WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

• dizziness
• eye or muscle twitches
• disorientation
• any involuntary movement or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

• Use in a well-lit area and keep as far away as possible from the television screen.
• Avoid large screen televisions. Use the smallest television screen available.
• Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
• Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE:
Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PS3™ FORMAT DISC:
• Do not bend it, crush it or submerge it in liquids.
• Do not leave it in direct sunlight or near a radiator or other source of heat.
• Be sure to take an occasional rest break during extended play.
• Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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NOTICES:
Video output in HD requires cables and an HD-compatible display, both sold separately.
Some limitations apply.

GETTING STARTED

PlayStation®3 System

STARTING A GAME: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information. Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the KINGDOM HEARTS - HD 2.5 REMIX disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system’s XMB™ (XrossMediaBar), and then press the button. Refer to this manual for information on using the software.

QUITTING A GAME: During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select “Quit Game” from the screen that is displayed.

Hint
To remove a disc, touch the eject button after quitting the game.

TROPHIES: Earn, compare and share trophies that you get by achieving specific in-game accomplishments. Trophies access requires a Sony Entertainment Network account.

SAVED DATA FOR PS3™ FORMAT SOFTWARE
Saved data for PS3™ format software is saved on the system’s hard disk. The data is displayed under “Saved Game Utility” in the Game menu.
On the night a storm strikes his island home, a boy named Sora is separated from his friends and whisked off to an unfamiliar place. There he meets Donald and Goofy, and learns that dark things are afoot in this world and many others. Together, they set off. Donald and Goofy to locate their missing King, and Sora to find his lost friends.

They succeed...but only briefly. To hold the darkness at bay, Sora is forced to shut a great door, leaving the King and his best friend on the other side. Nonetheless, Sora trusts in the King’s parting words—that there will always be a door to the light—and locks the portal shut.

A young boy awakes in Twilight Town. His name is Roxas, and he has no memories of his past. Lead by a man in black, Roxas joins Organization XIII, and soon befriends two other members: Axel and Xion. Every day, after their work is done, they sit high upon the station’s clock tower to watch the sun set. However, those days weren’t meant to last; he discovers a brutal truth that shatters their friendship forever.

Roxas says good-bye to the Organization and the life he knows, while a man in black pulls the strings from behind the curtain...

Sora, Donald, and Goofy’s quest takes them to a crossroads, where a mysterious man beckons them toward a fortress called Castle Oblivion. The longer they stay within its walls, the more their memories slip away.

As they climb higher and higher, a group known only as “the Organization” test their minds and mettle. Sora finds himself thinking about a girl named Naminé—only because she has used her wondrous powers to rewrite his memory with her at the center. In the end, he, Donald, and Goofy choose to enter a deep sleep, so that she can undo her mistakes and set their memories straight.

All the while, Riku has been waging his own battle on the castle’s underground floors. With the King’s guidance, he learns to conquer the darkness within himself. After entrusting the sleeping Sora to Naminé, he sets off with the King.

KINGDOM HEARTS 358/2 Days

A young boy awakes in Twilight Town. His name is Roxas, and he has no memories of his past. Lead by a man in black, Roxas joins Organization XIII, and soon befriends two other members: Axel and Xion. Every day, after their work is done, they sit high upon the station’s clock tower to watch the sun set. However, those days weren’t meant to last; he discovers a brutal truth that shatters their friendship forever.

Roxas says good-bye to the Organization and the life he knows, while a man in black pulls the strings from behind the curtain...

KINGDOM HEARTS Chain of Memories

Sora, Donald, and Goofy’s quest takes them to a crossroads, where a mysterious man beckons them toward a fortress called Castle Oblivion. The longer they stay within its walls, the more their memories slip away.

As they climb higher and higher, a group known only as “the Organization” test their minds and mettle. Sora finds himself thinking about a girl named Naminé—only because she has used her wondrous powers to rewrite his memory with her at the center. In the end, he, Donald, and Goofy choose to enter a deep sleep, so that she can undo her mistakes and set their memories straight.

All the while, Riku has been waging his own battle on the castle’s underground floors. With the King’s guidance, he learns to conquer the darkness within himself. After entrusting the sleeping Sora to Naminé, he sets off with the King.
Selecting a game to launch will take you to the game's title screen.

KINGDOM HEARTS II FINAL MIX
Launches
LAUNCHER MENU
LAUNCHING THE GAME

LAUNCHES KINGDOM HEARTS II FINAL MIX
LAUNCHES KINGDOM HEARTS Recoded
LAUNCHES KINGDOM HEARTS Birth by Sleep FINAL MIX

CREDITS & EXTRAS

Clearing any one of the titles will unlock the CREDITS and EXTRAS options on the Launcher menu.

CREDITS
View the credits for the game.

EXTRAS
A custom theme is added for each title that is cleared.

EXTRAS

LAUNCHING THE GAME

The following options appear when the game is launched for the first time. Launching the game will take you straight to the Launcher menu thereafter.

SYSTEM DATA

A system data creation screen appears when you first boot the game. This data is required to save information shared between the three titles. Deleting the file will cause some content to become unavailable or delete some game settings.

SCREEN OPTIONS

A screen options menu appears when you first boot the game. Use the L1 and R1 buttons to adjust the screen if the size does not match your TV screen. The settings can be adjusted on subsequent start-ups from the "Screen Options" option on the Launcher menu.

LAUNCHER MENU
Autumn inches closer in Twilight Town, and Roxas wants nothing more than the last days of his summer vacation to be the best. Instead, the boy watches the world he knows unravel, as curious monsters and men cloaked in black tarnish his fun-filled days. By the time he understands the truth, there is no escaping it: his summer vacation must come to an end.

Rising to Roxas’s place is Sora. He, Donald, and Goofy wake from their slumber and prepare for the journey ahead. They must face Organization XIII, protect the Keyblade’s power, and resume their search for the special people they have lost.

The final battle against the Organization is about to unfold...
A 15-year-old boy. The hero of this story. Chosen by the mysterious weapon, the Keyblade, Sora is on a journey to reunite with his friends. His best friend Kairi disappeared into the darkness, and Kairi has been left behind in their homeland—the Destiny Islands. He has a cheerful disposition, and although a little naïve, his sense of justice is extraordinary.

