

I'm not robot!

area since unsum waves that will put Ventus to sleep. Utilize the fairies at this time when using a button command when they make a ring of light. This will stun Maleficent allowing you to do some good damage. If you give her enough space she will turn into a swirling spiral of death, be sure to dodge this attack until she's finished. Maleficent can put you to sleep (left) for a while which allows her to get some free shots in. Also watch out for her spiral of death (right). Stay away from her during this phase! Prizes: Prize Category Name Power Up Maximum HP Up Command Style Thunderbolt Keyblade Fairy Stars After the scene head back to the Enchanted Dominion and return to the Gates. Climb up the newly-formed rubble to find two chests with a Wellspring Crystal and a Balloon Letter . In the northwest you can climb up to find a chest with a Soothing Crystal inside. Leave this world and head to the area marked "???" and be prepared for a fight. Unversed Mission - Flaming Box Location : Waterside Reward : Firaga 1 Star : 0-14 2 Star: 15-29 3 Star : 30+ Start the challenge where a Flaming Box launches fireballs into the sky. You must break them before they hit the ground. This is best done with simple Keyblade strikes on single targets and Magnet/Zero Gravity on larger groups. The longer you go, the more fireballs will get launched simultaneously. BOSS - Masked Boy Don't bother about the first round except for doing all the damage that you can and getting in some practice. King Mickey will jump in when either you or the Masked Boy reach 50% health. This boss is a little tricky in that he will dodge your attacks and quickly counter. The key to this is when you see a pause in his combat; he is creating a clone and warping behind you but if you are quick you can dodge this attack. The upside to this fight is that you have Mickey to act as a punching bag for you and spells like Magnet or Zero Gravity will suspend the Masked Boy, making him vulnerable to whatever you want. Shotlock only when you have distance and Mickey is striking. Watch out for the large ball of darkness that the Masked Boy can fire because it's damaging. When Masked Boy is cloning himself, there is a telltale red aura before he does (left). He will also fly up into the air and shoot out bolts of lightning (right). Prizes Prize Category Name Power Up Maximum HP Up Power Up Deck Capacity +1 Dimension Link King Mickey Command High Jump Page 18 As you arrive in the Radiant Garden Ventus will notice Mickey heading to another area. Grab the Potion and Ether from the chests in the Central Square then follow Mickey northwest to the Gardens where you will have to climb three levels to reach the Front Doors. Don't forget the four chests with a Hi-Potion, Wellspring Crystal, Binding Strike and Slow . The Ice Cream Sticker is at the dead-end set of stairs on the second tier. Beware the new Unversed, especially the Mandrakes as they can fire spinning green sickles across the map dealing damage to you before you can see them. Tank Toppers are your worst enemy, they function like bombs in that one hit sets them off, unless you hit their valve in the back. You can always immobilize them before they can change and explode if you can't deal enough damage fast enough or hate striking from behind. Chasing the Trinity Armor! Mandrakes fling scythes (left) at you which can cause lots of damage if you aren't careful. Use the fountains (right) to reach the upper levels. At the Front Doors you will find two chests with a Hi-Potion and a Freeze Raid. Ventus is turned away during the cut scene at the top of the stairs but if you have High Jump rank 2 you can reach the Fireworks Sticker with the extra reach of your Keyblade. Return to the Central Square to meet with Scrooge McDuck and receive three Disney Town Passes. From here, go east to the Castle Town area and grab the Radiant Garden Map from the nearby chest. Head in to Merlin's House and open the chest for the Block Recipe and examine the book, "Winnie the Pooh", to unlock the Command Board for it. Take the north exit to the Fountain Court where the objective is to reach the top platform. Drop down to the bottom level and check the corner near the steps for some Unversed; clearing them will reveal the Prize Pods in this world. Ride the waterspouts to the middle platform and meet a new Unversed, the Chrono Tumbler. These Unversed will cast deadly spells when their timer runs out on the hourglass. To reach the