



## Kingdom Hearts: Birth by Sleep Guide

by [Valerie Hilgenfeldt](#)

At first, little made sense. A child was gifted with a Keyblade; a menace known as the Heartless ravaged countless worlds; hardly anyone beyond King Mickey knew how it all came to pass. That's changed, for Birth By Sleep has come, and it reveals the Kingdom Hearts saga's true beginnings. Its three stars, Keyblade wielders all, will be tested; throughout their journeys, IGN will be with you. Our complete guide will tell you where each collectible is, how to complete every achievement, and in short, how to absolutely dominate Birth By Sleep. Get started—history waits to be made!

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## Kingdom Hearts: Birth by Sleep Getting Started

Starting Out

Gameplay Tips

### Optimizing the Game

You're surely itching to start your journey, but you shouldn't set off without taking a few precautions. Birth By Sleep is an impressive technical accomplishment on the PSP, taxing the system as few games do. To alleviate the PSP's stress (and your own), before starting up a new game, visit your PSP's main menu, and scroll to the Settings toolbox icon. On its list, select System Settings, and **turn the UMD Cache on**.

As for the second tweak, start up Birth By Sleep, and choose the Title Screen's third option: **Install Game**. Due to BBS's demanding nature, it's important to install the game's commonly-accessed data to your Memory Stick. If you don't, you may experience significant and distracting gameplay delays.

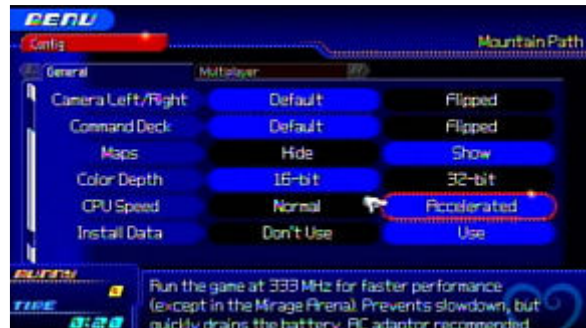
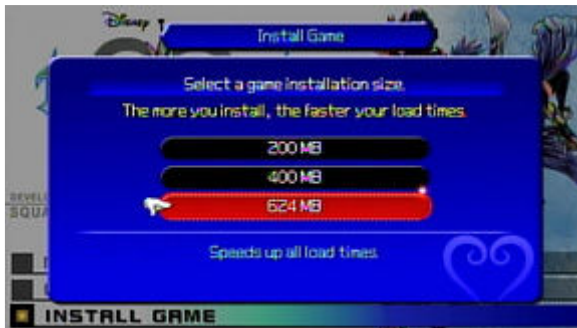
If your Memory Stick is already full, clear off up to 700MB in preparation. Once you're ready, you'll have to choose one of the following options:

#### Install Options

200 MB | Speeds load times during combat.

400 MB | Speeds load times during combat, opening menus, or while moving between areas.

624 MB | Speeds all load times.



Of the three, the 624 MB installation is highly recommended, and should complete in roughly ten minutes. Afterward, you'll want to look forward to the next optimization: **increasing the clock speed which the PSP CPU operates at**. If that sounds intimidating, worry not, as modifying it is easy as flipping a switch. Begin your game (after following the Game Mode advice in the following section), and while you're in the Tutorial, press Start. Open the now-available Config menu, and—if battery life doesn't concern you—increase the CPU clock speed from Normal (222MHz) to Accelerated (333MHz).

### Choosing Your Mode

When you select New Game on the Title Screen, you're asked to **choose your Game Mode**, which directly affects how challenging your BBS experience will be.

Mode	Description
<b>Beginner Mode</b>	An easy mode you can breeze right through. (The secret movie cannot be unlocked in this mode.)
<b>Standard Mode</b>	The normal difficulty setting. (The secret movie is harder to unlock in this mode.)
<b>Proud Mode</b>	A thrilling challenge packed with powerful enemies. (The secret movie is easier to unlock in this mode.)
<b>Critical Mode</b>	The ultimate test of your action skills. You will begin the game with more command slots. (The secret movie is easier to unlock in this mode.)

Of the four, this guide will assume you're choosing Standard Mode, and is written accordingly. To earn the Secret Movie, Standard Mode players must complete every ounce of Birth By Sleep's additional content. If you're not interested in slogging through that, but want to see the Movie, choose Proud Mode; foes will deal twice as much damage, but you'll only need to gather Xehanort's Reports (and finish the main game) to view it.



No matter what difficulty you choose, know that Birth By Sleep looks for the *easiest* one played when deciding if you're eligible to see the Secret Movie. Therefore, playing through Terra and Ventus's games on Beginner while completing Proud mode with Aqua won't work; on the other hand, attaining 100% completion on one character's Standard Mode and finishing the others on Proud will.

	<a href="#">Starting Out</a>	<a href="#">Gameplay Tips</a>	
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## Gameplay Tips

### Know Your Command Deck

1

Beyond your tried-and-true melee attacks, the Command Deck provides your most potent abilities. By using it, you can unleash devastating blows, conjure powerful spells, and heal your wounded form. At the beginning, you may think your options are awfully limited; they are, but you'll change that by collecting more Battle Commands. Once you do, you can press the Start button, pull up your Command Deck, and swap abilities at any time (if you're not in battle, that is). When you're done, exit the menu, and you'll see that the options in the lower left corner have changed.

Take note: whenever you modify your Command Deck, everything you've equipped will need to charge up. Wait till they're done before charging ahead, or you may find yourself in the middle of a nasty fight with too few defenses!

As for the abilities themselves, if you've pushed one to its maximum level, and you're not in a closed battlefield (e.g., a boss battle), immediately pull up your Command Deck and replace it with something weaker. Constantly maxing out Battle Commands doesn't just strengthen your attacks—it'll let you Meld

those Commands into new things, too (which you can read about in the "Commands" section). Whenever you've run out of things to level/Meld, hit up the Command Board mini-game, go treasure hunting, or visit a shop.

While you are Melding new abilities, don't forget to affix crystals to them. Melding with HP modifiers (Soothing Crystals) and defeating bosses are the only ways to increase your health bar in Birth By Sleep! There are lots of other things that can only be gained through Melding, too...

## Be Observant in Battle

2

Have you ever played an RPG where booby-trapped Treasure Chests come alive as monstrous Mimics (called "Spiderchests" in this case)? Birth By Sleep has its fair share of them too, and they're all masquerading as big chests. Normally, your character will enter a short, fancy cutscene of Keyblade whirling when they're opening an oversized treasure—you'll know you're unleashing a Mimic instead when there's no flashy posturing.

There are other foes which try to hide from you too, like Mandrakes planted underground, and Blue Sea Salt pots circling high overhead. The former have a wind-based attack that sails along the ground, but no higher, so you may avoid their sickle-shaped blasts by climbing to another plane. As for the hovering latter, locking onto them and jumping to their level (or using magic to bring them down to yours) will help you eliminate them. No matter what you're fighting, there are always weaknesses—whether elemental or tactical—which you can use against your foes. Look for them!

## When to Defend, When to Attack

3

You already know to pay attention to your foes' activities, but what about your own? Charging head-first into a challenging battle could result in defeat, while being too careful could stretch things further than necessary. You should be able to gauge your capabilities by comparing them to your foes. How much damage is dealt when you strike them, and when they return the favor, how badly are you hurt? Have you Melded special Abilities with Crystals to reduce certain forms of elemental damage, or could you use some more Screens? (If that all sounds foreign to you, check out the "Command Melding Recipes" section.)

Likewise, what if your Command Deck choices are leaving you open to retaliation? Some movement-related abilities, like the Thunder Roll, may sound nice when you get them. They'll replace your vanilla maneuvers (e.g., Dodge Roll), and can deal damage. Unfortunately, they'll also compromise your defensive capabilities, leaving you more vulnerable, negating the advantage, and proving that aggression *isn't* always the answer.

You may have heard the saying, "float like a butterfly, sting like a bee"—it's good advice, and well worth following. Be light on your feet; frequently use abilities like the Air Dash to avoid your foes' attacks, and to close in on those who try to flee. Utilize evasive and offensive maneuvers that provide brief invincibility, like Strike-class Battle Commands and Dodge Roll. In short, leave your foes wondering what hit them while you walk away unscathed!

## Try, Try, and Try Again

4

If you're trying to defeat a boss, but they're repeatedly defeating *you*, you may want to modify your Command Deck. On the Game Over screen (where your character's body floats in limbo), select Continue rather than Retry, and you'll be placed near the last-used Save Point. While there, you may pause your game and change your Command Decks as you see fit. So your modifications aren't lost, utilize the nearby Save Point again, then rush in to show that boss what for!

On the other hand, if a battlefield is leaving you bloody, but you *don't* want to resume from your last-seen Save Point, use the Retry option. A word of caution: using Retry *doesn't* reset whatever perishables you've consumed (e.g., Potions). Only the Continue command will. Therefore, you should avoid using consumables early on; if you're beaten up at the outset, let the enemy defeat you, then hit



Retry for a fresh start.

## Always Look Behind You

5

There's so much to accomplish in Birth By Sleep that it's too easy to miss most of it. Completionists, take heart: whenever you leave a world, you'll usually see how many of its treasures you've found; if it doesn't say "100%", you may want to return and claim the remaining goodies. If the planet is surrounded by an impenetrable barrier, exploring it anew won't be an option—yet. Conquer another level or two, and when you're ready for a breather, revisit those areas you haven't visited in a while. They may have re-opened, and if the treasure tally isn't satisfactory, give them a second look.

If you've passed through numerous worlds and *haven't* looked back, make an effort to fly by the realms you've neglected. In every character's adventure, you'll eventually be prevented from revisiting certain locales, so you shouldn't put this off for too terribly long. When the time to enter Never Land comes, stall your meeting with Peter Pan, fly around the Lanes Between, and ensure you've snagged every other world's treasures. Only when you're *absolutely sure* you've grabbed it all should you proceed.

## Rest and Reap the Rewards

6

A smart warrior will lay down their weapon when they're in need of rest; meanwhile, a resourceful player will seek out every means of improvement they can find. Thus, while you're letting your thumbs recover from an excess of Unversed-bashing, utilize Birth By Sleep's other means of enhancing your characters, like its mini-games. When we suggested you "Know Your Command Deck," the Command Board was briefly mentioned, but it's far more important than a passing comment could indicate. As a "game within a game," it provides an engaging way to unwind, and will reward you with numerous Commands. You can read more about it in the "Beyond the Story: Mini-Games & More" section, and you should, as the Command Board becomes available after you've completed the first world.

When you're ready to fight again, the Mirage Arena presents an effective means of leveling up, *and* a bounty of unique battles. The foes you fight therein will be recorded in your Trinity Report, which is necessary if you're after 100% completion. Furthermore, you'll unlock Disney Town during the course of the story, and it offers a plethora of additional mini-games. Combine all their rewards with the recipes in the Melding section, and your character will grow into a fearsome force—one far stronger than what you'd create through story progression alone!

## Leveling Like a Professional

7

Let's say you've conquered the Command Boards, set records throughout Disney Town, and Melded your heart out, yet you're still being stomped by enemies. You want to power up, but you're wondering how it's managed, and where to do it. Luckily, there's an Ability which can be Melded that increases the total EXP earned (EXP Chance). Sure, it requires your health to be at a dangerously low level—underneath 25%, to be exact—but if you combine it with other Abilities like Once More and Second Chance, that won't be a problem. Additionally, AOE (Area of Effect) attacks, like Magnera or Meteor, will make it much easier to fell a multitude of foes at once.

With that in mind, you're likely ready to go, but you don't know where to fight them. Any old level will do, and the Mirage Arena is always a good choice, but there's one spot in Birth By Sleep which Terra, Ventus, and Aqua can make special use of. It's the Reactor room of Radiant Garden. During your first visit, it will house the Trinity Armor, otherwise known as the bright red "Boss Before the Boss". On subsequent trips, the ring-like Reactor will be swarmed with waves upon waves of Unversed, transforming it into an ideal EXP-farming spot.

Ventus and Aqua can make this (or any) EXP farming area even more tantalizing with the Mickey D-Link. Use it until it's reached level two (symbolized by Mickey wearing Yen Sid's sorcerer's hat from "Fantasia"), and you'll be blessed with Double EXP. This works no matter what your HP level is at, and stays effective the entire time your Mickey D-Link is active. Now, get out there and earn some

Experience Points!

## Kingdom Hearts: Birth by Sleep Walkthrough

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While this guide assumes you'll play on Standard difficulty, please read the **Starting Out** section beforehand (particularly the **Choosing Your Mode** segment). You may begin with any character you'd like; while the walkthrough follows the creators' intended order, there is no in-game benefit to following it. Considering, you can start with whomever you'd like. Speaking of, if you've just started the game, we recommend reading the **Land of Departure: Tutorial** chapter too. It provides extra advice for Birth By Sleep newcomers, and elaborates on various fundamentals, all of which will hold true throughout your adventure.

### Land of Departure: Tutorial

»

### Terra Walkthrough

»

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[Enchanted Dominion](#)

[Dwarf Woodlands](#)

[Castle of Dreams](#)

[Mysterious Tower & A Mysterious Wasteland](#)

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<b>Final Episode</b>	»
<a href="#">Radiant Garden</a>	



## Land of Departure: Tutorial

Areas	Treasure Type	Name & Location
1. Mountain Path	Chests	1. Sliding Dash (Center)

If you haven't read the "Starting Out" section yet, give it a gander. Its useful information will help you through the introduction and well into the adventure beyond. Once you're done with it, return to this segment.



Shortly after you begin, you'll be run through helpful tutorials. They'll teach you how to move, leap, rotate your camera, and more. For the most part, you'll be fine following their instructions, though you'll eventually be given a real objective: damaging the dangling pendants. The first one comes easily—simply bash the X button (your standard melee attack) until you've completed a full combo—but the second may be befuddling.

To pass the quartet of dangling rings, you'll need to use a Command Deck attack. You can scroll through your equipped "cards" with the Directional Pad. When you've found an offensive one you like (e.g., Strike Raid), face one of the pendants, and hit the Triangle button to fire it off.



If you're successful, you'll be prompted to lock onto a pendant. Press the L and R shoulder buttons simultaneously to do it, then you'll be allowed to move on. Your next task is rather delightful, as it asks you to open up a Treasure Chest, and really, who *doesn't* love doing that? After you've cracked it open, you'll be asked to press the Start button. Do so, then click on the Command Deck, and you'll suddenly be presented with a bevy of information. Thanks to the "Starting Out" section, you should already know what to do here.

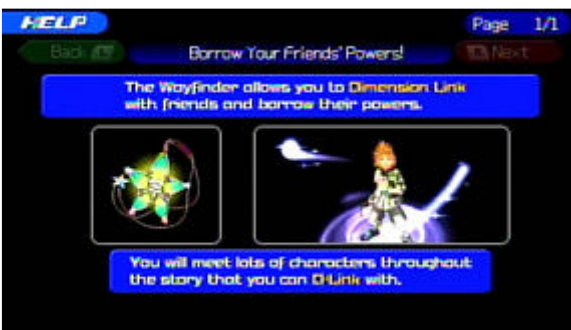
Regardless, text-based tool tips will appear on-screen during your initial exploration of the Pause Menu. They'll explain how to use and comprehend everything from your Command Deck, to equipping Abilities, and beyond. Though they'll only automatically appear once, you can review the tool-tips whenever you'd like by opening the Game Help sub-menu. When you're ready, you can also dive into **Command Melding** by visiting the relevant guide section, but you're short on Commands right now—that can wait till you've collected more.



After you've unpaused your game, you'll be prompted to carry on, but you don't have to immediately oblige. Since you won't be attacked by foes here, it's a good location for studying Birth By Sleep's controls. For starters, you should practice running and/or attacking while simultaneously scrolling through your Command Deck. Since movement is handled with the analog stick, and the Command Deck is shuffled with the Directional Pad, it will take some getting used to. Considering how essential Command Deck usage is, though, it's worth the effort. While practicing, you can use the Commands too, as they never run out—they only need time to recharge.

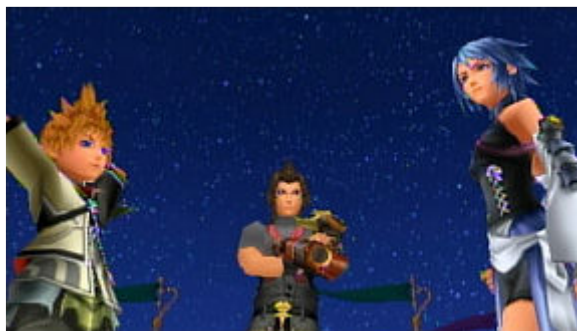
Using the golden pendants, you can also practice locking onto enemies, scrolling between them (with the separate shoulder buttons), and switching between being locked on and free-running. The latter will come in handy when you've charged into a too-tough battle, as it's much easier to maneuver and retreat if you're not locked on.

When you feel you're prepared, climb the cliffs and pass into the next area. A series of cutscenes later, you'll be gifted a Wayfinder.



With this new, always-active item, you can start using **D-Links**. As the tool tip title implies, these will let you borrow your friends' powers, briefly permitting use of spells and abilities you may not otherwise have. As you use them, they'll gradually grow more powerful, and perfectionists, take note: **you'll have to collect and use each D-Link at least once if you're after 100% completion**. If you're entirely new to Birth By Sleep, you needn't worry about that just yet. What you *will* want to keep in mind is the D-Link's added bonus: whenever you use one, your HP will be refilled completely. It's great for emergencies, and can also be used whenever you need a refresher, but don't want to use an item or Command.

With the Wayfinder accepted, you'll be told to spar next, pitting you against your hard-working friends. With them, you'll learn to dodge, block, melee, use the ever-priceless Shotlocks, and more. Since it's invaluable practice, repeat it until you've aced the basics. You'll take minimal damage, there's nothing to lose, and you've so much to gain! Once you've memorized it all, choose to move on, and mosey on over to the Save Point. Your context-sensitive X button will change once you've neared it, and pressing it will open the Save Menu. Record your progress, and the Tutorial will automatically end.



At this point, you'll need to choose whom you'd like to start with: Terra, Ventus, or Aqua. If you want the story to flow "as intended," you should play through their games in precisely that order. Otherwise, feather-footed fighters should pick Ventus, while magic users will love Aqua, and rough-and-tumble aggressors would prefer Terra over all. All three adventures present unique challenges, and they'll intersect at various points. Sometimes, you'll fight alongside your friends; at others, you'll fight for them. In every case, you'll want to be as strong as possible. Whenever you level Commands to their maximum, switch them out with something else; after you've collected a respectable variety of them (and Crystals), start dabbling in Melding Commands and Abilities (which are covered in this guide's later sections). Keep an eye out for treasures, and never stop honing your skills!

<a href="#">Tutorial</a>	<a href="#">Terra Walkthrough</a>	<a href="#">Ventus Walkthrough</a>	<a href="#">Aqua Walkthrough</a>	<a href="#">Final</a>
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## Land of Departure

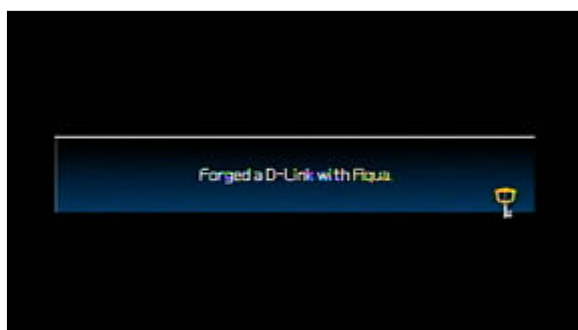
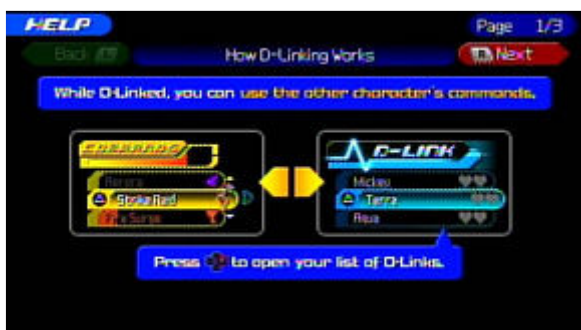
Areas	Treasure Type	Name & Location
1. Interior	None	N/A

If you practiced with Ventus and Aqua after the meteor shower, you'll be more than ready for the Mark of Mastery test, though *someone* wants to make it tougher than it should be.



While battling these spheres of light, they'll hover around menacingly, and occasionally, they'll spew damaging rays of light. Since their lasers rotate slowly, you can easily outrun them. Whenever you're not about to be blasted, you should be using your regular melee attacks, but take note: whenever the last hit of a combo strikes a sphere, it will be sent into a frenzy of ricochets. Most likely, you won't have the time to do this, but if you can aim them so they'll bounce back and forth in a small space (e.g., by the door enclave), you may not have to chase them as much.

For your ultimate success, you'll be rewarded with the Ventus and Aqua D-Links, and they're two good reasons to start using your Wayfinder. Whenever you feel like activating a D-Link, press right on the Directional Pad, and your Command Menu will switch to the D-Link selection menu. Scroll to the character whose link you'd like to use, and use the Triangle button to start it up.



There's a multitude of advantages to utilizing your D-Links. The first time you fire one up, you'll likely notice that it's refilled your HP bar. They always restore your life, no matter how high you're leveled and regardless of your total HP amount, so this aspect will never cease to be useful. Furthermore, in the beginning, they provide additional offensive abilities that Terra doesn't normally have. Thankfully, Aqua's include the second-tier healing spell Cura, and this can ease the stress Terra's "in your face" brawling puts on his HP bar—for a bit. No D-Link lasts forever, so if you're only using them for a quick pick-me-up, you should speedily deactivate them after healing yourself.

To do this, press right on the Directional Pad (much as you did while originally activating the D-Link), and you'll see the option to "Revert". Use the Triangle button to agree, and your own Command List will be restored. Also, when you manually deactivate a D-Link, you conserve however much is left in its gauge, making it far easier to completely refill. Even if you utilize them for free heals alone, get into the habit of deactivating them, and you should always have one ready when you need it.

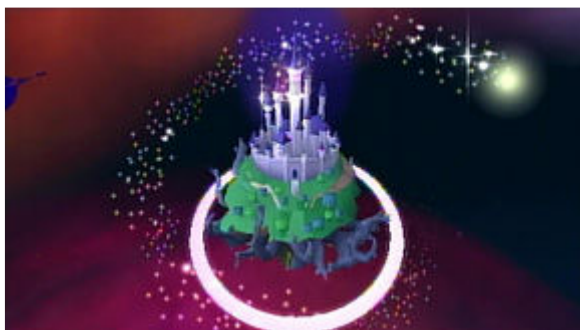
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## Enchanted Dominion

Areas	Treasure Type	Name & Location
1. Waterside	Chests	1. Potion (South) 2. Pulsing Crystal (West)
2. Forest Clearing	Chests	1. Blizzard (Southeast)
	Stickers	1. Balloon (Southwest)
3. Bridge	None	N/A
4. Audience Chamber	Chests	1. Potion (Southeast) 2. Ether (West) 3. Zero Gravity (Northwest)
	Stickers	1. Huey (Ceiling (Collectible After Olympus Coliseum))
5. Hallway	Chests	1. Ether (Northeast)
6. Aurora's Chamber	Chests	1. Map



7. Tower Room	Chests	<ol style="list-style-type: none"> <li>1. Attack Recipe (Northwest)</li> <li>2. Sleep (Southwest)</li> </ol>
	Stickers	<ol style="list-style-type: none"> <li>1. Flying Balloon (West, Window)</li> </ol>



Determined to do better by his master (and himself), Terra's first destination is the Waterside area of the Enchanted Dominion. A plethora of the twitchy Flood will engage you, and they make for fantastic Shotlock targets. They're followed by a cache of hovering Red Hot Chilis, bulbous Bruisers, and long-clawed Scrappers. Using your melee attacks, Commands, and Shotlocks, defeat the Unversed, then pick up your two treasures before continuing to the second area: the Forest Clearing.

The foes you fought prior are par for Enchanted Dominion's course, so you'll face them on the upcoming Bridge, in the subsequent Audience Chamber, and from then on.



Fight your way through until you reach a set of double doors shimmering with darkness, and press the X button to examine them. Terra will automatically banish the black magic and enter the room, which is Aurora's Chamber. The devious Maleficent will show before long, and when the cinematic concludes, you'll obtain a new D-Link: Maleficent's own.

Explore Aurora's Chamber and the neighboring Tower Room, and you'll collect some nice new treasures. You should also record your progress at the Save Point, and while you're standing on it, you can take a break from the action to play a few Command Board matches. If you do, be sure to visit the relevant section of this guide, as it may help you formulate an effective strategy, and give you a few rewards to shoot for (such as Cure).

Beyond that, you may wish to explore your pause menu, check up on your Trinity Report Records, see what Commands you've leveled (and switching them out with others, if possible), and start researching Melding. Though your Munny may be scant, you can also speak with the Moogle to browse his shop's wares. Inexpensive as they are, Potions are a good purchase (though—like anything else—you must sacrifice a Command Deck slot to use them). In fact, you may want to develop a habit of stocking up on them, as their instant application can be a life-saver during rough battles.



Leave Aurora's vicinity, and retrace your steps, stopping right before you enter the Audience Chamber. Open your Command Deck, and replace Stun Edge with either Cure or your Potions, as you're about to enter a boss battle! When you're ready, charge into the Chamber, and you'll be face-to-face with the Wheel Master.

### Boss Strategy

This vibrantly-colored foe will decimate the uninitiated, and easily fall to anyone observant of its patterns. Using its three pointed legs, it can launch itself high into the air, and whenever it lands, the impact will create a short-range shockwave. You can outrun or leap over this, but if the Master leaps while you're finishing a combo, your animation may not finish in time, and you'll have to soak up a hit. So long as you've the means to heal yourself, this will be survivable.

As for its other attacks, they're all telegraphed with clear visual cues. If it's about to thrash violently from side to side—an attack you can walk away from—it will draw back both of its arms in preparation. When it's going to throw its energy-sapping yarn your way, it will hold the glowing spindle in front of itself first, and you can either block or outrun the subsequent attack. And if it starts spinning wildly, it's about to sling its spinning wheel at you. If you're far enough away, you can easily side-step the latter; till it's about halfway dead, those few actions are all you'll have to fear.



Come the midway point, the Master may rear back like a horse, and come galloping toward you. Do all you can to avoid this devastating charge, as a few strikes from it will rapidly deplete your life bar. Beyond that, it's more of the same, so keep your distance when it's running around, don't let your HP dip too low, and obliterate it your melee attacks and Shotlocks.

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## Dwarf Woodlands

Areas	Treasure Type	Name & Location
1. Magic Mirror Chamber	None	N/A
2. Vault	Chests	1. Flame Salvo (South)

		2. Potion (North) 3. Ether (South) 4. Balloon Letter (South)
<b>3. Underground Waterway</b>	Chests	1. Potion (Southeast, First Grille) 2. Block Recipe (West, Second Grille) 3. Poison Edge (Northwest, Third Grille) 4. Fire (Northwest, Third Grille)
	Stickers	1. Louie (Southwest Ceiling (Collectible After Olympus Coliseum))
<b>4. Courtyard</b>	Chests	1. Potion (Northeast) 2. Fission Firaga (Northwest (Collectible After Olympus Coliseum)) 3. Map (Northwest) 4. Soothing Crystal (Northwest)
<b>X. Flower Glade</b>	Chests	1. Hungry Crystal (Northwest)
	Stickers	1. Balloon (Northeast)

Before entering the Dwarf Woodlands, you may wish to revisit the Land of Departure, and pick up a few treasures. Enter through its Summit, crack open the box there, and trek on to the Mountain Path, where you'll find three more Treasure Chests. Claim their contents, visit a Save Point, and return to the World Map. Now, you're ready for the Woodlands.

When you first enter, you'll be charged with hunting down Snow White. There's nothing else for you in the starting room, so you're ready to move on to the dank, expansive Vault.



As you're exploring it, you'll fight the usual Unversed, and come upon round glass jars filled with swirling sorcery. Usually, they're friendly. When they're green, cracking them open will replenish your HP, while blue rewards you with D-Link refills. Be warned, though: when they turn red, striking them will set off an explosion. If there's a lot of enemies nearby, this can be advantageous, but you should still watch where you swing.

While you're exploring the place, you'll eventually come upon a burning furnace that's spewing bubbles. It has a dormant twin lurking on a low ledge that's not far from the exit. If you'd like to activate it, equip the Fire Command, and light it up. Now, you'll be able to explore the entirety of the Vault before moving on.

Once you do wander into the Underground Waterway, and you'll see a wheel not far from the entrance. Once it's struck, a nearby portcullis will rise. It's only the first of three grilles, and the last one is the toughest to pass; spend a little time practicing, and you'll easily run through all of them.

In the Courtyard, grab the goods you can, and save your progress. With what you've found (and can buy in the store), you should be ready to start Melding Commands. If you've played the Command Board to level things up, that's even better (and if you haven't, you can access it by pausing while standing on the Save Point). Regardless, visit the Melding Commands section of this guide to learn about some of the earliest available recipes, and check out the subsequent chapter to learn about Abilities, including a Fire-based one that permanently boosts your HP.





When you're through with Melding, save your game again, then stroll out into the Flower Garden. Following a cinematic, you'll need to fend off wave after wave of Unversed. Utilize your Shotlock to simplify things, and don't be ashamed of using a hit-and-run strategy. The bounding Bruisers can wear you out in a jiffy, and the smaller Unversed will only make things worse. If it's too tough to overcome, choose Continue (rather than Retry) on the limbo menu, and shuffle your Command Deck. No matter what, don't give up!

When you win, you'll be handsomely rewarded with the Air Slide, a fantastic ability that enables dashing in mid-air. You can equip it immediately, and since the Garden is both vast and quiet, it's a great place to practice using it.

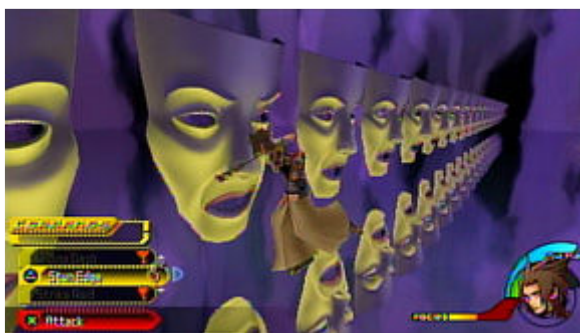


Return to the Courtyard, save your progress, and make the march back to the Magic Mirror Chamber.

### Boss Strategy

Forced to abide by the wicked Queen's wishes, the normally neutral Magic Mirror is transformed into a ferocious enemy. Using its amplified powers, it will attack in a variety of ways, including splitting itself into numerous multiples. If this happens, and you're flanked by the duplicates, simply run down the aisle to avoid being hit. While you're sprinting, keep an eye out for a smiling Mirror—that's the real one, and smacking him sends the fakes packing. Sadly, physical retaliation won't be an option when the Mirror and its copies rise high into the air; when this happens, they'll begin spitting balls of dark energy, and you'll want to Slide away from those.