Donald Duck
Disney Castle’s Royal Court Magician. Donald embarks on a journey with Sora and Goofy to search for their missing king. Impatient and irritable, Donald is very opinionated but means well.

Roxas
A boy from Twilight Town, where our story begins. He and his friends Hayner, Pence, and Olette are enjoying what’s left of their summer vacation, but mysterious events unfolding around them are making Roxas anxious.

King Mickey
The King of Disney Castle. King Mickey was one of the first to recognize the looming threat facing the worlds. Left behind in the realm of darkness with Riku, he continues his investigation apart from Sora and his friends.

Goofy
Captain of the Royal Knights at Disney Castle. Goofy has set out with Sora and Donald on their adventure. He is an eternal optimist, who takes life in his stride. Although he’s a bit clumsy, he still notices things that others miss; and his intuition is surprisingly accurate.

Nobodies
“Nonexistent beings” between light and dark that are under Organization XIII’s control. Another powerful force, separate from the Heartless.

Organization XIII
An enigmatic black-hooded organization that makes its appearance with Nobody underlings. As their name implies, they were comprised of 13 members, but Sora and friends have practically reduced their members in half.

Heartless
Mysterious beings that attack relentlessly. Sora and friends encountered several types of these creatures on their previous adventures.
CONTROLS

This game supports the vibration function of the DUALSHOCK®3 wireless controller. The vibration mode can be turned on and off at the start of the game and in the Config section of the main menu.

Wireless Controller (DUALSHOCK®3) Configuration

- **L1 button**: Hold down to display magic shortcut menu
- **L2 button**: Hold down to use the right stick to select commands and the **R2** button to confirm
- **R1 button**: Engage or disengage target lock
- **R2 button**: Fix camera (with field camera on Auto) / Set camera to Auto (with field camera on Manual)
- **R3 button**: Revert camera to default frontal view
- Directional buttons: Move cursor / Move cursor in command menu
- Left stick: Move character / Move cursor
- Right stick: Move Camera
- **START button**: Display main menu / Pause or confirm mission (during battle) / Pause or skip events (during cutscenes)
- **SELECT button**: Toggle first-person view on and off
- **△ button**: Cancel / Jump / Release grip
- **△ button**: Reaction Commands
- **△ button**: Block or other defensive actions
- **△ button**: Confirm

**CONTROLS**

This game supports the vibration function of the DUALSHOCK®3 wireless controller. The vibration mode can be turned on and off at the start of the game and in the Config section of the main menu.
GETTING STARTED

Select Kingdom Hearts II FINAL MIX from the Launcher menu to bring up the title screen.

FIELD

Scattered throughout the field are obstacles, enemies, and treasure chests. When you spot an enemy, simply approach it to engage in battle.

BATTLE

Use various commands to defeat enemies.

WORLD MAP

New worlds will be revealed as you progress through the game. To get to these worlds, you must clear Gummi Ship routes to create pathways.

SAVE / QUIT

Save files for this game are saved on to your system storage. At least 169 KB of free space is required to save the game. At a save point, open the menu and select "Title Screen" to quit the game and return to the title screen.

GAME OVER

If Sora runs out of HP or fails a mission, the Continue screen appears, with "Continue" and "Load" options. Select "Continue" to resume from the area where Sora was knocked out. Some battles may force you to resume from earlier areas. Select "Load" to resume play from a save file.
The game screen contains useful features to guide you on your journey.

**Navigational Maps**
Maps display your current location.

**Gauges**
- **HP Gauge**: The green gauge displays your Hit Points (HP), or health. Once it falls below a certain point, a warning alarm will sound and the gauge will flash red. Use HP orbs, items, magic, save points, or initiate Drive forms to restore the gauge.
- **MP Gauge**: The blue gauge shows your Magic Points (MP). These are used to cast magic spells or perform Limits.
- **Drive Gauge**: The orange gauge is the Drive gauge. When it reaches a certain level, you can perform Drives and Summons. Fill the gauge by attacking enemies, collecting Drive orbs, or using items.

**Reaction Command**
A target icon appears when you can execute an ability in battle, when there’s something that may be worth examining, or when there’s someone onscreen you can talk to. Press the \( \text{E} \) button to perform the command.

**Commands**
Depending on what you select, you can carry out various actions. Reaction Commands are displayed at the very top.

<table>
<thead>
<tr>
<th>Command</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attack</td>
<td>Brandish a weapon.</td>
</tr>
<tr>
<td>Magic</td>
<td>Use magic.</td>
</tr>
<tr>
<td>Items</td>
<td>Use an item.</td>
</tr>
<tr>
<td>Drive</td>
<td>Transform for new abilities.</td>
</tr>
<tr>
<td>Summon</td>
<td>Call upon powerful friends for help.</td>
</tr>
<tr>
<td>Party</td>
<td>Swap out party members.</td>
</tr>
<tr>
<td>Limit</td>
<td>Team up with party members to unleash mighty combination attacks.</td>
</tr>
</tbody>
</table>
Sora can perform various actions in the field.

JUMP

Apart from moving around as usual on the field, you can also jump to some areas. While jumping, you can grab onto ledges, then tilt the left stick forward to pull yourself up onto the ledge or press the button to let go.

DOORS

You can enter some doors and gateways on the field, but not all. If you approach a door, a subtitle appears showing your destination. Areas not yet visited will be displayed as “???” at first. There are also places you can’t enter initially, but will be able to access later in the game.

OBJECTS IN THE FIELD

Treasure chests and save points are scattered throughout the game.

TREASURE CHESTS

A reaction command appears when you approach a treasure chest. Press the button to open the chest for treasures such as recovery items, synthesis items, and navigational maps. You can open treasure chests during battle.

SAVE POINTS

Save points allow you to save your progress, restore HP and MP, and quit the game. There are two kinds of save points. Type A gives you access to the world map.

MENUS

Press the START button to display the main menu. The main menu is where you can use and equip items, equip abilities, customize controls through the Config option, and more.

The battles in KINGDOM HEARTS 2.5 FINAL MIX take place on the field.

