DISNEY | SQUARE ENIX

KINGDOM HEARTS
HD II.5 ReMIX

INSTRUCTION MANUAL

EVERYONE 10+

E
10+

ESRB

SQUARE ENIX

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

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

- dizziness
- eye or muscle twitches
- disorientation
- any involuntary movement
- altered vision
- loss of awareness
- seizures
- or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

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

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

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

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

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

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

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GETTING STARTED

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

PlayStation®3 System

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

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

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

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

SAVED DATA FOR PS3™ FORMAT SOFTWARE
Saved data for PS3™ format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

KINGDOM HEARTS

On the night a storm strikes his island home, a boy named Sora is separated from his friends and whisked off to an unfamiliar place. There he meets Donald and Goofy, and learns that dark things are afoot in this world and many others. Together, they set off: Donald and Goofy to locate their missing King, and Sora to find his lost friends.

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

KINGDOM HEARTS Chain of Memories

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

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

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

KINGDOM HEARTS 358/2 Days

A young boy awakes in Twilight Town. His name is Roxas, and he has no memories of his past.

Lead by a man in black, Roxas joins Organization XIII, and soon befriends two other members: Axel and Xion. Every day, after their work is done, they sit high upon the station's clock tower to watch the sun set. However, those days weren't meant to last; he discovers a brutal truth that shatters their friendship forever.

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

STARTING UP

KINGDOM HEARTS HD 2.5 Remix includes three titles on one game disc. Each of the titles can be launched from the Launcher menu once the disc has been booted.

LAUNCHING THE GAME

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

SYSTEM DATA

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

SCREEN OPTIONS

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

LAUNCHER MENU

Selecting a game to launch will take you to the game's title screen.

Launches *KINGDOM HEARTS II FINAL MIX*

Launches *KINGDOM HEARTS Birth by Sleep FINAL MIX*

Launches *KINGDOM HEARTS Re:coded*

CREDITS & EXTRAS

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

CREDITS : View the credits for the game.

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

KINGDOM HEARTS II
Final Mix

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

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

The final battle against the Organization is about to unfold...

INDEX

Sora

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

Donald Duck

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

Roxas

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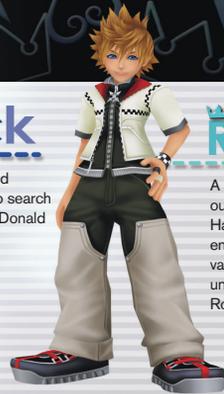
King Mickey

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

Goofy

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

NOBODIES

"Nonexistent beings" between light and dark that are under Organization XIII's control. Another powerful force, separate from the Heartless.

ORGANIZATION XIII

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

HEARTLESS

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

CONTROLS

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

Wireless Controller (DUALSHOCK®3) Configuration

L2 button
L1 button
R2 button
R1 button
△ button
○ button
✕ button
□ button
Directional buttons
L3 button
Left stick
R3 button
Right stick
SELECT button
PS Button
START button
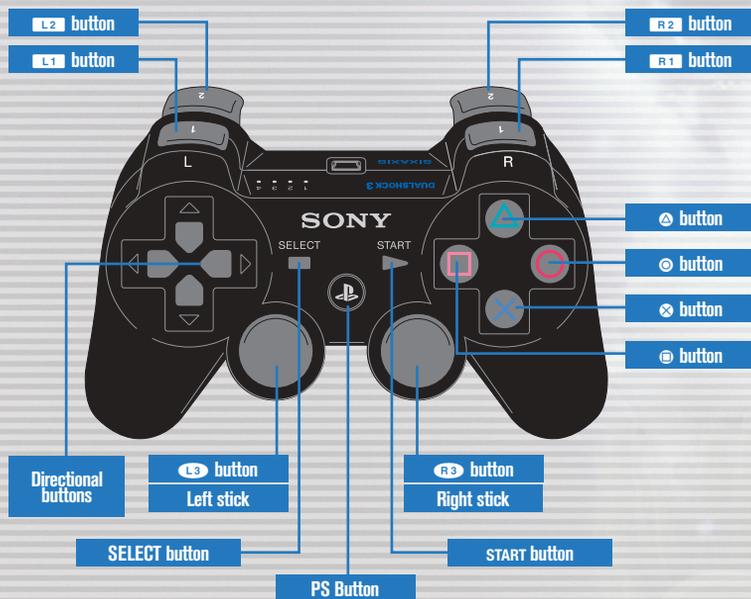
L1 button	Hold down to display magic shortcut menu
L2 button	Hold down to use the right stick to select commands and the R3 button to confirm
R1 button	Engage or disengage target lock
R2 button	Fix camera (with field camera on Auto) / Set camera to Auto (with field camera on Manual)
R3 button	Revert camera to default frontal view
Directional buttons	Move cursor / Move cursor in command menu
Left stick	Move character / Move cursor
Right stick	Move Camera
START button	Display main menu / Pause or confirm mission (during battle) / Pause or skip events (during cutscenes)
SELECT button	Toggle first-person view on and off
○ button	Cancel / Jump / Release grip
△ button	Reaction Commands
□ button	Block or other defensive actions
✕ button	Confirm