Occasionally, the core of the Mirror will charge you head on, or—*without* the aid of its duplicates—spit countless fireballs in your direction. In either case, it's best to Slide your way out of danger, as Blocking may fail you.



Sometimes, the Mirror's boundless domain will leave you feeling like you'll never catch the bastard. Don't be discouraged, as in many cases, you *won't* catch him—just wait till he comes to you. Meanwhile,

continue searching for the grinning mask in the lot, or use long-distance attacks, like Strike Raid, to hit him when he's out of your melee range. Whenever an opportunity presents itself, unleash a combo against the Mirror. In time, you'll come out on top.

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## Castle of Dreams

Areas	Treasure Type	Name & Location
1. Forest	None	N/A
2. The Chateau	Chests	1. Thunderstorm (Southeast)
	Stickers	1. Traffic Cone (Southeast)
3. Palace Courtyard	Chests	1. Map (West) 2. Slow (Southeast) 3. Pulsing Crystal (Northeast) 4. Wellspring Crystal (Northwest)
4. Corridor	None	N/A
5. Foyer	Chests	1. Strike Raid (West) 2. Hi-Potion (Northwest) 3. Soothing Crystal (Southeast) 4. Potion (East)
6. Passage	Stickers	1. Flying Balloon (West (Collectible After Olympus Coliseum))
7. Antechamber	Chests	1. Thunder (Southeast)
8. Ballroom	Chests	1. Fleeting Crystal (Antechamber Balcony)



In Cinderella's defense, you'll need to fight off a large number of Unversed, but they're nothing you haven't handled before. Dispatch them with Shotlocks and your chosen variety of Commands. With them out of the way, don't head toward the palace, but take the darker path not far from the fountain instead. This will lead you

to The Chateau, where you'll find some treasures and a Save Point. It's a dead end otherwise, so return to the Forest and continue onward to the Palace Courtyard.

Cleanse the area of Unversed, and check behind every tree and in each corner to find its treasures. When you're ready, charge up the steps toward the palace itself, and you'll rescue Cinderella from a bevy of Floods. She still has a way to go before reaching the ball, so you'll have to protect her while dashing through the Corridor. To do so effectively, try to stay a fair length ahead of her. You want your enemies to focus on you exclusively, and since the area is so narrow, that shouldn't be hard to accomplish—at first.

When the escort assignment takes you to the spacious Foyer, defending Cinderella grows tougher. Do your best to stay ahead, and if she starts taking damage, return to her and defend the lady immediately. Once the coast is cleared, you'll receive the Counter Hammer for your trouble, which lets you speedily retaliate after you've blocked an enemy's blow. If you regularly block, feel free to equip it in the Action Commands section of your deck.

Before carrying on, explore the Foyer to find the treasures you hadn't earlier. When you're done, pass through the tall double doors to enter the Passage. This will take you to the Antechamber, which houses a Save Point you should utilize, as the next area—the Ballroom—holds the boss. If you haven't already, equip Cure or Potions before strolling in to meet him.



### Boss Strategy

Surprisingly simplistic, the Symphony Master may have a variety of commands, but none of them are worth paying attention to. Nonetheless, they're as follows: he may leap into the air and, upon touching down, create a shockwave (much like the Wheel Master); you can easily leap over this attack. He may also send one of his instruments (or his baton) your way, granting it temporary invincibility as it pummels you; otherwise, he'll send *everything* flying in your direction. In either case, you can safely Slide away. While the fiend technically has his own melee attacks, too, you can get away with ignoring most of them, as the Master himself is surprisingly weak.



If you're level ten or higher, simply run up to the Symphony Master's back, and start thrashing away. Unless he's surrounding himself with impenetrable dark energies—and right after those have faded away—*don't stop hitting him*. Some of his attacks won't harm you if you're right in his space, and he doesn't have the greatest defense. As such, you should be able to decimate him before long. Of course, if he *does* manage to harm you, use a Potion, Cure, or a D-Link to recover, then get right back to slashing!

After you've felled the symphonic foe, return to the Antechamber and head out to the Ballroom balcony to grab the last of the loot.

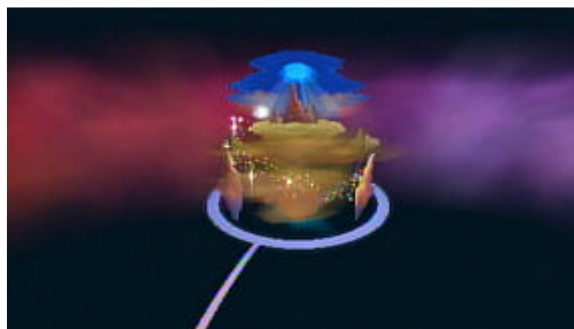


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## Mysterious Tower & A Mysterious Wasteland

Areas	Treasure Type	Name & Location
<b>1. Mysterious Tower</b>	Chests	1. Pulsing Crystal (Cliff Edge) 2. Cure (Door's Right) 3. Balloon Letter (Door's Left)
<b>2. Tower Entrance</b>	Chests	1. Magic Recipe (Ground Level)
<b>3. Sorcerer's Chamber</b>	Stickers	1. Balloon (Ceiling (Collectible After Olympus Coliseum))

A short-lived, mid-world jaunt, the Mysterious Tower serves up a quick visit with Master Yen Sid, and nothing more. Gather the treasures littered about, then depart from the world. When you're back in the Lanes Between, a formerly hidden world—resembling a barren desert—will appear.



Head there, and you'll meet with the elusive Master Xehanort, but not for long. When he's through with you, it's off to a new realm: Radiant Garden.

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## Radiant Garden

Areas	Treasure Type	Name & Location
<b>1. Central Square</b>	Chests	1. Hi-Potion (Southwest) 2. Potion (Northeast)
	Stickers	1. Flying Balloon (North Gate)
<b>2. Merlin's House</b>	Chests	1. Shimmering Crystal (Southwest)
<b>3. Castle Town</b>	Chests	1. Map (Northwest)

<b>4. Fountain Court</b>	Chests	1. Panacea (Southwest) 2. Fleeting Crystal (Northeast) 3. Thunder Surge (Northeast)
	Stickers	1. Dale (Southeast Sky (Collectible After Olympus Coliseum))
<b>5. Aqueduct</b>	Chests	1. Esuna (Northeast Dead End) 2. Blackout (North) 3. Hi-Potion (South)
<b>6. Reactor</b>	None	N/A
<b>7. Entryway</b>	None	N/A
<b>8. Outer Gardens</b>	Chests	1. Fira (Northeast) 2. Pulsing Crystal (Southwest)
	Stickers	1. Airplane (South Sky (Collectible After Olympus Coliseum))
<b>9. Purification Facility</b>	Chests	1. Mega-Potion (North) 2. Chaos Crystal (Southeast)



Opening with a familiar, Unversed-filled battle, you can effortlessly dominate the Garden's introductory moments. When the first battle begins, dash away from the Flood, turn to face them, and lock onto every last one with a Shotlock. From there, utilize glorious Commands like Magnet and slash away till the fight is won. When you walk into the only available area (Castle Town), you'll meet with Merlin, which brings you to his house. Read the shimmering book to obtain the Hunny Pot Command Board, then crack open the sole Treasure Chest to nab a Crystal.

Exit to the Castle Town, snag the Map, and stop by the Shop if you feel so inclined. If you didn't start Melding earlier, now would be a great time! You can even use the nearby Save Point to play on the new Command Boards, snag additional Commands, and level it all up.



Whether you do that or not, save your progress before venturing into the Fountain Court. There's three Treasure Chests in this area alone, though one waits in the higher-up areas, which can be reached by riding the fountains. Don't mind the inactive spouts, as they'll always be dormant—search for the functional ones. Using them and your Air Slide, you should be able to reach everything, including the exit in the southwest. It takes you to the Aqueduct, which is the last area you'll explore prior to battling the boss. Unfortunately, it does not have a Save Point, so if you want to record your progress (including the Treasures you've collected), explore the entirety of the Aqueduct, then return to Castle Town and utilize the Save Point.

When you're ready, run back through the Aqueduct, replace any status-inflicting Commands (e.g., Sleep) in your Deck, and enter the Reactor area. Following a brief cinematic, you'll face off against the Trinity Armor.

### Boss Strategy

It may be true that the Wheel and Symphony Masters' weapons were extraneous, but the Trinity Armor's body parts aren't. You *must* destroy its limbs before its head can be obliterated, but first, you must get it to separate. While you're fighting the whole form, there are two kinds of firepower it will use: a rainstorm of fireballs (which you can run from), and an oscillating laser (which you may Slide through). The former leaves it vulnerable at the beginning, while the latter leaves its back wide open for attack. If it isn't charging up projectiles, it may draw back its arms and legs before charging you, and you can either dodge or Block that.

Once the monstrosity pulls apart, its attack list grows. Its three pieces will usually wander around the ring-like platform, doing a whole lot of nothing. That's when you want to attack them, but if the helicopter-like arms start spewing white lasers, retreat to a corner, face the center, and Block. All three components may suddenly start whirling madly, and if they do, that's yet another reason to hide in a corner while Blocking. Get there quickly, too, or the spinning bits will slough off your life bar in chunks. Occasionally, the Armor's head piece will sit in the center and start up its laser, which you can still avoid with Sliding or by standing at its back.



When they start working together again, they'll create a triangular beam that's crackling with energy, and slowly drag it 'round. Stick to the outer regions of the ring, and hack away at the rear of the closest piece. Remember to prioritize its limbs, as the head cannot be destroyed till they are. Once it's all alone, close in for the kill.

That battle may have felt ending-worthy, but you're not through with the Radiant Garden. Return to where it all began—Central Square—and find the low-lying, southern tunnel, which leads to the Entryway. Use its Save Point, then pass through the Outer Gardens to reach the Purification Facility. That's where Xehanort's supposed captor waits.

## Boss Strategy

This gun-for-hire, named Braig, can effortlessly defy physics and warp around via darkness. The moment the battle begins, he'll show off by transporting himself to an unreachable ledge, and from there, he'll try to snipe you. Casually run back and forth between the platform's circular railing, and none of the shots will connect. While you're doing this, observe that—so long as you don't stand still—he'll fire four shots four times (for a grand total of sixteen blasts). Since he'll repeatedly return to his sniper post, you want to memorize that pattern, as after he's done shooting, he'll take a couple of seconds to warp back to your level—ample time to use Cure or a Potion.



The rest of his attacks involve some form of firepower, whether they're standard white bolts (the most common), or a charged-up spike of darkness. When he's dangling upside down, lock onto and face him, and Block to send all the bullets back (unless you're close enough to combo him). You can also do this if he's on his feet, but he's faster there, so dodging may be safer. If he you think he's going to settle down, but perform a harmless "fake out" warp, start Sliding—he's going to spend both of his clips in a hail of gunfire.

As for spike of darkness, he's open for approximately three seconds while charging, which is a lot of time in the world of combat. Either use melee attacks or Commands to attack him then, and stay close. Slide when the blast goes off, and you may be able to strike him again before he warps off.

Now that you know what he'll do, how to dodge it, and when to heal, all you'll have to do is hang in there. Depending upon your level and Melded Abilities, this fight can take anywhere from five to ten minutes. It isn't due to Braig's being difficult; rather, it's thanks to his time-consuming warps. Don't get desperate—take your time, and you'll eventually triumph.

With Braig out of the way, Master Xehanort commends you, and you're meant to move on. Even so, you should return to the Purification Facility to claim the last of the goods.

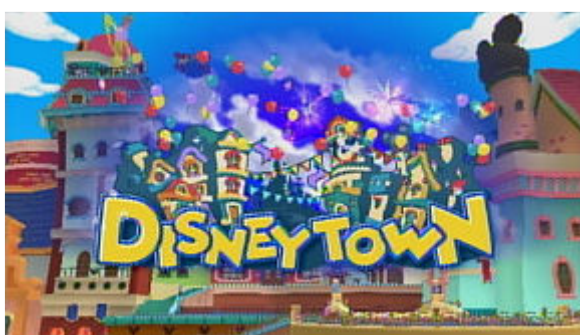
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## Disney Town

Areas	Treasure Type	Name & Location
1. Raceway Registration	None	N/A
2. Main Plaza	Chests	1. Map (Southwest) 2. Potion (Northwest)
3. Gizmo Gallery	Chests	1. Thunder (Northwest, Ground Floor) 2. Thunder (Southwest, Ground Floor) 3. Action Recipe (Northwest, Second Floor) 4. Chaos Crystal (Northwest, Second Floor) 5. Absolute Zero (North, Second Floor) 6. Mega-Potion (North, Second Floor)



		7. Panacea (Southwest, Second Floor)
	Stickers	1. Pete (Southeast, Air)
<b>4. Pete's Rec Room</b>	Chests	1. Break Time (Pinball Machine, Center) 2. Zero Gravira (Pinball Machine, Upper Left) 3. Aerial Slam (Pinball Machine, Upper Right) 4. Chaos Crystal (Pinball Machine, Raceway Exit)
<b>5. Raceway</b>	Chests	1. Abounding Crystal (Northwest) 2. Payback Fang (Southeast)
	Stickers	1. Traffic Cone (Raceway, Pete's Rec Room Exit (Collectible After Olympus Coliseum))



In this refreshingly friendly place, Disney Town's ongoing Dream Festival is a veritable carnival, with numerous games to play and colorful sights to see. While it's seen its share of *Unversed*, they're a marginal threat in this happy world, though Terra must compete against them in *Rumble Racing* if he wants to proceed. To learn more about this, review the "Disney Town: Rumble Racing" segment of this guide. In fact, you can read about all of Disney Town's offerings around there, and if you'd like to collect a cache of treasures, you may want to conquer them all (though completing all of the Ice Cream Shop's recipes can wait until you've freshly unlocked *Never Land*). At the very least, running around and raiding its Treasure Chests can only help.

If you're in the mood for some spelunking, travel to Disney Town's central hub (Main Plaza), and—after claiming the Map—take a trip down the manhole. You'll appear in the Gizmo Gallery, which—on your first visit—will be woefully inactive. To turn things on, snatch the two Thunder Commands from the ground level Chests, equip them, and electrify the heck out of the huge golden meter. This will fire up the entire place, and by navigating the rotating gears and swinging platforms, you'll gain more goodies and reach Pete's Rec Room.

Considering its name, you may expect a pool table and a recliner or two, but Pete's idea of recreation is a gigantic pinball machine that uses people as a substitute for pinballs. To unlock the Treasure Chest in its center, smack into the four crown-crested bumpers. After you've nabbed that, you can keep knocking yourself around to collect a healthy amount of Munny, and to reach the rest of the goods. There's also a Raceway exit at the machine's height, and it's the only way to reach some of the area's bonuses. Once you've fully leveled your Air Slide and have High Jump, revisit this area, use the wooden crates as a guide, and you can Air Slide your way over to the rooftop surrounded with baby blue walls.

Whether you decide to stay and play or win and run, for Terra, you'll be able to depart Disney Town after you've managed a first place *Rumble Racing* finish.

## Deep Space

Areas	Treasure Type	Name & Location
<b>1. Turo Prison Block</b>	Chests	1. High Jump (West, Center) 2. Pulsing Crystal (Northwest) 3. Mega-Potion (Southwest) 4. Mega-Ether (East, Center) 5. Brutal Blast (Southeast)
	Stickers	1. Flying Balloon (Southeast, Mid-Air)
<b>2. Turo Transporter</b>	Chests	1. Map (East)
<b>3. Durgon Transporter</b>	Chests	1. Hi-Potion (Beside Transporter)
<b>4. Ship Exterior</b>	None	N/A
<b>5. Launch Deck</b>	Chests	1. Abounding Crystal (Southeast, Ground) 2. Wellspring Crystal (Northeast, Ground) 3. Thundara (East, Second Floor)
<b>6. Machinery Bay Access</b>	Chests	1. Mine Square
<b>7. Ship Hub</b>	Chests	1. Fleeting Crystal (East, Fourth Floor) 2. Hungry Crystal (East, Third Floor) 3. Mega-Potion (South, Ground)
<b>8. Control Room</b>	Chests	1. Hi-Potion (North)
<b>9. Ship Corridor (Pre-Completion)</b>	Chests	1. Hi-Potion (Southeast) 2. Ether (Northeast)
	Stickers	1. UFO (Southeast)
<b>10. Ship Corridor (Post-Completion)</b>	Chests	1. Pulsing Crystal (South) 2. Warp (Southwest)



Prior to entering Deep Space, you may wish to obtain two special cards from the Command Board: Deep Freeze and Freeze Raid. The associated Bonus Panel, located at the very top and center of the Toon Board, will house the former first. After you've obtained it, complete the board, start a new game, and reach the same square again to acquire Freeze Raid. They'll be immensely useful against Deep Space's final foe! While you're at it, it wouldn't hurt to Meld a couple of Thunder Screens, either—check out out "Command Melding Recipes" for more info on that.

When you finally venture into Deep Space, you'll be stopped in the Lanes Between by pulsing masses of Jellyshade Unversed. You can easily rip through them on your Keyblade, and while you are capable of Blocking, there's not much need. Use the X and Triangle buttons to tear them apart, and when you've slain enough of them, you'll get to explore. Despite being a jail, the Turo Prison Block is really chock-full of good stuff. You'll need to use its wall-based moving platforms to open each cell and find everything, and while you're doing this, the camera won't be very cooperative. To overcome this, try standing on the very tip of ledges before you start looking around. It may seem troublesome, but it's worth the effort, especially since the coveted High Jump Command waits for you here.



Ultimately, you'll exit to the Turo Transporter room, where a Save Point and Map chest await. While there, reorganize your Command Deck, ensuring it includes AOE (Area of Effect) Commands like Sleep, Magnet, and Slow. You'll need them, as shortly after you activate the Transporter pad, you'll materialize in a room brimming with foes. After you've eliminated the infestation, travel to the Ship Exterior, and you'll mount your Keyblade again. The foes littering the ship's hull, known as Glidewinders, can only be added to your Trinity Report if they're destroyed here; use the X button to Skid Charge all over them, and they'll be broken in no time.



After you've polished off the Glidewinders, proceed to the Launch Deck, and annihilate the jellyfish-like Blobmob for yet another mark in your Report. With those two enemies defeated, you'll be free to complete the Mirage Arena to fill out everything else. Getting back to the world at hand, you'll find a panel underneath two wall-based blasters (which can destroy by Blocking their fire). Flipping its switch will turn off the artificial gravity. Don't do this just yet. Grab the ground-based goods first, then climb the trio of purple boxes to reach a small room (Machinery Bay Access), which has a Save Point. Return, hit the gravity switch, get the big box up top,

and move on to the Ship Hub.

Play with gravity if you want to grab everything, and gradually make your way through the Hub to reach the Control Room. Save your progress, and if you *didn't* nab Deep Freeze and Freeze Raid from the Toon Command Board, do it now, then equip them. Anything with a Stop or Stun property may help, too. When you're ready, move on to the Ship Corridor, and fight through the Unversed till you can face the boss itself: Experiment 221.

### Boss Strategy

An unabashedly malicious Experiment, this yellow fiend will electrify you at every opportunity. Just when you think you'll repay the favor, he'll take off and soar around the room, inviting you to give chase. Fortunately, your Air Slide can be useful here, though you needn't attack 221 while he's airborne (unless he stays still). Instead, wait until he settles down somewhere.

If he touches down, leans forward, and starts cackling, get far away. That indicates he's about to create an impregnable electrical field, and if you're caught in it, it can render you helpless and completely drain your HP. While he's in the room's center, he'll create and emit large orbs of power, and this is a great time to start smashing him up. Regularly utilize your ice-related Commands, and you'll eventually activate the Diamond Dust Command Style, which turns you into a chilly powerhouse. If that's not enough, use Stop and/or Twisted Hours to cement 221 in place, or temporarily disorient him with a good Stun maneuver.

Since 221 has some fairly devastating attacks, you may not expect him to use the gigantic robotic arms in the room's center for even more firepower, but he will. When this happens, lock onto the limbs and Block everything. Don't bother using Counter Hammer, as it won't damage the electronics; just protect yourself till 221 emerges, then get back to work. In time, your blend of icy and time-stopping Commands will revert 221 into the harmless pellet he used to be.

You may have taken out 221, but you're not finished with Deep Space. Return and explore the formerly off-limits portion of the Ship Corridor to pry open two new Treasure Chests, then head on to the Olympus Coliseum.

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## Olympus Coliseum

Areas	Treasure Type	Name & Location
1. Town Near Thebes	None	N/A
2. Coliseum Gates	Chests	1. Fire Strike (Northeast) 2. Mega Attack Recipe (North-Northwest) 3. Mega-Potion (Southwest)
	Stickers	1. Balloon (North-Northeast, Air)
3. Vestibule	Chests	1. Map (East)





As the home of the impossibly powerful Hercules, the Olympus Coliseum is one rough locale. You might want to beef yourself up by revisiting old haunts (like the Reactor section of Radiant Garden with the EXP Chance Ability), hopping into Arena matches, playing on the new Command Boards, and accumulating whatever goodies you haven't from Disney Town. Even a high level character can struggle while combating the Coliseum's offerings, and that's on Standard mode; you can imagine the challenge in store if you're playing anything tougher!

In the beginning, you'll be pitted against some standard fare Unversed, and a few swings of your Keyblade will do away with them. Impressed, but otherwise occupied, young Hercules will give a quick hello and goodbye, and you'll be left to explore. Pick up the few Treasure Chests the courtyard has to offer before entering the Coliseum itself, where you'll be able to enter an agreement with Hades. Beforehand, you'll want to adjust your move repertoire accordingly. Since you're about to go toe-to-toe with foes in groups, you should mostly equip attacks which disable multiple opponents (e.g., Stop, Sleep, Magnera). Additionally, one or two single target Battle Commands will come in handy when you're in a one-on-one bout.



When you've finished the first part of the Coliseum Battles, take pause. You're about to battle the boss, so you'll want to remove your AOE (Area of Effect) Battle Commands, and reshuffle your deck accordingly. Single target attacks, Gravity- and Stun-related commands, and an HP recovery option or two should serve you well.

### Boss Strategy

Hiding his face behind a helmet, this nameless fighter will be one of the most competent foes you've fought. Like Terra's Counter Hammer, he'll gladly soar into the air and stab his sword into the earth, creating a devastating shockwave. Stay far away while it's present, then rush in and pummel him afterward. He may retaliate with a charge and a combo, which you can Block. If you're one for revenge, pay him back with your own Counter Hammer, too!

Occasionally, the zealous warrior will fire off an energy blast which tracks your movement. Either Slide through it or Block it away. Beyond that, you've nothing to fear—until you've won. A cinematic later, your competitor returns, unwillingly empowered by Hades' dark determination to triumph.

This time, the unmasked Zack will frequently stop, amass energy, and unleash a torrent of brutal sword slashes—while teleporting all about—and you *won't* be able to Block it. If you can't immediately meet it with a Shotlock, Slide far away, then move in and retaliate while he's recovering. Every now and then, he'll call meteorites down from the sky, which you'll want to Slide away from. When they're done, wait and see what he does next, and exploit any opening you receive. It's a rough bout, but you can win!

With Zack freed and the tournament concluded, you're ready to leave, but you should revisit the Coliseum to train with Hercules. You can read more about this training mini-game in the relevant guide section, and it does offer one unique reward, so it wouldn't hurt to try it out.

Since you've added both the High Jump and Sonic Impact to your collection, you're now capable of gathering many collectibles you neglected earlier. Revisit old haunts, like the Enchanted Dominion and Dwarf Woodlands, and pick up anything you couldn't before. Since you're about to enter Never Land, this is the time to do it. If you don't, you may never get the chance!

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## Never Land

Areas	Treasure Type	Name & Location
<b>1. Rainbow Falls: Crest</b>	Chests	1. Abounding Crystal (Northwest)
<b>2. Gully</b>	Chests	1. Hi-Potion (Northeast) 2. Map (Northwest)
<b>3. Indian Camp</b>	None	N/A
<b>4. Jungle Clearing</b>	Chests	1. Hi-Potion (Northeast)
<b>5. Mermaid Lagoon</b>	Chests	1. Dark Haze (Northeast) 2. Elixir (East) 3. Geo Impact (Northwest, via Cliff Path)
<b>6. Rainbow Falls: Base</b>	Chests	1. Zero Graviga (Northeast) 2. Megalixir (West)
	Stickers	1. Rainbow (Northeast, Air)
<b>7. Cliff Path</b>	Chests	1. Hi-Potion (East, Ground) 2. Mega-Potion (Middle Plateau)
<b>8. Cove</b>	Chests	1. Ether (Southwest) 2. Hi-Potion (Northeast)
<b>9. Skull Rock: Entrance</b>	Chests	1. Panacea (Northwest)
	Stickers	1. Chip (East, Eye Platform)
<b>10. Skull Rock: Cavern</b>	Chests	1. Ars Solum (Southeast, High Up) 2. Chaos Crystal (Southeast, High Up) 3. Megalixir (Northwest, High Up)
<b>11. Peter's Hideout</b>	Chests	1. Mega Magic Recipe (Southeast) 2. Shimmering Crystal (Southeast)

You've revisited every world, and nabbed every treasure (if you're after 100% completion, that is). You've ravaged most of Birth By Sleep's bosses. You think you're ready for *anything*. Well, did you have a tough run in the Coliseum? If so, get ready to be humbled, as you'll have an even rougher go in Never Land. If you're whipped during its introductory fight, spend some time leveling up (by visiting the Arena, the Reactor portion of Radiant Garden with the EXP Chance Ability, and the like). When you're able to easily obliterate Hook and Smee's aggressors (whom you may want to incapacitate with AOE commands like Zero Gravira), you're ready for Never Land!



Journey from the Crest to the Gully, where you can visit the Shop for Commands, or utilize the Save Point. It also contains the ever-valuable Map, so pick that up. Carry on to the Indian Camp, and bounce on the white trampoline to try whacking the top of the totem pole. If you're successful, it will yield a Thundaga Command for you. Afterward, pass through the Gully to reach the Jungle Clearing. Peter's Hideout is at its center, but you can't enter that until you're done, so—after you've cleared the place out—move on to Mermaid Lagoon.

While swimming around, you can use the O button to move faster. There's a large amount of foes and a nice variety of goodies to be found here. On top of that, one of the exits will lead to the optional area, Rainbow Falls: Base, which holds its own treasures. When you're satisfied, pass through the Lagoon to the Cliff Path. Some items and pathways are hiding behind destructible mounds of rock, and there's a high-up, shadowed exit that you can only reach via High Jump and Air Slide, too. It'll take you back to Mermaid Lagoon briefly to crack open another Treasure Chest.

Ultimately, you'll reach Skull Rock. Enter, and the spry Peter Pan will try to slice and dice you with his trustworthy dagger.

#### Boss Strategy

If you've equipped Stop, feel free to use it while he's low to the ground, and you'll be able to deplete his health bar while he can't hope to fight back. Otherwise, simply avoid his eager jabs and keep on him. He's not too crafty, and with all the experience you have under your belt, it's unlikely he'll come anywhere close to defeating you.

With him out of the way, you're about ready to contend with Never Land's true menace—the tremendous cluster of Jellyshades infecting the Rock. They won't appear until you've exited Skull Rock and returned, and this gives you an opportunity to equip various AOE Commands, and Sonic Impact. By hurting multiple enemies at once and fiercely dashing through the others, it shouldn't take more than a few minutes of carnage to finish them off.

As an aside, if you've grown tired of building up EXP in the Radiant Garden's Reactor, the post-win Skull Rock of Never Land is an excellent alternative. It's one of two areas in Birth By Sleep featuring Blobmobs, and if you've Melded and activated the EXP Chance Ability, you can destroy them, leave, re-enter, and repeat the process to accumulate a healthy amount of EXP. You're nearing the end of your adventure, so it's a good time.

Speaking of, if you *still* haven't earned 100% on the other worlds, and you want to, consider this your last warning! You're about to reach the point of no return...



## Badlands & Land of Departure

Areas	Treasure Type	Name & Location
1. Badlands	None	N/A
2. Land of Departure	None	N/A

A chat with the scheming Xehanort bestows the Dark Impulse style upon you, and immediately afterward, you're sent to confront Master Eraqus in the Land of Departure. This will lead to a battle, and you'll want to be well-prepared. By now, you've likely visited the Melding section of this guide, and built up a healthy repertoire of Commands and Abilities. If by some off chance you haven't, now is *definitely* the time. Create unique Abilities like Leaf Bracer, Once More, Renewal Block, and Second Chance. Level up their associated Commands to ensure they're permanent.

Are you going for 100% completion? When it comes to Melding, create *everything*. Double-check that you've picked open all the Treasure Chests and grabbed each Sticker from every world. If you haven't yet, open your Trinity Report and place all the Stickers in your book to unlock the associated rewards (and do so thoughtfully, as artistic placement *does* affect your score). Make sure you've completed each mini-game, have obtained all their unique rewards, *and* finished the Mirage Arena. By viewing your Report, make certain you've fought and defeated each type of Unversed at least once, and that you've spoken with all the NPCs throughout the worlds. Lastly, use each D-Link at least once (they needn't be leveled up), and see that you've collected all of Xehanort's Reports. With that, you should be ready to march on!

Before setting down in the Land of Departure, equip a number of healing abilities/items, as you'll not be able to utilize D-Links against Eraqus. Since you'll want to be evasive and damaging, replace any improved Action Commands with their vanilla versions (e.g., Slide), and throw some Surge Commands into your deck. He doesn't have any specific weaknesses, though he *does* have a high tolerance for darkness, but that's your least concern...



### Boss Strategy

This is the first of several truly trying battles, and Eraqus hasn't any interest in giving you slack. Fortunately for you, the majority of his potentially lethal attacks can be Blocked, but this requires staying locked-on and paying attention to Eraqus's positioning. You should be well-versed in this by now, but if you aren't, you're going to learn.

When he uses projectiles against you, your Block will send them flying right back, but if you've shrugged off his melee attack, use Payback Fang and/or start slashing at him immediately afterward.

This will work for the first half of his life bar, but the moment you've depleted that, he'll start using pillars of fire, lasers, and teleportation. All of that sounds nasty, and it is; you can Slide away from the teleport-borne attacks, but you'll have to run alongside and in time with the lasers to avoid being burned. Likewise, the

columns of flame must be evaded, though you can Slide through them, fortunately.

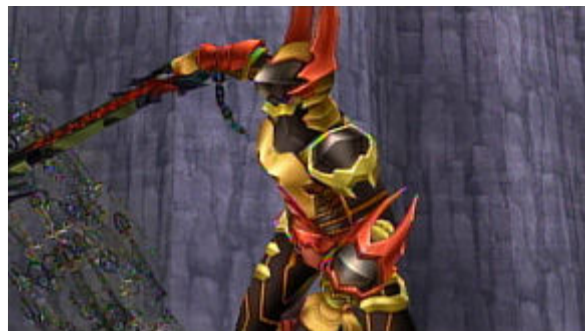
Though Eraqus's newest methods are fearsome, he'll occasionally use his original batch of attacks, and you already know how to deal with those. Despite that, he may occasionally swoop in and destroy you, but you can't give up! You've come this far, and a little perseverance is all you need to make it to the subsequent series of battles...