BATTLE FLOW

Fight enemies using commands at your disposal. Available commands generally appear in yellow; during certain boss fights, they will appear in red. All battles are real-time; therefore, the party is susceptible to damage at all times, even while selecting items and spells.

EXPERIENCE POINTS

Earn experience points by defeating enemies. After earning a certain number of experience points, you will gain a level. The number of points received appears above the enemy, and the number of points needed to reach the next level will be displayed at the top left of the screen. Winning certain battles can provide bonuses, which will increase characters’ stats, or allow them to learn new abilities.

ORBS

Defeated enemies leave behind more than just experience points—orbs will also appear. There are some items you can only obtain this way. The size of the orb indicates how effective or valuable it is.
While attacking, press the S button at the right time to trigger a combo attack. Besides the basic three-hit combo, there are combination attacks that deal even more blows.

When the Drive gauge reaches a certain level, the Drive command will become available. Execute a Drive and you can take on a form that not only looks different but also has different abilities. After transforming, the gauge gradually begins to wind down. When it reaches zero, you’ll revert to your standard form. Since Drives depend on your friends or extra power, one or both of your allies will disappear while in your enhanced Drive form. You can change into different forms depending on who is in your party, and certain commands become unusable depending on the form you take.

Abilities that level up with your form level (Growth Abilities) can be equipped even without changing form. Furthermore, while changed into a different form, a weapon equipped in your left hand (your sub-weapon) will become usable for twice the attack power and abilities. (Sub-weapons are only available while changed into the form.)

MP Charge will completely recover your spent MP. It can even be used when you don’t have enough MP remaining to carry out an attack. The Drive gauge also fills up faster when you’ve used all of your MP and the gauge is pink. Learn how to use this feature to your benefit! You can select MP-charging attacks in the Customize section of the main menu at any time.

Various reaction commands are available during battles. Some can be executed with a single press of the D button, while others (such as those available during boss battles) depend on additional button input to unleash an attack that, if successful, can deal out some major damage.

Fellow party members move and act automatically. You can use the Customize feature in the main menu to adjust their behavior. Use the Party command to swap out party members whenever there’s another ally waiting in the wings.

If Donald, Goofy, and the characters from each world that can join your party have enough MP, the Limit command will become available. (If you have the Auto Limit ability equipped, Limits will also be available as a reaction command.) The Limit will depend on the character involved, but in most cases the Attack command will turn into the Limit command, a reaction command triggered by the D button will appear, and you can unleash the attack at will. With some Limits, you can finish off with a final blow by pressing the button at the correct points.
Learn new spells by clearing stages or completing certain tasks.

**MAGIC SPELLS**

Magic spells that are learned will automatically become selectable under the Magic command, and can also be assigned to a shortcut with the \( L1 \) button. Set up shortcuts under the Customize section of the main menu.

<table>
<thead>
<tr>
<th>Basic Magic Spell</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fire</td>
<td>Shoots flames all around you.</td>
</tr>
<tr>
<td>Blizzard</td>
<td>Shoots ice crystals in front of you.</td>
</tr>
<tr>
<td>Thunder</td>
<td>Shoots lightning strikes within a set area.</td>
</tr>
<tr>
<td>Cure</td>
<td>Restores your HP and that of nearby allies.</td>
</tr>
</tbody>
</table>

**UPGRADING SPELLS**

Spells grow to more powerful ranks once you clear certain events and battles. Their MP cost remains the same, however.

**SUMMONS**

During your adventure you will collect charms that unlock the Summon command. Using this command will call forth an ally to lend a helping hand. Only when your Drive gauge is at a sufficient level can your allies be summoned. By using the Summon command, the other members of your party will temporarily be replaced by your new summoned ally. Each charm that you acquire calls a different ally to battle, and each ally has some of their own specialized commands.

**LEARNING ABILITIES**

Abilities allow you to do various things. Learn them by clearing a stage or leveling up your characters. There are several types of abilities: those that remain active at all times, those that become active under certain conditions, and those that become active only in battle.

**EQUIPPING ABILITIES**

To use learned abilities, you must first equip them. Select which abilities to equip on each character under the Abilities section of the main menu. Move the cursor to the ability you wish to equip and press the \( D \) button. A character’s maximum Ability Points (AP) indicates how many abilities he or she can equip. Abilities require varying amounts of AP. Leveling up your characters, equipping certain pieces of equipment, and using certain items raises max AP.

**EQUIPMENT**

Each character can equip and change his or her weapons, armor, and accessories under the Items section of the main menu. Equipment can be obtained through events, from treasure chests, by synthesis, or from shops. Each piece of equipment has various effects, such as boosting your defense, raising your AP, and more.
There are various types of items, of which some can be created through item synthesis.

**EQUIPPING AND USING ITEMS**

Items can be used and equipped from the main menu. You can use items even when you can’t open the menu (such as during battle) if the character has that item equipped. (Other party members not under your control will use their equipped items automatically.) If you can’t equip any more, items you obtain outside of battle will go into the Stock menu and will reload automatically. However, reloading is only done after a battle. Set up Auto-Reload under Customize or Items. Select the character you’d like to use Auto-Reload, and then select the items to be automatically reloaded.

**SHOPS**

A variety of shops can be found in certain worlds. Speak to a shopkeeper to buy and sell items and equipment. The shops may expand their inventories as the game progresses.

**SYNTHESIS**

You can create unusual new items by synthesizing certain special items. Start the synthesis process by speaking to a moogle. Select Free Development to display a synthesis recipe. If you have all the necessary ingredients, you can synthesize the item shown. Once you successfully synthesized a recipe, it will be added to Creations. As you gain experience points, the moogles’ level will increase, allowing you to synthesize new and improved items. You can also obtain special recipes for rare items over the course of the game.

New worlds will be revealed as you progress through the game.

**SELECTING LANDING POINTS**

Once you’ve visited a world, you can go there directly by pressing the \_ button. View the Episode List with the \_ button.
GUMMI ROUTES

The Gummi route screen has various features to track your progress.

Score

Teeny Ship
As you progress through the story, you will obtain ships to fight alongside you.

HP gauge
When this gauge is empty, it is Game Over.