GETTING STARTED

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

TITLE SCREEN

The following options are available in the title screen.

NEW GAME
When you select "NEW GAME" from the title screen, you will be asked to choose a difficulty setting from "Game Mode" as well as vibration settings. The "Game Mode" cannot be changed once you have made a selection. The vibration settings can be changed from the Config option in the main menu.

LOAD
Restart playing using save data.

BACK
Return to the Launcher menu.

SAVE / QUIT

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

GAME OVER

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

ADVANCING THE STORY

Move Sora through various maps and battles to progress through the game.

FIELD

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

BATTLE

Use various commands to defeat enemies.

WORLD MAP

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

GAME SCREEN

The game screen contains useful features to guide you on your journey.

GAME SCREEN

Reaction Command
A target icon appears when you can execute an ability in battle, when there's something that may be worth examining, or when there's someone onscreen you can talk to. Press the ⃝ button to perform the command.

Navigational Maps
Maps display your current location.

Party's Gauges
Gauges showing the condition of each party member.

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

Controlled Character Gauge
A gauge showing the condition of the currently active character.

COMMANDS

The following is a list of general commands. Press the left button to cycle command lists.

Attack	Brandish a weapon.
Magic	Use magic.
Items	Use an item.
Drive	Transform for new abilities.
Summon	Call upon powerful friends for help.
Party	Swap out party members.
Limit	Team up with party members to unleash mighty combination attacks.

GAUGES

HP GAUGE
The green gauge displays your Hit Points (HP), or health. Once it falls below a certain point, a warning alarm will sound and the gauge will flash red. Use HP orbs, items, magic, save points, or initiate Drive forms to restore the gauge.

MP GAUGE
The blue gauge shows your Magic Points (MP). These are used to cast magic spells or perform Limits.

DRIVE GAUGE
The orange gauge is the Drive gauge. When it reaches a certain level, you can perform Drives and Summons. Fill the gauge by attacking enemies, collecting Drive orbs, or using items.

NAVIGATIONAL MAPS

The navigational maps you obtain from events and treasure chests will be displayed in the upper right corner of the screen. Use these to check out the terrain, where the active character is facing, and directions to the next section of the map.

To the next map
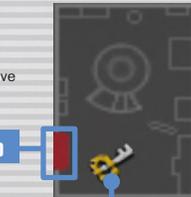
Direction character is moving

TARGETING AND LOCKING ON

When a yellow target appears on an enemy, your character will direct his actions toward that enemy. The target will appear on the enemy closest to your character.

You can also press the R1 button to lock on to a particular enemy and make the camera automatically follow it. To switch targets, hold down the R2 button and use the right stick while locked on. Press the R1 button again to release the lock.

FIELD GUIDE

Sora can perform various actions in the field.

JUMP

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

DOORS

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

OBJECTS IN THE FIELD

Treasure chests and save points are scattered throughout the game.

TREASURE CHESTS

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

SAVE POINTS

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

MENUS

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

Type A   **Type B**

BATTLE GUIDE (1)

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

BATTLE FLOW

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

EXPERIENCE POINTS

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

ORBS

Defeated enemies leave behind more than just experience points—orbs will also appear. There are some items you can only obtain this way. The size of the orb indicates how effective or valuable it is.

