)

Price: 450

Fira (ファイラ)

Price: 500

Esuna (エスナ)

Price: 600

Black Out (ブラックアウト)

Price: 600

Stopra (ストプラ)

Price: 500

Balloon Letter (バルーンレター)

Price: 120

Freeze Raid (フリーズレイド)

Price: 200

Fire Blitz (ファイアブリッツ)

Price: 650

Thundara (サンダラ)

Price: 600

Cura (ケアルラ)

Price: 600

Zero Gravira (ゼログラビラ)

Price: 600

Magnera (マグネラ)

Price: 550

Aerora (エアロラ)

Price: 600

Stun Guard (スタンガード)

Price: 600

Confuse Barrier (コンフェバリア)

Price: 600

Vent and Terra can't buy.

Detonate Shield (デトネシールド)

Price: 1000

Detonate Square (デトネスクウェア)

Price: 1000

Mega-Potion (メガポーション)

Price: 150

Mega-Ether (メガエーテル)

Price: 160

Final Break (ファイナルブレイク)

Price: 1200

Dark Haze (ダークヘイズ)

Price: 1100

Vent and Aqua can't buy.

Aerial Slam (エアリアルスラム)

Price: 1500

Firaga (ファイガ)

Price: 1200

Blizzaga (ブリザガ)

Price: 1200

Thundaga (サンダガ)

Price: 1300

Curaga (ケアルガ)

Price: 1300

Stopga (ストップガ)

Price: 1200

Elixir (エリクサー)

Price: 250

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Mirage Arena (ミラージュアリーナ) [MIR]

This is for multi-player mode.

Arena Mission (アリーナミッション) [MIS]

Buy ticket from the shop. Last round is the boss.

Judgement Of Time (審判の時)

US: Day of Reckoning

Requirement: N/A

Round No. 4

Appearance After: N/A

Boss Appearance: Iron Prisoner I (アイアンプリズナーI)

Rewards: 75BP

Curse of Endless Cycle (呪いの輪廻)

Requirement: N/A

Round No. 4

Appearance After: Aqua - Castle Of Dream Clear (キャッスル・オブ・ドリーム)

Boss Appearance: Cursed Carriage (カースドキャリッジ)

Rewards: HP Up (HPアップ) For Aqua Only

Spinner Runs (駆ける紡ぎ手)

US: Weaver Fever

Requirement: N/A

Round No. 4

Appearance After: Terra - Enchanted Domillion (エンチャントド・ドミニオン)

Boss Appearance: Hoise Master (ホイールマスター)

Rewards: HP Up (HPアップ), 120BP

Guard of Prison (牢獄の番人)

Requirement: Arina Lv3 and above

Round No. 4

Appearance After: Aqua - Castle Of Dream Clear (キャッスルオブドリーム)

Boss Appearance: Iron Prisoner II (アイアンプリズナーII)

Rewards: Xehanort Report 5 (ゼアノートレポート5) For Terra Only,

Command Style - Air Rider (エアライダー) For Vent Only.

Fascination Person (幻惑せし者)

Requirement: Arina Lv5 and above

Round No. 5

Appearance After: Get Dazuru Ticket (ダズルチケット)

Boss Appearance: Mimic Master (ミミックマスター)

Rewards: Keyblade - Dark Biter (ダークバイター) For Terra Only

Hp Up (HPアップ) For Vent Only, 180BP

Tyrant Gathering (集いたる暴君)

Requirement: Arina Lv7 and above

Round No. 6

Appearance After: Radiant Garden Clear and Get Tyrant Ticket

(レイディアントガーデン, タイラントチケット)

Boss Appearance: Trinity Armor (トリニティアーマー)

Rewards: Command Style - Air Rider (エアライダー) For Aqua Only.