Lock-on Gummi gauge
Hold down the button to lock on to enemies and fill the gauge.

Score

Total Score

Medal level
Enemies defeated

Score

Teeny Ship

HP gauge

Lock-on Gummi gauge

Score

Medal level
Enemies defeated

Total Score

GUMMI SHIP (1)

Fly a Gummi Ship to travel from one world to another.

GUMMI ROUTES

Press the button on a Gummi route, and select Proceed to access the Gummi menu.

Start

Choose your Gummi Ship and set out on a Gummi route. Retry a completed route to unlock additional missions.

Gummi Editor

Build and remodel Gummi Ships.

World Map

Return to the world map.

GUMMI SHIP CONTROLS

The Gummi Ship moves forward automatically. It will keep moving forward through and past enemies--there’s no going back. Press the START button to change the controls through the settings menu; controls can vary by mission level or with the type of Gummi blocks installed. See the in-game Advice Log for more details.

Left stick

Steer Gummi Ship

button

Fire / Rapid Fire (held with Full Auto setting)

Hold down to lock on (with Lock-on Gummies installed) /
release to fire laser

button

Slash (with a Slash Gummi equipped)

button

Change Teeny Ship EX-Formation (with Active Formation equipped)

button

Rolling maneuver / rapid rolling maneuver (with left stick)

button / button

Level 3 mission camera controls (Rotate the camera 180° by pressing the and buttons simultaneously or down on the right stick)

button / button

Change Teeny Ship formation (with Formation Change equipped)

START button

Pause (Setting/Advice Log)

As you progress through the story, you will obtain ships to fight alongside you.

The total score consists of the points earned by obtaining medal orbs and by defeating enemies. Medal points are earned by collecting medal orbs. After collecting a certain amount, your medal level will increase; taking damage from enemies will lower your medal level. The number of points added to your score changes depending on your medal level.

When an enemy approaches your Gummi Ship from the sides or from behind, an alert will appear on your screen as shown. Usually you’d automatically turn in the direction of the alert to counterattack; however, in Mission Level 3, you can use the full camera control feature to brace yourself for the enemy attack.

HP gauge

When this gauge is empty, it is Game Over.

Lock-on Gummi gauge

Hold down the button to lock on to enemies and fill the gauge.

Score

Total Score

Medal level
Enemies defeated

When an enemy approaches your Gummi Ship from the sides or from behind, an alert will appear on your screen as shown. Usually you’d automatically turn in the direction of the alert to counterattack; however, in Mission Level 3, you can use the full camera control feature to brace yourself for the enemy attack.

Final Mix
You can get orbs and items by defeating enemies along the Gummi routes. Rare enemies sometimes yield special orbs.

**HP ORB**
Restores HP

**MEDAL ORB**
Increases medal points

**SPECIAL ORBS**
Contain Gummi blocks and more

If you come back to a Gummi route you’ve already flown, you’ll be presented with a mission. There are various types of missions, and you can obtain items and further missions by completing them.

**BUILDING GUMMI SHIPS**

Build a Gummi Ship by adding Material Gummies or Deco-Gummies. Material Gummies are used mostly to build Gummi Ship bodies, while Deco-Gummies are used to add attack power and other features to a ship. You can use the Mode Select button in the lower left or press the button to switch between them. Once you’re done editing a ship, select Save Blueprint to save your work; you must also save your game progress, or any saved blueprints will be lost.

**COST AND QUANTITY**

Each Gummi block has a set cost, and you can only add blocks up to a Gummi Ship’s maximum cost capacity. Since the number of Gummi blocks in the inventory is used by both the Gummi Ship and any Teeny Ships, if the same kind of block is installed in each ship and goes over the total block limit, you will be unable to use the Teeny Ships for offense.

**EDITING GUMMIES**

Press the SELECT button on the Edit screen to view the Gummi Guide. The Guide is full of useful advice on Gummi Ship building, so be sure to turn to it whenever you’re stuck. Just press the SELECT button to read various tips on how to get the most out of your Gummi experience.

<table>
<thead>
<tr>
<th>Block type</th>
<th>Current cost / Max cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Block in use</td>
<td></td>
</tr>
</tbody>
</table>

| Orientation of block in use |

| Gummi Ship orientation |

| Original Blueprints | Build a Gummi Ship from scratch. |
| Special Models | Gummi Ships with unique stats. |
| Sample Blueprints | Existing Gummi Ships. |

Select Gummi Editor from the Gummi menu to enter the Gummi Garage. Here you can build a Gummi Ship with the Gummi blocks you’ve collected. Press the button and button to toggle between Original Blueprints, Sample Blueprints, and Special Models, and select a ship to modify.
Long before Sora is chosen by his Keyblade, the worlds’ safety lay in the hands of others known as the true Keyblade Masters.

It is under one of these, Master Eraqus, that three young people have been training long and hard to prove that they, too, exhibit the Mark of Mastery: Terra, Ventus, and Aqua.

The three of them will soon find themselves in the middle of a crisis affecting worlds far beyond their own—just as another Keyblade Master, Xehanort, goes mysteriously missing.

Three friends, three purposes; one grim fate toward which they must unknowingly march...
An outgoing and inquisitive boy who holds his Keyblade backhand. Quick attacks are his forte.

Terra, Ventus, and Aqua’s teacher, a kind Keyblade Master with ironclad principles.

Master Eragus

Another Keyblade Master whose hubris puts a forbidding edge on his words and actions.

Master Xehanort

Ventus

A kind young woman whose sense of right and wrong never wavers. She is nimble, and a gifted mage.

King Mickey

The king of Disney Castle, who has gone back for further study under the great sorcerer Yen Sid.

Vanitas

Master Xehanort’s only pupil. A mask conceals his face.

A disciplined young man who feels compelled to find greater strength. He relies on brute force in combat.

Aqua

A kind young woman whose sense of right and wrong never wavers. She is nimble, and a gifted mage.
This game features three control types, some of which become available through the Config option in the main menu a short ways into the game. Instructions throughout this manual are based on Type A (default).