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## Keyblade Graveyard

Areas	Treasure Type	Name & Location
1. Seat of War	Chests	1. Mega-Potion (Southeast) 2. Elixir (Northeast) 3. Map (West-Northwest)
2. Twister Trench	Chests	1. Windcutter (West) 2. Mega-Potion (North) 3. Mega-Ether (North) 4. Megalixir (Northwest)
	Stickers	1. Traffic Cone (West)
3. Fissure	None	N/A
4. Keyblade Graveyard	None	N/A

While the first segment of the Keyblade Graveyard is entirely vacant, the second—Twister Trench—holds numerous foes in its inescapable tornadoes. They're all enemies you've fought before, like Buckle Bruisers and Mandragoras, and as such, you should know how to hold your own against them. When you eventually reach the Fissure, record your progress one last time, then run down the long, narrow ravine, and meet your destiny.



### Boss Strategy

Pitting you against both Xehanort and Vanitas sounds ruthless and unfair, but it's only half the battle you expect it to be. Confident he'll succeed, Xehanort is waltzing around casually, leaving Vanitas to handle most of the work. You'll want to target the "mysterious boy" anyway, since he's such a pest. While he utilizes projectile-based attacks, you shouldn't waste time Blocking them; Slide through it all instead, and dish out occasional hits whenever you see an opening. Since even Vanitas doesn't really care about defeating you, you can always retreat and recuperate if he's managed to diminish your health bar. You shouldn't have to do this too terribly much, as the first mock-battle will end after you've ripped away half of their HP.

A cutscene later, you'll be battling Xehanort alone, and he won't act much differently—he'll attack more frequently, but that's about all. Unfortunately, if you struggled against Vanitas, things won't be getting any easier, and you may wish to retreat to the Mirage Arena (or another EXP spot, such as the Garden's Reactor, or Never Land's Skull Rock) for a while. On the other hand, if you breezed through the mysterious boy's onslaught, you'll come out on top of this bout, too.



True to Terra's personality, you should be the aggressor, charging into battle whenever Master Xehanort won't. The moment you see him starting an attack, Slide away from it, and dash right back to score a few hits. As with Vanitas, Blocking will be a waste of your time, so Sliding and slashing is the way to go. This will gradually whittle him down, and when he's nearly done for, he'll warp more frequently, which makes him tougher to strike (especially since you don't want to attack him until he's made a move). You can still run for the outskirts when you need to recover, but Xehanort may come after you even then. In general, stay on your toes, make him come to you, and hang in there, as the toughest fight has yet to come!

Effortlessly utilizing Terra's skills in addition to his own, this youthful Xehanort is onslaught embodied. You won't have to entice him anymore, as he'll always come straight to you. Luckily, many of his attacks can *still* be blocked (and Counter Hammered), but you must be lightning fast if you wish to take advantage of that. The projectiles he fires can be forced back at him (if you tap the Block button often enough), though all his other methods are best evaded with a Slide. Don't be ashamed of this, and retaliate primarily with Shotlocks. The higher level you and your Shotlocks are, the more significant their damage will be, and—paired with reflected bolts of darkness—this should adequately damage Xehanort.

Once you've managed to overcome the "old man," congratulate yourself, as you've finished Terra's share of Birth By Sleep! When the credits have finished rolling, record your progress, and whatever you do, *don't* overwrite that save file. It's one third of what you'll need to unlock the Final Episode!

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## Land of Departure

Areas	Treasure Type	Name & Location
1. Interior	None	N/A

If you practiced with Terra and Aqua after the meteor shower, you'll be more than ready for the Mark of Mastery test, though *someone* wants to make it tougher than it should be.

While battling these spheres of light, they'll hover around menacingly, and occasionally, they'll spew damaging rays of light. Since their lasers rotate slowly, you can easily outrun them. Whenever you're not about to be blasted, you should be using your regular melee attacks, but take note: whenever the last hit of a combo strikes a sphere, it will be sent into a frenzy of ricochets. Most likely, you won't have the time to do this, but if you can aim them so they'll bounce back and forth in a small space (e.g., by the door enclave), you may not have to chase them as much.

For your ultimate success, you'll be rewarded with the Terra and Aqua D-Links, and they're two good reasons to start using your Wayfinder. Whenever you feel like activating a D-Link, press right on the Directional Pad, and your Command Menu will switch to the D-Link selection menu. Scroll to the character whose link you'd like to use, and use the Triangle button to start it up.

There's a multitude of advantages to utilizing your D-Links. The first time you fire one up, you'll likely notice that it's refilled your HP bar. They always restore your life, no matter how high you're leveled and regardless of your total HP amount, so this aspect will never cease to be useful. Furthermore, in the beginning, they provide additional offensive abilities that Ventus doesn't normally have. Thankfully, Aqua's include the second-tier healing spell Cura, and this can ease the stress Ventus's lightweight stature puts on his HP bar—for a bit. No D-Link lasts forever, so if you're only using them for a quick pick-me-up, you should speedily deactivate them after healing yourself.

To do this, press right on the Directional Pad (much as you did while originally activating the D-Link), and you'll see the option to "Revert". Use the Triangle button to agree, and your own Command List will be restored. Also, when you manually deactivate a D-Link, you conserve however much is left in its gauge, making it far easier to completely refill. Even if you utilize them for free heals alone, get into the habit of deactivating them, and you should always have one ready when you need it.

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## Dwarf Woodlands

Areas	Treasure Type	Name & Location
<b>1. Mountain Trail</b>	Chests	1. Potion (Middle) 2. Ether (Northwest) 3. Potion (Northeast)
<b>2. Mine Entrance</b>	None	N/A
<b>3. Mine</b>	Chests	1. Payback Raid (North) 2. Panacea (East) 3. Mini (Southeast, Platform)
	Stickers	1. Balloon (Southwest)
<b>4. Cottage Clearing</b>	Chests	1. Map (Northeast) 2. Poison (Southeast) 3. Fire (Northwest)
	Stickers	1. Ice Cream (Middle)
<b>5. Cottage</b>	Chests	1. Attack Recipe (Northeast)
<b>6. Deep Woods</b>	Chests	1. Ether (North) 2. Potion (Middle) 3. Shimmering Crystal (South)
<b>7. Flower Glade</b>	Chests	1. Soothing Crystal

Initially, the overly evasive dwarves will retreat into the Mine, and you'll want to give chase. Take out all the Unversed along the way. When you finally do come upon the little men, they'll be skittering around underneath wooden crates, and you'll need to turn their disguises into splinters, or finding them won't count. After you've discovered them all, depart from the Mine, and head along the trail.

Once you've reached the dwarfs' cabin, you may want to take a break from the regular game and play with the

Command Board. Accessed by pausing the game while standing on a Save Point (or from the World Map), this surprisingly robust mini-game can yield an abundance of nice (and completely free) Battle Command cards for your Command Deck. Since Ventus's first boss battle is trying, you may want to latch onto a Cure card in particular. Ragnarok would be fantastic, too. Check out the "Command Board" section for additional details!

After your breather, you'll come upon Snow White, and she'll need to be escorted through the Deep Woods. While doing this, take great pains to protect her from the living trees, as they're terrible about injuring her. As for the Unversed, you can keep them off of her by dashing ahead, but you should always be careful about this, particularly if any trees are still alive. Ultimately, she'll thank you for your kindness, and Ventus will want to leave the Cottage Clearing in search of Terra. Beforehand, place Potions and/or Cure in your Command Deck (if you have it), as you're about to go toe-to-toe with the toughest tree in the forest.

### Boss Strategy

This malicious Mad Treant will lob poisonous fruits your way, and their virulent venom burns, giving you plenty of reason to stay back. Nonetheless, you'll want to say hello with a well-aimed Shotlock, and afterward, try to attack it head-on to start up your Command Style (which should be a great help whether it's Ragnarok or not). Whenever it tries retaliating with its digging roots or rock-like projectiles, Dodge Roll your way to safety.

This is a surprisingly nasty introductory boss, so don't be discouraged if you aren't successful on the first attempt. Keep practicing, and you'll succeed!



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## Castle of Dreams

Areas	Treasure Type	Name & Location
1. Cinderella's Room	Chests	1. Map (North, Ground) 2. Stun Edge (Southeast, Table)
	Stickers	1. Fireworks (North)
2. Mousehole	Chests	1. Ether (Northeast, High) 2. Thunderstorm (North, High) 3. Potion (Northwest, Ground) 4. Pulsing Crystal (Southwest (After Cheese))
	Stickers	1. Louie (Underneath Spider Web)
3. Wardrobe Room	Chests	1. Balloon Letter (Northwest, Boxes) 2. Blizzard (Northeast, Ground) 3. Fleeting Crystal (Southwest, Boxes) 4. Zero Gravity (Southwest, by Pink Thread)

Strangely, you're placed on Cinderella's world while at a height no bigger than a mouse. In fact, the lady herself treats you like one, but in this case, that's a good thing—they're her friends. Along with the similarly short Jaq, you'll need to collect everything necessary for creating Cinderella's dress.

After you've felled the initial batch of Unversed within it, start exploring the Mousehole. While this world is quite small (consisting of only three areas), the complicated interior of the Mousehole may occasionally turn you around, causing great confusion. It has multiple levels and sections, and to climb them, you'll often have to look for and grab onto ledges to pull yourself up. When that won't cut it, look around to see if there's a fork nearby; if so, use it like a springboard, and you'll be launched high into the air.

When you eventually return to Cinderella's room, pick up the lifesaving Map, which is in a chest beside Jaq. Now, you'll be able to explore anew and gather various treasures. One way to do so is by hopping onto and



riding around on the ball of yarn. Not only will it squish any Unversed that mistakenly get in your path, but it's also a mobile stepping stone, enabling you to reach higher areas and collect goods. This will hold true in the next area, the Wardrobe Room, as well.

The first few components of Cinderella's dress you'll find are: the Pink Fabric, wrapped in a roll on the floor; the White Sash, which sits atop a pile of books; and the large White Lace, laid on the sofa. Afterward, use the Mousehole's northern entrance, and walk along until you've reached a fork (by a red jewelry box). Leap on it to spring upward, and head to the centrally located exit, which has a roughly circular shape. If it's the right exit, you'll be on top of the white and gold armoire. Find and run to the tip of a ruling stick, then leap across to reach the Pink Thread. Afterward, it's time to head back into the maze-like Mousehole.

This time, look for a matchbox. Whack it with a combo, and it should snap into place on the wall's opposite side, creating a necessary platform. Walk 'round the wall to find it, then hop from the matchbox to the spider web, and knock the old swiss cheese chunks off of it. Drop down and use the yellow blocks as a means to reach a Treasure Chest and the final Mousehole exit. Head through, and pick up the White Button. You'll go through a cinematic, and be left in Cinderella's room.

If you want to open any Chests you haven't, now is the time, for the moment you enter the Wardrobe Room, you'll battle with Lucifer. Be sure to slap Cure on your Command Deck, just in case.

### Boss Strategy

Awfully slow and predictable, this infamous cat—so long as you don't stand in front of him—is a pushover. Usually sluggish, he's a great target for Shotlocks. Beyond that, he'll frequently saunter to one of the room's four corners, take a flying leap toward you, and create a slight quake by belly-flopping the floor. If he does it quietly, it'll be a "gentle" fall, but if he chatters first, he'll launch himself especially high. In either case, you can see this coming from a mile away, so it should be easy to evade.

Sometimes, when you approach to combo, you'll be prompted to press Square. Do so, and Ventus will hop on the fat cat's back, taking him for a rodeo-style ride. Watch and match the on-screen button prompts, and you'll lead him right into a wall, stunning him.

Occasionally, he'll charge at you, but if you're keeping your distance, this shouldn't instill fear. Ideally, you'll be standing right in front of a wall, and—by Dodge Rolling away at the last second—Lucifer will crash right into it. This also leaves him stunned, giving you a prime opportunity to thrash away.

Ultimately, the oversized feline will grow tired of your bout, and you'll be done.


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## Enchanted Dominion

Areas	Treasure Type	Name & Location
1. Aurora's Chamber	None	N/A
2. Tower Room	Chests	1. Sleep (Northwest)
3. Hallway	Chests	1. Hi-Potion (Northeast)
4. Audience Chamber	Chests	1. Thunder (Southeast) 2. Hi-Potion (Northwest)
	Stickers	1. Dewey (Northeast)

<b>5. Bridge</b>	None	N/A
<b>6. Forest Clearing</b>	Chests	1. Map (Southeast)
<b>7. Waterside</b>	Chests	1. Potion (West, Center)
<b>8. Forbidden Mountain</b>	Chests	1. Ether (Southwest)
<b>9. Gates (Pre-Completion)</b>	Chests	1. Cure (North, Ground)
<b>10. Maleficent's Throne</b>	Chests	1. Hi-Potion (Northwest)
<b>11. Hall</b>	Chests	1. Hi-Potion (Second Area) 2. Wellspring Crystal (Second Area, Green Portal) 3. Hungry Crystal (Second Area, Green Portal) 4. Magnet (Third Area, Purple Portal)
	Stickers	1. Confetti (Third Area, Purple Portal)
<b>12. Dungeon</b>	Chests	1. Fleeting Crystal (West, Second Floor) 2. Tornado Strike (Southeast, Second Floor (Collectible After Olympus Coliseum))
<b>13. Gates (Post-Completion)</b>	Chests	1. Balloon Letter (Northeast Rampart) 2. Soothing Crystal (North-Northwest Rampart)

Pass through the dark exit to the Tower Room, take its treasure, and return to Aurora's Chamber. From there, take the double doors to the Hallway, and you'll officially set off on the lengthiest journey Ventus has ever faced. It will be some time before you reach your destination, so you may be exhausted by the time you find Save Points. Fortunately, they'll provide access to the Command Board, which is great for a breather. You've likely tried it out by now, but if you haven't, you should; it's the most full-fledged and useful mini-game Birth By Sleep offers, and it has some handsome rewards. For more details, review the "Command Board" section.

As for the aforementioned Save Points, you'll find the second one in the Forest Clearing. Utilize it, then trudge onward to the Waterside, which is a far more spacious area. Dispatch its Unversed as you explore, and when you find a wall of roiling purple and yellow flames, walk right up to it. That leads to the Forbidden Mountain, which is the last stretch of land separating you from Maleficent's grounds. Her domain is a vicious place, and it's going to be quite a while before you see another Save Point, so you may wish to equip both Cure and some Potions.

If you've leveled your Dodge Roll (either in-game or through the Command Board), you can use it to hasten the climb to the Gates. Once you're there, Maleficent's pig men will harass you to no end, as the warriors hit hard, and the archers' arrows are particularly damaging. Since the latter are skinnier, try to identify them from afar, and be prepared to Block, Dodge Roll, or leap to evade their salvos. Clear the courtyard, then—before entering the next area—recuperate, and wait for any charging Commands to finish up. If you have any AOE (Area of Effect) Commands (e.g., Magnet), throw them into your Deck. When you're ready, march through the large, open doorway, and you'll enter a closed battlefield.

Wave after wave of Maleficent's goons will come, and this will quickly turn problematic, as the archers can easily overwhelm and destroy you. This is where AOE attacks can come in handy, as hitting multiple foes at once can only help. Whether you use them or not, another way to deal with the archers is to jump to the outer circle and hide behind pillars. They'll haplessly fire upon the solid stone, wasting their shots, and giving you an opportunity to recover. Since they take a couple seconds to knock new arrows, you can wait until they've fired before charging toward them, and Dodge Roll through their subsequent shots.



Unfortunately, you *still* won't be able to save your progress, and you're about to enter a true-to-form maze. If you start running around, you'll quickly get lost and frustrated. Instead, enter the Hall, stand still, and look ahead of you. When you spy the blue, swirling portal, start heading toward it. After activating it, look to your left, and you should see an orange portal. Make your way there, and utilize it. When you pop up on the other side, turn left again, then turn right and run straight into the Dungeon.

Push past the first wave of henchmen, then use a Shotlock to take out everyone in the lower area (without dropping down to them). Taking care not to fall, then leap across the smaller of the two gaps to reach another Hall entrance. Go through to nab some treasures, then return to the Dungeon, and fall to the floor. Run up a set of stairs to find the southern Hall door, and you'll come upon a color-changing portal. When it's purple, it leads to goodies; when it's red, you'll be taken to Aurora's Heart.

Now that you've found the pure, stolen heart, you've some business to attend to. You should see a newly-materialized portal nearby, and it will warp you to a doorway. Pass through it to revisit Maleficent's Throne, where the black-hearted fairy waits.

### Boss Strategy

A maniacal staple of the Kingdom Hearts series, the scheming Maleficent makes a strong showing here. Considering what you endure to reach her, it's almost unfair, but memorizing her various attacks will lead you to victory.

As she absolutely adores posturing, she'll telegraph each maneuver in one way or another. For example, if you close in on her while in the lower circle, she'll draw back her staff before trying to whack you. You can hit her once beforehand, then Block or Dodge Roll away from the swing, and strike her a few more times.

Other times, she'll draw a bolt of purple lightning into her staff, and send a fork of it flying toward you. She may also transform into a black hole-like vortex and come sailing your way. In either case, you can Dodge away or hide behind one of the pillars, and she normally won't be able to hit you (though the vortex will occasionally circle it, so you must stay alert).

In addition to those methods, there are two more extravagant ones. The first occurs when she teleports to her throne's platform and dims the room. She'll summon multiple purple bolts of lightning, and by the spots on the ground, you'll know where they land. This is an *excellent* opportunity to run up to Maleficent and start comboing, so the moment you see her appear there, make a mad dash for the wicked fairy.

Her second elaborate spell is cast while she's in the room's center. It will send sickly, magical ripples outward, and if you're struck by any of them, you'll be briefly incapacitated. Try to leap over or out-run them, and keep a look out for a glowing circle. If you can safely reach it, stand inside and hit Square. As the colored orb on-screen runs over a certain button, press it. If you hit them all successfully, the good fairies will essentially cast Sleep on Maleficent, leaving her open to an onslaught.

Truth be told, she's a versatile fighter, and after enduring her terrible castle, fighting Maleficent can be exhausting. Hold out, keep your health topped off, and inevitably, you'll succeed against her.

Now that you've made it through the taxing Enchanted Domain, you probably want a break. Don't be afraid to take it, as the next world—while short—is also punishing. The Command Board mini-game was mentioned earlier, and it's still available, if you'd like to give it a go. You may also want to visit the Mirage Arena for the heck of it, or revisit old worlds to nab treasures and level up. Take your time, and when you're through relaxing, venture toward the unnamed world that's been revealed in the Lanes Between...

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## A Mysterious Wasteland

Areas	Treasure Type	Name & Location
1. Badlands	None	N/A

If you've already entered this world, you've seen that you're immediately thrust into combat with the "masked boy." On the other hand, if you're still outside, you've an opportunity to rearrange your Command Deck before facing him. Though he's brutal, you can compensate with some Potions. He's also susceptible to various non-

elemental Commands, like Magnet and Stun. Equip something with the latter's properties, and get your Dodge Roll muscle warmed up, then touch down in the Badlands.

### Boss Strategy

When you initially do battle with this unnamed foe, the fight will conclude before you can truly hurt him, but it will introduce you to his methods. After you attempt to hit him, you'll notice that he'll leave a shadow of himself behind, teleport into the air, and bring his Keyblade crashing down on your head. Because of this, you should be careful about how you attack the black-clothed boy. Don't try to perform full combos. Instead, strike him once, then Dodge Roll away, and utilize Commands.

That strategy will still hold true when the battle's second segment begins. He'll pull far more tricks out of his hat, but you can avoid them with Dodge Roll. On top of that, you won't be fighting the mysterious boy alone, as Mickey Mouse himself will be at your side. Occasionally, the Mouse will start glowing, inviting you to meet him and press Square to unleash a spinning attack. It's tempting, but not as useful as you'd hope, so you may wish to ignore it. On the other hand, if you see Mickey getting pummeled, run up to his side and press Square. Not only will you deflect your aggressor's attacks, but you'll get to press X and smack him around, too.

You can also rip the masked boy into the sky with Magnet, and give him a good mid-air beating. Keep these things in mind—Dodge Rolling away, blocking with Mickey, and victimizing your foe with Magnet—and you'll win, ultimately. It may take a few attempts, as he's relentless, but you can do it!

With the battle won, you'll receive the ever-useful High Jump. Slap it on right away, then sail over to the Radiant Garden.



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## Radiant Garden

Areas	Treasure Type	Name & Location
1. Central Square	Chests	1. Ether (Northeast) 2. Potion (Southwest)
2. Gardens	Chests	1. Hi-Potion (Southwest, Ground) 2. Wellspring Crystal (Northwest, Top) 3. Binding Strike (Southeast, Top)
	Stickers	1. Ice Cream (North, Top)
3. Front Doors	Chests	1. Hi-Potion (South) 2. Freeze Raid (West, Top)
	Stickers	1. Fireworks (Northwest)
4. Castle Town	Chests	1. Map (Northwest)
5. Merlin's House	Chests	1. Block Recipe (West)
6. Fountain Court	Chests	1. Counter Rush (Northeast, Top)

	Stickers	1. Huey (Northeast, Air)
<b>7. Aqueduct</b>	Chests	1. Panacea (Northeast) 2. Fira (North, Top)
<b>8. Reactor</b>	None	N/A
<b>9. Entryway</b>	.	.
<b>10. Outer Gardens</b>	Chests	1. Pulsing Crystal (Southwest) 2. Soothing Crystal (Northeast)

Initially, you'll charge all the way from Central Square to the top of the Front Doors staircase, but you'll have to backtrack afterward. Upon re-entering the Square, the friendly Scrooge McDuck will present you with three Disney Town Passes, which will unlock a later world. Carry on to Castle Town, and the blue-robed Merlin will have a chat before departing to his house. Follow him inside, then inspect the golden book on a pedestal to unlock the Hunny Pot Command Board.

Return to the outdoors, and record your progress at the Save Point. Play some mini-games if you'd like, and—since a shop is nearby—don't fear getting into Melding. If you haven't dabbled in Command and Ability creation yet, take a peek at the relevant segment of this guide, and start cooking things up. It will really help you out, and now that you have an even wider variety of Command Boards to choose from, you'll be able to both collect and level up tons of Commands to use.

Whether you do that or not, save your progress before venturing into the Fountain Court. There's three Treasure Chests in this area alone, though one waits in the higher-up areas, which can be reached by riding the fountains. Don't mind the inactive spouts, as they'll always be dormant—search for the functional ones. Using them and your High Jump, you should be able to reach everything, including the exit in the southwest. It takes you to the Aqueduct, which is the last area you'll explore prior to battling the boss. Unfortunately, it does not have a Save Point, so if you want to record your progress (including the Treasures you've collected), explore the entirety of the Aqueduct, then return to Castle Town and utilize the Save Point.

When you're ready, run back through the Aqueduct, replace any status-inflicting Commands (e.g., Sleep) in your Deck, and enter the Reactor area. Following a brief cinematic, you'll face off against the Trinity Armor.

### Boss Strategy

You *must* destroy this fiend's limbs before its head can be obliterated, but to do so, you must first get it to separate. While you're fighting the whole form, there are two kinds of firepower it will use: a rainstorm of fireballs (which you can run from), and an oscillating laser (which you may Dodge Roll through). The former leaves it vulnerable at the beginning, while the latter leaves its back wide open for attack. If it isn't charging up projectiles, it may draw back its arms and legs before charging you, and you can either Block or Dodge Roll away from that.

Once the monstrosity pulls apart, its attack list grows. Its three pieces will usually wander around the ring-like platform, doing a whole lot of nothing. That's when you want to attack them, but if the helicopter-like arms start spewing white lasers, retreat to a corner, face the center, and Block. All three components may suddenly start whirling madly, and if they do, that's yet another reason to hide in a corner while Blocking. Get there quickly, too, or the spinning bits will slough off your life bar in chunks. Occasionally, the Armor's head piece will sit in the center and start up its laser, which you can still avoid with Sliding or by standing at its back.

When they start working together again, they'll create a triangular beam that's crackling with energy, and slowly drag it 'round. Stick to the outer regions of the ring, and hack away at the rear of the closest piece. Remember to prioritize its limbs, as the head cannot be destroyed till they are. Once it's all alone, close in for the kill.

With that out of the way, run back to Central Square (utilizing the Save Point along the way), and fell the waves of Unversed that appear. Following that, travel through the southern exit to visit the Outer Gardens. Watch the cutscene as it plays out, then return to the Square a final time.

## Disney Town

Areas	Treasure Type	Name & Location
<b>1. Main Plaza</b>	Chests	1. Map (Southwest) 2. Potion (Northwest)
<b>2. Gizmo Gallery</b>	Chests	1. Thunder (Northwest, Ground Floor) 2. Thunder (Southwest, Ground Floor) 3. Mega-Ether (Southwest, Second Floor) 4. Chaos Crystal (Northwest, Second Floor) 5. Mega-Potion (Northwest, Second Floor) 6. Mega-Potion (Second Floor)
	Stickers	1. Mickey (Middle)
<b>3. Pete's Rec Room</b>	Chests	1. Break Time (Pinball Machine, Center) 2. Aerial Slam (Pinball Machine, Upper Right) 3. Action Recipe (Pinball Machine, Upper Left) 4. Panacea (Pinball Machine, Upper Left) 5. Wellspring Crystal (Pinball Machine, Top)
	Stickers	1. Minnie (Northwest)
<b>4. Raceway</b>	Chests	1. Slot Edge (Rooftop, Pete's Rec Room Exit) 2. Superglide (Baby Blue Rooftop (Collectible After Never Land)) 3. Reversal Slash (Northeast)
	Stickers	1. Chip (Northwest)

In this refreshingly friendly place, Disney Town's ongoing Dream Festival is a veritable carnival, with numerous games to play and colorful sights to see. While it's seen its share of Unversed, they're a marginal threat in this happy world. In fact, Ventus's challenge doesn't even involve them! Charged with completing the "It's a Small World" round of Ice Cream Beat, you must attain a "Cool" rating—or higher—to succeed. To learn more about this mini-game, review the "Disney Town: Ice Cream Beat" segment of this guide. In fact, you can read about all of Disney Town's offerings around there, and if you'd like to collect a cache of treasures, you may want to conquer them all (though completing all of the Ice Cream Shop's recipes can wait until you've freshly unlocked Never Land). At the very least, running around and raiding its Treasure Chests can only help.

If you're in the mood for some spelunking, travel to Disney Town's central hub (Main Plaza), and—after claiming the Map—take a trip down the manhole. You'll appear in the Gizmo Gallery, which—on your first visit—will be woefully inactive. To turn things on, snatch the two Thunder Commands from the ground level Chests, equip them, and electrify the heck out of the huge golden meter. This will fire up the entire place, and by navigating the rotating gears and swinging platforms, you'll gain more goodies and reach Pete's Rec Room.

Considering its name, you may expect a pool table and a recliner or two, but Pete's idea of recreation is a gigantic pinball machine that uses people as a substitute for pinballs. To unlock the Treasure Chest in its center, smack into the four crown-crested bumpers. After you've nabbed that, you can keep knocking yourself around to collect a healthy amount of Munny, and to reach the rest of the goods. There's also a Raceway exit at the machine's height, and it's the only way to reach some of the area's bonuses. Once you've obtained Glide, revisit this area, use the wooden crates as a guide, and you can Glide your way over to the rooftop surrounded with baby blue walls.

Whether you decide to stay and play or win and run, for Ventus, you'll be able to depart Disney Town after you've managed the "Cool" credit on "It's a Small World."

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## Olympus Coliseum

Areas	Treasure Type	Name & Location
<b>1. Town Near Thebes</b>	None	N/A
<b>2. Coliseum Gates</b>	Chests	1. Mega-Potion (Southwest) 2. Cura (North-Northwest) 3. Fire Strike (Northeast)
	Stickers	1. Confetti (Southwest)
<b>3. Vestibule</b>	Chests	1. Map (East)

Your introduction to Hercules's homeland is filled with angry Unversed, including Flood, Axe Flappers, and eventually, Jellyshades. There's also the Buckle Bruisers, big fellas likely named for the two buckler shields they carry, and you'll want to attack them from behind. After you've mopped the floor with 'em, depart from the Town Near Thebes, and walk through the Coliseum Gates to reach the Vestibule.

Chat with Herc, and you'll start training with him. Rather than fighting him one-on-one, you'll engage in the Break the Urns mini-game. Ordinarily, you'll easily come upon a win, but Hercules may occasionally pull ahead and enjoy a surprise victory. To try preventing that, equip Raid Commands, and roll around on the wine barrels (much as you did balls of yarn in Cinderella's world). If you're still struggling, read the "Hercules's Training (Break the Urns)" section for further information.

Once you're done smashing hand-crafted pottery, reshuffle your Command Deck in preparation for a huge group battle, which will take place in the Town Near Thebes. You'll want attacks which take out swathes of foes at once, a Surge Command or two, and spells which disable multiples (e.g., Magnet). Single-target Commands won't do you any good here, but if you're bruised up on your first try, you may want to re-attempt the battle with Cure and/or Potions queued up.

While you're fighting off the flying foes, Hercules will occasionally offer to spin you around and knock out multiple foes at once (much like he did with barrels during the urn-smashing mini-game). This maneuver doesn't have the best radius, and sometimes, he'll pick you up in the middle of a clearing, effectively doing nothing. Take a split second look around before accepting Herc's aid, as you may be better off slugging it out alone. In time, you'll do away with the Jellyshades, and be ready to depart from Hercules's world. Even so, you may want to immediately revisit him, as playing Break the Urns for a second time—and winning—will earn you Sonic Blade.

As an aside, since you've earned the Air Slide, you may want to revisit Enchanted Dominion and claim the Tornado Strike waiting there. On the other hand, you can wait until after you've picked up Glide from Never Land to fully explore the various worlds. No matter what you decide to do, Deep Space is your next story-related stop.



## Deep Space

Areas	Treasure Type	Name & Location
<b>1. Ship Corridor</b>	Chests	1. Pulsing Crystal (South) 2. Hi-Potion (South) 3. Hi-Potion (Northwest) 4. Mega-Ether (Northwest)
<b>2. Durgon Transporter</b>	Chests	1. Abounding Crystal (Middle)
<b>3. Control Room</b>	Chests	1. Map (Middle)
<b>4. Ship Hub</b>	Chests	1. Zero Gravira (South, Ground) 2. Thundara (East, Third Floor) 3. Pulse Bomb (Fourth Floor)
	Stickers	1. UFO (Middle)
<b>5. Launch Deck</b>	Chests	1. Mega Attack Recipe (West) 2. Xehanort's Report 1 (East, Second Floor) 3. Fire Surge (Southeast, Gravity Active)
	Stickers	1. Ice Cream (Northwest)
<b>6. Machine Bay Access</b>	Chests	1. Mega-Potion (Southeast)
<b>7. Machinery Bay</b>	Chests	1. Mine Shield (Catwalk, Post-Completion) 2. Chaos Crystal (Catwalk, Post-Completion)

Blocking your route, the sky blue Metamorphosis Unversed appears to have a lot of HP, but you'll only have to deplete a small portion to scare it off. Unfortunately, it infiltrates the Grand Councilwoman's ship, and Ventus good-naturedly gives chase. He'll show up in the Ship Corridor, which is your starting area. Before running down the narrow hallway, enter the circle-shaped enclave, and walk into the Durgon Transporter room. Claim what's there, and take note of the small circular room off to the side. This leads to the Ship Exterior, which you can't access yet, but you'll need to come back later if you want to slay a Glidewinder. They're unique to this world, and won't show up in the Mirage Arena, so those after 100% completion will want to whack one.