Whereabouts of Treasure (財宝のありか)

Requirement: Arina Lv8 and above

Round No. 3

Appearance After: Get Prize Ticket (プライズチケット)

Boss Appearance: Chest Spider (チェストスパイダー)

Rewards: 105BP

Shaking Punishment (振り下ろされた罰)

Requirement: Arina Lv10 and above

Round No. 6

Appearance After: N/A

Boss Appearance: Iron Prisoner III (チェストスパイダー)

Rewards: 300BP

Freezing Snow (凍える吹雪)

Requirement: Arina Lv13 and above

Round No. 8

Appearance After: Aqua - Olympos Colosseum and Get Blizzard Ticket

(オリンポスコロシウム, ブリザードチケット)

Boss Appearance: Hades&Zack(Middle Boss), Ice Titan(Final Boss)

(ハデス&ザックス, アイスタイタン)

Rewards: HP UP (HPアップ), 375BP

Desiring Eyes (欲を見つめる目)

Requirement: Arina Lv15 and above

Round No. 3

Appearance After: N/A

Boss Appearance: N/A

Rewards: 200BP

Magician of Illusion (幻影の魔術師)

Requirement: Arina Lv17 and above

Round No. 8

Appearance After: N/A

Boss Appearance: Mimic Master(ミミックマスター)

Rewards: HP UP (HPアップ), 450BP

Ruler of Arena (闘技場の支配者)

Requirement: Arina Lv20 and above

Round No. 9

Appearance After: N/A

Boss Appearance: Iron Prisoner IV(アイアンプリズナーIV)

Rewards: Ultima Cannon (アルテマキャノン) For Terra Only,

Multi-Vortex (マルチボーテックス) For Vent Only,

Shining Broom (シャイニーブルーム) For Aqua Only, 600BP

Revenge of Champion (覇者の復讐)

Requirement: Arina Lv30

Round No. 8

Appearance After: N/A

Boss Appearance: All Boss

Rewards: Ultima Weapon (アルテマウェポン), 780BP

Medal Shop (メダルショップ) [MED]

Lvl Shop:

Friend Cure (フレンドケアル)

US: Group Cure

Medal: 180

Recover small amount of HP to ownself and nearby party.

Paper Snow (紙吹雪)

US: Confetti

Medal: 150

Blow the Paper Snow.

Taunt (挑発)

Medal: 100

Taunt against enemies.

Delight (歓喜)

US: Victory Pose

Medal: 100

Strike with Guts Pose.

Trinity Limit (トリニティリミット)

Medal: 3000

Blast with light fragments. Press O button for more damage.

Prize Ticket (プライズチケット)

US: Risky Ticket

Medal: 350

Unlock the 'Whereabouts of Treasure' Mission.

Prison Ticket (プリズンチケット)

US: Sentient Ticket

Medal: 500

Unlock the 'Guard of Prison' Mission.

Glitter Crystal (きらめく結晶)

US: Shimmering Crystal

Medal: 300

Elemental Damage Up Ability activate during Command Charge.

Time Crystal (時の結晶)

US: Fleeting Crystal

Medal: 300

Short Time Reload Ability activate during Command Charge.

Power Crystal (力の結晶)

US: Pulsing Crystal

Medal: 300

Combo Damage Up Ability activate during Command Charge.

Rise Crystal (みなぎる結晶)

US: Wellspring Crystal

Medal: 300

Combo Plus Ability activate during Command Charge.

Moisture Crystal (うるおいの結晶)

US: Soothing Crystal

Medal: 400

HP Concern Ability activate during Command Charge.

Satisfactory Crystal (満たされる結晶)

US: Hungry Crystal

Medal: 350

Prize Involve Ability activate during Command Charge.

Rotational Crystal (めぐりくる結晶)

Medal: 400

Prize/EXP Up Ability activate during Command Charge.

Note: Will appear after complete three Worlds.

Lv5 Shop:

Friend Cura (フレンドケアルラ)

Medal: 360

Recover medium amount of HP to ownself and nearby party.

Friend Esuna (フレンドエスナ)

Medal: 360

Recover bad status to ownself and nearby party.

Fireworks (花火)

Medal: 400

Giving blessing fireworks.

Vanish (バニッシュ)

Medal: 750

Allies/Enemies will invisible for some amount of time.

Flame Burst (フレイムバースト)

Medal: 900

Shoot flame attack. Aqua use only.

Dazzle Ticket (ダズルチケット)

Medal: 550

Unlock the 'Fascination Person' Mission.

Tyrant Ticket (タイラントチケット)

Medal: 800

Unlock the 'Tyrant Gathering' Mission.

Treasure Ticket (トレジャーチケット)

Medal: 1500

Unlock the 'Eyes Stare at Desire' Mission.

Blizzard Ticket (ブリザードチケット)

Medal: 1200

Unlock the 'Freezing Snow' Mission.