### Wireless Controller (DUALSHOCK®3) Configuration

<table>
<thead>
<tr>
<th>Button</th>
<th>Main Menu</th>
<th>In the Field</th>
</tr>
</thead>
<tbody>
<tr>
<td>L1 button</td>
<td>Switch screens (in some menus)</td>
<td>Tap (while locked on) to change targets</td>
</tr>
<tr>
<td>L2 button</td>
<td>Previous page</td>
<td>Scroll down through deck commands</td>
</tr>
<tr>
<td>R1 button</td>
<td>Switch screens (in some menus)</td>
<td>Tap to toggle lock-on / Hold down to enter Shotlock view</td>
</tr>
<tr>
<td>R2 button</td>
<td>Next page</td>
<td>Scroll up through deck commands</td>
</tr>
<tr>
<td>A button</td>
<td>---</td>
<td>Reset camera</td>
</tr>
<tr>
<td>B button</td>
<td>---</td>
<td>---</td>
</tr>
<tr>
<td>D button</td>
<td>Move cursor</td>
<td>Up / down: Cycle through deck commands Left: Jump to shortcut Right / left: Show / Hide D-Links</td>
</tr>
<tr>
<td>E button</td>
<td>Switch screens (in some menus)</td>
<td></td>
</tr>
<tr>
<td>R button</td>
<td>Next page</td>
<td>Scroll up through deck commands</td>
</tr>
<tr>
<td>L button</td>
<td>Previous page</td>
<td>Scroll down through deck commands</td>
</tr>
<tr>
<td>S button</td>
<td>Confirm</td>
<td>Basic attacks / Talk / Open treasure chests</td>
</tr>
<tr>
<td>START button</td>
<td>Close main menu</td>
<td>Open main menu / Pause (during battle)</td>
</tr>
<tr>
<td>SELECT button</td>
<td>Toggle between Edit Deck and Abilities</td>
<td>Toggle first-person view</td>
</tr>
<tr>
<td>L3 button</td>
<td>---</td>
<td>---</td>
</tr>
<tr>
<td>L2 button</td>
<td>---</td>
<td>---</td>
</tr>
</tbody>
</table>

**Directional buttons**
- Move cursor
  - Up / down: Cycle through deck commands
  - Left: Jump to shortcut
  - Right / left: Show / Hide D-Links
- Move character / Aim (while in Shotlock view)

**Left stick**
- Move cursor
- Move character / Aim (while in Shotlock view)

**Right stick**
- Control camera

**L1 button**
- Cancel

**L2 button**
- Remove commands, etc. (depending on the menu)
- Use deck commands

**R1 button**
- Set shortcut (battle command) / Reset name (Finish Commands)
- Use action commands

**R2 button**
- Confirm
You can save your game from the world map or at save points in the field. To save, you will need at least 344 KB of free space on your system. Select "Title Screen" at a save point to quit the game and return to the title screen.

Within each world, the story will unfold as you meet characters who need your help, or encounter enemies who must be stopped. Check the COMBAT LV on the world map to find out how strong the enemies are; you will need to keep powering up your character to succeed. Defeat the world’s boss to finish the story and complete that world. You can still visit worlds after completing them.

If your character’s HP is completely depleted during battle, it is Game Over. You can then choose "Continue," which lets you try again from a certain point, or "Load Game," which opens a screen for loading save data. Some battles give you a third choice: "Retry," which lets you take another shot at that battle.

You have the choice of selecting one of three characters to play. It is up to you whether you clear a character’s storyline before moving on to the next or whether you play all three characters in turns.

Use the left stick to move around the world map. You can move faster by holding down the $ button. Move next to the world you want to explore and press the D button to visit that world. Worlds shown in blue cannot be visited at that point in the story.

Completing a world may unlock other worlds which were previously shown in blue, or cause entirely new worlds to surface.

You can select the following options in the title screen.

- **NEW GAME**
  - Select "NEW GAME" to start up a new file. When you start up a "NEW GAME," select your preferences for "Game Mode." Later on, you will be asked to choose a character. Neither the "Game Mode" nor the character can be changed once they have been set.

- **CONTINUE**
  - Load a save file to continue playing.

- **BACK**
  - Return to the Launcher menu.

- **SAVE / QUIT**
  - You can save your game from the world map or at save points in the field. To save, you will need at least 344 KB of free space on your system. Select "Title Screen" at a save point to quit the game and return to the title screen.

- **SYSTEM DATA**
  - Whenever you save, this game also creates system data in addition to your save data. This data contains information used in all three characters’ stories. Be advised that deleting this data may restrict you from enjoying certain content.

- **GAME OVER**
  - If your character’s HP is completely depleted during battle, it is Game Over. You can then choose "Continue," which lets you try again from a certain point, or "Load Game," which opens a screen for loading save data. Some battles give you a third choice: "Retry," which lets you take another shot at that battle.

- **ADVANCING THE STORY**
  - You have the choice of selecting one of three characters to play. It is up to you whether you clear a character’s storyline before moving on to the next or whether you play all three characters in turns.

- **WORLD MAP**
  - Use the left stick to move around the world map. You can move faster by holding down the $ button. Move next to the world you want to explore and press the D button to visit that world. Worlds shown in blue cannot be visited at that point in the story.

- **COMPLETING SCENARIOS**
  - Within each world, the story will unfold as you meet characters who need your help, or encounter enemies who must be stopped. Check the COMBAT LV on the world map to find out how strong the enemies are; you will need to keep powering up your character to succeed. Defeat the world’s boss to finish the story and complete that world. You can still visit worlds after completing them.

- **ON TO THE NEXT**
  - Completing a world may unlock other worlds which were previously shown in blue, or cause entirely new worlds to surface.
Control the characters in the field.

There are many features to guide you in the field.

**FIELD GUIDE**

**OBJECTS IN THE FIELD**

Objects such as treasure chests and save points are scattered throughout the worlds.

**TREASURE CHESTS**

These chests contain items or commands you can use. Press the button to open them.

**SAVE POINTS**

Stand in these to automatically recover all your HP. Press the button to open the save menu. There are two types of save points, and some let you return to the world map. Save points are also the only place you can access command boards in the field.