Return to the Corridor, and walk on. The emergency alarm will trip, and the entire area will be bathed in red light. To proceed, you'll have to fight your way through hordes of Unversed, though they're no worse than any you've fought in the past. When you pass through the Control Room, be sure to utilize the save point before carrying on. The subsequent area, the Ship Hub, can only be navigated by utilizing the green control panel, which turns off artificial gravity and lets you leap for the sky. After that comes the Launch Deck, and that's where the jellyfish-like Blobmob dwells. Like the Glidewinder, it's unique to this world, and it also offers a healthy boost of EXP. Destroy it, then hit the gravity switch to nab the highest big chest in the place (which holds Xehanort's Report 1).

Turn the artificial gravity on again, and climb the trio of purple boxes to enter the Machinery Bay Access. Grab the treasure, utilize the Save Point, and ready yourself for a boss battle, as you've finally tracked down the

evasive invader.


### Boss Strategy

Serving as the ship's primary energy source, the glowing core—located in the Machinery Bay's center—is the Metamorphosis's target. A parasitic creature, it will affix itself to the pillar and immediately start siphoning away. Whenever this happens, it won't be much interested in you, so you'll want to relentlessly pound it with your Keyblade. The creature may react by soaring toward the ceiling and latching onto the core's higher section. While this does slightly complicate matters, there's a gravity control panel in the room, and for your benefit, it should *always* be turned off.

If it isn't stealing energy, the Metamorphosis may start spinning toward you, which you'll want to Dodge Roll far, far away from. If that isn't an option, you can try hiding on the opposite side of the pillar, which may prevent it from reaching you. In either case, your ultimate goal is to create as much space between you and the whirling Unversed as possible.

Throughout the battle, it may try to electrocute you, but if you're still keeping your distance, none of these attacks should connect. In fact, the best time to close in is when the Metamorphosis is sucking power from the core, as it completely forgets about you while it's feeding, leaving you to attack without fear of retaliation. Stay away otherwise, and you'll inevitably come out on top.

Return and explore the vacant Machinery Bay to pry open two new Treasure Chests, and charge off to the Ship Exterior to show those Glidewinders what for. When you're satisfied, buckle up and head on over to Never Land.

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## Never Land

Areas	Treasure Type	Name & Location
1. Seacoast	Chests	1. Panacea (West) 2. Hi-Potion (Northeast)
2. Rainbow Falls: Base	Chests	1. Megalixir (Northeast)
	Stickers	1. Rainbow (East)
3. Mermaid Lagoon	Chests	1. Elixir (East) 2. Aeroga (Northeast) 3. Blitz (Northwest (via Cliff Path))
	Stickers	1. Dale (Northeast, Air)
4. Jungle Clearing	Chests	1. Balloon Letter (Northeast)
5. Gully	Chests	1. Map (Northwest) 2. Abounding Crystal (Northeast)
6. Indian Camp	None	N/A

<b>7. Peter's Hideout</b>	Chests	1. Fleeting Crystal (Southeast) 2. Mega-Ether (Southeast)
<b>8. Cliff Path</b>	Chests	1. Firaga (Middle, Top) 2. Hi-Potion (East, Ground)
<b>9. Cove</b>	Chests	1. Ether (Southwest) 2. Megalixir (North (Post-Completion)) 3. Mega-Potion (North (Post-Completion))

You've revisited every world, and nabbed every treasure (if you're after 100% completion, that is). You've conquered the Command Boards, and you've ravaged most of Birth By Sleep's bosses. You think you're ready for *anything*. Well, did you have a tough run in Deep Space? If so, get ready to be humbled, as you'll have an even rougher go in Never Land. If you're whipped by the ape-like Wild Bruisers, spend some time leveling up (by visiting the Arena, the Reactor portion of Radiant Garden with the EXP Chance Ability, and the like). Create a new Command Deck that incapacitates multiple foes with abilities like Stopra, Magnera, and so on. When you're able to easily obliterate this whimsical world's aggressors, you're ready for Never Land!

Tear through the waves of Unversed in the Seacoast, then pass through the northwest exit (which isn't far from the Panacea Treasure Chest), and loot Rainbow Falls: Base. Afterward, rip back through the Seacoast to come upon the watery Mermaid Lagoon. Proceed to the highest point in the Lagoon's center, and from there, you can Air Slide your way to practically anything you want. One exception is the Blitz Treasure Chest on the northwest ledge, as you'll need to pass through the Cliff Path to access that, but we'll worry about that later.

For now, you can leap and swim around the Lagoon. If you're doing a lot of the latter, use the O button to speed up your strokes. After claiming all you can, charge on through the Jungle Clearing and into the Gully. Take advantage of its Save Point before entering the Indian Camp. While you're there, bounce on the white trampoline and try to smack the very top of the totem pole. If you're successful, you'll be gifted with a Thundaga Command. Afterward, backtrack to the Clearing. Investigate the knobby tree at its center to access Peter's Hideout, and take a few moments to explore it before exiting. Return to the Lagoon, and one cutscene later, you'll be able to access the Cliff Path.

With your new Glide ability, you'll be able to soar like Peter Pan, giving Ventus a remarkably easy means of traveling long distances. From now on, if you enter an area with an elevated platform, you can leap off and Glide for great distances. While you're high above the ground, most Unversed won't even appear, making travel through old areas practically effortless. If you'd like to make it even better, head back to Disney Town when you're done here, and pass through Pete's Rec Room to pick up Superglide above the Raceway. That's something for later, though—right now, climb the tallest mound in the Cliff Path, and rotate the camera till you see a tall, shadowed opening in the rock face. Soar through it to access a formerly out-of-reach part of the Lagoon, then return to the Path.

Decimate all the breakable rocks in your way, then head north. When you enter the Cove, crack open the nearby Treasure Chest before utilizing the Save Point. If you'd like to do some Melding, check out the relevant section of this guide, and consider creating Stun Block. Afterward, pull up your Command Deck, and—in preparation of the bout to come—throw in some attacks with Stop and/or Stun properties. Once you're ready, venture further into the Cove to initialize Never Land's final battle.

### Boss Strategy

Ol' Captain Hook is a more capable swashbuckler than you may expect. He'll fight like a proper swordsman, parrying your attacks with his blade, slashing expertly, and... tossing explosives? Well, he *is* Captain Hook, so you shouldn't expect an entirely clean match.

Nonetheless, you can react to Hook as you would any intelligent opponent, Blocking his attacks (which, if you've equipped Stun Block, will be especially effective), counterattacking, and staying alert. Stay out of the sea, and continue pummeling the Captain until he either plunges into the brackish waters or collapses onto the rock. If the former happens, Tick-Tock will take a bite out of Hook, while the latter lets you combo away his health.

When you've dealt the last blow, Hook will be off, leaving you the winner.

Revisit Never Land to grab the last of its goodies (housed in the Cove), then ready yourself, as you're nearing the end of Ventus's tale. If you're in need of building up EXP, the Radiant Garden's Reactor is an excellent place. With the EXP Chance Ability, it will yield a healthy amount of Experience Points.

Beyond that, if you *still* haven't earned 100% on the other worlds, and you want to, consider this your last

warning! Now that you have Glide, there's no excuse. Besides, you're about to reach the point of no return...

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## Mysterious Tower

Areas	Treasure Type	Name & Location
1. Mysterious Tower	Chests	1. Chaos Crystal (Door's Right) 2. Wellspring Crystal (Door's Left) 3. Magnega (Cliff Edge)
	Stickers	1. Ice Cream (Cliff, Bushes)
2. Tower Entrance	Chests	1. Mega Magic (North, Ground)

Your brief visit with Master Yen Sid is all you've come for (well, that and the treasures!). Depart, and complete any unfinished business you have on the other worlds. Among them, you should revisit and conquer all of Disney Town's mini-games (if you haven't already). If you haven't polished off all of the Mirage Arena's bouts, you'll want to do that, too. Lastly, review the "Mini-Games & More" portion of this guide just to double-check everything. Only proceed when you're absolutely sure you've explored all the content you're interested in. When that time comes, fly to the Land of Departure, and—after a series of events transpire—make your way to the barren land in the upper right corner of the Lanes Between...

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## Keyblade Graveyard

Areas	Treasure Type	Name & Location
1. Seat of War	Chests	1. Mega-Potion (Southeast) 2. Elixir (Northeast) 3. Xehanort's Report 12 (Northeast) 4. Map (West)
	Stickers	1. Ice Cream (Northeast)
2. Twister Trench	Chests	1. Elixir (West) 2. Wind Raid (West) 3. Mega-Ether (North) 4. Megalixir (Northwest) 5. Mega-Potion (Northeast)
	Stickers	1. Ice Cream (Northeast)
3. Fissure	None	N/A

While the first segment of the Keyblade Graveyard is entirely vacant, the second—Twister Trench—holds

numerous foes in its inescapable tornadoes. They're all enemies you've fought before, like Buckle Bruisers and Mandragoras, and as such, you should know how to hold your own against them.

When you eventually reach the Fissure, record your progress one last time, and prepare a Command Deck that includes healing, Surge Commands, and your favorite flavors of Mine and Stun. Change your Action Commands to their non-elemental counterparts, too (e.g., Dodge Roll), and make sure you've got Leaf Bracer, Once More, and Second Chance.

Finally, run down the long, narrow ravine to meet your destiny.

**Boss Strategy**

You've fought the villainous Vanitas before, and as such, you're already familiar with his trademark tricks, like taking a single hit and leaving a "dummy image" behind, then attacking from above, and performing relentless combos (which are now paired with projectiles). Back when you originally fought him, those were fearsome features, but a lot has changed.

With your Block and Counter Rush, you can run up to Vanitas's face, laugh at his normal attacks, and counter effectively. Unfortunately, that won't always work, as Vanitas will occasionally hitch a ride on a stream of rusty Keyblades and try to take you out. If you keep an eye on your surroundings, you'll notice the Keyblade-driven dust cloud approaching, which means he's about to go surfing on it. Try to stop him before he starts by firing off a Shotlock.

Whenever you need to recover, rush off to the outskirts and heal yourself. When you're done, charge right back in, and aggressively beat Vanitas into the dirt.

Afforded a moment's breather, you're about to see how virulent Vanitas can really be...

**Boss Strategy**

Abandoning most of his dusty old attacks, the "mysterious boy"—now wearing a familiar face—is ready to unleash his true potential. Whether you can handle it or not depends upon how well you read and react to his actions.


If you see him glowing, or holding the X-blade to the sky, you should Dodge Roll till the bombardment ends, then rush in at the conclusion for a combo. Whenever he appears right behind you (or tries to make a ruckus in your face), do your best to Block him, unless you know it won't be possible; in those situations, Roll away.

Beyond that, it's back to being aggressive. Counterattack whenever you can, evade the attacks you can't safely react to, and keep your health up. It's especially important to stay healthy, as the final portion of this fight transports you to another battlefield, and you *won't* have access to your Commands there.

When that happens, you'll likely be confused, as a formerly familiar fight will suddenly turn chaotic. Do your best to Dodge Roll away from Vanitas's attacks, then counter by matching your maneuvers to his. If he's trying to Dark Spiral into you, do it in turn. Otherwise, try your best to use a Shotlock against him. Ultimately, you'll be locked in a battle of wills, and it's surprisingly easy to win: simply perform the requested operation (e.g., rotating the analog nub) as quickly as possible.

Win the face-to-face fight three times, and you'll be juiced up for the final blow. Upon pushing the X button, you'll end it all...

Congratulations, as you've finished Ventus's portion of Birth By Sleep! When the credits have finished rolling, record your progress, and whatever you do, *don't* overwrite that save file. It's one third of what you'll need to unlock the Final Episode!

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**Land of Departure**

Areas	Treasure Type	Name & Location
1. Interior	None	N/A



If you practiced with Terra and Ventus after the meteor shower, you'll be more than ready for the Mark of Mastery test, though *someone* wants to make it tougher than it should be.

While battling these spheres of light, they'll hover around menacingly, and occasionally, they'll spew damaging rays of light. Since their lasers rotate slowly, you can easily outrun them. Whenever you're not about to be blasted, you should be using your regular melee attacks, but take note: whenever the last hit of a combo strikes a sphere, it will be sent into a frenzy of ricochets. Most likely, you won't have the time to do this, but if you can aim them so they'll bounce back and forth in a small space (e.g., by the door enclave), you may not have to chase them as much.

For your ultimate success, you'll be rewarded with the Terra and Ventus D-Links, and they're two good reasons to start using your Wayfinder. Whenever you feel like activating a D-Link, press right on the Directional Pad, and your Command Menu will switch to the D-Link selection menu. Scroll to the character whose link you'd like to use, and use the Triangle button to start it up.

There's a multitude of advantages to utilizing your D-Links. The first time you fire one up, you'll likely notice that it's refilled your HP bar. They always restore your life, no matter how high you're leveled and regardless of your total HP amount, so this aspect will never cease to be useful. Furthermore, in the beginning, they provide additional offensive abilities that Aqua doesn't normally have. Sadly, no D-Link lasts forever, so if you're only using them to gain the upper hand in battle, you should speedily deactivate them once that's accomplished.

To do this, press right on the Directional Pad (much as you did while originally activating the D-Link), and you'll see the option to "Revert". Use the Triangle button to agree, and your own Command List will be restored. Also, when you manually deactivate a D-Link, you conserve however much is left in its gauge, making it far easier to completely refill. Even if you utilize them for free heals alone, get into the habit of deactivating them, and you should always have one ready when you need it.

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## Castle of Dreams

Areas	Treasure Type	Name & Location
1. Foyer	Chests	1. Barrier Surge (East, Ground) 2. Fleeting Crystal (West, Ground) 3. Potion (Northwest, Second Floor) 4. Thunderstorm (Southeast, Second Floor)
	Stickers	1. Fireworks (Middle, Second Floor)
2. Ballroom	None	N/A
3. Palace Courtyard	Chests	1. Potion (Southeast) 2. Slow (West) 3. Hi-Potion (Northwest)
	Stickers	1. Bubble (West, Air (Collectible After Enchanted Dominion))
4. Forest	None	N/A
5. The Chateau	Chests	1. Magic Recipe (Southeast)

Relatively peaceful (despite the scheming Lady Tremaine), this world is nice enough to give you the Map

during the course of the story. In fact, it's relatively easy overall, with no unexpected twists or turns. This gives you a great opportunity to familiarize yourself with Aqua, who is (and always will be) a strong Magic Command user. Since everyone uses Commands, she doesn't play *too* differently, but her adventure does require cautiousness and planning. While—at the start—her melee attacks will do just fine against conventional Unversed, the gap between her strength and their defense will widen as the game goes on. As such—and especially if you're used to Terra and Ventus's playstyles—you must take her comparative fragility into consideration, and learn to predominantly rely on non-physical Commands.

Beyond that, you may wish to explore your pause menu, check up on your Trinity Report Records, see what Commands you've leveled (and switch them out with others, if possible), and start researching Melding. Though your Munny may be scant, you can also speak with Moogles to browse their shops' wares. Inexpensive as they are, Potions are a good purchase (though—like anything else—you must sacrifice a Command Deck slot to use them). In fact, you may want to develop a habit of stocking up on them, as their instant application can be a life-saver during rough battles. Aqua may use a lot of magic, but the instantaneous effects of Potions can be priceless.

When you enter The Chateau and meet with Jaq, you'll not be far from the boss. If possible, equip disabling AOE (Area of Effect) spells, like Stop, before or during your trip with him. You'll need to keep him safe from the Unversed, so stay a few steps ahead of him, and take out whatever gets in his way. Not long after you've reached your destination, Cinderella will be off, and you'll want to follow her. Nonetheless, take a quick break at the Save Point, and—if you've obtained it from the Command Board mini-game—slip Cure into your deck, then continue. The moment you've reached the Forest, you'll witness the transformation of a once-harmless pumpkin into something terribly sinister...

### Boss Strategy

You wouldn't anticipate such an obstacle on the first leg of your journey, yet here it is: the Cursed Coach, master of swallowing you whole, creating thunderous shockwaves, and spinning like a razor-sharp top. It's just as deadly as it sounds, and Aqua—with her yet-limited repertoire—will have a real fight on her hands.

Fortunately for her, the smaller Unversed this Cursed Coach regurgitates—called Thornbites—may drop HP refills whenever they're defeated. Her primary means of attack is as effective against them as it is when used on the coach, as the oversized pumpkin doesn't have any elemental resistance, so you can unleash whatever you have on it. If you decide to get up close and personal (and stay locked on), you can also acclimate to using Block frequently, and retaliating with combos.

If you're ever struggling to stay alive, dash off to the outskirts of the battlefield and recuperate. While you're there, feel free to use projectile-based Magic Commands, and/or to unload your Shotlock on the fiend. So long as you're patient (and able to Cartwheel away from whatever you can't Block), you'll eventually tame the savage squash.

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## Dwarf Woodlands

Areas	Treasure Type	Name & Location
1. Cottage Clearing	Chests	1. Poison (Southeast) 2. Payback Surge (Northwest)
2. The Cottage	Chests	1. Attack Recipe (Northeast)
3. Deep Woods	Chests	1. Potion (North) 2. Ether (North) 3. Hi-Potion (South)
4. Flower Glade	Chests	1. Hungry Crystal (Northwest)

<b>5. Courtyard</b>	Chests	1. Fission Firaga (Northwest, Ledge (Collectible After Enchanted Dominion)) 2. Potion (Northeast) 3. Map (Northwest)
	Stickers	1. Picnic Basket
<b>6. Underground Waterway</b>	Chests	1. Shimmering Crystal (South, First Grille) 2. Fleeting Crystal (West, Second Grille) 3. Fire (Northwest, Third Grille)
<b>7. Vault</b>	Chests	1. Magnet (South, Middle) 2. Balloon Letter (South-Southwest) 3. Potion (South) 4. Shimmering Crystal (North, Top)
	Stickers	1. Bubble (East, Air (Collectible After Never Land))
<b>8. Magic Mirror Chamber</b>	None	N/A

Before entering the Dwarf Woodlands, you may wish to revisit the Land of Departure, and pick up a few treasures. Enter through its Summit, crack open the box there, and trek on to the Mountain Path, where you'll find three more Treasure Chests. Claim their contents, visit a Save Point, and return to the World Map. Now, you're ready for the Woodlands.

Relatively straightforward, the Woodlands reveals your first objective right off the bat: confront the Queen and try to find a solution to Snow White's sleeping problem. Along the way, you'll find the majority of Treasure Chests sitting out in the open, just waiting to be pried apart. Indeed, the entirety of the Woodlands world is easily traversed, only growing more complicated when you've passed through the Underground Waterway into the Vault.

As you're exploring it, you'll fight the usual Unversed, and come upon round glass jars filled with swirling sorcery. Usually, they're friendly. When they're green, cracking them open will replenish your HP, while blue rewards you with D-Link refills. Be warned, though: when they turn red, striking them will set off an explosion. If there's a lot of enemies nearby, this can be advantageous, but you should still watch where you swing.



While you're exploring the place, you'll eventually come upon a burning furnace that's spewing bubbles. It has a dormant twin lurking on a low ledge that's not far from the entrance. If you'd like to activate it, equip the Fire Command (obtained from the Underground Waterway), and light it up. Now, you'll be able to explore the entirety of the Vault before moving on to the Magic Mirror Chamber, which is where you'll battle the Spirit of the Magic Mirror.

### Boss Strategy

As you know, Terra came to this world before you; he also betrayed the Queen, and she reacted in outrage, transforming the normally neutral Magic Mirror into a ferocious enemy. Despite your innocence, you're forced to fight it. Using its amplified powers, it will attack in a variety of ways, including splitting itself

into multiples. If this happens, and you're flanked by the duplicates, simply run down the aisle to avoid being hit. While you're sprinting, keep an eye out for a smiling Mirror—that's the real one, and smacking him sends the fakes packing.

Occasionally, the core of the Mirror will charge you head on, or—*without* the aid of its duplicates—spit countless fireballs in your direction. In either case, it's best to Cartwheel your way out of danger, as Barrier may fail you. Likewise, you'll want to evade its ice-spitting attack, which you *can* predict—just wait for the Spirit to rise from the floor, and if it emanates white ripples, it's going to spew icicles at you three times.

Sometimes, the Mirror's boundless domain will leave you feeling like you'll never catch the bastard. Don't be discouraged, as in many cases, you *won't* catch him—just wait till he comes to you. Meanwhile, continue searching for the grinning mask in the lot, or use long-distance Magic Commands (e.g., Fire) to hit him when he's out of your melee range. Whenever an opportunity presents itself, unleash a combo against the Mirror. In time, you'll come out on top.

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## Enchanted Dominion

Areas	Treasure Type	Name & Location
<b>1. Forbidden Mountain</b>	Chests	1. Hi-Potion (Southwest)
<b>2. Gates</b>	Chests	1. Cure (North) 2. Wellspring Crystal (Prince Event, Northwest) 3. Absolute Zero (Prince Event, Northeast) 4. Pulsing Crystal (Prince Event, Northeast) 5. Sleep (Prince Event, Southwest)
<b>3. Dungeon Cell</b>	Chests	1. Map (Southeast)
<b>4. Dungeon</b>	Chests	1. Hi-Potion (Prince Event, West) 2. Ice Barrage (Southeast, Second Level (After Completion))
	Stickers	1. Horace (East, Air (Collectible After Never Land))
<b>5. Hall</b>	None	N/A
<b>6. Maleficent's Throne</b>	Chests	1. Confusion Strike (South)
<b>7. Waterside</b>	Chests	1. Ether (Northwest) 2. Balloon Letter (West, Middle) 3. Potion (South)
<b>8. Forest Clearing</b>	Chests	1. Hi-Potion (East)
	Stickers	1. Flower (Middle, Air)

## 9. Bridge

None

N/A

With a variety of Magical Commands in your deck, rush up the winding path to the Gates, and start plowing through the plentiful minions. The rounder ones will wobble toward you while swinging their axes, and they're easily dispatched; on the other hand, the skinny and stationary variety are archers, and you should keep an eye on them. They'll send streams of arrows in your direction, and this becomes more problematic whenever there are two, three, or more; you can close on in them with a series of well-timed Cartwheels and Barriers, and/or use elemental magic (e.g., Blizzard) on them from afar.

If you've yet to obtain Cure from the Command Boards, you're in luck: this dingy, pig-filled area has a Treasure Chest with that exact reward, and you should snag it before carrying on to the interior—and being thrown into the Dungeon Cell. Its surprisingly helpful accommodations permit purchasing goods from the shop, refreshing yourself at a Save Point, and popping open a fat chest to obtain the Map. From there on, you and the Prince—sometimes together, others apart—will be fighting your way out of Maleficent's domain. You'll revisit areas you've seen before (though in different ways, enabling you to amass more treasure), including the Gates, which have been freshly fortified.



In fact, the moment you step into that outer area, be ready to throw up your Barrier, as foes will start launching arrows and rocks alike. You'll need to cautiously take out enemies on the ground *and* on the higher ledges, if you want to survive. To handle the latter, wait for the Prince to approach a rampart, beckon you with his hand, and shout "Now!". When you see or hear the cue, run over to him, and press the appropriate buttons when prompted. He'll launch you to the upper level, and with leg power heretofore undisclosed, Aqua will stomp on the ledge and slam it into the ground. After that, if you ever fall off, you can use the crushed section to climb back up without the Prince's help.

While up there, you'll need to search for the windlass (knobbed wheel). Whack it to raise the portcullis, and you and the Prince can charge on. You'll face more of the same, so continue utilizing Barrier and Cartwheel, and once prompted, soar to the second level and hack away at all the weapon-wielding bacon. When you're finally out, descend the Forbidden Mountain trail, and you'll find yourself in the much greener Waterside. You can also equip the freshly-rewarded High Jump. Keep on heading forward, but be warned; Maleficent is onto you...

### Boss Strategy

The dark fairy has cursed the landscape with coils of blackened thorns, preventing you from entering the castle. They symbolize how determined she is to keep you out of it; she's even transformed into a massive black dragon to personally ensure your failure. While in this form, Maleficent can snap at you with her razor-sharp teeth, breathe green fire, and create a series of shockwaves by slamming her front feet on the bridge. You can Cartwheel or use Barrier to avoid her bite, but you can only evade the fire by hiding beside her belly. As such, you should endeavor to stay as close to Maleficent as possible, even though this leaves you vulnerable to the aforementioned shockwaves (which, for the most part, can be leapt over).

Occasionally, the Prince will fearlessly hold firm in the face of Maleficent's fiery breath, and if you run to him, he'll catapult you into the air. Since there aren't any ramparts around, Aqua's legs will slam into the dragon's skull, delivering a literally stunning headache. Assail her with attacks while she's down, and continue the pattern until she starts flying around. When this happens, stay beside Prince Philip, and you'll be prompted for another toss—one that lands you on Maleficent's back. Taking care not to slide off, primarily use Magic Commands, and aim to land behind her, where you can continue your attack. Repeat these tactics, and you'll inevitably win.

With Maleficent eliminated, you're free to go on. The newly-acquired High Jump permits reaching heights you hadn't before, but a lot of secrets can only be reached with Doubleflight, an Ability obtained after Never Land. Nonetheless, you may wish to backtrack and explore worlds where you haven't found 100% of the treasures. Furthermore, this is a good time to level a bit, as you're about to experience a small jump in enemy difficulty. If



you haven't checked out the Mirage Arena yet, visit the relevant section of this guide, and give it a shot. You may also wish to switch out fully-leveled Commands with neglected ones, and if you don't have any left to level (or have far more than you'd want to work on manually), play a few Command Board stages.

When you're done with all of that, carry on to Radiant Garden.

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## Radiant Garden

Areas	Treasure Type	Name & Location
<b>1. Central Square</b>	Chests	1. Potion (Northeast) 2. Ether (Southwest)
<b>2. Gardens</b>	Chests	1. Zero Gravity (Southwest, Ground Level) 2. Wellspring Crystal (Southeast, Middle Level) 3. Strike Raid (Northwest, Middle Level) 4. Fleeting Crystal (North, Upper Level)
<b>3. Front Doors</b>	Chests	1. Panacea (South, Ground Level) 2. Map (South, Ground Level) 3. Mine Square (West, Upper Level)
	Stickers	1. Juice (South, Air)
<b>4. Reactor</b>	None	N/A
<b>5. Aqueduct</b>	Chests	1. Hi-Potion (South) 2. Block Recipe (North, Upper Level) 3. Thundara (North, Upper Level) 4. Hi-Potion (Northeast)
	Stickers	1. Donut (North, Upper Level)
<b>6. Fountain Court</b>	Chests	1. Soothing Crystal (Northeast, Upper Level) 2. Counter Blast (Northeast, Upper Level)
<b>7. Castle Town</b>	Stickers	1. Flower (Northeast)
<b>8. Merlin's House</b>	Chests	1. Xehanort's Report 3 (West)

Representing the first real jump in enemy difficulty, Radiant Garden will present new types of Unversed, including the rolling Tank Topplers and the ground-based Mandrakes. You can only destroy the bulbous Topplers by whacking the valve handles on their backs; hitting them anywhere else will turn them into rolling time bombs (which, fortunately, are a lot slower than a Cartwheeling Aqua). As for the floppy, plant-like Mandrakes, they're irritating if you're on their level, but if you can keep to higher ground (or the air), you can avoid their low-flying, sickle-shaped attacks.

Make your way through the wicked hordes, and when you reach the tan-colored Front Doors staircase, climb to the top. You'll meet with Mickey, and together, the two of you will cut through even more Unversed. When they're out of the way, you'll overhear a grandmother's tale, but you won't have much time to think about it—the

ever-presence of the enemy brings you back to reality, and you must rush back to the Gardens.



When you arrive, charge up the northwest-most stairs to pass through the damaged metal gate. The Reactor is on the other side, and while you're there, you'll come upon Ventus and Terra. All three of you have the same idea—namely, to stop the Trinity Armor.

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### Boss Strategy

You *must* destroy this fiend's limbs before its head can be obliterated, but first, you must get it to separate. While you're fighting the whole form, there are two kinds of firepower it will use: a rainstorm of fireballs (which you can run from), and an oscillating laser (which you may Cartwheel through). The former leaves it vulnerable at the beginning, while the latter leaves its back (and the space directly beneath it) wide open for attack. If it isn't charging up projectiles, it may draw back its arms and legs before charging you, and you can either dodge or use Barrier against that.

Once the monstrosity pulls apart, its attack list grows. Its three pieces will usually wander around the ring-like platform, doing a whole lot of nothing. That's when you want to attack them, but if the helicopter-like arms start spewing white lasers, retreat to a corner, face the center, and use Barrier. All three components may suddenly start whirling madly, and if they do, that's yet another reason to hide in a corner while defending. Get there quickly, too, or the spinning bits will slough off your life bar in chunks. Occasionally, the Armor's head piece will sit in the center and start up its laser, which you can still avoid with Cartwheeling or by standing at its back.

When they start working together again, the parts will create a triangular beam that's crackling with energy, and slowly drag it 'round. Stick to the outer regions of the ring, and hack away at the rear of the closest piece. Remember to prioritize its limbs, as the head cannot be destroyed till they are. Once it's all alone, close in for the kill.

Hardly one to take this invasion lying down, Aqua isn't done yet. Take the Reactor's other exit to reach the Aqueduct, where you can evade the Mandrake infestation by staying out of the water. Carry on till you reach the Fountain Court, and ride its water spouts to grab the incredibly useful Counter Blast (which you should immediately place in your Action deck). Afterward, proceed to the Castle Town, and stop in at Merlin's House. He has a curiously glowing book sitting on a pedestal, and by reading it, you'll unlock the Hundred-Acre Wood (Hunny Pot) Command Board.

Venture back outside, and stop by the Save Point. If you'd like to do some Melding or maybe play a few Command Board games, this isn't a bad time. You're right next to a shop, and you've collected a lot of great stuff in the Garden (assuming you've hunted down all the Chests). You'll also get into the area's real boss battle when you move on, so if you feel your levels and/or Commands could use a boost, take the time to improve them. When you're ready for a good fight, slide some debilitating Magic Commands into your deck, like Ignite, Magnet, Mine, and/or Zero Gravity. Pair or substitute them with physical attacks that bear similar properties (e.g., Stun). Keep Cure on, save your game again to retain your modified Command list, then return to Central Square to start the battle.