Lv8 Shop:

Zantetsuken (ザンテツケン)

Medal: 1000

Chances of instant death against enemies.

Lv10 Shop:

Friend Curaga (フレンドケアルガ)

Medal: 500

Recover large amount of HP to ownself and nearby party.

Photon Charge (フォトンチャージ)

Medal: 1600

Use Power of light and multi thrusting combo against enemies.

Giga Magic Recipe (ギガマジックレシピ)

Medal: 2000

Powerful Giga Magic Command Recipe.

Giga Attack Recipe (ギガアタックレシピ)

Medal: 2000

Powerful Giga Attack Command Recipe.

Chaos Crystal (混沌の結晶)

Medal: 500

Randomly activate the ability during Command Charge.

Lv15 Shop:

Bio Barrage (バイオバレッジ)

Medal: 2500

Shoot massive of poison-effect ball beams.

Secretly Ore (秘められし原石)

Medal: 2700

Randomly activate the ability during Command Charge.

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Mini-Games [MGA]

This are some of the mini-games that is in this game. Win 1st or top point to get extra bonus panel/item.

Rumble Racing [RRG]

To unlock this in Arena Mirage, you need to clear Disney Town 1st. You can also play in Disney Town by talking to Chip&Dale.

This is like average toon racing that is using weapon to fight against each others and get into 1st place. Play and win 1st place to unlock the other racing course.

Ice Blast [ICB]

Go visit Disney Town, go and talk to ???? to play this mini-game.

This is a rhythm game. Basically, you need to listen and follow the claps of the triple duckies. You need to wait after they finish the claps and press the X according the beats(closing circle). Use direction button to select the duck to hit. The beats either tap one time or rapidly tapping. To Unlock Master Mode, play Beginner and get 'Fantastic'

Fruits Ball [FBL]

Go visit Disney Town, go and talk to ???? to play this mini-game.

This is somethings like mixture of volleyball and soccer. Use the fruits which is provided and locate at your side to shoot towards the opponent goals. There may have obstacle that is blocking the way at the center of the field. The goals is moving up/down/left/right, you need to carefully aim by using the right command. Either use fruits and hit against the opponents or to goals.

Coliseum Training [CTG]

Can be play by talking to Hercules after complete the world story.

This is not much of a mini-game but i guess i just list down. To win, get more point than Hercules by hitting as many objects as possible.

Tips, try to use AOE attack or Sonic Blade/Chaos Blade to clear fast. Don't let Hercules talk up a barrel and use it to perform long spin attack. That way, his point will be suddenly increase like crazy.

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#### Command Board (CBO)

This is a mini board game. Complete each world to unlock the board

that represent the world. Basically, it works similar to monopoly game. You can change the option setting and save the game to continue on later whenever time you want. Use the mini game to earn or level up your panel skill. Note: Command Board at Mirage Arena is slightly different than you select from Menu.

#### Rules:

- You can select the GP(Game Points) to win the game.
- Pass through a Checkpoint to earn bonus GP and collect one Command Card.
- Pass through four Checkpoint and then back to Start Panel to collect more bonus GP and restock your command cards.
- When you are in split path, you can choose direction that you desire to go first.
- When landed on empty spot, you can place a Panel(Property). It consumes GP to place a panel.
- If land on Bonus Panel, you can buy without using Panel.
- To level up, either you have land on Start Panel/Checkpoint or your own panel.
- When opponent has land on your panel or you have land on opponent panel, they or you have to pay GP according to the panel level rent.
- If you have land on opponent's panel, you can pay the fee to buy and take over their panel.
- There will have extra bonus for getting same color or type with panel nearby.
- When you land on Damage Panel, your GP will be taken according to the number that is display on the panel.
- Ride on the Prize Cube, the number of spaces shown in the star to earn earn bonus GP as well as take over it from other opponents.
- Note: Bonus Panel may be random appearance or panel.

#### Action:

Roll - To roll a dice and move according to the dice number.

Hand - To check/play your command card that you have currently.

Stats - To check all the Status and ranking from all players

Option - To change to setting of the game.

#### Hand:

Stun

Attack Card X 1

Force an opponent of your choosing to miss a turn when its their turn.

Two Dice

Magic Card X 1

Roll two dice instead of one. You will move total number of the two dice

GP Protect

Misc. Card X 1

Prevent of losing any GP. Only works once.