**COMMAND SHOPS**

These moogle-run establishments offer a variety of commands for sale. You will need munny to make purchases here. The further you progress in the game, the more commands you can choose from at the command shop. Most commands you find in treasure chests or create through melding will be added to the shop automatically.

**CROWN STICKERS**

Earn points and items by placing crown stickers in the sticker album.

**UNVERSED SYMBOL**

These unique symbols appear once a world has been completed. Press the button to take on the challenge.

---

1. **Command Gauge**
   - Land attacks on enemies to fill this gauge. Fill it completely to potentially change Command Styles or unleash a Finish Command.

2. **D-Link Gauge**
   - Fill this gauge completely and you can use Dimension Links. Collect D-Link prizes to refill the gauge.

3. **Focus Gauge**
   - Once this gauge fills to a certain point, you can use your Shotlock command. Land attacks on enemies to refill the gauge.

4. **HP**
   - This represents your health. To restore HP, collect HP prizes, use items or magic, or visit a save point.

5. **Navigational Map**
   - Your position is marked with , while indicates exits.

6. **Commands**
   - Commands shown in white text are ready to be used.
BATTLE GUIDE (1)

ENEMIES sometimes appear while you are moving around the field, at which point you will automatically enter combat. Use the combat skills at your disposal to fight, or escape by maintaining distance from the enemy or exiting to another area. (You cannot escape from some story battles.)

**BATTLE COMMANDS**

Use the appropriate battle commands for situations in which you find yourself.

**BASIC ATTACKS (S BUTTON)**

In combat, press the S button for a basic Keyblade attack. Press the S button repeatedly to string attacks together into a multi-hit combo. You will automatically jump to reach targets in the air.

**DECK COMMANDS (D BUTTON)**

You can install all kinds of commands in your command deck—some for attacking, some for healing. However, you must wait for a command’s gauge to fill before you can use it.

**JUMP (A BUTTON)**

Use this to reach enemies flying high off the ground, then dish out damage using either basic attacks or deck commands.

**BLOCK (F BUTTON)**

With Block commands installed, press the F button just before an enemy attack connects to block their attack.

**LOCK ON (E BUTTON)**

Approach an enemy and a yellow target marker will appear. Any actions you perform will be directed at that target. Tap the E button to lock on to the current target. The camera will automatically follow your target while locked on.

---

**COMMAND STYLES**

Keep landing basic attacks or deck commands on enemies to fill your command gauge. Depending on the combination of commands you use, your Command Style may automatically change once the gauge is completely filled. Command Styles let you perform more powerful attacks. Your command gauge will drain if you stop landing attacks, so don’t give your foes a moment’s rest!

**HOW IT WORKS: FEVER PITCH**

First, use basic attacks and deck commands to completely fill the command gauge. If the types of attacks you used meet the requirements for Fever Pitch, your character will start to flash, signaling a transformation.

You will notice the words “Fever Pitch” have appeared above the command gauge, and your basic command has changed from “Attack” to “Surge.” That means you can string together longer, more powerful combos. If you continue to land attacks, the command gauge will fill up again...

...at which point, the “Surge” command will change into the Finish Command “Fever Pitch”. You can then press the S button for a powerful finishing move, after which you will exit this Command Style.
FINISH COMMANDS

If you meet certain requirements and fill up the command gauge, you will be able to perform a powerful Finish Command, commands much more powerful than basic attacks. Once you use one, your command gauge will reset to zero.

You can also power up your Finish Command under the right circumstances. Powered-up Finish Commands allow you to take out multiple enemies at once, or force enemies to drop more prizes than usual.

SHOTLOCKS (HOLD DOWN THE E BUTTON)

If you find yourself surrounded, or need to deal with lots of enemies at once, use your Shotlock command. You will need to have at least partially filled your Focus gauge. Also, your Shotlock command will power up when enemies are defeated, just like your deck commands.

USING SHOTLOCKS

Get enemies within sight, then hold down the E button to switch to Shotlock view (shown at right). Use the left stick to move the scope around and lock on to as many enemies as possible before time runs out. You can also lock on to one enemy multiple times. Then—without releasing the other buttons—press the S button.

You will launch an attack on all the enemies you locked on to. If your Shotlock command is powered up to a certain level, and your lock-on count reaches MAX, you can also press the S buttons displayed for additional attacks.

DIMENSION LINKS (D-LINKS)

Dimension Links, or D-Links, allow you to temporarily borrow another character’s powers. Each character has his or her own deck commands and Finish Command which you can use in combat. Your D-Link gauge must be completely filled before you can call on these powers. Press the right button to open up a list of your available D-Links, then select a character. To close the list, press the left button.

D-LINK PRIZES

Defeating enemies while D-Linked sometimes cause them to drop special prizes. Collect these to boost the power of your current D-Link up to two additional levels, unlocking additional deck commands or a more powerful Finish Command, for example.

EXPERIENCE AND ENEMY DROPS

Defeating enemies earns you EXP, and collecting enough EXP increases your level. Leveling up permanently boosts your stats. Enemies also yield prizes and munny.

ENEMY DROPS

<table>
<thead>
<tr>
<th>Prize</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>HP Prize</td>
<td>Restores some of your HP.</td>
</tr>
<tr>
<td>D-Link Prize</td>
<td>Refills some of your D-Link gauge.</td>
</tr>
<tr>
<td>Munny</td>
<td>Serves as cash you can use at the command shop.</td>
</tr>
<tr>
<td>Prize Boxes</td>
<td>Contain commands and items.</td>
</tr>
</tbody>
</table>
Press the START button to access the main menu in the field (while out of combat) or in the world map.

**COMMAND DECKS**

The following options are found in the Command Decks menu.

- **Edit Deck**: Create custom decks for combat by installing the commands you want to use.
- **Meld Commands**: Take two existing commands and combine them to create a new command.
- **Command List**: View a complete list of the commands in your possession.
- **Choose Deck**: Switch or rename Command Decks.
- **Finish Commands**: View, switch, or rename Finish Commands.

**ITEMS**

This menu lets you change your equipped Keyblade or view your item stock.

- **Equip**: Change your Keyblade.
- **Stock**: View a list of items in your possession.

**ABILITIES**

View your abilities.