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### Boss Strategy

This is Aqua's first encounter with the blood-thirsty Vanitas, and his in-your-face fighting style can truly threaten a mage like her. Nonetheless, her strength isn't a weakness; trying to keep your distance while using Magic Commands should serve you well. Vanitas is weak to a fairly large amount of de-buffs (e.g., Stun), and you can protect yourself from his charges by keeping Mines up. Use those Commands to keep yourself safe, and take some time to study his patterns.

For starters, Vanitas will occasionally leap and hurl branches of lightning. You should Cartwheel away from them, but if he throws a glowing energy ball instead, stand your ground and use Barrier. That covers his

long-range attacks, but you'll still have to worry about his up close onslaughts. Depending on his mood, he'll either rush in and slash at you twice or—after absorbing a blow—he'll leave a motionless shadow in place, and try striking you from above. If you see him freeze, Cartwheel away *immediately*, and you should be fine. Then, in the lull that follows, fire off a Magical or Physical Command to hurt him.

Continue following these methods—waiting for his approach, dodging the resultant attack, and instantly retaliating—until the "masked boy" falls.

Aqua still has a ways to go. Thankfully, by conquering the Radiant Garden, you've unlocked new means of powering her up. Specifically, the Reactor area—where the Trinity Armor once was—is a superb place to "farm" for EXP. You can walk in, defeat several waves of Unversed, leave, and return to repeat the whole process. Later on, this location's value will only grow, as Abilities like EXP Chance and EXP Walker enhance your overall Experience Points gain. If you want to read more about them, check out the "Command Melding" section, and its follow-up, "Abilities".

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## Disney Town

Areas	Treasure Type	Name & Location
<b>1. Main Plaza</b>	Chests	1. Map (Southwest) 2. Potion (Northwest)
	Stickers	1. Minnie (Middle, Air (Collectible After Never Land))
<b>2. Fruitball Court</b>	None	N/A
<b>3. Gizmo Gallery</b>	Chests	1. Thunder (Southwest) 2. Thunder (Northwest) 3. Hungry Crystal (Southwest, Second Floor) 4. Chaos Crystal (Northwest, Second Floor) 5. Mega-Potion (Northwest, Second Floor) 6. Mega-Potion (Second Floor) 7. Pulsing Crystal (Second Floor)
<b>4. Pete's Rec Room</b>	Chests	1. Break Time (Pinball Machine, Center) 2. Aerial Slam (Pinball Machine, Upper Right) 3. Action Recipe (Pinball Machine, Upper Left) 4. Panacea (Pinball Machine, Upper Left) 5. Soothing Crystal (Pinball Machine, Top)
<b>5. Raceway</b>	Chests	1. Slot Edge (Rooftop, Pete's Rec Room Exit) 2. Fira (Southeast, Lower Level) 3. Abounding Crystal (Northwest, Upper Level)
	Stickers	1. Daisy (Southwest, Air (Pete's Rec Room Exit))

In this refreshingly friendly place, Disney Town's ongoing Dream Festival is a veritable carnival, with numerous games to play and colorful sights to see. While it's seen its share of Unversed, they're a marginal threat in this happy world, though Aqua must compete against them in Fruitball if she wants to proceed. To learn more about this, review the "Disney Town: Fruitball" segment of this guide. In fact, you can read about all of Disney Town's offerings around there, and if you'd like to collect a cache of treasures, you may want to conquer them all (though completing all of the Ice Cream Shop's recipes can wait until you've freshly unlocked Never Land). At the very least, running around and raiding its Treasure Chests can only help.

If you're in the mood for some spelunking, travel to Disney Town's central hub (Main Plaza), and—after claiming the Map—take a trip down the manhole. You'll appear in the Gizmo Gallery, which—on your first visit—will be woefully inactive. To turn things on, snatch the two Thunder Commands from the ground level Chests, equip them, and electrify the heck out of the huge golden meter. This will fire up the entire place, and by navigating the rotating gears and swinging platforms, you'll gain more goodies and reach Pete's Rec Room.

Considering its name, you may expect a pool table and a recliner or two, but Pete's idea of recreation is a gigantic pinball machine that uses people as a substitute for pinballs. To unlock the Treasure Chest in its center, smack into the four crown-crested bumpers. After you've nabbed that, you can keep knocking yourself around to collect a healthy amount of Munny, and to reach the rest of the goods. There's also a Raceway exit at the machine's height, and it's the only way to reach some of the area's bonuses.

Whether you decide to stay and play or win and run, for Aqua, you'll be able to depart Disney Town after you've bested the first round of Fruitball.



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## Olympus Coliseum

Areas	Treasure Type	Name & Location
1. Coliseum Gates	Chests	1. Mega-Potion (Southwest) 2. Cura (North-Northwest) 3. Fire Strike (Northeast)
	Stickers	1. Fireworks (Southeast)
2. Vestibule	Chests	1. Map (East)

Appropriately, the Coliseum is home to a bevy of challenging foes, and Aqua will need to be good and fortified to fight them off. If you enter and struggle, you may wish to revisit old haunts, like the Reactor area of Radiant Garden. As mentioned before, the Reactor room will spawn numerous waves of Unversed, allowing Aqua to accumulate loads of Experience Points. Once you can Meld Abilities like EXP Chance and EXP Walker, they'll enhance your overall Experience Points gain. If you want to read more about them, check out the "Command Melding" section, and its follow-up, "Abilities". If you'd like another means of amassing EXP, you could always visit the Mirage Arena, too.

When you feel you've beefed up the blue-haired Keyblade Master enough, rip through the first Unversed fight in the Coliseum, then pass through the Gates to reach the Vestibule. Since you're about to go toe-to-toe with foes in groups, you should equip AOE Commands which disable multiple opponents (e.g., Stop, Sleep, Magnera). Additionally, one or two single target Battle Commands will come in handy when you're in a one-on-one bout. A means of healing yourself—be it Cura or Potions—will be the last touch on a picture-perfect deck, and you should record your progress at the Save Point to preserve it.

When you've finished the first part of the Coliseum Battles, take pause. You're about to battle a mini-boss, so you'll want to remove your AOE Battle Commands, and reshuffle your deck accordingly. Single target attacks,

Gravity- and Stun-related commands, and an HP recovery option or two should serve you well. Talk to Phil when you're prepared, and you'll be pitted against an armor-wearing youth. He's fast on his feet, but he's no match for a Keyblade wielder. If he's trying to strike you, throw up your Barrier and keep it up till he calms, then rapidly counterattack. Physical and magical Commands are equally effective, so choose whichever you like.

After you've defeated the young man, you'll want to reorganize your Command Deck yet again. This time, pack it with fire-based Commands (e.g., Fira, Fission Firaga), and keep a means of healing yourself on-hand. You'll need it, as you're going up against a God!

**Boss Strategy**


With the gigantic Ice Colossus at his back, Hades' presence is easily intimidating, but you shouldn't be fooled. The scheming God has a surprisingly tiny list of attacks, and his faithful Colossus is terribly weak to fire. On top of that, Hades can't seem to properly navigate the area directly beneath the icy giant, so—if you first defeat the Colossus, and *then* lure Hades in-between its legs—he *may* become trapped. It's worth keeping in mind, but it isn't worth fiddling if you can't succeed; more importantly, you'll want to observe and react to their behaviors.

You'll see the Colossus constantly scanning the landscape, and there's a reason: he's searching for you. If you're spotted nearby, he'll try to smash and/or freeze you; if you're spied far away, he'll send chunks of ice soaring toward you. None of those attacks may sound particularly pleasant, but you'll want to bear the brunt of the close range attacks, and get right in his face. Specifically, you'll want to run up to the brute's front, inspire him to start attacking, then slip around to his back and start firing away.

Once you've taken down the icy giant, you're left with Hades. As mentioned earlier, he's terrible at navigating the area beneath the Ice Colossus, and you may want to try leading him there. Once he's pinned, you may whittle away his health with long-range Commands and Shotlocks. If you'd rather not bother, or he's not getting stuck, know this: Hades is susceptible to physical combos. Most of the time, you'll be able to strike him and interrupt whatever he's up to, with only one exception: when his tone changes from cool blue to a fiery red, you'll want to stay far away. Otherwise, continuously assault the God with your Keyblade and keep your health up, and you'll ultimately succeed.



The Coliseum's main event may have finished, but there's more to do on this world. Beyond collecting Ice Cream Shop ingredients later on, you may wish to immediately re-enter, find and talk to Hercules, and train with him (to play "Break the Urns", which you may read more about in the mini-games section). If you're quicker at decimating pottery than Hercules himself, you'll be rewarded with a new Command: Sonic Blade.

	<a href="#">Tutorial</a>	<a href="#">Terra Walkthrough</a>	<a href="#">Ventus Walkthrough</a>	<a href="#">Aqua Walkthrough</a>	<a href="#">Final</a>
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**Deep Space**

Areas	Treasure Type	Name & Location
1. Control Room	Chests	1. Ether (Main Room) 2. Balloon Letter (South)
2. Ship Corridor	None	N/A



<b>3. Durgon Transporter</b>	Chests	1. Hi-Potion (Middle)
<b>4. Ship Exterior</b>	None	N/A
<b>5. Turo Transporter</b>	Chests	1. Map (East)
<b>6. Turo Prison Block</b>	Chests	1. Abounding Crystal (Northwest, Bottom) 2. Blitz (Northwest, Top) 3. Teleport (Northeast) 4. Mega-Potion (Northwest, Bottom)
	Stickers	1. Dale (Southeast)
<b>7. Ship Hub</b>	Chests	1. Fire Surge (South, Bottom) 2. Prism Rain (East, Fourth Floor)
	Stickers	1. UFO (Air, Middle)
<b>8. Launch Deck (Post-Completion)</b>	Chests	1. Mega-Ether (Northeast, Bottom) 2. Hungry Crystal (Southeast, Bottom) 3. Zero Gravira (East, Top)
<b>9. Machinery Bay Access (Post-Completion)</b>	Chests	1. Mega Attack Recipe (Southeast)

The twitchy Flood are at the ready, and they're not alone; you'll have to defeat a whole horde of Unversed to conquer Deep Space's opening moments. When you're through, you'll have a talk with the Grand Councilwoman, and be sent on a journey of extermination. Snatch the area's two Treasure Chests before utilizing the Save Point, then proceed to the Ship Corridor. You'll fend off a plethora of foes, and—after passing through the familiar Durgon Transporter room—you'll get to fight even more on the spacecraft's exterior.

To be exact, the vermin infesting the outer hull are called Glidewinders, and their defeat is an essential part of your Trinity Report's completion. Use your delightful Wing Arrow command to snipe them from afar (or hold it down to generate a pseudo-Shotlock attack). When they're reduced to scrap, you'll be rewarded with the magnificent Air Slide. With this, and an Ability you'll soon gain from Never Land, you'll be free to access all the worlds' treasures. Keep this in mind, as you're nearing the end of Aqua's journey—you'll have to nab them soon!



Return to the Durgon Transporter room, and defeat the Unversed that built up in your absence, then utilize the platform in the room's middle. This will take you to the Turo Transporter area. While there, be sure to grab the Map. Afterward, follow the foes into the Turo Prison Block; eventually, you'll appear before the Grand Councilwoman again. At this point, you've a choice: you may return to the Prison Block for some treasure

hunting, or you may progress the storyline. Whenever you're ready for the latter, head in the opposite direction to find the Ship Hub.

Travel to the control panel on the ground floor, and interact with it to reduce gravity's hold. This enables much higher jumping, and with it, you'll be able to make it through the place. Be warned, though: a boss waits at the end, and you may wish to prepare your Command Deck by... Well, to be honest, you'll not need much. Compared to opponents you've offed in the past, Captain Gantu is a pushover!

### Boss Strategy

His build gives him power, yet its weight slows him down, so Gantu has no significant advantages. Beyond avoiding his efforts to smack you around (by staying at his sides, behind his back, or a few steps away), you'll want to use Barrier often to deflect his fire. Whenever he's through shooting, move in, and start delivering a good ol'-fashioned Keyblade beating. Really, Magic Commands will be fine, too. He hasn't any particular resistances, and isn't much smarter than your average throw-away foe. Surprisingly, he's the greatest (and last) challenge Deep Space has to offer!

You've helped to put Gantu in his place, and you're about prepared to carry on. If you're a completionist, you may wish to revisit Deep Space to acquire the remaining Treasure Chests. Along the way, be sure to off a Blobmob in the Launch Deck, else your Trinity Journal will be sorely missing them!

[Tutorial](#)[Terra Walkthrough](#)[Ventus Walkthrough](#)[Aqua Walkthrough](#)[Final](#)

## Never Land

Areas	Treasure Type	Name & Location
1. Indian Camp	None	N/A
2. Gully	Chests	1. Map (Northwest) 2. Mega-Potion (Northeast)
3. Jungle Clearing	Chests	1. Hi-Potion (Northeast)
	Stickers	1. Fireworks (Air, Post-Completion)
4. Peter's Hideout	Chests	1. Elixir (Southeast) 2. Mine Shield (Southeast)
5. Mermaid Lagoon	Chests	1. Elixir (East) 2. Firaga Burst (Northeast)
	Stickers	1. Rainbow (Southeast, Air)
6. Seacoast	Chests	1. Hi-Potion (Northeast) 2. Ether (West)
7. Rainbow Falls: Base	Chests	1. Panacea (West) 2. Fleeting Crystal (Northeast)
8. Rainbow Falls:	Chests	1. Chaos Crystal (West, Bottom)

<b>Ascent</b>		2. Thundaga (West, Bottom) 3. Time Splicer (West, Top) 4. Firaga (East, Top)
	Stickers	1. Chip (West)
<b>9. Rainbow Falls: Crest</b>	Chests	1. Mega-Ether (Northwest)

Not since your visit to Disney Town has a world been so laid-back. There are hidden goodies here, like the Thundaga Command you'll receive by hitting the top of the Indian Camp totem pole, and the Treasure Chests inside Pan's tree (located in the Jungle Clearing). You'll also receive Doubleflight—Aqua's own double-jump Ability—upon completing the world. It's all fairly easy to collect, too, thanks to the complete lack of mandatory Unversed battles. While you can eagerly Cartwheel through the entirety of Never Land (until you've reached the boss at least), you may wish to challenge its unique fauna, such as the ape-like Wild Bruisers, just to see how well you perform.

If you struggle, know that you're near the story's conclusion; as such, it will only get harder from here on in. To prepare, you should exit to the World Map, revisit older worlds, crack open all the Treasure Chests, then snatch and apply every Sticker. Afterward, fight through the whole Mirage Arena, and finish every Melding recipe available to you. If you haven't won all of Disney Town's offerings yet, head back there and give 'em a spin till you win. Lastly, if you're yearning for levels, don't forget the Reactor portion of Radiant Garden—it becomes absolutely fantastic when the EXP Chance Ability is equipped.

Once you've a nice level of comfort, resume exploring Never Land. In time, you'll find this world's primary burden—Vanitas—burning for the chance to destroy you. Fortunately, his move repertoire is virtually unchanged; if you remember how your first face-off panned out, you'll be all right here.

#### Boss Strategy

Nonetheless, Vanitas's in-your-face fighting style can truly threaten a mage like Aqua. Thankfully, her strength isn't a weakness; trying to keep your distance while using Magic Commands should serve you well. Vanitas is weak to a fairly large amount of de-buffs (e.g., Stun, Ignite, Sleep), and you can protect yourself from his charges by keeping Mines up. Use those Commands to keep yourself safe, and take some time to study his patterns.

Occasionally, Vanitas will leap and hurl branches of lightning. You should Cartwheel away from them, but if he throws a glowing energy ball instead, stand your ground and use Barrier. That covers his long-range attacks, but you'll still have to worry about his up close onslaughts. Depending on his mood, he'll either rush in and slash at you twice or—after absorbing a blow—he'll leave a motionless shadow in place, and try striking you from above. If you see him freeze, Cartwheel away *immediately*, and you should be fine. Then, in the lull that follows, fire off a Magical or Physical Command to hurt him.

There's one new thing he'll do this time around, and that's his tunneling attack. If you're fortunate enough to see him burrowing into the earth, keep your Cartwheel finger at the ready, and rush away when he nears you. Truthfully, Cartwheeling is the way to avoid practically everything he does (as it was before); keep it up, incrementally reduce his health, and patiently bring yourself to victory.

	<a href="#">Tutorial</a>	<a href="#">Terra Walkthrough</a>	<a href="#">Ventus Walkthrough</a>	<a href="#">Aqua Walkthrough</a>	<a href="#">Final</a>
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## Mysterious Tower

Areas	Treasure Type	Name & Location
<b>1. Mysterious Tower</b>	Chests	1. Mega-Elixir (Door's Right) 2. Shimmering Crystal (Door's Left) 3. Magnega (Cliff)

<b>2. Tower Entrance</b>	Chests	1. Map (North, Ground)
	Stickers	1. Donald (South, Air)
<b>3. Sorcerer's Chamber</b>	None	N/A

When you've pillaged the exterior's Treasure Chests, scale the Tower's staircase, and watch the cutscenes that ensue. Afterward, you'll be nudged toward The Keyblade Graveyard, and this is your one of your last opportunities to complete any game content you haven't already. You should have a full roster of Abilities by now, not to mention a healthy selection of Commands, and a plethora of restorative Potions and Hi-Potions can help, too. If you're sure you're suitably stocked, fly through the Lanes Between to the Graveyard.

	<a href="#">Tutorial</a>	<a href="#">Terra Walkthrough</a>	<a href="#">Ventus Walkthrough</a>	<a href="#">Aqua Walkthrough</a>	<a href="#">Final</a>
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## Keyblade Graveyard

Areas	Treasure Type	Name & Location
<b>1. Seat of War</b>	Chests	1. Mega-Potion (Southeast) 2. Elixir (Northeast) 3. Map (West)
	Stickers	1. Flower (West, Air)
<b>2. Twister Trench</b>	Chests	1. Megalixir (Northwest) 2. Mega-Potion (Northeast) 3. Mega-Ether (North) 4. Aeroga (West)
<b>3. Fissure</b>	Stickers	1. Bubble (North, Air)

While the first segment of the Keyblade Graveyard is entirely vacant, the second—Twister Trench—holds numerous foes in its inescapable tornadoes. They're all enemies you've fought before, like Buckle Bruisers and Mandragoras, and as such, you should know how to hold your own against them.

When you eventually reach the Fissure, record your progress one last time, and prepare a Command Deck that includes healing, Surge Commands, Sonic Blade, and/or Time Splicer. Status effects aren't necessary, as the upcoming foes are immune to them. Ensure your Action Commands are their non-elemental counterparts (e.g., regular Cartwheel), and that Air Slide is among them. Finally, make sure you've got Leaf Bracer, Once More, and Second Chance.

Once you're ready, save your progress (to record the modified Command Deck), then run down the long, narrow ravine to meet your destiny.



## Boss Strategy

While battling the dangerous Braig, you'll oft rely on two things: Cartwheeling and Air Sliding. The former will help you avoid a fair number of his attacks, and the latter will let you close in on him while he's hovering in mid-air. There's only a few situation where those Action Commands may fail you, and that's when Braig's about to unleash a wide barrage of blasts. Thankfully, you'll be able to see it coming from a mile away, as Braig is even worse at concealing his intentions than the poor company he keeps.

For starters, everything Braig does follows a specific, unbreakable order. He'll begin by rushing you head-on, and if he's close enough, you can thwack him with your Keyblade the moment he materializes; if he's far off, use your Barrier, and suck up the damage. Secondly, Braig will either leap into the air or stay on the ground and fire (though he'll complete the neglected one later); it's best to Barrier these bullets away, too. The third time around, he'll warp twice in rapid succession, and then he'll begin circle-strafing you. You're not surprised to hear that Barrier works well for this too, are you?

The rest of his maneuvers—there are four total, after which it all repeats—rely on a lot of gunfire, the majority of which you'll be protected from by Barrier and Cartwheels. As for Air Slide, that's something you'll want to use when you're more comfortable with Braig's patterns. Once you are, you'll be able to fearlessly meet and beat him in the skies. You'll also want to use Shotlocks during any open windows, as they'll prove awfully useful here, too. In time, you'll surely succeed, but you've another person to battle before you're free: Vanitas.

The good news is that he's almost identical to his last appearance, though the bad is how powerful he, in his desperation, has become. Vanitas has only one new move—appearing in the center of the area, and amassing energy from all about—which is a fine opportunity for an uninterrupted Shotlock.

Take your time, heal whenever necessary, and understand that all good things come to those who wait. Once you've finally bested Vanitas, that's it—you're done!

Congratulations, as you've finished Aqua's portion of Birth By Sleep! When the credits have finished rolling, record your progress, and whatever you do, *don't* overwrite that save file. It's one third of what you'll need to unlock the Final Episode!

	<a href="#">Tutorial</a>	<a href="#">Terra Walkthrough</a>	<a href="#">Ventus Walkthrough</a>	<a href="#">Aqua Walkthrough</a>	<a href="#">Final</a>
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## Radiant Garden

Completionists, beware: you're now in the Final Episode, and as such, any additional progress made with Aqua *will not* carry over to her old, non-Final save. In fact, if all of your characters are on Standard Mode, and you haven't obtained the 100% status on every one of their worlds, revisit them on your *previous* saves if you wish to grab anything and everything. Afterward, check to see that you've nabbed every Sticker, and that you've also applied them thoughtfully within your Trinity Report. As mentioned prior, you should also have defensive Abilities, such as: Dark Screen, Leaf Bracer, Once More, and Second Chance. When you're done tying those loose ends, follow them up by beating the game again, then return to the Final Episode.

Before entering Radiant Garden, alter your Command Deck. Include Potions/Hi-Potions, your favorite forms of Cure, Magic Hour, and Time Splicer. You can also equip a Strength-heavy Keyblade if you'd like, as you will be performing a healthy amount of ordinary combos. After you've fine-tuned everything, save, then touch down on the world, where a revitalized Xehanort awaits.



## Boss Strategy


During the first half of the battle, Xehanort will frequently fire upon you. He'll use various types of projectiles (such as gigantic orbs of dark energy, and numerous bullet-like bolts), all of which you can (and should) dutifully use Barrier against. While doing so, endeavor to keep a lock on him; a fair amount of these attacks can be reflected back to sender, and they'll do damage when they get there. Aside from that, Xehanort will try rushing you. If he's successful, you'll be slammed with an excessively long combo, and potentially defeated as a consequence. If this happens, don't be discouraged; try the bout again, using Barrier and Counter Blast in response. That's all you'll need the first time 'round, though the second stage will be more challenging.

By revealing his Guardian, Xehanort has played his final hand, and it's a rough one. You'll be able to employ a simple strategy here: evade attacks with Cartwheel, get in Xehanort's face, then smacking him around briefly with your Keyblade. This aggressive tactic will serve you for some time. Only when its defeat draws near will the Guardian abandon Xehanort's stolen body, and when it does, it'll dive-bomb toward yours. Don't fight it off; instead, let it connect, and you'll be surrounded by bright orange energy (akin to what Terra's armor surrounded Xehanort with in the past). You'll see the friendly, brown-haired Terra near the area's middle, and you'll want to Cartwheel and Air Slide your way over to him. The moment you've reached his side, press Square to begin a joint attack. When the arcane circle is about to vanish, hit X, and you'll give the Guardian a bitter taste of terrible medicine.

Whatever you do, don't lose your cool, and furthermore, *don't utilize Shotlocks*. There are moments when you can get away with it, but it's more trouble than it's worth, and wearing him down with combos and Time Splicer is more than enough.



## Kingdom Hearts: Birth by Sleep Mini-Games & More

		<a href="#">Command Board</a>	<a href="#">Fruitball</a>	<a href="#">Ice Cream Beat</a>	<a href="#">Ice Cream Shop</a>	<a href="#">»</a>
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While Birth By Sleep's story mode is the core experience, the real meat of the game lies in its extras. Hidden items, arena matches, and mini-games lend the title far more weight, and thankfully, practically every ounce of extra content rewards the player for their invested time. You won't have to complete it all if you play through Proud or Critical Mode, but even then, what's stopping you?!

One of the first side events you'll encounter in Birth By Sleep is the Command Board, so we'll get to that right away. Afterward, we'll detail every other mini-game BBS has, and following that, you'll be able to use our checklists to ensure you've nabbed every last collectible and ability. Are you ready?!

<a href="#">Command Board</a>	<a href="#">»</a>
<a href="#">Disney Town's Fruitball</a>	<a href="#">»</a>
<a href="#">Disney Town's Ice Cream Beat</a>	<a href="#">»</a>
<a href="#">Disney Town's Ice Cream Shop</a>	<a href="#">»</a>
<a href="#">Recipes</a>	
<a href="#">Ingredient Information</a>	
<a href="#">Ingredient Locations</a>	
<a href="#">Disney Town's Rumble Racing</a>	<a href="#">»</a>
<a href="#">Hercules's Training (Break the Urns)</a>	<a href="#">»</a>
<a href="#">Mirage Arena</a>	<a href="#">»</a>
<a href="#">Enemy Bestiary</a>	<a href="#">»</a>
<a href="#">Commands</a>	<a href="#">»</a>
<a href="#">Terra's Commands</a>	
<a href="#">Ventus' Commands</a>	
<a href="#">Aqua's Commands</a>	
<a href="#">Universal Commands</a>	
<a href="#">Command Melding</a>	<a href="#">»</a>
<a href="#">Battle Commands (Physical)</a>	

<a href="#">Battle Commands (Magical)</a>	
<a href="#">Action Commands</a>	
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<div> <div>☰</div> <div>Command Board</div> <div>Fruitball</div> <div>Ice Cream Beat</div> <div>Ice Cream Shop</div> <div>»</div> </div>	

The moment the World Map becomes available to you, so does the glorious **Command Board**. Though it's a mini-game, it's enjoyable, and **its rewards can boost your character's repertoire of maneuvers significantly—whenever you capture a Bonus Panel, for example, its contents are yours to keep.** Furthermore, **abilities you already have can be used and leveled up rapidly therein** (as long as you play them on the field). This is especially useful when it comes to everyday Commands like the Sliding Dash, as the higher their levels are, the further you'll travel and/or the more effective they'll be. On top of that, the Command Board grows with you, as you'll unlock additional ability-packed boards as you progress through different worlds. Altogether, these benefits make the Command Board the most appealing, complete, and useful mini-game in the entirety of Birth By Sleep.

You'll learn about the upgrading process and more by reading the in-game tutorial sheets, which can be accessed from the Command Board start-up screen. At first, they may seem prohibitively detailed. Don't let them frighten you, and jump right in—it's a lot simpler and easier than they make it sound!

In fact, **logical precautions, like being a careful spender, will pave the way to victory.** To elaborate, you'll want to purchase Command Panels regularly (unless your funds are dangerously low), yet neglect to buy out opponents' spaces (unless you've a very fat wallet, or want to claim their Commands for your own). Like the CPU, you should visit all the Checkpoints—keep track of them on paper, if necessary—then return to the starting block for a huge bonus. Unlike the CPU, don't bother with dirt cheap Command Panel upgrades; spend a little more for Level 3 or, if it's unusually cheap, Level 4. After that, you can be more conservative; it's better to spread out your worth across lower level Command Panels than it is to invest in a tiny handful of Level 5 ones.

While playing on larger boards and/or in longer games, **Hands will be your best friends.** What if you've exceeded the goal, but another player is likewise rich, and you're racing for the goal line? What if one of your opponents is inching dangerously close to a Bonus Panel you want to claim, and you need to stop them? That's what Hands are for! Always keep a close eye on your competitors' worth, and if they're close to winning, do everything within your power to stop them (e.g., playing Stun hands, using Three Dice rolls to rush the finish line, and so on). If you're just going for a win, play aggressively; don't lay your Magic Commands on the board, constantly use Two Dice Hands (as they've a better pay-off over time than Three Dice Hands), and have fun dominating the Checkpoints!

Likewise, **Hands are incredibly useful when you're targeting a board's Bonus Panels and/or tantalizing Commands your opponents have dropped.** With Two and Three Dice rolls, you can make multiple loop-de-loop attempts to land on them. To make sure you snatch what you're after, **you may want to play a longer Command Board game so you have more opportunities.** Otherwise, you'll have to repeatedly restart shorter matches, so games with higher minimums can streamline the hunt. Just as well, they can make it more painful when a foe claims a spot you really want, and you're struggling to snatch it away. Whenever that happens, **don't be afraid to restart!** On the other hand, don't worry if your GP falls behind; you'll get to keep

the Panels you've claimed whether you win or lose. Simply complete a full match, and they're yours.

Before you start hunting specific Bonus Panels, know that some Commands share the same Real Estate—in other words, if you don't see what you're after, you'll have to restart the Board and try again. Also, while some Panels' contents renew after repeat visits (letting you pick up as many copies of the Command as you'd like), some can only be grabbed once. In the Secret Board's case, if you already possess some of the abilities it offers, they'll never show up at all!

Are you strictly hunting for 100% completion? This short list will explain how to obtain each of the seven Boards, and their special Bonus Panel rewards, which *can't* be found anywhere else:

Board	How to Get It	Unique Reward
<b>Hunny Pot Board</b>	Found (Radiant Garden, Merlin's House)	N/A
<b>Keyblade Board</b>	Earned (Complete Land of Departure)	Lightning Ray (All), Ragnarok (All)
<b>Royal Board</b>	Earned (Complete Castle of Dreams)	Focus Barrier (Aqua), Focus Block (Terra, Ventus), Meteor Shower
<b>Secret Board</b>	Earned (Win All Non-Mirage Arena Command Boards)	Lightning Ray (All), Ragnarok (All)
<b>Spaceship Board</b>	Earned (Complete Deep Space)	N/A
<b>Skull Board</b>	Earned (Complete Never Land)	Photon Charge (All)
<b>Toon Board</b>	Earned (Complete Disney Town)	N/A

Oh, and there's one last "Unique Reward": the **Pete D-Link**. After you complete the story segment of Disney Town (on any character), your Command Boards will be forever changed. Whenever you land on a Special Panel, the pompous Pete may appear, showing up as one of his two personas: Captain Dark or Captain Justice. If he's clothed in black, he'll follow you, purchase obscenely expensive Command Panels (with *your* funds), and steal GP from your pockets. This will continue till you've physically passed him off onto someone else. Alternatively, the white-garbed Captain Justice will generously reward you with GP, and sometimes acquire dirt-cheap Panels, though he, too, will turn his attentions to anyone you walk past. In either case, you may receive the Pete D-Link after the match is over—or you may not. Be patient; you'll eventually add his D-Link to your collection!