Huey Sticker and Counter Rush in the northeast chest you have to drop down to the right side of the middle platform and ride the waterspout up. The chest can be opened by jumping to the other platform and to get the sticker you must jump out and swing the Keyblade frantically. Exit at the west to reach the Aqueduct where you will find more Mandrakes and three more chests containing a Panacea, Fire and Hi-Potion . Equip Ventus for the boss fight at the end of the Aqueduct and proceed to the Reactor. BOSS - Trinity Armor! Terra and Aqua make an appearance here but don't help out too much in combat. Focus on taking out the legs first with high level commands or the Shotlock. Move on to the arms only after the legs have been dealt with and watch out for the sweeping energy beams. You can dash through them to get behind the boss and deal some good close-range damage. Trinity Armor will separate itself after the first wave of energy beams so be sure to keep your distance so that you can dodge the barrage of attacks. Once the limbs are gone, pummel the body to end the fight. Like when you fought it before, Trinity Armor uses the energy beam on and off (left). Once its limbs are demolished, it will start spasming out of control (right). Prizes Prize Category Name Power Up Maximum HP Up Command Style Cyclone Return to the Central Square and save Ienzo from the Unversed. Prizes Prize Category Name Deck Command Reversal After the scene continue south to the Outer Gardens. Open the world's final two chests for a Soothing Crystal and a Pulsing Crystal then return to the Central Square. After another long scene you receive a update to the World Map. Prizes Prize Category Name Keyblade Frolic Flame A few new worlds are open but the first one to stop by is Disney Town. Unversed Mission - Diet Tank! Location : Outer Gardens Reward : Illusion D 1 Star : 2'00"00+ 2 Star : 1'00"00 - 1'59"59 3 Star : 0'00"00 - 0'59"59 The objective is to shrink the Diet Tank by hitting the valve on the back. Load up with Thunder Surge commands then start the challenge. The Diet Tank will shoot up into the air so just lock on and Guard but don't use a counter. Instead use a Thunder Surge to deal massive damage and force the Diet Tank back into the air. Chase it down and keep using a Guard -> Thunder Surge combo to win. Page 19 After the opening scene you have many things you can do in Disney Town. Only one of them, Ice Cream Beat, is mandatory to completing the world. Since it's the mandatory one, start with it and get it out of the way. If you need help consult the mini-game section. Open the two chests in the Main Plaza for the Disney Town Map and a Potion . Head down the manhole to enter the Gizmo Gallery where there are two chests with Thunder inside. At the back end use Thunder-based attacks on the meter to start the gears. Ride the mickey elevator up and jump over to the ledge to find a chest containing a Mega-Potion. Jump to the gears and make it up to the second set. Go right past the panel and on to the four hands then use a dash command if needed and reach the northern platform. Grab the Mega-Potion and Chaos Crystal from the chests then make your way back to the front hands. When you reach the third hand, jump off to the right against the wall and swing the Keyblade to reach the Mickey Sticker. Return again to the first set of gears but this time make your way left and across to another chest with a Mega-Ether and the entrance to Pete's Rec Room. Watch what they do (left) and then match the rhythm (right). Ven the Pinball! In this room you get to play pinball and Ventus is the ball. Utilize the flippers with L and R and use dash commands to alter Ventus's location so you can bounce him off the correct bumpers to reach all five chests: two in the alcove on the machine's left side, another chest and sticker in the right side alcove, and one in each of the center alcoves. The bars block the alcove until you hit the four blue bumpers marked with a crown. In the end you should have an Action Recipe, Panacea, Aerial Slam, Wellspring Crystal, Break Time and the Minnie Sticker . Once you've collected all the treasures head out to the Racetrack's rooftop. Grab the Slot Edge from the chest and equip at least two dash commands. If you can't do this then don't worry you can come back, but you can get Superglide right now by using both dash commands in succession and jumping off the boxes while aiming towards the distant rooftop. From here you can look back