**D-LINKS**

See which characters you can D-Link with. You can view a list of what commands you will gain access to, as well as information about the bonuses you receive by collecting special prizes. You can also toggle D-Link on and off.

**STATS**

View your character’s stats.

<table>
<thead>
<tr>
<th>Basic Stats</th>
<th>View basic stats like your current level or HP.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Command Styles</td>
<td>View a list of Command Styles you have acquired.</td>
</tr>
<tr>
<td>Finish Commands</td>
<td>View a tree which shows the Finish Commands you can currently use and how they are evolving. You can select which Finish Commands you want to use, or rename the commands.</td>
</tr>
</tbody>
</table>

**STATUS EFFECTS**

Some enemy attacks and magic have negative effects on you. Use a Panacea or cast Esuna to remove the effect immediately, or wait for the effect to wear off.

**REPORTS**

Review the story, your minigame records, or number of treasure chests you’ve acquired. You can also place stickers in the sticker album to earn points and items.

**COMMAND BOARD**

Choose this to play a board game called the Command Board. You can only do this at save points, the world map, or the Mirage Arena.

**CONFIG**

Set game options.

**GAME HELP**

Review game tips and tutorials.
Set up commands in your command decks for use in combat. Equip different types of commands for a variety of choices in battle.

**Command Types**

**Battle Commands**
- Attacks: Commands for using the Keyblade to deal damage to enemies.
- Magic: Commands for casting both offensive and recovery magic.
- Items: Commands for using items.
- Friendship: Commands that are mainly used in the Mirage Arena.

**Action Commands**
- Movement: Commands for jumping, rolling, evasion, and more.
- Defense: Commands for blocking enemy attacks.
- Reprisals: Commands for performing swift counterattacks after a successful block or dodge.

**Shotlock Commands**
- Commands for taking out multiple enemies at once.

**Editing Decks**

You cannot use commands until you install them in your command deck. From the main menu, select “Command Decks,” then “Edit Deck.” Then, place commands into empty slots. You will unlock more slots as you progress through the game. Use the SELECT button to toggle between the edit screen and your abilities.

**Shortcuts**

Move the cursor to an installed command and press the button to make it your shortcut. You can get to your shortcut command quickly in combat with the left button.

**Powering Up Commands**

Whenever you defeat enemies, all the commands in your installed deck receive CP (command points). Once a command has stored up enough CP, it will level up. Remember, just owning a command is not enough; if you want to power it up, you need to take it into battle.

**Leveling Commands**

As your deck commands increase in level, they gain power and deal additional hits. When a command is leveled up completely, a crown will appear on its CP gauge and any ability attached to the command will be auto-installed. Commands that reach a certain level can be used in command melding.
With command melding, you can take two existing commands and combine them to synthesize a new command. By using a synthesis item while melding, you can attach an ability to the command you create.

MELDING COMMANDS

First, place a command in Slot 1. In most cases, the command you choose must be at a certain level before you can meld with it.

Next, place a command in Slot 2. You can only choose one that works with the command you picked for Slot 1.

The last step is optional: if you want to add an ability to your new command, place a synthesis item in the Item slot. There is a small chance your new command might acquire an ability without the use of this item.

Choose “OK” to meld the commands together and create your brand-new command!

Abilities grant you new powers. You can reap the benefits in two ways: either by installing a command that has an ability attached, or by acquiring auto-abilities. Most abilities can also be stacked, meaning that you can install more than one of the same ability to increase the effect. Press the SELECT button to toggle between “Abilities” and “Edit Deck”.

ABILITIES

Abilities can be loosely divided into the following three categories.

TYPES OF ABILITIES

PRIZES: These abilities relate to the prizes enemies drop when you defeat them.

- Treasure Magnet: Helps you scoop up nearby prizes.
- HP Prize Plus: Increases how many HP prizes enemies drop.
- Link Prize Plus: Increases how many D-Link prizes enemies drop.

STATS: These abilities power up your character’s HP, Magic, and more.

- HP Boost: Increases maximum HP.
- Fire Boost: Increases the damage you deal with Fire commands.
- Cure Boost: Allows you to recover more HP with Cure commands.

SUPPORT: These abilities provide advantages in combat.

- Combo Plus: Adds one more hit to your ground combos.
- Air Combo Plus: Adds one more hit to your aerial combos.
- Scan: Reveals the HP of targeted enemies.

AUTO-ABILITIES

Normally, abilities only work if the commands they are attached to are installed in your deck. However, if you manage to raise a command to the maximum level, you will gain its ability permanently, and can keep it even if you remove the command from your deck. This is called an auto-ability. Auto-abilities can be turned on or off from the Edit Deck option.
During the course of your adventures, you will unlock a board game called the Command Board. To play, open the menu at save points or the world map, and select “Command Board.”

### Command Menu
- **Roll**: Roll the dice and move the number of panels you roll.
- **Hand**: Use command cards to achieve a variety of results.
- **Status**: See how you and the other players are doing.
- **Options**: Quit / Continue game.

### Command Panels
- Roll the dice and move the number of panels you roll.
- Use command cards to achieve a variety of results.
- See how you and the other players are doing.
- Quit / Continue game.

### Scoreboard
Check the bottom right corner of the screen to see who is playing, who is winning, and which checkpoints they have passed. You can also keep tabs on each player’s GP Wallet and Wealth (the sum of their GP Wallet and panel values).

Command panels that nobody owns are shown in white. Other command panels are color-coded according to which player owns them.

### Game Flow
Select “New Game,” then select the board you want to play on and a GP goal.

1. **Moving across the board**
   - When your turn comes up, choose a command from the menu. Choose “Roll” to move, if you reach a fork in the road, use the directional buttons to pick a direction, then press the S button to proceed.

2. **Stopping on a panel**
   - If you land on a command panel no one owns, you can pay GP to place a command card and buy the panel. If an opponent stops on your panel, he or she will have to pay you a toll in the form of GP. If you land on an opponent’s panel, you must pay them.

3. **Passing checkpoints**
   - The first time you pass each of the four colored checkpoints each lap, you will receive bonus GP and can collect one command card. Pass all four checkpoints then return to the start panel to receive even more bonus GP and restock multiple command cards. The amount of bonus GP you earn increases as you finish more laps and acquire more panels.