Getting back to the Boards themselves, if you're after anything and everything, **here's the full list of available Bonus Panel Commands**, complete with numbered Board pictures:

Command Board	Possible Reward
<b>Keyblade</b>	<ol style="list-style-type: none"> <li>1. Single: Ragnarok (Replacement: Zero Gravity)</li> <li>2. Shared: Cure/Magnet</li> <li>3. Shared: Poison Edge/Strike Raid</li> <li>4. Shared: Aero/Blizzard</li> <li>5. Shared: Confuse/Slow</li> </ol>
Command Board	Possible Reward
<b>Royal</b>	<ol style="list-style-type: none"> <li>1. Special: Terra &amp; Ventus: Stun Edge, Aqua: Wishing Edge</li> <li>2. Special: Terra &amp; Ventus: Focus Block, Aqua: Focus Barrier</li> </ol>

3. Single: Meteor Shower (Replacement: Fire Dash)
4. Shared: Bind/Blackout/Stop
5. Shared: Fire/Thunder



Command Board	Possible Reward
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<b>Spaceship</b>	<ol style="list-style-type: none"> <li>1. Shared: Aeroga/Thundara</li> <li>2. Shared: Sonic Blade/Thundaga</li> <li>3. Single: Lightning Ray (Replacement: Zero Graviga)</li> <li>4. Single: Firaga</li> <li>5. Shared: Blackout/Ignite</li> <li>6. Single: Collision Magnet</li> <li>7. Special: Terra: Limit Storm, Ventus &amp; Aqua: Mini</li> </ol>
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## Command Board Possible Reward

### Toon

1. Shared: Bind/Blackout/Stopra
2. Single: Binding Strike (Replacement: Confusion Strike)
3. Single: Blizzard
4. Single: Blizzara
5. Single: Deep Freeze (Replacement: Freeze Raid)
6. Special: Blizzard Edge
7. Shared: Bind/Blackout/Stopra



Command Board	Possible Reward
<b>Skull</b>	<ol style="list-style-type: none"> <li>1. Single: Photon Charge (Replacement: Magnega)</li> <li>2. Special: Terra &amp; Ventus: Poison Edge, Aqua: Munny Magnet</li> <li>3. Single: Binding Strike</li> <li>4. Shared: Aerial Slam/Blitz</li> <li>5. Shared: Aero/Quick Blitz</li> <li>6. Shared: Aero/Zero Graviga</li> <li>7. Shared: Firaga/Mine Square</li> </ol>



Command Board	Possible Reward
<b>Hunny Pot</b>	<ol style="list-style-type: none"> <li>1. Shared: Fira/Fire Surge</li> <li>2. Special: Terra: Sacrifice, Ventus &amp; Aqua: Confusion Strike</li> <li>3. Special: Terra: Thundara, Ventus: Thunder Roll, Aqua: Thundara</li> <li>4. Shared: Mine Square/Zero Gravira</li> </ol>





## Command Board Possible Reward


### Secret

1. Single: Fire Dash
2. Single: Ragnarok (Replacement: Thundaga)
3. Single: Fission Firaga
4. Single: Sonic Blade
5. Single: Magnega
6. Single: Lightning Ray (Replacement: Thunder Surge)
7. Single: Zero Graviga (Replacement: Magnega)
8. Single: Cura
9. Single: Aeroga
10. Single: Blitz



If you've read this far, you're likely wondering if there's anything you can do to further improve the experience. Fortunately, there *is* a way to speed it up. During any game, select Options (instead of rolling or using a Hand), and change the Walking Speed and Message Speed settings to "Fast". This will increase everyone's movement rate, helping Command Board matches fly by.

By now, you should be ready to rule the Board. While you're out there, keep these three things in mind: abuse the Checkpoint system, smartly spread your influence across as many Command Panels as possible, and—most importantly of all—*play dirty!*


		Command Board	Fruitball	Ice Cream Beat	Ice Cream Shop	»
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Game	Unique Reward
First Match	Balloon Letter
Second Match	Magnera
Final Match	Chaos Snake

Arguably the most trying mini-game in Birth By Sleep, Fruitball—labeled "Fruit Scatter" in Disney Town itself—demands you smack gigantic, beach ball-like treats into nets. The oversized, edible objects bounce about in a floaty manner, and whenever you send one sailing toward your opponent's goal, it may miss and ricochet wildly; at worst, it could wind up in your own goal, scoring a point for the other team!

The non-stop craziness of Fruitball therefore demands that you stay on your toes, and one good strategy is constantly using the Triangle command. Not only will this lob fruits high into the air (where you can spike them with the X button), but whenever a goal is about to be scored against you, Triangle-mashing may lead to an automatic return.

If you're defeated, don't fret, as the other team has unusually spectacular luck. Fortunately, you've only three matches to slog through. You can do it!

		Command Board	Fruitball	Ice Cream Beat	Ice Cream Shop	»
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Song	Unique Reward
It's a Small World	Master: Elixir
Blast Away	Master: Blizzara
Dessert Paradise	Master: Frozen Fortune
Destiny Islands	Master: Chaos Crystal
Hand in Hand	Beginner: Freeze Raid, Master: Blizzaga


Throw Simon Says and a musical rhythm game into a blender, and what do you get? Ice Cream Beat, naturally! This mini-game asks you to memorize who claps when, and to repeat the established pattern. To do

so, you'll highlight the ducklings in order, and tap the X button in time with the beat.

Of course, if you're unfamiliar with the songs they're playing, you may be unable to follow along. You can simply replay the songs to listen to them—not to play, only to hear—until you've memorized them. If that doesn't work, you may fare better with visual rather than aural memorization; focus on the ducklings and beat rings instead.

Once you've got the songs down, you may still have trouble earning Good and/or Excellent ratings. To remedy that, try pressing the X button a millisecond *later* than you'd expect. More likely than not, lower scores and/or misses are a result of hitting the button too early, not too late.

When you successfully ace a song in Ice Cream Beat, additional songs and/or difficulties will be unlocked. Halfway through, you'll acquire a Command Style that can't be otherwise found: Frozen Fortune. After you've nabbed it, consuming Ice Cream mid-battle may randomly activate the Style!

		Command Board	Fruitball	Ice Cream Beat	Ice Cream Shop	»
		Recipes	Ingredient Information	Ingredient Locations		

While the Command Board powers up your abilities and gifts you with new ones, Ice Cream serves two purposes. It can be consumed mid-battle—silly as that may sound—and instantly engages you in its associated Command Style, *unless* you're already using it; in those cases, it will completely fill your Command Gauge, allowing immediate use of its finishing move!

As such, Ice Cream can be a useful item, but we suggest that you wait till you've defeated the majority of stages before gathering all the ingredients. While the Prize Pods themselves aren't challenging, repeatedly exiting and re-entering the applicable areas could whittle away at a low-leveled character's health. You may also want leveled movement abilities and higher level group-damaging spells to streamline the whole process.

Recipes


Some of the luscious-sounding ice cream recipes overlap, but a few are unique to each character. This section covers all their recipes, exclusive and common alike, listed by Command Style in alphabetical order. If you're not concerned with making every recipe, you can look for the Command Style you're interested in, and cobble accordingly; if you want to complete them all, cross-character ice creams are in black, while Aqua's unique recipes are blue, Terra's are crimson, and Ventus's are green. After you've conjured every flavor, you'll get the special Sweetstack Keyblade, too!

As for the ingredients themselves, their locations are listed in the next section. When you turn in the appropriate amount to the red-shirted Huey, they'll be prepared for you automatically.

Command Style	Flavor	Ingredients
Blade Charge (Aqua)	Royalberry	Birthday Cake x8 Gaspberry x7 Nebula Nectar x10 Rose Honey x7
Critical Impact (Terra)	Vanilla Glitz	Bijou Bean x1 Crystal Sugar x3 Golden Jam x1
Cyclone (Ventus)	Goofy Parfait	Chocolate Valentine x5 Forest Muffin x10 Jumbo Almond x6 Moogle Coffee x7
Dark Impulse (Terra)	Big Bad Pete	Bizarro Bean x20 Whipped Dream x20



<b>Diamond Dust (Aqua, Terra, Ventus)</b>	Snow Bear	Open Sesame x3 Soy Milk x5
<b>Fever Pitch (Ventus)</b>	Honeybunny	Apple Pie x2 Honeybunch x3
<b>Firestorm (Aqua, Terra, Ventus)</b>	Bueno Volcano	Prickle Pepper x5 Toonbasco x3
<b>Ghost Drive (Aqua)</b>	Donald Fizz	Crystal Soda x8 Fizzy Tizzy x15 Mermaid Salt x13 Sky Blue Mousse x8
<b>Rock Breaker (Terra)</b>	Rockin' Crunch	Galactic Caramel x15 Nutty Nut x12
<b>Sky Climber (Aqua, Ventus)</b>	Milky Way	Cotton Cloudcandy x14 Cream Fluff x10 Rainbow Syrup x8
<b>Spell Weaver (Aqua)</b>	Fabracadabra	Balloon Melon x2 Heroic Orange x2 Peach Fantasy x1
<b>Thunderbolt (Aqua, Terra, Ventus)</b>	Spark Lemon	Dancin' Lemon x3 Rocket Soda x2 Thundercrackers x4
<b>Wing Blade (Ventus)</b>	Double Crunch	Cherryberry x9 Merry Dairy x5 Star Syrup x15 Wedding Cake x14

	<a href="#">Command Board</a>	<a href="#">Fruitball</a>	<a href="#">Ice Cream Beat</a>	<a href="#">Ice Cream Shop</a>	<a href="#">»</a>
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<a href="#">Recipes</a>	<a href="#">Ingredient Information</a>	<a href="#">Ingredient Locations</a>
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Below, you'll find separate lists. Lists one and two are organized alphabetically, and while they're both dedicated to ingredients, they're arranged differently (for the sake of convenience). The first one is categorized by area, and lists all of the ingredients you can possibly collect within them. It's the best one to follow if you're just getting started, want to make tons of ice cream, and need a wide range of ingredients. As for the second, it lists the ingredients themselves and where you'll find them. If you're seeking a single specific item, that's the one you'll want to scan.

Beneath both of them are the locations of each area's Prize Pods. Now that you know which ones you need, go get 'em!

<a href="#">Ingredients by Area</a>	
Area Name	Prize Pod Ingredients
<b>Castle of Dreams</b>	Birthday Cake, Chocolate Valentine, Crystal Soda, Crystal Sugar, Wedding Cake


<b>Deep Space</b>	Balloon Melon, Bizarro Bean, Cream Fluff, Fizzy Tizzy, Galactic Caramel, Star Syrup
<b>Disney Town</b>	Prickle Pepper, Toonbasco
<b>Dwarf Woodlands</b>	Apple Pie, Gaspberry, Merry Dairy, Nutty Nut, Peach Fantasy
<b>Enchanted Dominion</b>	Bijou Bean, Cherryberry, Forest Muffin, Jumbo Almond, Rose Honey, Sky Blue Mousse
<b>Mirage Arena</b>	Dancin' Lemon, Open Sesame
<b>Never Land</b>	Dancin' Lemon, Golden Jam, Honeybunch, Mermaid Salt, Rainbow Syrup, Whipped Dream
<b>Olympus Coliseum</b>	Cotton Cloudcandy, Heroic Orange, Nutty Nut, Thundercracker
<b>Radiant Garden</b>	Mooglee Coffee, Nebula Nectar, Rocket Soda, Soy Milk

#### Ingredients Alphabetically

Ingredient	Area Name
<b>Apple Pie</b>	Dwarf Woodlands
<b>Balloon Melon</b>	Deep Space
<b>Birthday Cake</b>	Castle of Dreams
<b>Bijou Bean</b>	Enchanted Dominion
<b>Bizarro Bean</b>	Deep Space
<b>Cherryberry</b>	Enchanted Dominion
<b>Chocolate Valentine</b>	Castle of Dreams
<b>Cotton Cloudcandy</b>	Olympus Coliseum
<b>Cream Fluff</b>	Deep Space

<b>Crystal Soda</b>	Castle of Dreams
<b>Crystal Sugar</b>	Castle of Dreams
<b>Dancin' Lemon</b>	Mirage Arena/Never Land
<b>Fizzy Tizzy</b>	Deep Space
<b>Forest Muffin</b>	Enchanted Dominion
<b>Galactic Caramel</b>	Deep Space
<b>Gaspberry</b>	Dwarf Woodlands
<b>Golden Jam</b>	Never Land
<b>Heroic Orange</b>	Olympus Coliseum
<b>Honeybunch</b>	Never Land
<b>Jumbo Almond</b>	Enchanted Dominion
<b>Mermaid Salt</b>	Never Land
<b>Merry Dairy</b>	Dwarf Woodlands
<b>Moogles Coffee</b>	Radiant Garden
<b>Nebula Nectar</b>	Radiant Garden
<b>Nutty Nut</b>	Olympus Coliseum
<b>Open Sesame</b>	Mirage Arena
<b>Peach Fantasy</b>	Dwarf Woodlands

<b>Prickle Pepper</b>	Disney Town
<b>Rainbow Syrup</b>	Never Land
<b>Rocket Soda</b>	Radiant Garden
<b>Rose Honey</b>	Enchanted Dominion
<b>Sky Blue Mousse</b>	Enchanted Dominion
<b>Soy Milk</b>	Radiant Garden
<b>Star Syrup</b>	Radiant Garden
<b>Thundercracker</b>	Olympus Coliseum
<b>Toonbasco</b>	Disney Town
<b>Wedding Cake</b>	Castle of Dreams
<b>Whipped Dream</b>	Never Land

		<a href="#">Command Board</a>	<a href="#">Fruitball</a>	<a href="#">Ice Cream Beat</a>	<a href="#">Ice Cream Shop</a>	<a href="#">»</a>
		<a href="#">Recipes</a>	<a href="#">Ingredient Information</a>	<a href="#">Ingredient Locations</a>		

Initially, another set of foes may appear in the Prize Pods' places. Usually, they'll give way to the Pods once they've been defeated. If that doesn't happen, or you see nothing at all, exit and revisit the specific area until they show. This doesn't require exiting to the World Map; all you'll have to do is zone into another area, then re-enter the desired one, and check the spot.

Once you've finally spied the Pods, use an incapacitating and powered-up AOE spell/attack—Magnea and Aqua's/Ventus's Time Splicer are good examples—and the goods will pour down like rain. If you don't have those options (though you should), use whatever you can to knock the heck out of them, then gather your delectable rewards. Afterward, you can stroll to a Save Point, exit to the World Map, and revisit the world to loot fresh Pods. Repeat the process until you're loaded with ingredients, then head on over to Huey at the Ice Cream Shop!

Area Name	Prize Pod Location	
<b>Castle of Dreams</b>	Palace Courtyard (Terra)	Hardly hidden, these Prize Pods appear in the fountain at the courtyard's center.

	Mousehole (Ventus)	After you've freed the two blocks of swiss cheese from the spider's web, drop down and saunter to the northwest corner.
	Grand Staircase (Aqua)	After you've waltzed around the Ballroom, return to the Foyer, and descend to the bottom of the staircase. Turn your back to the front door, and you should be facing the stairs. You'll find the Pods underneath the balcony on the left (west) side.
<b>Deep Space</b>	Turo Prison Block (Terra, Aqua)	Who would've expected a Prison Block to be brimming with goodies? You can easily reach the Block from the Turo Transporter area. Pass through the big entrance door, and walk to the opposite side to find the Prize Pods.
	Durgon Transporter (Ventus)	Thrash away till you've defeated every last foe plaguing the Transporter, then pop into the tiny circular room (which normally leads to the Ship Exterior).
<b>Disney Town</b>	Raceway (Terra, Ventus)	Avoid going after this one till you've fully leveled High Jump, Air Slide, and/or have Glide. When you're ready, ensure you possess the area's Map. It's in a huge chest near the town's center, and it's by your next destination: the manhole leading to the Gizmo Gallery. Once you're underground, use Thunder-based abilities to charge the golden meter (if you haven't already), and head to the upper southwest exit. You'll be in Pete's Rec Room, which is akin to a gigantic pinball machine. Knock yourself into the high-up exit, walk through, and hop onto the nearby wooden crates. Rotate your camera until you see a blue-hued enclave to the northwest. That's where they are.
	Raceway (Aqua)	Walk into the Raceway area, and start heading toward (but don't walk into) the Raceway Registration booth. When you're facing it, rotate the camera to look behind you, and you should see a corner with three pink and yellow awnings by a brick wall. They're there.
<b>Dwarf Woodlands</b>	Underground Waterway (Terra)	If you're familiar with the three time-sensitive portcullis, you may know that there's a otherwise difficult-to-reach ledge lying just beyond the third gate. It's adorned with a Treasure Chest, and that's where the Pods like to be.
	Mine (Ventus)	Travel from the Mine Entrance to The Mine, then hug the right wall till you reach a small pile of cinched-shut bags and sifting boxes. Two waves of enemies later, you should see the Pods.
	Flower Glade (Aqua)	From the Courtyard, exit to the Flower Glade, and immediately turn left. In the nearby (southwest) corner, between the bushes and the river, they'll appear.
<b>Enchanted Dominion</b>	Waterside (Terra)	Once you've cleared the Bridge area, journey to the Waterside, and search its north end for the purple prize-givers.
	Audience Chamber (Ventus)	Enter the Audience Chamber, and sniff them out within the northeast-most alcove.
	Waterside (Aqua)	From the Forest Clearing, enter the Waterside, and follow the left wall to make a tight turn. Walk all the way into the corner, which is where they're hiding.



<b>Mirage Arena</b>	Third Match (All)	From this bout, you'll snatch a bevy of Dancin' Lemons.
	Eighth Match (All)	Eighth Match (All)This time, you'll snag a bunch of Open Sesames.
<b>Never Land</b>	Skull Rock (Terra)	When you've no more bosses to worry about, climb the west face of the Rock, and Air Slide over to the other eye. Pass on through to find 'em.
	Mermaid Lagoon (Ventus)	These fellas can't be had till you've acquired the Glide ability (which lets Ventus soar like Peter Pan). Stroll to the Cliff Path, and climb atop the plateau that's near the area's center. Look around until you see a tall, dark, door-like opening in the rock face. Glide through it, and explore the Lagoon cliff to find the Pods.
	Indian Camp (Aqua)	After you've knocked Vanitas around, return to Never Land through the Gully, and enter the tipi-filled Camp. Run straight ahead to the cliff's edge. If they don't show immediately, leave and re-enter.
<b>Olympus Coliseum</b>	Town Near Thebes (All)	First, complete the tournament and depart from the world. Then, triumphantly return, enter the Town through the Coliseum Gates, and head to the far left (southeast) corner.
<b>Radiant Garden</b>	Fountain Court (All)	Start in Castle Town, then walk into the Fountain Court. Walk straight ahead, and hop over the ankle-high barrier to fall into a narrow enclave. This is where the Pods dwell.

«	<b>Rumble Racing</b>	<a href="#">Hercules's Training</a>	<a href="#">Mirage Arena</a>	<a href="#">Enemy Bestiary</a>	»
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Race	First Place Reward
<b>Country Chase</b>	Hi-Potion
<b>Disney Drive</b>	Fire Dash
<b>Grand Spree</b>	Aerora
<b>Castle Circuit</b>	Victory Line Keyblade

There's a good chance you've played a go-kart racer in your time. On the off-chance you haven't, you needn't feel left out any longer; Birth By Sleep offers its own version with Rumble Racing. You'll take to riding your Keyblade—without so much as a helmet, not to mention your armor—and be thrown about on a course full of twists, turns, and relentless opponents. Fortunately, you too can incapacitate others, and utilize various tools to rocket ahead of your adversaries.

One way to get a good start—literally—is to hammer the gas (X) when "GO!" appears on-screen. You may need to practice this, but once you've got it, do it every time! That and the red rings scattered about the courses—which provide a healthy boost of speed—will help you pull away from your competitors. The rings themselves can often lead to shortcuts, too, and it's important to familiarize yourself with those routes, especially while challenging the toughest courses.

Just when you think you're getting the hang of it, seemingly unavoidable railings may sour your day and sap your speed. To avoid drifting into the sidelines, you can try gunning the accelerator (X) and breaks (Square) simultaneously, but use this tight turning option gently—holding the buttons down for too long will smash you into the opposite wall instead, defeating the purpose.

By this point, you think you've got yourself covered. You're starting ahead of the pack, and you're ripping 'round turns like there's no tomorrow. Unfortunately, your adversaries are smacking you around like an Unversed; understandably, you're itching to defend yourself. Go-karts or not, you're able to block (Triangle) enemies' attacks and send yourself crashing into them (O) without slowing yourself down. In fact, whenever Terra or Ventus successfully strike an opponent, they're sent blazing ahead! While Aqua doesn't share that speed boost, she *does* have longer range than either of the boys—handy whenever foes are at the tip of your range.

At this point, you know everything you need: pay attention to each course's layout, utilize every speed boost/shortcut available, and block and counterattack as aggressively as you would elsewhere. If you struggle, worry not, as you'll only need to beat each course once—after that, they'll only reward you with more Hi-Potions. Good luck!

«	<a href="#">Rumble Racing</a>	<a href="#">Hercules's Training</a>	<a href="#">Mirage Arena</a>	<a href="#">Enemy Bestiary</a>	»
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After stomping your way through the tournament (or, in Ventus's case, saving the town), you can return to Olympus Coliseum and have a chat with Hercules. He'll ask if you'd like to train with him, which amounts to ruthlessly breaking tons of pottery. You'll be familiar with this mini-game if you've played through Ventus's story, though every character should return to Olympus to play and win at least once—you'll be rewarded with Sonic Blade for doing so.

The higher level you are, the more likely you'll be to have potent line of sight (e.g., Twisted Hours) and area of effect attacks (e.g., Magenga), which will make this pottery-shattering event a breeze. Whether you're tricked out or not, you can also rely upon the wooden barrels for help. The ones painted with stars are explosive, and when you hit them, they'll be knocked back a short distance, and will blow up upon impact (with either an urn or the ground).

As for the regular wine barrels, you can knock 'em on their side, hop on, and roll around to instantly destroy any pottery you come upon. This can compensate for a lack of abilities early on, but if you really want to devastate (just for fun), come back later when you have a wide variety of multi-target attacks. Paired with barrel rolling, you'll be a juggernaut, leaving poor Herc in the dust.

«	<a href="#">Rumble Racing</a>	<a href="#">Hercules's Training</a>	<a href="#">Mirage Arena</a>	<a href="#">Enemy Bestiary</a>	»
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Want to max out your levels? How does buying a bunch of abilities that can't be found elsewhere sound? Do you need the Munny to unlock absolutely everything, and want your character to reach level 99 while earning it? If so, get ready to rock the Mirage Arena, where you can accomplish all of the aforementioned!

Unlike some other RPGs (be they real time or turn-based), the Mirage Arena's combat doesn't require completing all of its matches in a single sitting. Whenever you do engage in battle, however, you'll have to complete every round of that respective match. Depending upon your level and the bout's difficulty, this can take as little as five minutes—sometimes less—and rewards you with Medals.

These fights are truly the Arena's main draw, as the other mini-games can be played elsewhere, and their Mirage versions don't offer the same rewards (here, their primary rewards are Medals). While they can provide a good break from the action, you'll only want to play anything else if you're hoping for Medals or Arena Levels (which we'll discuss soon); otherwise, it's all about the Arena Mode.

Getting back to that, some of the foes you fight within the Arena are unique—yet another reason to start duking it out. There's a grand total of thirteen fights to be had, and here's the criteria for unlocking each (excluding the tickets you may purchase from the Arena Moogles, which override these):

Battlefield	Unlocking Requirement
<b>Day of Reckoning</b>	None (All)
<b>Weaver Fever</b>	Finish Enchanted Dominion (Terra), Finish Terra's Game (Ventus, Aqua)

<b>Wheels of Misfortune</b>	Finish Aqua's Game (Terra, Ventus), Finish Castle of Dreams (Aqua)
<b>Sinister Sentinel</b>	Arena Level 3 (All)
<b>Dead Ringer</b>	Arena Level 5 (All)
<b>Combined Threat</b>	Arena Level 7 (All)
<b>Risky Riches</b>	Arena Level 8 (All)
<b>Harsh Punishment</b>	Arena Level 10 (All)
<b>A Time to Chill</b>	Arena Level 13 <i>and</i> Finish Aqua's Game (Terra, Ventus), Arena Level 13 <i>and</i> Finish Olympus Coliseum (Aqua)
<b>Treasure Tussle</b>	Arena Level 15 (All)
<b>Copycat Crisis</b>	Arena Level 17 (All)
<b>Keepers of the Arena</b>	Arena Level 20 (All)
<b>Villains' Vendetta</b>	Arena Level 30

As many of these battles are incredibly trying, you'll want to master the art of dodging (with non-elemental Action Commands), and using attacks which offer brief invincibility (e.g., Thunder Surge). If any foes with specific elemental affinities are beating you down, make sure you have the counteracting screen, and if you're *still* struggling, re-play earlier battles to level up a bit.

You may assume that Arena Mode is the only one you'll have to use if you'd like to increase your Arena Level, but Mirage isn't that simple. Boosting it to the maximum will require dabbling in the aforementioned mini-games, and they *must* be the Arena's versions. Here's the criteria for leveling up:

Mini-Game	Requirements	Reward
<b>Arena (Battle)</b>	Win the First Twelve Matches	Six (6) Levels
<b>Command Board</b>	Win on All Seven Boards	Seven (7) Levels
<b>Rumble Racing: Country Chase</b>	Beat the Course in Under 2:30, 5 Laps	One (1) Level
<b>Rumble Racing: Disney Drive</b>	Beat the Course in Under 5:00, 5 Laps	One (1) Level

<b>Rumble Racing: Grand Spree</b>	Beat the Course in Under 5:00, 5 Laps	One (1) Level
<b>Rumble Racing: Castle Circuit</b>	Beat the Course in Under 5:30, 5 Laps	One (1) Level
<b>Whole Arena (Any Game/s)</b>	Collect 300 Medal	One (1) Level
	Collect 1,000 Medals	One (1) Level
	Collect 3,333 Medals	One (1) Level
	Collect 5,555 Medals	One (1) Level
	Collect 9,999 Medals	One (1) Level

As a result, you'll have lots of Medals to spend. Thankfully, the game remembers how many you've accumulated whether you spend them or not, so there's no reason to hold 'em back!

Naturally, a completionist would want to know which items can't be purchased elsewhere. Tailored to your needs, this list has them all (organized by their Arena Level first, and alpha second):

Item	Requirements	Price (Medals)
<b>Group Cure</b>	None	180
<b>Fireworks</b>	5	400
<b>Flame Salvo</b>	5, Aqua	900
<b>Group Cura</b>	5	360
<b>Group Esuna</b>	5	360
<b>Vanish</b>	5	750
<b>Voltage Stack</b>	5	400
<b>Group Curaga</b>	10	500
<b>Unison Rush</b>	10	3,000

<b>Bio Barrage</b>	15	400
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When it comes to earning the Medals themselves, you have all of the aforementioned options available to you: Arena fights, the Mirage versions of mini-games, and so on. You can increase your battlefield earnings by taking out foes quickly, *and* by utilizing certain restorative Friendship abilities (e.g., Group Cura). Place one in your active Command Deck, and use it during battle. When you've beaten the boss, the Summary screen will appear, and you'll receive points for Damage, Friendship, and Style. Already, you may have guessed that the Friendship curative abilities increase your Friendship rating, and if you did, you're absolutely right!

Since you can level up your abilities (and yourself) in the Arena, you'll want to habitually replace maxed-out Commands with underleveled ones (unless you need the former to win a battle). You should repeat the Risky Riches battle to inflate your Munny count, too. Through these practices, you'll be able to strengthen your character with: higher levels, bonuses gained from Melding with Crystals, and items purchased with all the Medals and Munny you'll get. Have fun!

«	<b>Rumble Racing</b>	<b>Hercules's Training</b>	<b>Mirage Arena</b>	<b>Enemy Bestiary</b>	»
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If you're looking to complete your Trinity Report, and your Unversed section is lacking, this listing should help. Unless a regular Unversed is really hard to miss, you'll find at least one of its dwellings listed below. As an aside, the majority of Unversed can be found and fought in the Mirage Arena, and there are certain bosses which *only* appear there (e.g., Iron Prisoner I-IV), giving you reason to conquer it. There are only two exceptions: the Blobmob and Glidewinders, which are found in Deep Space (the former in the Launch Deck, the latter on the Ship Exterior).

As for the non-Unversed, the majority of them are encountered during normal story progression. However, the Vanitas Remnant and Unknown are unique. They're classified under the Character Files/Main Characters section of your Report. To unlock the bout with the Vanitas Remnant in the Badlands, complete the Final Episode first; after that, load any character's pre-Final Episode save, and visit the Land of Departure to fight the Unknown. You can read more about them in the Special Battle section, too.

Unversed	
Name	Location
<b>Archraven</b>	Radiant Garden
<b>Axe Flapper</b>	Olympus Coliseum
<b>Blaster</b>	Deep Space
<b>Blobmob</b>	Deep Space
<b>Blue Sea Salt</b>	Most Areas
<b>Bruiser</b>	Most Areas
<b>Buckle Bruiser</b>	Several Areas



<b>Chrono Twister</b>	Radiant Garden
<b>Flood</b>	Every Area
<b>Glidewinder</b>	Deep Space
<b>Hareraiser</b>	Castle of Dreams
<b>Jellyshade</b>	Deep Space
<b>Mandrake</b>	Radiant Garden
<b>Monotrucker</b>	Dwarf Woodlands
<b>Prize Pod</b>	Most Areas
<b>Red Hot Chili</b>	Enchanted Dominion
<b>Scrapper</b>	Most Areas
<b>Shoegazer</b>	Castle of Dreams
<b>Sonic Blaster</b>	Deep Space
<b>Spiderchest</b>	Several Areas
<b>Tank Toppler</b>	Radiant Garden
<b>Thornbite</b>	Castle of Dreams
<b>Triple Wrecker</b>	Never Land
<b>Vile Phial</b>	Deep Space
<b>Wild Bruiser</b>	Never Land

«	<b>Commands</b>	<b>Command Melding</b>	<b>Ability / Crystal Melding</b>	»
	<b>Terra's Commands</b>	<b>Ventus' Commands</b>	<b>Aqua's Commands</b>	<b>Universal Commands</b>

As Birth By Sleep's internal Command Deck lists are organized according to the strength and availability of their "cards," you'll find our own checklist arranged similarly. When it comes to physical abilities, they're usually ranked from easiest (earliest) to obtain and ending in the hardest. Magic is the same, but if you've never played a Final Fantasy (or previous Kingdom Hearts) title before, its terminology may seem foreign. To help you understand, here's how the naming conventions work: low-level magic is named with a single, self-explanatory word (e.g., Blizzard); mid-tier spells work -ra into the end of the name (e.g., Blizzara); higher level magics place -ga on the end instead (e.g., Blizzaga).

Beyond that, all of the Commands listed below are divided by who can equip what, so you won't chase an ability your character will never find.

Though you can eventually Meld almost every ability into existence, many can be found (in Treasure Chests) or earned first, and they're labeled accordingly. If you missed something, revisit its section in the respective character's guide, and you'll know where to go. Earned items, on the other hand, will usually be rewarded during or after normal stage progression. As for those which can only be created through Melding, be sure to raise their "ingredient" Commands to their maximum level first—they won't Meld otherwise.