at the rooftop you just left to spot the Chip Sticker . Now you can drop down and grab the remaining chests for Reversal Slash, Stop and a Shimmering Crystal . Take this time to complete any mini-games you choose. You can obtain the Frozen Fortune Command Style , the Chaos Snake Shotlock , and the Victory Line Keyblade from them. Head to the Olympus Coliseum when you are all wrapped up. Unversed Mission - Ringer Pot! Location : Raceway Reward : Illusion P 1 Star: 0-19 2 Star : 20-39 3 Star: 40+ This is a pretty clean cut challenge. Hit the right Ringer Pot and score points for each Ringer Pot on the field – hit the wrong one and gain one point but lose 5 seconds. With High Jump this becomes much easier so you can get up the ledges faster but this one simply takes practice. Page 20 Ventus is thrust in to combat as soon as he arrives. Hercules and a masked soldier assist as you fight two new enemies: Axe Flappers can fly and fire Mandrake-like projectiles and Buckle Bruisers block all attacks from the front. Prizes Prize Category Name Power Up Maximum HP Up Command Style Thunderbolt Keyblade Fairy Stars After the scene head back to the Enchanted Dominion and return to the Gates. Once all the Unversed have been disposed of and scenes are over, head to the Coliseum Gates. Grab the three chests/treasures, Mega-Potion, Cura and a Fire Strike as well as the Confetti Sticker then enter the Vestibule to find the Olympus Coliseum Map in another chest. Talk to Hercules to start training; it's the mini-game "Break the Urns"! In the initial round you must score 15 in 30 seconds. In the second round you must out score Hercules. The easiest way to do this is area of effect attacks and the use of elemental attacks to trigger Command Styles. Barrels are also helpful in destroying the larger urns easier. Prizes Prize Category Name Power Up Maximum HP Up Power Up Deck Capacity +1 While Hercules and Zack are battling through the Coliseum a Jellyshade swarm is attacking the town. Head out to the Town Near Thebes to find the swarm. Hercules teams up with Ventus and you can use a button combo to quickly clear some of them out. You can use the barrels (left) during Break the Urn to take out the urns quickly. Later, be sure to use Hercules (right) to clear out as many enemies at once. Prizes Prize Category Name Command Air Slide Dimension Link Zack Keyblade Mark of a Hero After the scene you can return to the Coliseum and challenge Hercules again to win the Sonic Blade command. You can also fight the Prize Pods, located in the southwest corner of the Town Near Thebes. Head over to Deep Space once you have finished up. Unversed Mission - Shade Jelly! Location : Town Near Thebes Reward : Stopga 1 Star : 1'00"00+ 2 Star: 0'31"00 - 0'59"00 3 Star : 0'00"01 - 0'30"59 The trick here is to defeat all 300 Shade Jelly using clearing commands like Magnega and Meteor. Mega Flare, Thundaga, etc.... There really isn't much else to it, just stack some heavy commands and go to town. Page 21 Before Ventus even makes it to the world he is attacked by a large Unversed. Fortunately, after just a few hits it will disappear and you are taken to the world. Prizes Prize Category Name Command Style Wing Blade After the scene turn around and enter the Durgon Transporter. Loot the chest for an Abounding Crystal and clear out the Unversed to spawn the Prize Pods in the back. Head back to the Ship Corridor and grab the Hi-Potion and a Pulsing Crystal from the chests. Proceed to trip the security alarm where Ventus must destroy wave after wave of Unversed as he progresses to each new sector. In the second area are two chests containing a Mega-Ether and a Hi-Potion . Enter the Control Room where a save point and shop are located, as well as the Deep Space Map which resides in the chest. Continue into the Ship Hub where you should immediately drop down. Snag the Zero Gravity from the chest and use the control panel to lower gravity. Now you can jump up to higher levels, so open the chest higher up for a Thundara and fly across the top floor to snag the UFO Sticker . Turn gravity back on to reach the Pulse Bomb chest then turn it back off to jump to the next area, the Launch Deck. Dodge the lasers and open the chest for the Mega Attack Recipe then glide to the other end for another chest with Xehanort's Report 1 inside. Drop down to the ground floor and open two chests for a Fire Surge and a Fleeting Crystal . Turn the gravity off and jump back to the top and grab the Ice