4. **Returning to the start panel**
   - Once your Wealth (GP Wallet + panel values) equals or exceeds the GP goal, hurry back to the start panel. Whoever gets there first with enough GP for the GP goal, wins the game.
There is a variety of panels with different functions.

**Start Panel**
You begin the game on this panel. This is also where the game ends; once you have collected enough GP to meet the GP goal, you need to make your way back here to win.

**Command Panel**
You can pay GP to place command cards on these panels and make them your own; provided they do not already belong to another player. If other players land on your command panel, they will have to pay you in GP as a toll.

**Checkpoint**
You will receive bonus GP and one command card for the first time you pass through a checkpoint each lap.

**Special Panel**
Something extraordinary will happen if you land on one of these. Each game board has its own unique special panels. Step on the right (or wrong) one, and you might find yourself stuck with a certain caped imposter…

**Bonus Panel**
These are panels that already contain command cards at the start of the game. Land on one of these and pay the GP shown to acquire the card as a new deck command you can use in the main game.

**GP Booster Panel**
Land here to increase the value of all panels on the board. If a player passes through without stopping, the percentage shown on the panel will go up, but panel values are not affected until someone lands here and actually triggers the boost.

**Damage Panel**
These are panels that absorb some of your GP. Avoid taking damage from these panels by riding on a prize cube.

---

**LEVELING COMMANDS**

The deck commands corresponding to the cards you placed on command panels will be powered up at the end of the command board game. The amount depends on how you place in the game and the panel’s final value.

---

**STRATEGIES**

Win Command Board games with these tips.

**LEVELING UP PANELS**
If you land on a command panel you own, you may pay GP to level that panel up. This increases the panel’s value as well as its toll. If you land on the start panel or a checkpoint, you can level up any panel you own.

**ACQUIRING OPPONENTS’ PANELS**
If you land on an opponent’s command panel, you will have to pay a toll. However, you can then pay additional GP to acquire that panel and make it your own. You also get to keep it as a deck command you can use in the main game.

**ZONE SWEEPS AND PANEL CHAINS**
If a single player gains possession of all command panels of a certain color (which will make up a “zone”), all panels in the zone will increase in value. This is called a Zone Sweep. Similarly, if a player places adjacent cards with the same symbol, the value of those panels will increase. This is called a Panel Chain. A player can have both a Zone Sweep and Panel Chain at the same time.

**OBTAINING BONUS GP FROM PRIZE CUBES**
Walking on a prize cube causes it to spin and the number inside the star to count down. If you are the one riding the prize cube when it reaches zero, you get to collect a nice GP bonus, along with any GP the surrounding damage panels have absorbed from players.
As you proceed through the game, a new world called the Mirage Arena will appear.

**THE MIRAGE ARENA**

In the Mirage Arena, you can participate in battles, play command board games, and enjoy rumble racing. Completing missions grants you medals, and with these medals, you can purchase items such as synthesis components at the medal shop.

**THE LOBBY**

From the entrance of the Mirage Arena, head to the center of the lobby to access the terminal and the medal shop.

**TERMINAL**

Approach the terminal and press the button to display the menu, and select a game to play.

<table>
<thead>
<tr>
<th>Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arena Mode</td>
<td>Participate in special battles.</td>
</tr>
<tr>
<td>Command Board</td>
<td>Play Command Board games.</td>
</tr>
<tr>
<td>Rumble Racing</td>
<td>Race opponents on your Keyblade glider.</td>
</tr>
</tbody>
</table>

**MEDAL SHOP**

Completing events in the Mirage Arena will earn you medals based on your performance. These medals can be traded in at the medal shop for new commands and items.

**ARENA MODE**

Take on enemies and bonus challenges.

**BATTLES**

Choose a battle, select “OK,” and return to the center of the lobby. You can change your equipment and commands through the main menu before your trial if needed.

Move to the center of the lobby and press the button when the Start command is available. Press the START button during a mission to bring up the bonus challenge requirements.

**BONUS CHALLENGES**

There are five types of bonus challenges.

<table>
<thead>
<tr>
<th>Challenge</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Down to the Wire</td>
<td>Complete a battle within X amount of time.</td>
</tr>
<tr>
<td>Tough as Nails</td>
<td>Use healing commands less than X number of times.</td>
</tr>
<tr>
<td>Practice Makes Perfect</td>
<td>Use a total of Style Changes and Shotlocks X times.</td>
</tr>
<tr>
<td>Rags to Riches</td>
<td>Obtain X amount of munny.</td>
</tr>
<tr>
<td>Lightning Reflexes</td>
<td>Block enemy attacks X number of times.</td>
</tr>
</tbody>
</table>

**RESULTS**

Confirm your results on the Results screen at the end of each battle.
Not long after the conclusion of Sora’s second journey, Jiminy is flipping through the two journals that chronicle their adventures when he discovers a mysterious message:

“Thier hurting will be mended when you return to end it.”

To uncover the message’s secrets, Mickey and friends decide to digitize the journal for further analysis. However, they are alarmed to discover the “datascape” inside the journal has been overrun by bugs.

Now, it is up to the Data-Sora living within the journal’s pages to eliminate these bugs as he embarks on an adventure of his very own.

Select KINGDOM HEARTS Re:coded from the Launcher menu to bring up the title screen.

Select this option to begin viewing movies. The “Play All” and “Continue” options are shown if you stopped watching a movie before it ended.

Select specific chapters to view.

View entries in CHARACTERS. The CHARACTERS section is unlocked after viewing a specific event.

Return to the Launcher menu.
The data version of Sora and designated basher of bugs in the datascape. Just like the real Sora, he is outgoing, friendly, and determined to use his Keyblade for good.

An esteemed figure who governs Disney Castle and watches over the world. After a string of adventures, he was hoping to enjoy a little peace and quiet.

The cricket in charge of jotting down everything that goes on in Disney Castle. He kept journals of Sora’s adventures.

A magician in the service of King Mickey whose talents kept Sora safe on their journeys together.

The captain of King Mickey’s royal knights. He fought alongside Sora with shield in hand.
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