As for buy-able items, they can be purchased before or instead of finding/melding the ability. If you're after 100% completion, you won't want to acquire them this way, but someone with deep pockets on Proud or Critical Mode may! Alternatively, you may Meld some of the Commands listed as Found/Earned instead of finding them (e.g., Fira); before you perform *any* Melding, visit the appropriate section of this guide. You won't want to neglect your Crystals while creating new Abilities!

Lastly, there's one kind of Command which must be categorized differently: Finish Commands. Their growth is expressed through a skill tree, and to extend each branch, you must have its latest Finisher equipped before proceeding. For example, if you want to unlock Twisted Hours for Terra, you must have either Gold Rush *or* Rising Rock 1 equipped *before* taking the requisite 7,000 steps.

Now that you know what you're getting into, have fun collecting Commands!

## Terra's Commands

### Battle Commands (Physical)

Name	Found/Earned/Melded	Buyable Before?
<b>Meteor Crash</b>	Melded	No
<b>Dark Haze</b>	Found (Never Land)	No
<b>Chaos Blade</b>	Melded	No
<b>Zantetsuken</b>	Melded	Yes
<b>Ars Solum</b>	Found (Never Land)	No

<b>Brutal Blast</b>	Found (Deep Space)	No
<b>Windcutter</b>	Found (Keyblade Graveyard)	No
<b>Limit Storm</b>	Earned (60 Stickers)	No
<b>Geo Impact</b>	Found (Never Land)	No
<b>Sacrifice</b>	Command Board (Hunny Pot)	No

#### Battle Commands (Magical)

Name	Found/Earned/Melded	Buyable Before?
<b>Dark Firaga</b>	Melded	No
<b>Warp</b>	Found (Deep Space)	No
<b>Quake</b>	Melded	No
<b>Meteor</b>	Melded	No

#### Action Commands (e.g., Jump)

Name	Found/Earned/Melded	Buyable Before?
<b>Sonic Impact</b>	Earned (Olympus Coliseum)	No
<b>Slide</b>	N/A	N/A
<b>Block</b>	N/A	N/A
<b>Renewal Block</b>	Melded	No
<b>Charge Block</b>	Command Board (Royal)	No
<b>Stun Block</b>	Melded	Yes

<b>Poison Block</b>	Melded	No
<b>Counter Hammer</b>	Earned (Castle of Dreams)	No
<b>Payback Fang</b>	Found (Disney Town)	No

#### Shotlock Commands

<b>Name</b>	<b>Found/Earned/Melded</b>	<b>Buyable Before?</b>
<b>Dark Volley</b>	Earned (Radiant Garden)	No
<b>Sonic Shadow</b>	N/A	N/A
<b>Ultima Cannon</b>	Earned (Mirage Arena: Keepers of the Arena)	No

#### Finish Commands

<b>Name</b>	<b>Pre-Requisites</b>	<b>Requirements</b>
<b>Finish</b>	N/A (Default Finisher)	N/A
<b>Heat Slash 1</b>	Finish	Use Command Style: Firestorm Eight Times
<b>Rising Rock 1</b>	Finish	Collect 2,000 CP
<b>Gold Rush</b>	Finish	Collect 1,000 Munny
<b>Ramuh's Judgment</b>	Rising Rock 1	Use Command Style: Thunder Bolt Twelve Times
<b>Rising Rock 2</b>	Rising Rock 1	Collect 4,200 CP
<b>Twisted Hours</b>	Gold Rush, Rising Rock 1	Take 7,000 Steps
<b>Surprise! 1</b>	Gold Rush	Collect 1,400 Munny
<b>Dark Star 1</b>	Rising Rock 2	Defeat 420 Unversed

<b>Heal Strike</b>	Rising Rock 2	Equip Once More/Second Chance, and Endure Five Near-Deaths
<b>Random End</b>	Twisted Hours	Take 8,000 Steps
<b>Surprise! 2</b>	Surprise 1, Twisted Hours	Collect 5,200 Munny
<b>Dark Star 2</b>	Dark Star 1	Defeat 550 Unversed
<b>Explosion</b>	Dark Star 1	Collect 6,400 CP
<b>Demolition</b>	Dark Star 2	Collect 10,000 CP

«	<b>Commands</b>	<a href="#">Command Melding</a>	<a href="#">Ability / Crystal Melding</a>	»
<a href="#">Terra's Commands</a>	<b>Ventus' Commands</b>	<a href="#">Aqua's Commands</a>	<a href="#">Universal Commands</a>	

## Ventus's Commands

### Battle Commands (Physical)

Name	Found/Earned/Melded	Buyable Before?
<b>Treasure Raid</b>	Found (Never Land)	No
<b>Spark Raid</b>	Melded	No
<b>Wind Raid</b>	Found (Keyblade Graveyard)	No
<b>Ars Arcanum</b>	Melded	No
<b>Time Splicer</b>	Melded	No
<b>Tornado Strike</b>	Found (Enchanted Dominion)	No
<b>Salvation</b>	Earned (100 Stickers)	No



<b>Battle Commands (Magical)</b>		
<b>Name</b>	<b>Found/Earned/Melded</b>	<b>Buyable Before?</b>
<b>Faith</b>	Melded	No
<b>Tornado</b>	Melded	No
<b>Action Commands (e.g., Jump)</b>		
<b>Name</b>	<b>Found/Earned/Melded</b>	<b>Buyable Before?</b>
<b>Dodge Roll</b>	N/A	N/A
<b>Thunder Roll</b>	Melded	No
<b>Reversal</b>	Earned (Radiant Garden)	No
<b>Glide</b>	Earned (Never Land)	No
<b>Super Glide</b>	Found (Disney Town)	No
<b>Fire Glide</b>	Melded	No
<b>Homing Slide</b>	Melded	No
<b>Block</b>	N/A	N/A
<b>Renewal Block</b>	Melded	No
<b>Charge Block</b>	Command Board (Royal)	No
<b>Stun Block</b>	Melded	Yes
<b>Poison Block</b>	Melded	No
<b>Counter Rush</b>	Found (Radiant Garden)	No

<b>Reversal Slash</b>	Found (Disney Town)	No
<b>Payback Raid</b>	Found (Dwarf Woodlands)	No

#### Shotlock Commands

Name	Found/Earned/Melded	Buyable Before?
<b>Pulse Bomb</b>	Found (Deep Space)	No
<b>Multivortex</b>	Earned (Mirage Arena: Keepers of the Arena)	No

#### Finish Commands

Name	Pre-Requisites	Requirements
<b>Finish</b>	N/A (Default Finisher)	N/A
<b>Heat Slash 1</b>	Finish	Use Command Style: Firestorm Eight Times
<b>Air Flair 1</b>	Finish	Collect 2,000 CP
<b>Gold Rush</b>	Finish	Collect 1,000 Munny
<b>Ramuh's Judgment</b>	Air Flair 1	Use Command Style: Thunder Bolt Twelve Times
<b>Air Flair 2</b>	Air Flair 1	Collect 4,000 CP
<b>Twisted Hours</b>	Air Flair 1, Gold Rush	Take 7,000 Steps
<b>Surprise! 1</b>	Gold Rush	Collect 1,400 Munny
<b>Air Flair 3</b>	Air Flair 2	Take 4,500 Steps
<b>Heal Strike</b>	Air Flair 2	Equip Once More/Second Chance, Endure Five Near-Deaths
<b>Surprise! 2</b>	Surprise 1, Twisted Hours	Collect 5,200 Munny

<b>Air Flair 4</b>	Air Flair 3	Take 7,000 Steps
<b>Explosion</b>	Air Flair 3	Collect 6,400 CP
<b>Celebration</b>	Surprise! 2	Collect 7,000 Munny
<b>Stratosphere</b>	Air Flair 4	Defeat 800 Unversed

«	<b>Commands</b>	<a href="#">Command Melding</a>	<a href="#">Ability / Crystal Melding</a>	»
<a href="#">Terra's Commands</a>	<a href="#">Ventus' Commands</a>	<a href="#">Aqua's Commands</a>	<a href="#">Universal Commands</a>	

## Aqua's Commands

### Battle Commands (Physical)

Name	Found/Earned/Melded	Buyable Before?
<b>Magic Hour</b>	Melded	No
<b>Barrier Surge</b>	Found (Castle of Dreams)	No
<b>Time Splicer</b>	Found (Never Land)	No
<b>Wishing Edge</b>	Command Board (Royal)	No

### Battle Commands (Magical)

Name	Found/Earned/Melded	Buyable Before?
<b>Triple Firaga</b>	Melded	No
<b>Triple Blizzaga</b>	Melded	No
<b>Thundaga Shot</b>	Melded	No
<b>Seeker Mine</b>	Melded	No

<b>Munny Magnet</b>	Melded	No
<b>Energy Magnet</b>	Melded	No
<b>D-Link Magnet</b>	Melded	No
<b>Glacier</b>	Melded	No
<b>Ice Barrage</b>	Found (Enchanted Dominion)	No
<b>Firaga Burst</b>	Found (Never Land)	No
<b>Raging Storm</b>	Melded	No

#### Action Commands (e.g., Jump)

<b>Name</b>	<b>Found/Earned/Melded</b>	<b>Buyable Before?</b>
<b>Cartwheel</b>	N/A	N/A
<b>Firewheel</b>	Melded	No
<b>Homing Slide</b>	Melded	No
<b>Teleport</b>	Found (Deep Space)	No
<b>Doubleflight</b>	Earned (Never Land)	No
<b>Barrier</b>	N/A	N/A
<b>Renewal Barrier</b>	Melded	No
<b>Charge Barrier</b>	Command Board (Royal)	No
<b>Confuse Barrier</b>	Melded	Yes
<b>Stop Barrier</b>	Melded	No

<b>Counter Blast</b>	Found (Radiant Garden)	No
<b>Payback Surge</b>	Found (Dwarf Woodlands)	No

#### Shotlock Commands

Name	Found/Earned/Melded	Buyable Before?
<b>Bubble Blaster</b>	N/A	N/A
<b>Prism Rain</b>	Found (Deep Space)	No
<b>Lightbloom</b>	Earned (Mirage Arena: Keepers of the Arena)	No

#### Finish Commands

Name	Pre-Requisites	Requirements
<b>Finish</b>	N/A (Default Finisher)	N/A (Default Finisher)
<b>Heat Slash 1</b>	Finish	Use Command Style: Firestorm Eight Times
<b>Magic Pulse 1</b>	Finish	Collect 2,000 CP
<b>Gold Rush</b>	Finish	Collect 1,000 Munny
<b>Heat Slash 2</b>	Heat Slash 1	Use Command Style: Firestorm Twelve Times
<b>Ramuh's Judgment</b>	Magic Pulse 1	Use Command Style: Thunder Bolt Twelve Times
<b>Magic Pulse 2</b>	Magic Pulse 1	Collect 3,800 CP
<b>Twisted Hours</b>	Gold Rush, Magic Pulse 1	Take 7,000 Steps
<b>Surprise! 1</b>	Gold Rush	Collect 1,400 Munny
<b>Magic Pulse 3</b>	Magic Pulse 2	Defeat 350 Unversed



<b>Heal Strike</b>	Magic Pulse 2	Equip Once More/Second Chance, Endure Five Near-Deaths
<b>Surprise! 2</b>	Surprise 1, Twisted Hours	Collect 5,200 Munny
<b>Magic Pulse 4</b>	Magic Pulse 3	Defeat 500 Unversed
<b>Explosion</b>	Magic Pulse 3	Collect 6,400 CP
<b>Ice Burst</b>	Magic Pulse 3	Use Command Style: Diamond Dust Fifteen Times
<b>Teleport Spike</b>	Magic Pulse 4	Defeat 800 Unversed

«	<b>Commands</b>	<a href="#">Command Melding</a>	<a href="#">Ability / Crystal Melding</a>	»
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<a href="#">Terra's Commands</a>	<a href="#">Ventus' Commands</a>	<a href="#">Aqua's Commands</a>	<a href="#">Universal Commands</a>
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## Universal Commands

### Battle Commands (Physical)

Name	Found/Earned/Melded	Buyable Before?
<b>Quick Blitz</b>	N/A	N/A
<b>Blitz</b>	Various ( <a href="#">Terra</a> : Melded, <a href="#">Ventus</a> : Found (Never Land), <a href="#">Aqua</a> : Found (Deep Space))	No
<b>Sliding Dash</b>	Various ( <a href="#">Terra</a> : N/A, <a href="#">Ventus</a> : Buyable, <a href="#">Aqua</a> : Buyable)	Yes
<b>Fire Dash</b>	Earned (Rumble Racing: Disney Drive)	No
<b>Sonic Blade</b>	Earned (Hercules's Training)	No
<b>Strike Raid</b>	Various ( <a href="#">Terra</a> : Found (Castle of Dreams), <a href="#">Ventus</a> : N/A, <a href="#">Aqua</a> : Found (Radiant Garden))	No
<b>Freeze Raid</b>	Various ( <a href="#">Terra</a> : Ice Cream Beat, <a href="#">Ventus</a> : Found (Radiant Garden),	No

	<u>Aqua</u> : Ice Cream Beat)	
<b>Fire Surge</b>	Various ( <u>Terra</u> : Melded/Buy-able, <u>Ventus</u> : Found (Deep Space), <u>Aqua</u> : Found (Deep Space))	No
<b>Thunder Surge</b>	Various ( <u>Terra</u> : Found (Radiant Garden), <u>Ventus</u> : Melded, <u>Aqua</u> : Melded)	No
<b>Aerial Slam</b>	Found (Disney Town)	No
<b>Poison Edge</b>	Various ( <u>Terra</u> : Found (Dwarf Woodlands), <u>Ventus</u> : Melded, <u>Aqua</u> : Melded)	Yes (Ventus & Aqua)
<b>Blizzard Edge</b>	Command Board (Toon), Melded	Yes
<b>Stun Edge</b>	Various ( <u>Terra</u> : N/A, <u>Ventus</u> : Found (Castle of Dreams), <u>Aqua</u> : Buy-able)	No
<b>Slot Edge</b>	Found (Disney Town)	No
<b>Fire Strike</b>	Found (Olympus Coliseum)	No
<b>Confusion Strike</b>	Various ( <u>Terra</u> : Melded, <u>Ventus</u> : Melded, <u>Aqua</u> : Found (Enchanted Dominion))	Yes (Aqua)
<b>Binding Strike</b>	Various ( <u>Terra</u> : Melded, <u>Ventus</u> : Found (Radiant Garden), <u>Aqua</u> : Melded)	Yes (Terra & Aqua)
<b>Magnet Spiral</b>	Melded	No
<b>Collision Magnet</b>	Various ( <u>Terra</u> : Melded, <u>Ventus</u> : Earned (80 Stickers), <u>Aqua</u> : Melded)	No
<b>Break Time</b>	Found (Disney Town)	No

#### Battle Commands (Magical)

Name	Found/Earned/Melded	Buyable Before?
<b>Fire</b>	Found (Dwarf Woodlands)	No

<b>Fira</b>	Found ( <u>Terra</u> & <u>Ventus</u> : Found (Radiant Garden), <u>Aqua</u> : Found (Disney Town))	No
<b>Firaga</b>	Found (Never Land)	No
<b>Fission Firaga</b>	Various ( <u>Terra</u> : Found (Dwarf Woodlands), <u>Ventus</u> : Melded, <u>Aqua</u> : Found (Dwarf Woodlands))	No
<b>Crawling Fire</b>	Melded	No
<b>Blizzard</b>	Various ( <u>Terra</u> : Found (Enchanted Dominion), <u>Ventus</u> : Found (Castle of Dreams), <u>Aqua</u> : N/A)	No
<b>Blizzara</b>	Melded, Earned (Ice Cream Beat)	Yes
<b>Blizzaga</b>	Melded, Earned (Ice Cream Beat)	Yes
<b>Thunder</b>	Various ( <u>Terra</u> : Found (Castle of Dreams), <u>Ventus</u> : Found (Enchanted Dominion), <u>Aqua</u> : N/A)	No
<b>Thundara</b>	Found ( <u>Terra</u> & <u>Ventus</u> : Deep Space, <u>Aqua</u> : Radiant Garden)	No
<b>Thundaga</b>	Found (Never Land, Indian Totem), Melded	No
<b>Cure</b>	Found ( <u>Terra</u> : Mysterious Tower, <u>Ventus</u> & <u>Aqua</u> : Enchanted Dominion)	Yes
<b>Cura</b>	Various ( <u>Terra</u> : Melded, <u>Ventus</u> & <u>Aqua</u> : Found (Olympus Coliseum))	Yes
<b>Curaga</b>	Melded	Yes
<b>Esuna</b>	Various ( <u>Terra</u> : Found (Radiant Garden), <u>Ventus</u> & <u>Aqua</u> : Buyable)	Yes
<b>Mine Shield</b>	Various ( <u>Terra</u> : Melded, <u>Ventus</u> : Found (Deep Space), <u>Aqua</u> : Found (Never Land))	No
<b>Mine Square</b>	Various ( <u>Terra</u> : Found (Deep Space), <u>Ventus</u> : Melded, <u>Aqua</u> : Found (Radiant Garden))	Yes

<b>Zero Gravity</b>	Found ( <u>Terra</u> : Enchanted Dominion, <u>Ventus</u> : Castle of Dreams, <u>Aqua</u> : Radiant Garden)	No
<b>Zero Gravira</b>	Found ( <u>Terra</u> : Disney Town, <u>Ventus</u> & <u>Aqua</u> : Deep Space)	No
<b>Zero Graviga</b>	Various ( <u>Terra</u> : Found (Never Land), <u>Ventus</u> & <u>Aqua</u> : Melded)	No
<b>Magnet</b>	Various ( <u>Terra</u> : Melded, <u>Ventus</u> : Found (Enchanted Dominion), <u>Aqua</u> : Found (Dwarf Woodlands))	No
<b>Magnera</b>	Earned (Disney Town: Fruitball), Melded	No
<b>Magnega</b>	Various ( <u>Terra</u> : Melded, <u>Ventus</u> & <u>Aqua</u> : Found (Mysterious Tower))	No
<b>Aero</b>	Various ( <u>Terra</u> : Command Board (Keyblade), <u>Ventus</u> : N/A, <u>Aqua</u> : Command Board (Keyblade))	Yes
<b>Aerora</b>	Earned (Rumble Racing: Grand Spree), Melded	No
<b>Aeroga</b>	Various ( <u>Terra</u> : Melded, <u>Ventus</u> : Found (Never Land), <u>Aqua</u> : Found (Keyblade Graveyard))	No
<b>Deep Freeze</b>	Various ( <u>Terra</u> & <u>Ventus</u> : Command Board (Toon), Melded, <u>Aqua</u> : Earned (80 Stickers))	No
<b>Mega Flare</b>	Melded	No
<b>Transcendence</b>	Melded	No
<b>Mini</b>	Various ( <u>Terra</u> : Melded, <u>Ventus</u> : Found (Dwarf Woodlands), <u>Aqua</u> : Command Board (Spaceship), Melded)	No
<b>Blackout</b>	Various ( <u>Terra</u> : Found (Radiant Garden), <u>Ventus</u> & <u>Aqua</u> : Melded)	Yes
<b>Ignite</b>	Various ( <u>Terra</u> & <u>Ventus</u> : Command Board (Spaceship), Melded, <u>Aqua</u> : Earned (20 Stickers))	No
<b>Confuse</b>	Command Board (Keyblade)	Yes

<b>Bind</b>	Various ( <u>Terra</u> & <u>Ventus</u> : Command Board (Royal), <u>Aqua</u> : Found (Land of Departure))	Yes
<b>Poison</b>	Various ( <u>Terra</u> : Buy-able, <u>Ventus</u> & <u>Aqua</u> : Found (Dwarf Woodlands))	Yes
<b>Slow</b>	Found ( <u>Terra</u> : Castle of Dreams, <u>Ventus</u> : Radiant Garden, <u>Aqua</u> : Castle of Dreams)	No
<b>Stop</b>	Various ( <u>Terra</u> : Found (Land of Departure), <u>Ventus</u> : Found (Disney Town), <u>Aqua</u> : Command Board (Royal))	Yes
<b>Stopra</b>	Command Board (Toon), Melded	Yes
<b>Stopga</b>	Melded	Yes
<b>Sleep</b>	Found (Enchanted Dominion)	No

#### Battle Commands (Friendship)

Name	Found/Earned/Melded	Buyable Before?
<b>Group Cure</b>	Earned (180 Medals)	Yes (Mirage Arena)
<b>Group Cura</b>	Earned (360 Medals)	Yes (Mirage Arena)
<b>Group Curaga</b>	Earned (500 Medals)	Yes (Mirage Arena)
<b>Group Esuna</b>	Earned (360 Medals)	Yes (Mirage Arena)
<b>Confetti</b>	Found (Disney Town Mailbox)	Yes (Mirage Arena)
<b>Fireworks</b>	Earned ( <u>Terra</u> : 40 Stickers, <u>Ventus</u> : 60 Stickers, <u>Aqua</u> : 400 Medals)	Yes (Mirage Arena)
<b>Taunt</b>	Earned (100 Medals)	Yes (Mirage Arena)
<b>Victory Pose</b>	Earned (100 Medals)	Yes (Mirage Arena)



<b>Vanish</b>	Earned (750 Medals)	Yes (Mirage Arena)
<b>Trinity Limit</b>	Earned (1,400 Medals)	Yes (Mirage Arena)
<b>Unison Rush</b>	Earned (3,000 Medals)	Yes (Mirage Arena)
<b>Voltage Stack</b>	Earned (1,800 Medals)	Yes (Mirage Arena)

#### Action Commands (e.g., Jump)

Name	Found/Earned/Melded	Buyable Before?
<b>Jump</b>	N/A	N/A
<b>High Jump</b>	Various ( <u>Terra</u> : Found (Deep Space), <u>Ventus</u> : Earned (Badlands), <u>Aqua</u> : Earned (Enchanted Dominion))	No
<b>Air Slide</b>	Earned ( <u>Terra</u> : Dwarf Woodlands, <u>Ventus</u> : Olympus Coliseum, <u>Aqua</u> : Deep Space)	No
<b>Ice Slide</b>	Melded	No

#### Shotlock Commands

Name	Found/Earned/Melded	Buyable Before?
<b>Meteor Shower</b>	Command Board (Royal)	No
<b>Flame Salvo</b>	Various ( <u>Terra</u> : Found (Dwarf Woodlands), <u>Ventus</u> : N/A, <u>Aqua</u> : Earned (900 Medals)	No
<b>Chaos Snake</b>	Earned (Disney Town: Fruitball)	No
<b>Ragnarok</b>	Command Board (Keyblade, Secret)	No
<b>Thunderstorm</b>	Found (Castle of Dreams)	No
<b>Bio Barrage</b>	Earned (2,500 Medals)	No

<b>Photon Charge</b>	Earned (1,600 Medals)	No
<b>Absolute Zero</b>	Found ( <u>Terra</u> : Disney Town, <u>Ventus &amp; Aqua</u> : Enchanted Dominion)	No
<b>Lightning Ray</b>	Command Board (Spaceship, Secret)	No

«	<b>Commands</b>	<b>Command Melding</b>	<b>Ability / Crystal Melding</b>	»
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<b>Battle (Physical)</b>	<b>Battle (Magical)</b>	<b>Action Commands</b>	<b>Shotlock Commands</b>
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Serving as Birth By Sleep's "kitchen," the Meld Commands screen is one you'll likely spend a lot of time with. While there, you'll be able to use your fully leveled Commands to create a lot of new ones (of all sorts), and through using Crystals, you'll unlock many Abilities, too. Sounds nice, doesn't it?

Now that we've whet your appetite, let's get to it. Below, you'll see a Command's title; following that are several more columns. These describe the possible recipes (arranged alphabetically), a number that you can cross-reference with the Crystal graph below (to determine the Ability you'll affix), the name(s) of the character(s) that can put it all together, and a percentage representing the likelihood of creating the desired Command successfully.

If you're intimidated by the graph and percentages, and are wondering if Crystal Melding is truly worthwhile, your concern is understood; still, leveling alone won't significantly increase your HP, hasten your attack speed, nor provide you with a bevy of other delectable benefits. Melding with Crystals is the only way to obtain many Abilities, making it entirely worth the trouble. Additionally, after you've equipped and leveled up whatever Command these Abilities are attached to, they'll be effective permanently—*whether you have the Command on or not!*

In case you're still not sure, let's look at one of the most immediately effective Abilities: **HP Boosts**. You can obtain them from a low level-friendly Meld: **Fire, Fire**, and **Soothing Crystal**. Unconditionally, this will produce a Fira spell with the HP Boost ability. Create and use three of them, cap out their levels, and check out your Ability sub-menu. You'll see that the HP Boost category has already been maxed out! Considering that the only other way to increase your HP is by beating bosses (including those in the Mirage Arena), it's an instantly gratifying reward, and will serve you for the rest of your adventure. Like the HP Boosts, there are numerous other Abilities you should consider necessary, like Leaf Bracer, Once More, and Second Chance. The moment you can create them, *do so!*

As you're surely raring to go, we'll wrap this up with a trio of quick notes: if you need a specific Command, and the likelihood of success is high, always use the recipe with the cheapest, most common ingredients—the quality of the input won't affect the strength of the final product. In fact, the only thing specific ingredients affect are the potential Ability results, and if you're not using a Crystal anyway, that doesn't matter. Take note, though: one thing that *will* alter the outcome of any Melding is the Magic Gem. If you don't care about the affixed Ability (which will be randomized), and want your new Command to be created *at its maximum level*, throw one of those into the mix! Also, if you're inputting a default Action Command (e.g., Jump), you'll need a spare copy of it first; Birth By Sleep won't let you completely remove your character's basic functionality, so they must *a/ways* have the fundamentals equipped.

Well, that should do it. Get to Melding!

<b>Battle Commands (Physical)</b>					
<b>Command Name</b>	<b>1st Ingredient</b>	<b>2nd Ingredient</b>	<b>Characters</b>	<b>Graph</b>	<b>Chance</b>
<b>Blitz</b>	Quick Blitz	Slot Edge	All	15	90%
	Stun Edge	Slot Edge	All	11	90%

	Barrier Surge	Wishing Edge	Aqua	16	90%
<b>Meteor Crash</b>	Blitz	Quake	Terra	14	100%
	Fire Strike	Brutal Blast	Terra	04	100%
<b>Magic Hour</b>	Blitz	Zero Graviga	Aqua	15	90%
	Barrier Surge	Aeroga	Aqua	14	90%
<b>Fire Dash</b>	Confusion Strike	Fire	All	04	100%
	Sliding Dash	Fire	All	04	100%
	Sliding Dash	Fira	All	03	100%
<b>Dark Haze</b>	Fire Dash	Blackout	Terra	01	100%
	Fire Dash	Zero Gravira	Terra	04	100%
	Fire Surge	Zero Gravity	Terra	03	100%
<b>Sonic Blade</b>	Blitz	Air Slide	All	14	90%
	Blitz	Dark Haze	Terra	04	90%
	Fire Dash	Thunder Surge	All	11	90%
<b>Chaos Blade</b>	Dark Haze	Sonic Blade	Terra	02	90%
<b>Zantetsuken</b>	Dark Haze	Stopga	Terra	02	80%
	Sonic Blade	Stopga	Terra	06	80%
<b>Strike Raid</b>	Quick Blitz	Sliding Dash	All	15	100%

<b>Freeze Raid</b>	Blizzard Edge	Binding Strike	All	11	<b>100%</b>
	Strike Raid	Blizzara	All	09	<b>100%</b>
<b>Treasure Raid</b>	Slot Edge	Magnera	Ventus	11	<b>100%</b>
	Slot Edge	Magnet	Ventus	04	<b>100%</b>
	Strike Raid	Slot Edge	Ventus	15	<b>100%</b>
<b>Spark Raid</b>	Dodge Roll	Stun Block	Ventus	12	20%
	Freeze Raid	Magnega	Ventus	10	<b>100%</b>
	Thundaga	Dodge Roll	Ventus	12	20%
	Thunder Surge	Dodge Roll	Ventus	16	20%
	Treasure Raid	Magnega	Ventus	14	<b>100%</b>
<b>Wind Raid</b>	Freeze Raid	Aeroga	Ventus	02	<b>100%</b>
	Treasure Raid	Aeroga	Ventus	06	<b>100%</b>
<b>Fire Surge</b>	Binding Strike	Fira	All	11	<b>100%</b>
	Confusion Strike	Fira	All	15	<b>100%</b>
	Fire Dash	Ignite	All	04	<b>100%</b>
	Fire Strike	Fira	All	01	<b>100%</b>
<b>Barrier Surge</b>	Fire Dash	Barrier	Aqua	04	<b>100%</b>
	Stun Edge	Barrier	Aqua	11	<b>100%</b>

<b>Thunder Surge</b>	Confusion Strike	Thundara	All	09	95%
	Fire Dash	Thundara	All	04	<b>100%</b>
	Freeze Raid	Thundara	All	07	<b>100%</b>
	Stun Edge	Thundara	All	09	<b>100%</b>
<b>Aerial Slam</b>	Fire Dash	High Jump	All	01	<b>100%</b>
	Fire Strike	Aerora	All	03	90%
	Fire Surge	Aero	All	04	<b>100%</b>
<b>Ars Solum</b>	Confusion Strike	Thundara	Terra	09	5%
	Dark Haze	Sonic Blade	Terra	02	20%
	Dark Haze	Stopga	Terra	02	20%
	Sliding Dash	Thunder	Terra	11	5%
	Sonic Blade	Stopga	Terra	06	20%
	Strike Raid	Thundara	Terra	11	5%
	Strike Raid	Thunder	Terra	12	5%
<b>Ars Arcanum</b>	Blitz	Aerial Slam	Ventus	06	<b>100%</b>
	Blizzard Edge	Cura	Ventus	07	5%
	Fire Strike	Aerora	Ventus	03	10%
	Poison Edge	Cura	Ventus	16	5%

	Quick Blitz	Blizzara	Ventus	08	5%
	Quick Blitz	Blizzard	Ventus	07	5%
	Quick Blitz	Slot Edge	Ventus	15	10%
	Sliding Dash	Blizzara	Ventus	07	5%
	Sliding Dash	Blizzard	Ventus	05	5%
<b>Time Splicer</b>	Aerial Slam	Stopga	Ventus, Aqua	06	100%
	Barrier Surge	Wishing Edge	Aqua	16	10%
	Stopga	Barrier	Aqua	03	20%
	Stun Edge	Slot Edge	Ventus, Aqua	11	10%
<b>Poison Edge</b>	Quick Blitz	Poison	All	15	95%
	Sliding Dash	Poison	All	11	95%
	Strike Raid	Poison	All	04	95%
<b>Wishing Edge</b>	Barrier Surge	Stun Edge	Aqua	11	100%
	Strike Raid	Barrier Surge	Aqua	15	100%
	Stun Edge	Binding Strike	Aqua	10	100%
<b>Blizzard Edge</b>	Quick Blitz	Blizzara	All	08	95%
	Quick Blitz	Blizzard	All	07	95%
	Sliding Dash	Blizzara	All	07	95%