Cream Sticker then turn it on and exit to the east. Open the chest for a Mega-Potion and use the save point for the upcoming boss. You can use the control panels to turn off gravity (left) which allows you to reach items. At the bottom are a couple more items you may miss (right). BOSS - Metamorphosis! The Metamorphosis you fought in space has returned. Stitch aka Experiment 626, is here to fight alongside. Whenever the boss feeds on the glowing white pillar it causes damage to the ship. While it's doing this go all out with your most damaging attacks or Shotlock. If the boss is ever too high to reach, use the control panel to turn off gravity so you can hit it. Metamorphosis uses a lot of attacks that rush you (left) but they can be guarded or dodged easily. It can also turn invisible (right) so make sure to keep locked on at all times. Prizes Prize Category Name Power Up Maximum HP Up Power Up Deck Capacity +1 Command Board Deep Space Dimension Link Experiment 626 Keyblade Hyperdrive Return to Deep Space and land in the Machinery Bay Access. Re-enter the room where you just fought the Metamorphosis and turn off the gravity. Now you can leap up and reach the last two chests containing a Chaos Crystal and a Mine Shield . Head to Never Land once you are done. Unversed Mission - Jelly Glee Tea! Location : Launch Deck Reward : Stun Block / Stop Barrier 1 Star : 0-50 Orbs 2 Star : 51-99 Orbs 3 Star : 90-100 Orbs The trick to collecting enough orbs is to Counter the Jelly Glee Tea and use powerful commands like Meteor Crash and Chaos Blade. This challenge is much like the Struggle battles in Kingdom Hearts 2, so you must collect the orbs as you knock them loose. Once you collect 90+ just run around until time expires. Page 22 As you enter Never Land you are greeted by Tanker Bell and the Lost Boys. Turn around and enter the Rainbow Falls. Base to find a chest with a Megalixir and the Rainbow Sticker. Back at the Seacost you'll find two more chests holding a Panacea and a Hi-Potion. Move onward to the Mermaid Lagoon where you can check the eastern shore for two chests with Aeroga and an Elixir as well as the Dale Sticker . Make your way to the western exit for another scene. Afterwards, loot the chest for a Balloon Letter and check the tree to enter Peter's Hideout. Snag the Mega-Ether and Fleeting Crystal and use the shop and save point as needed, especially if you don't have Stun Block yet. Head shore to the Gully where you'll find two more chests, one with an Abounding Crystal , another with the Never Land Map . Proceed to the Indian Camp for a scene and an ambush by the Unversed. You can return to this area afterwards and attack the totem pole top for a Thundaga . Head to Mermaid Lagoon for yet another scene and afterwards head to the Cliff Path. There are a few chests (left) that need a little searching for. To find the hideout, look for this tree (right). Prizes Prize Category Name Command Glide isn't all that useful if you already obtained Superglide. Grab the Hi-Potion from the chest down below and break through the rocks to the next portion of the area. Destroy the boulders to reveal the Treasure Raid chest and climb to the top to find a Firaga in another chest. Jump through to the Mermaid Lagoon again to find yourself on top. There is a Blitz in the chest and you should spawn the Prize Pods here. Head to the Cove where you have a chance to save before the boss fight and grab the Ether in the chest next to it. BOSS - Captain Hook! Captain Hook is too skilled to attack head on, he'll block all of your swings. Luckily enough you can do the same and having Stun Block equipped will leave him wide open once you do. Hook will throw exploding presents so be sure to dodge them. Captain Hook is extremely vulnerable to status effects so utilize all that you have. You also need to utilize the water as it will do damage to Ventus and cannot be destroyed. If you can hit Hook on the northern platform. Grab the Mega-Potion and Chaos Crystal from the chests then make your way back to the front hands. When you reach the third hand, jump off to the right against the wall and swing the Keyblade to reach the Mickey Sticker. Return again to the first set of gears but this time make your way left and across to another chest with a Meteor Crash and Chaos Blade. This challenge is much like the Struggle battles in Kingdom Hearts 2, so you must collect the orbs as you knock them loose. 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