Navigator

Attack Card X 2

Choose any direction you want after rolling the dice.

Three Dice

Magic Card X 2

Roll three dice instead of one. You will move total number of the three dice

Confuse

Misc. Card X 2

For 3 turns, it cause all opponents to walk on random direction when they have reach the intersection.

Double Toll

Attack Card X 3

For 5 Turns, your panel's rent will increase by 2 times.

GP Magnet

Attack/Magic/Misc X 1

Obtain 150GP X number of the panel that your opponents have owned.

Joker's Fortune

Joker X 1

Play the slot to trigger the various hand.

MAP Legend:

K - Start Panel

C - Checkpoint

P - Empty Panel

B - Bonus Panel

X - Damage Panel

+ - Prize Panel

G - GP Booster Panel (Increase all the point by % accroding on the panel)

S - Special Panel (Different Area have various effect)

Keyblade Board - Land of Departure

```

      _____
_____ |X|X|X|C|
|B|P|B| |+| |P|_____
|P|_|P|---|B| |K|P|B|G|+|S|C|
|C|P|S| |P|_|P| |X|_|X|
      |C|P|P|B| |X|X|X|

```

Royal Board - Castle of Dreams

```

      _____|C|-----|P|
      _|C|+|X|B|X|+| |P|
      _|P|P| |X|_|X| |P|
      _|B|B| |X|S|X| _____|P|
|P|P| | |_|+|X|X| |B| | | |
|P|_____|_|P|B| |X|_|P|
|C|P|P|G|P|P|K|P|P| |X|C|P|

```

Spaceship Board - Deep Space



```

  _|B|P|P|_ |P|P|P|B|C|
|P|P| |P|S|P| |G|----|S|P|
|P| | | |P|P| |
|P|_|X|B|C|_|P| |
|C|+|X|X| [+|X|X|K| |
|P| |X|B|X| |P|_ |
|P|_ | |P|P| |
|P|S| |C|P|P|_|P|----|P|P|
|P|P|P| |P|S|P|P|B|

```

Toon Board - Disney Town

```

  _|B|B|P|_
|P|C| |P|P|
_|P|_|P|_|
|P|B|X|X|+|P|S|
_|P|_|B|_|
|P|P|+|X|X|X|X|C|P|
|S|_|P|_|
|B|P|P|P|K|P|P|P|P|
|+| | | |S|
|X|_| | |P|
|X|S|C| |C|B|P|
|P| |P|
|P|P|G|P|P|

```

Skull Board - Neverland

```

  _|B|P|X|X|+|X|X|P|_
_|C|P| | |P|S|_|
|P|P| | |P|P| | | | | |
|P| | |G|
|S|_|P|P|P|P| |P|
| |P|P|P| |P| |B| |P|
| |C|_|P|-|K|_|B| |P|
| |B|P|P| |P|P|P|P| |C|
| | | |P|
|G|_ _ _ |P|
|X|X| |B|-|C| |P|P|B|
|X| |P| |P| |P|
|X|X|X|+|S|P|P|B|P|

```

Hunny Pot Board - 100 Acre Woods

Unlock by Examine the book at Radiant Garden - Merlin House

```

|X|X|X|+|P|P|S|C|
|X|_|_|X|
|X|C|B|B|B|_|X|X|
_|P| |B|+|X|_|
|P|P| |X|P|
|S| |P|