	Sliding Dash	Blizzard	All	05	95%
<b>Stun Edge</b>	Sliding Dash	Thunder	All	11	95%
	Strike Raid	Thundara	All	11	95%
	Strike Raid	Thunder	All	12	95%
<b>Slot Edge</b>	Wishing Edge	Cure	Aqua	15	100%
	Poison Edge	Cura	All	16	95%
	Blizzard Edge	Cura	All	07	95%
	Curaga	Renewal Block	Terra, Ventus	14	90%
	Curaga	Focus Block	Terra, Ventus	16	90%
	Curaga	Renewal Barrier	Aqua	14	90%
	Curaga	Focus Barrier	Aqua	16	90%
<b>Fire Strike</b>	Poison Edge	Fira	All	04	100%
	Wishing Edge	Ignite	Aqua	01	100%
	Stun Edge	Fire	All	11	100%
<b>Confusion Strike</b>	Quick Blitz	Confuse	All	15	100%
	Sliding Dash	Zero Gravity	All	11	100%
	Strike Raid	Confuse	All	07	100%
<b>Binding Strike</b>	Quick Blitz	Bind	All	11	100%

	Strike Raid	Bind	All	15	100%
	Stun Edge	Zero Gravity	All	09	100%
<b>Brutal Blast</b>	Stun Edge	Mine Shield	Terra	15	70%
	Binding Strike	Mine Square	Terra	12	70%
<b>Tornado Strike</b>	Confusion Strike	Aeroga	Ventus	07	100%
	Binding Strike	Aeroga	Ventus	06	100%
<b>Magnet Spiral</b>	Binding Strike	Collision Magnet	All	11	100%
	Binding Strike	Magnega	All	10	100%
	Quick Blitz	Magnera	All	11	20%
	Stun Edge	Magnera	All	12	20%
	Zero Gravira	Magnet	All	09	20%
<b>Windcutter</b>	Binding Strike	Aeroga	Terra	06	100%
	Confusion Strike	Aeroga	Terra	07	100%
<b>Limit Storm</b>	Brutal Blast	Binding Strike	Terra	04	100%
	Brutal Blast	Confusion Strike	Terra	07	100%
<b>Salvation</b>	Wind Raid	Curaga	Ventus	14	100%
<b>Collision Magnet</b>	Quick Blitz	Magnera	All	11	80%
	Stun Edge	Magnera	All	12	80%

	Zero Gravira	Magnet	All	09	80%
<b>Geo Impact</b>	Brutal Blast	Brutal Blast	Terra	14	70%
<b>Sacrifice</b>	Dark Haze	Warp	Terra	02	<b>100%</b>
	Poison Edge	Warp	Terra	04	<b>100%</b>
<b>Break Time</b>	Curaga	Focus Barrier	Aqua	16	10%
	Curaga	Focus Block	Terra, Ventus	16	10%
	Curaga	Renewal Barrier	Aqua	14	10%
	Curaga	Renewal Block	Terra, Ventus	14	10%

«	Commands	Command Melding	Ability / Crystal Melding	»
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Battle (Physical)	Battle (Magical)	Action Commands	Shotlock Commands
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Battle Commands (Magical)					
Command Name	1st Ingredient	2nd Ingredient	Characters	Graph	Chance
<b>Fira</b>	Fire	Fire	All	01	<b>100%</b>
	Fire	Ignite	All	03	<b>100%</b>
	Fire Dash	Fire	All	04	<b>100%</b>
	Fire Strike	Fire	All	04	<b>100%</b>
<b>Firaga</b>	Fira	Fira	All	02	90%
	Fire	Fira	All	01	90%
	Fire Dash	Fira	All	04	90%

<b>Dark Firaga</b>	Dark Haze	Firaga	Terra	04	100%
	Firaga	Blackout	Terra	02	100%
<b>Fission Firaga</b>	Fira	Aeroga	All	01	80%
	Firaga	Aeroga	All	02	80%
	Firaga	Aerora	All	01	80%
<b>Triple Firaga</b>	Blitz	Firaga	Aqua	04	90%
	Fira	Firaga	Aqua	01	95%
	Firaga	Firaga	Aqua	02	90%
<b>Crawling Fire</b>	Firaga	Slow	All	01	80%
	Firaga	Stopga	All	02	80%
	Firaga	Stopra	All	04	80%
<b>Blizzara</b>	Blizzard	Aero	All	08	100%
	Blizzard	Blizzard	All	05	100%
	Blizzard Edge	Blizzard	All	07	100%
	Strike Raid	Blizzard	All	07	100%
<b>Blizzaga</b>	Blizzara	Blizzara	All	06	100%
	Blizzard	Blizzara	All	05	100%
	Blizzard Edge	Blizzara	All	07	100%

<b>Triple Blizzaga</b>	Blitz	Blizzaga	Aqua	07	<b>100%</b>
	Blizzaga	Blizzaga	Aqua	06	<b>100%</b>
	Blizzaga	Blizzaga	Aqua	05	<b>100%</b>
<b>Thundara</b>	Stun Edge	Thunder	All	11	<b>100%</b>
	Thunder	Thunder	All	09	<b>100%</b>
	Zero Gravity	Magnet	All	12	<b>100%</b>
<b>Thundaga</b>	Binding Strike	Thundara	All	11	90%
	Thundara	Thundara	All	10	90%
	Thunder	Thundara	All	09	90%
<b>Thundaga Shot</b>	Firaga	Thundaga	Aqua	01	85%
	Freeze Raid	Thundaga	Aqua	05	85%
	Strike Raid	Thundaga	Aqua	09	85%
<b>Cura</b>	Cure	Aero	All	15	<b>100%</b>
	Cure	Cure	All	13	<b>100%</b>
	Thunder	Cure	All	09	<b>100%</b>
<b>Curaga</b>	Cura	Cura	All	14	<b>100%</b>
	Cure	Cura	All	13	<b>100%</b>
<b>Mine Shield</b>	Fira	Block	Terra, Ventus	03	<b>100%</b>

	Fira	Zero Gravity	All	01	100%
	Ignite	Stop	All	04	100%
	Stopra	Block	Terra, Ventus	13	100%
<b>Mine Square</b>	Aerora	Ignite	All	04	100%
	Fira	Barrier	Aqua	03	100%
	Fira	Stop	All	01	100%
	Stopra	Barrier	Aqua	13	100%
<b>Seeker Mine</b>	Mine Shield	Magnega	Aqua	03	100%
	Mine Shield	Mine Square	Aqua	02	100%
	Mine Square	Magnega	Aqua	04	100%
<b>Zero Gravira</b>	Thunder	Zero Gravity	All	09	90%
	Zero Gravity	Zero Gravity	All	13	90%
	Magnet	Aero	All	16	90%
<b>Zero Graviga</b>	Thundara	Zero Gravira	All	09	80%
	Zero Gravira	Zero Gravira	All	14	80%
	Zero Gravity	Zero Gravira	All	13	80%
<b>Magnera</b>	Stun Edge	Magnet	All	11	100%
	Thunder	Magnet	All	09	100%



	Magnet	Magnet	All	13	100%
<b>Magnega</b>	Magnera	Magnera	All	10	100%
	Magnet	Magnera	All	09	100%
<b>Munny Magnet</b>	Thundara	Magnera	Aqua	09	100%
	Wishing Edge	Magnera	Aqua	11	100%
<b>Energy Magnet</b>	Cura	Magnera	Aqua	14	100%
	Cure	Magnera	Aqua	13	100%
<b>D-Link Magnet</b>	Magnera	Stopra	Aqua	09	100%
	Zero Gravira	Magnera	Aqua	12	100%
<b>Aerora</b>	Aero	Aero	All	05	95%
	Thunder	Aero	All	09	95%
	Quick Blitz	Aero	All	07	95%
<b>Aeroga</b>	Aero	Aerora	All	13	90%
	Aerora	Aerora	All	14	90%
	Quick Blitz	Aerora	All	15	90%
<b>Warp</b>	Thundara	Zero Gravira	Terra	09	20%
	Zero Gravity	Zero Gravira	Terra	13	20%
	Zero Gravira	Zero Gravira	Terra	14	20%

	Thunder	Zero Gravity	Terra	09	10%
	Magnet	Aero	Terra	16	10%
	Zero Gravity	Zero Gravity	Terra	13	10%
<b>Faith</b>	Wind Raid	Break Time	Ventus	14	100%
<b>Deep Freeze</b>	Binding Strike	Blizzaga	All	08	100%
	Blizzaga	Triple Blizzaga	Aqua	06	100%
	Freeze Raid	Blizzaga	All	07	100%
<b>Glacier</b>	Blizzaga	Deep Freeze	Aqua	05	100%
	Triple Blizzaga	Deep Freeze	Aqua	06	100%
<b>Ice Barrage</b>	Blizzaga	Mine Shield	Aqua	06	100%
	Blizzaga	Mine Square	Aqua	08	100%
<b>Firaga Burst</b>	Fira	Aeroga	Aqua	01	20%
	Firaga	Aeroga	Aqua	02	20%
	Firaga	Aerora	Aqua	01	20%
	Firaga	Slow	Aqua	01	20%
	Firaga	Stopga	Aqua	02	20%
	Firaga	Stopra	Aqua	04	20%
<b>Raging Storm</b>	Blitz	Firaga	Aqua	04	10%

	Fira	Fira	Aqua	02	10%
	Fira	Firaga	Aqua	01	10%
	Firaga	Firaga	Aqua	02	10%
	Fire	Fira	Aqua	01	10%
	Fire Dash	Fira	Aqua	04	10%
	Fire Surge	Cartwheel	Aqua	03	10%
	Fission Firaga	Firaga Burst	Aqua	02	100%
<b>Mega Flare</b>	Fission Firaga	Crawling Fire	All	02	100%
<b>Quake</b>	Binding Strike	Mine Square	Terra	12	30%
	Brutal Blast	Brutal Blast	Terra	14	30%
	Brutal Blast	Magnega	Terra	03	90%
	Brutal Blast	Zero Graviga	Terra	02	90%
	Stun Edge	Mine Shield	Terra	15	30%
<b>Meteor</b>	Brutal Blast	Magnega	Terra	03	10%
	Brutal Blast	Zero Graviga	Terra	02	10%
	Geo Impact	Quake	Terra	02	100%
<b>Tornado</b>	Aero	Aero	Ventus	05	5%
	Aero	Aerora	Ventus	13	10%

	Aerora	Aerora	Ventus	14	10%
	Magnega	Aeroga	Ventus	14	100%
	Quick Blitz	Aero	Ventus	07	5%
	Quick Blitz	Aerora	Ventus	15	10%
	Thunder	Aero	Ventus	09	5%
<b>Transcendence</b>	Magnet Spiral	Zero Graviga	All	10	100%
<b>Mini</b>	Magnega	Bind	All	09	100%
	Magnega	Magnega	All	10	100%
	Magnera	Warp	Terra	14	100%
<b>Blackout</b>	Zero Gravira	Confuse	All	14	100%
	Zero Gravity	Confuse	All	13	100%
	Zero Gravira	Poison	All	16	100%
<b>Ignite</b>	Fira	Bind	All	03	100%
	Fire	Bind	All	01	100%
<b>Stopra</b>	Slow	Slow	All	12	100%
	Slow	Stop	All	11	100%
	Stop	Stop	All	09	100%
<b>Stopga</b>	Stop	Stopra	All	09	100%

	Stopra	Stopra	All	10	100%
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«	Commands	Command Melding	Ability / Crystal Melding	»
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Battle (Physical)	Battle (Magical)	Action Commands	Shotlock Commands
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Action Commands					
Command Name	1st Ingredient	2nd Ingredient	Characters	Graph	Chance
Homing Slide	Magnet	Air Slide	Ventus, Aqua	12	100%
	Sliding Dash	Magnera	Ventus, Aqua	16	100%
	Sliding Dash	Air Slide	Ventus, Aqua	03	100%
Thunder Roll	Stun Block	Dodge Roll	Ventus	12	80%
	Thundaga	Dodge Roll	Ventus	12	80%
	Thunder Surge	Dodge Roll	Ventus	16	80%
Firewheel	Firaga	Cartwheel	Aqua	02	100%
	Fire Surge	Cartwheel	Aqua	03	90%
	Fission Firaga	Cartwheel	Aqua	02	100%
Ice Slide	Blizzaga	Air Slide	All	08	100%
	Blizzard Edge	Air Slide	All	06	100%
Fire Glide	Fire Surge	Glide	Ventus	03	100%
	Firaga	Glide	Ventus	02	100%
Renewal Block	Curaga	Block	Terra, Ventus	16	100%

	Esuna	Block	Terra, Ventus	03	100%
<b>Stun Block</b>	Stun Edge	Block	Terra, Ventus	12	100%
	Thundaga	Block	Terra, Ventus	09	100%
<b>Poison Block</b>	Poison	Block	Terra, Ventus	16	80%
	Poison Edge	Block	Terra, Ventus	08	80%
<b>Renewal Barrier</b>	Curaga	Barrier	Aqua	16	100%
	Esuna	Barrier	Aqua	14	100%
<b>Confuse Barrier</b>	Confuse	Barrier	Aqua	12	100%
	Confusion Strike	Barrier	Aqua	03	100%
<b>Stop Barrier</b>	Stopga	Barrier	Aqua	03	80%
<b>Payback Fang</b>	Sliding Dash	Counter Hammer	Terra	16	100%
<b>Payback Raid</b>	Sliding Dash	Strike Raid	Ventus	16	100%
<b>Payback Surge</b>	Sliding Dash	Fire Surge	Aqua	03	100%
	Sliding Dash	Thunder Surge	Aqua	12	100%



	«	Commands	Command Melding	Ability / Crystal Melding	»	
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	Battle (Physical)	Battle (Magical)	Action Commands	Shotlock Commands	
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Shotlock Commands
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Command Name	1st Ingredient	2nd Ingredient	Characters	Chance
<b>Lightning Ray</b>	Aeroga	Barrier Surge	Aqua	10%
	Binding Strike	Thundara	All	10%
	Blitz	Air Slide	All	10%
	Blitz	Dark Haze	Terra	10%
	Fire Dash	Thunder Surge	All	10%
	Thundara	Thundara	All	10%
	Thunder	Thundara	All	10%
<b>Meteor Shower</b>	Blitz	Zero Graviga	Aqua	10%
	Firaga	Thundaga	Aqua	15%
	Freeze Raid	Thundaga	Aqua	15%
	Strike Raid	Thundaga	Aqua	15%
<b>Bio Barrage</b>	Poison	Block	Terra, Ventus	20%
	Poison Edge	Block	Terra, Ventus	20%
	Quick Blitz	Poison	All	5%

	Sliding Dash	Poison	All	5%
	Strike Raid	Poison	All	5%

«	Commands	Command Melding	Ability / Crystal Melding	»
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	Abilities & Melding Graph	Crystal Locations
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## Abilities (Melding)

As elaborated upon within the prior section, Abilities are an inextricable component of Command Melding. Technically, creating them is optional, but a handful of Abilities (e.g., Once More) should be considered essential, and the completionist will want them all! Due to their summarized nature, the Abilities listed below may come across as terribly vague, so their value isn't immediately apparent. Nonetheless, and much like the -ra and -ga naming conventions, they won't seem so mysterious once you understand their "language."



Ability	Description
<b>Boost</b>	Whenever you see this tacked onto an Ability's name, it means the associated stat will be increased—"boosted," if you will—and these are among the most important Abilities to obtain. Some will increase your maximum stats (e.g., HP Boost), and others will cause the related attacks to deal more damage (e.g., Fire Boost).
<b>Haste</b>	While past Kingdom Hearts releases (and the Ventus D-Link) linked Haste with enhanced movement speed, earlier Square-Enix titles established that Haste improved a character's hit/action rate (enabling them to hit more often, and cast spells with greater frequency). The traditional definition applies here, so each Haste Command permits using the associated maneuver more often.
<b>Plus</b>	Anything with the Plus property will increase the quantity rewarded/allowed by the related event. For example, if you love to use D-Links, acquiring Link Prize Plus will force enemies to drop more refills for you. Likewise, Air Combo Plus would increase your maximum airborne combo string by one more hit.
<b>Screen</b>	Serving as a force-field of sorts, Screens will diminish the damage dealt by the associated element. Therefore, a fully-powered Fire Screen Ability would help you survive a foe that constantly casts Fire spells.

As for the more uniquely-named Abilities, they're defined as follows:

Ability	Description
<b>Defender</b>	If your HP dips below 25% of its total, your defense will be increased.
<b>EXP Chance</b>	Like Defender, this comes into effect whenever your HP is less than 25%, and enhances the EXP rewards from fallen foes.
<b>EXP Walker</b>	This fancy Ability will gift a single Experience Point for every step you take. Get and enable it ASAP!
<b>Leaf Bracer</b>	If you've noticed the scattering of leaves whenever a Cure spell is cast, you understand this Ability's name; it grants your character invincibility while executing Cure-class Commands.
<b>Lucky Strike</b>	Referring to the Luck property from prior Square-Enix releases (whose definition fluctuates), the Lucky Strike makes enemies drop items far more often. Great for collecting Crystals!
<b>Once More</b>	Truly priceless, and always active (unless your HP bar is already drained to one point), Once More promises that you'll survive <i>any</i> combo inflicted upon you. You may be worn down to one Hit Point, but you'll be alive!
<b>Second Chance</b>	Much like Once More, and equally essential, this ensures that your character—so long as they have two or more Hit Points—will survive virtually <i>any attack</i> , giving you an opportunity to run and recover.
<b>Treasure Magnet</b>	Working hand-in-hand with the Prize Plus Abilities, this will draw items inward (as if you were a magnet), easing collection efforts.

Have you got all that? Good! You're ready for the Crystal Melding Graph, which is meant to be cross-referenced with the Melding Recipes above.

Crystal Melding Graph							
#	Abounding	Fleeting	Hungry	Pulsing	Shimmering	Soothing	Wellspring
<b>01</b>	Link Prize Plus	Magic Haste	HP Prize Plus	Leaf Bracer	Fire Boost	HP Boost	Air Combo Plus
<b>02</b>	EXP Chance	Reload Boost	HP Prize Plus	Finish Boost	Fire Boost	Damage Syphon	Once More
<b>03</b>	Link Prize Plus	Attack Haste	HP Prize Plus	Finish Boost	Fire Screen	HP Boost	Combo Plus
<b>04</b>	Link Prize Plus	Attack Haste	HP Prize Plus	Leaf Bracer	Fire Screen	HP Boost	Combo Plus
<b>05</b>	Lucky Strike	Magic Haste	HP Prize Plus	Item Boost	Blizzard Boost	Item Boost	Combo Plus

06	Lucky Strike	Reload Boost	HP Prize Plus	Second Chance	Blizzard Boost	Damage Syphon	Air Combo Plus
07	Luck Boost	Attack Haste	HP Prize Plus	Leaf Bracer	Blizzard Screen	Item Boost	Air Combo Plus
08	EXP Walker	Magic Haste	HP Prize Plus	Combo F Boost	Blizzard Screen	Item Boost	Air Combo Plus
09	Link Prize Plus	Magic Haste	Treasure Magnet	Combo F Boost	Thunder Boost	HP Boost	Air Combo Plus
10	EXP Chance	Reload Boost	Treasure Magnet	Combo F Boost	Thunder Boost	Defender	Once More
11	Link Prize Plus	Attack Haste	Treasure Magnet	Finish Boost	Thunder Screen	HP Boost	Combo Plus
12	Lucky Strike	Attack Haste	Treasure Magnet	Finish Boost	Thunder Screen	HP Boost	Combo Plus
13	Lucky Strike	Magic Haste	Treasure Magnet	Combo F Boost	Cure Boost	Item Boost	Combo Plus
14	Lucky Strike	Reload Boost	Treasure Magnet	Second Chance	Cure Boost	Defender	Combo Plus
15	Lucky Strike	Attack Haste	Treasure Magnet	Finish Boost	Dark Screen	Item Boost	Air Combo Plus
16	EXP Walker	Magic Haste	Treasure Magnet	Combo F Boost	Dark Screen	Item Boost	Air Combo Plus

«	Commands	Command Melding	Ability / Crystal Melding	»
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Abilities & Melding Graph	Crystal Locations
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### Crystal Locations

You've seen a lot of Abilities you'd love to Meld, but you haven't the slightest idea where the associated Crystals are located. Well, worry no more! While these foes may not always drop the Crystals you're after, never give up hope. Also, if you're reading the names and haven't the slightest idea what these creatures are, open up your own Trinity Report. You should be able to find their names there, and with pictures, to boot.

Crystal	Worlds	Unversed
Abounding	Olympus Coliseum	Axe Flapper
	Radiant Garden	Mandrake

<b>Chaos</b>	Radiant Garden	Archraven
<b>Fleeting</b>	Castle of Dreams	Shoegazer
	Deep Space	Sonic Blaster
	Enchanted Dominion	Thornbite
	Radiant Garden	Chrono Twister
<b>Hungry</b>	Castle of Dreams	Hareraiser
	Deep Space	Vile Phial
	Dwarf Woodlands (Ventus)	Monotrucker
	Enchanted Dominion	Bruiser
<b>Pulsing</b>	Enchanted Dominion	Bruiser
	Never Land	Wild Bruiser
	Olympus Coliseum	Buckle Bruiser
	Radiant Garden	Tank Toppler
<b>Shimmering</b>	Deep Space	Blobmob
	Dwarf Woodlands	Spiderchest (Mimic)
	Enchanted Dominion	Red Hot Chili
	Never Land	Yellow Mustard
	Radiant Garden	Blue Sea Salt

<b>Soothing</b>	Castle of Dreams	Flood
	Deep Space	Jellyshade
<b>Wellspring</b>	Enchanted Dominion	Scrapper
	Never Land	Triple Wrecker

	«	<b>Keyblades</b>	<a href="#">Xehanort's Reports</a>	<a href="#">Special Battles</a>	
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Every character can collect a variety of unique Keyblades during their adventures, though the majority can be carried by all three heroes. They all have different stats (with No Name providing the highest Magic and Void Gear offering the greatest Strength, as far as the universal ones go); after you've picked one up, you can see their offerings by bringing up the Pause Menu, selecting Items, and opening the Equip screen.

#### Terra's Keyblades

Keyblade Name	How to Get It
<b>Earthshaker</b>	N/A (Default Keyblade)
<b>Darkgnaw</b>	Earned (Mirage Arena: Dead Ringer)
<b>Ends of the Earth</b>	Earned (Destiny Islands)
<b>Chaos Ripper</b>	Earned (Land of Departure: Eraqus (Battle))

#### Ventus's Keyblades

Keyblade Name	How to Get It
<b>Wayward Wind</b>	N/A (Default Keyblade)
<b>Frolic Flame</b>	Earned (Radiant Garden)
<b>Lost Memory</b>	Earned (Destiny Islands)

Aqua's Keyblades	
Keyblade Name	How to Get It
Rainfell	N/A (Default Keyblade)
Destiny's Embrace	Earned (Radiant Garden)
Stormfall	Earned (Destiny Islands)
Brightcrest	Earned (Final Episode)
Universal Keyblades	
Keyblade Name	How to Get It
Treasure Trove	Earned (Dwarf Woodlands)
Stroke of Midnight	Earned (Castle of Dreams)
Fairy Stars	Earned (Enchanted Dominion)
Victory Line	Earned (Rumble Racing: Castle Circuit)
Mark of a Hero	Earned (Olympus Coliseum)
Hyperdrive	Earned (Deep Space)
Pixie Petal	Earned (Never Land)
Ultima Weapon	Earned (Mirage Arena: Villains' Vendetta)
Sweetstack	Earned (Ice Cream Shop)
Void Gear	Earned (Keyblade Graveyard: Vanitas Remnant)
No Name	Earned (Land of Departure: The Unknown)





«	Keyblades	Xehanort's Reports	Special Battles
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Beyond Xehanort's letter, which Ventus obtains upon leaving the Land of Departure, here's when and where you'll find the rest of Xehanort's literature.

#	Character	How to Get It
1	Ventus	Found (Deep Space: Launch Deck)
2	Terra	Earned (Radiant Garden)
3	Aqua	Found (Radiant Garden: Merlin's House)
4	Aqua	Earned (Mysterious Tower)
5	Terra	Earned (Mirage Arena: Sinister Sentinel)
6	Aqua	Earned (Enchanted Dominion)
7	Aqua	Earned (Keyblade Graveyard)
8	Terra	Earned (Land of Departure: Eraqus Battle)
9	Ventus	Earned (Mysterious Tower)
10	Ventus	Earned (Keyblade Graveyard)
11	Terra	Earned (Keyblade Graveyard)
12	Ventus	Found (Keyblade Graveyard: Seat of War)

	«	Keyblades	Xehanort's Reports	Special Battles	
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After you've played through Terra, Ventus, and Aqua's adventures, *and* you've completed the Final Episode (which is a per-requisite), there's still two bouts to be had. One pits you against the Vanitas Remnant, while the second throws you into a ferocious battle with the Unknown.

Before you tackle either of these battles, it's recommended that you max out your character's HP (through Melding, standard bosses, and Arena wins), level beyond 45 (and as close to 99 as you can), have several Raid and Surge Commands at their maximum level, and harbor a big stash of Potions/Hi-Potions. You'll also need the Once More and Second Chance Abilities. Other Abilities (e.g., Leaf Bracer) are optional, but definitely welcome.

Upon completing the Final Episode, load up any character's individual save, and fly to the Keyblade Graveyard. When you try to enter the world, you should see an option for the Badlands. Select it, and charge over to the crackling purple portal. Before picking the "That's a danger I'm willing to face" option, equip several Raid Commands (e.g., Treasure Raid) and the Twisted Hours Finish, Mine Square, and two to three slots' worth of Potions/Hi-Potions (*do not use Cure spells*, as your opponent will mimic them).

Once you're all geared up and ready to go, you'll enter battle with an exceptionally ruthless version of Vanitas. Unfortunately for him, he wasn't programmed with the smartest artificial intelligence, and you can avoid facing him head-on by dancing around a broad rock. Specifically, Slide/Dodge Roll/Cartwheel your way to one of the thickest rocks the Badlands has to offer, lock onto the Remnant, and try to get on the opposite side.

If you're successful, you'll see him running back and forth on the other side of the rock, but never around it. Since you're not in his line of sight, he won't know what to do. Occasionally, he may realize that you're hiding behind the rock, and when the targeting reticule indicates he's coming toward you, move in the other direction (to keep the rock between you). Usually, this will fool him, and he'll stop trying to circle the rock. If it doesn't work, and he finds you, use Mine Square as a distraction, then Slide/Roll/Cartwheel away until he stops attacking and you're separated again.

By now, you're probably wondering how you damage him, and that's where the Raid Commands come into play. If you don't have the Remnant targeted, and try to throw the Raid attack through the rock, it will be uselessly deflected right back at you. However, when you're locked onto your foe, the Raid will magically pass right through the rock. Twisted Hours will work in the same way (though you probably won't activate it). As long as the Remnant is close enough to the rock face (and it usually is), the thrown Keyblade will whack off a chunk of his health. Wait for a moment after each successful strike, and when you see your targeting reticule moving again, resume using the Raids.

If you're not hitting him, or you can't lock on, he's probably run too far away. When this happens, keep trying to lock on until it works, and watch the reticule. Whenever it dips toward the bottom of the screen, Vanitas is approaching you; if it starts rising instead, he's running away. Rarely, he may aimlessly run beyond your lock-on range and stay far away, and if that happens, you'll have to run out into the open to lure him back. Once he spots you, he'll rush back over, and you can resume dancing 'round the rock.

On the off-chance that Vanitas out-wits you and your fancy footwork, speedily return to hiding, and use a Hi-Potion to recover. It will take a while to defeat him this way, but it is by far the safest and easiest method.

It just wouldn't be Kingdom Hearts if something completely inexplicable didn't happen, and the Unknown's appearance follows tradition. Wearing a black coat, this fearsome foe can use a wide variety of attacks, including what looks to be Final Fantasy's classic Meteor spell. Unlike the Vanitas Remnant, the Unknown was smart, and chose a battlefield where you've nowhere to hide. He'll be waiting for you in the Land of Departure, to be exact, and will wait till you've slain the Remnant to show. Prepare for him by equipping Surge Commands (e.g., Thunder Surge) and Hi-Potions/Mega Potions (unless you've fully leveled your Magic Haste, in which case, healing Commands will do).

The aforementioned will cover your offenses, but you'll need more than Curaga for defense. If you have any non-standard evasive Commands equipped (e.g., Thunder Roll), remove them, and wear the vanilla variety instead (e.g., Dodge Roll). During this fight, you'll spend the vast majority of your time running away, and—unless you're attacking or healing—you should *never* stop Sliding/Rolling/Cartwheeling in a circle—*ever*. Stand around idly, and you run the chance of being hit so hard, your Commands will be knocked right out of you! It's a good thing you can pick them all up afterward...

To elaborate on the Unknown's destructive attacks, we'll start with its short, multi-hit combo (concluded with a thrust), and the much longer variety, which ends in a dual-bladed forward flip. Memorizing the flow of the latter is *absolutely essential*, as the aggressor suffers a delay immediately afterward, affording you time to use Hi-Potions or a Command. If you want a quick glimpse of this combo, its first behind-the-back appearance comes at the video's 0:40 second mark. While you won't be able to see the Unknown's body, you don't need to—this

is the viewpoint you'll usually see the combo performed in. Nonetheless, a clearer reference can be found at 2:20.

Its other offenses include: creating three circling fire pillars, spawning duplicates, casting Meteor, throwing an X-shaped beam your way, tossing a whirlwind in your direction, *and* hurling an energy-based spear toward you. That's quite a lot, isn't it? Oh, and one more thing: occasionally, the Unknown may slip into a short-lived invisibility phase, though if you're fortunate, that will rarely happen. Luckily, the Unknown is unconditionally vulnerable to attack (excluding when it's blocking), but you should refrain from using Commands when it's invisible; since you can't lock on, they may be wasted.

Since the Unknown's life bar vanishes whenever it's invisible, look for its reappearance. The moment it's back, lock onto your foe, and continue Sliding/Rolling/Cartwheeling around. To get some hits in, perform your Surge Commands during the following times:

- A. When it's retracted its spear and is falling to the earth.
- B. After it's finished its lengthiest combo (mentioned above).
- C. Right after it's summoned its duplicates (so you can destroy them, too).
- D. While it's surrounded by fire and is charging at you from the arena's opposite side.
- E. After it's thrown a whirlwind or X-shaped blast toward you.

After a few attempts, you'll become familiar with the core strategy: Surge toward the Unknown whenever it's experiencing a delay, and Slide/Roll/Cartwheel away before it stops blocking and retaliates. If you're whittled down to near death, use a Hi-Potion/Mega-Potion/D-Link (or some form of Cure) after it's performed a combo, or when it's falling from the sky. Those are two of the best times, though you're never completely safe.

Since it's meant to be Birth By Sleep's nastiest bout, the fight against the Unknown may take a while to win. Flex your muscles in the Mirage Arena for a while, or Meld yourself any Abilities you haven't already, then return. Beyond those things, all you'll need is patience and perseverance. Good luck!