```

|P|-----|P| | | |
|P|\_ \_ \_ \_|S|  
|C|G|\_ \_ \_ \_|P|C|  
|P|P|P|K|P|P|

Sercet Board

Unlock by complete all of the available Command Board above.

~~~~~

Sticker Album [SRA] US Only?

This section is for getting any sticker(Gold Crown) and paste into the picture that is provide. Different characters have their own unique picture. Paste the sticker to get point to get the bonus item.

List of Stickers:

UFO Sticker

Location: Deep Space - Ship Corridor

How to get: South of the right side doorway. Require a High Jump.

Rainbow Sticker

Location: Neverland - Rainbow

How to get: Locate at center of the field. Use High Jump/Air Slide/Glide at highest ground.

Pete Sticker

Location: Disney Town - Gizmo Gallery

How to get: Floating on south of the map. You need to use thunder attack to power up the generate at north of the map. Go up the platform and jump on each obstacles. Use Glide/Air Slide for easy to get.

Hewy Sticker

Location: Enchanted Dominion - Audience Chamber

How to get: It is locate at center of the map. Require a High Jump.

Dewey Sticker

Location: Neverland - Peter's Hideout

How to get: Just walk straight in and jump

Louie Sticker

Location: Dwarf Woodlands

How to get: Above a dead end wall of west side of map. You need to get up from the bottom gate and use High Jump/Air Slide/Glide towards it.

Chip Sticker

Location: Neverland - Skull Rock

How to get: On top of the east cliff. There is 2 way to get there. 1st is getting up the cliff on the west by using High Jump and then Air Slide/Glide to the east cliff or from west cliff, enter into the cave. Use High Jump/Air Slide/Glide to another side of the top platform and go outside from there.

Dale Sticker

Location: Radiant Garden - Fountain Court

How to get: Above East entrance of the map. You need to get into higher east side of the platform and use High Jump/Air Slide/Glide.

Airplane Sticker

Location: Radiant Garden - Outer Garden

How to get: At South Gate. Require a High Jump

Flying Balloon Sticker

Location: Enchanted Dominion - Tower Room

How to get: Just simply walk and grab it.

Flying Balloon Sticker

Location: Castle of Dreams - Passage

How to get: Rotate and face upwards, it is hanging on top. Require a High Jump.

Flying Balloon Sticker

Location: Radiant Garden - Central Square

How to get: At North Gate. Require a High Jump

Flying Balloon Sticker

Location: Deep Space - Turo Prison

How to get: At very high south of the map. You need to go up by using the Transporter nearby. Use High Jump/Air Slide/Glide to get it.

Balloon Sticker

Location: Enchanted Dominion - Forest Clearing

How to get: North-east of the map

Balloon Sticker

Location: Dwarf Woodlands - Flower Glade

How to get: North-east of the map

Balloon Sticker

Location: Mysterious Tower - Sorcerer Chamber

How to get: Above the Green Door. Require a High Jump.

Balloon Sticker

Location: Olympus Coliseum - Coliseum Corridor

How to get: Locate at behind the right side of columns. Require a High Jump.

Traffic Cone Sticker

Location: Castle of Dreams - The Chateau

How to get: On right side of the chateau.

Traffic Cone Sticker

Location: Disney Town - Raceway

How to get: Locate at above green apartment with mickey mouse symbol. You need to get through the secret passage from the underground sever and pinball game. From the top, use High Jump/Air Slide/Glide to west of the map(above the green apartment).

Terra:

20p - Pulsing Crystal

40p - Fireworks

60p - Limit Storm
80p - Sonic Blade
100p - Secret Gem

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Boss Bonus [BBO]

Terra's Route:

Battle Exam Test - Land of Departure  
Get: Max HP Up, Critical Impact

Boss Battle 'Wheel Master' - Enchanted Domilion  
Get: Deck capacity increase, Diamond Dust

After Cinderella reach the ball and complete - Castle of Dreams  
Get: Counter Hammer

Boss Battle 'Symphony Master' - Castle of Dreams  
Get: Max HP Up, Deck capacity increase

After Snow White event battle - Dwarf Woodlands  
Get: Air slide

Boss Battle 'Magic Mirror' - Dwarf Woodlands  
Get: Max HP Up, Firestorm

Boss Battle 'Trinity Armor' - Radiant Garden  
Get: Max HP Up, Rockbreaker

Boss Battle 'Braig' - Radiant Garden  
Get: Deck Capacity increase

Clear Arena Battle - Olympus Coliseum  
Get: Max HP Up, Sonic Impact

Boss Battle 'Zack' 2nd time - Olympus Coliseum  
Get: Deck Capacity increase

Battle before reaching Deep Space - Deep Space  
Get: Max HP Up

Boss Battle 'Experimental 221 - Deep Spac  
Get: Thunderbolt

Boss Battle 'Peter Pan' - Neverland  
Get: Bladecharge

Fighting countless of Unversed - Neverland  
Get: Deck Capacity increase

Boss Battle 'Eru?' - Land of Departure  
Get: Max HP Up

Boss Battle 'Zehanort' 1st battle - Keyblade Graveyard  
Get: Max HP Up

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Credit: [CRE]

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