Restores HP

Restores MP

Items

Munny

Restores the Drive gauge

BATTLE GUIDE (2)
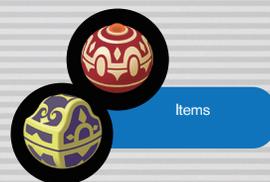
COMBINATION ATTACKS

While attacking, press the ✕ button at the right time to trigger a combo attack. Besides the basic three-hit combo, there are combination attacks that deal even more blows.

DRIVE

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

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

MP CHARGE

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

COMBO!!

ABILITIES

PARTY MEMBERS

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

LIMITS

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

REACTION COMMANDS

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

button   button   button

MAGIC & SUMMONS

Learn new spells by clearing stages or completing certain tasks.

MAGIC SPELLS

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

BASIC MAGIC

There are four basic spells.

Fire	Shoots flames all around you.
Blizzard	Shoots ice crystals in front of you.
Thunder	Lightning strikes within a set area.
Cure	Restores your HP and that of nearby allies.

UPGRADING SPELLS

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

SUMMONS

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

POWER UP!

ABILITIES & EQUIPMENT

Abilities, weapons, armor, and accessories provide you with the strength and protection you need on your journey.

LEARNING ABILITIES

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

EQUIPPING ABILITIES

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

EQUIPMENT

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

ITEMS & ITEM SYNTHESIS

There are various types of items, of which some can be created through item synthesis.

OBTAINING ITEMS

You can obtain all sorts of items by unlocking treasure chests, picking up rewards from defeated enemies, or buying them at shops or from moogles.

EQUIPPING AND USING ITEMS

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

SHOPS

A variety of shops can be found in certain worlds. Speak to a shopkeeper to buy and sell items and equipment. As the game progresses, new shops may open, and existing shops may expand their inventories.

SYNTHESIS

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

WORLD MAP

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

WORLD MAP

Move the Gummi Ship with the left stick and choose a world or Gummi route. You must follow a connecting Gummi route on your first visit to a world. Clear Gummi routes to create pathways from world to world.

Left stick	Steer Gummi Ship
START button	View Jiminy's Journal / Save
R1 button	Lock on
Right stick	Change locked-on target (within a certain radius)
⊚ button	Dash/Warp to locked-on area

SELECTING LANDING POINTS

Once you've visited a world, you can go there directly by pressing the △ button. View the Episode List with the R1 button.

World/Episodes completed

LANDING SITES

EPISODE LIST

L1 button R1 button

Select a landing site

Episode List

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

GUMMI MENU

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

Start

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

Gummi Editor

Build and remodel Gummi Ships.

World Map

Return to the world map.

GUMMI SHIP CONTROLS

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

Left stick	Steer Gummi Ship
⊗ button	Fire / Rapid Fire (held with Full Auto setting)
	Hold down to lock on (with Lock-on Gummies installed) / release to fire laser
⊙ button	Slash (with a Slash Gummi equipped)
⊕ button	Change Teeny Ship EX-Formation (with Active Formation equipped)
⊚ button	Rolling maneuver / rapid rolling maneuver (with left stick)
L1 button / R1 button Right stick	Level 3 mission camera controls (Rotate the camera 180° by pressing the L1 and R1 buttons simultaneously or down on the right stick)
L2 button / R2 button	Change Teeny Ship formation (with Formation Change equipped)
START button	Pause (Setting/Advice Log)

GUMMI ROUTES

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

Score

Your Gummi Ship

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

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

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

Enemy craft

Medal orb

HP orb

SCORE

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

Total Score

Medal level

Enemies defeated

ALERT!

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

ORBS AND ITEMS

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

HP ORB
Restores HP

MEDAL ORB
Increases medal points

SPECIAL ORBS
Contain Gummi blocks and more

MISSIONS

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

GUMMI EDITOR

Select Gummi Editor from the Gummi menu to enter the Gummi Garage. Here you can build a Gummi Ship with the Gummi blocks you've collected. Press the L1 button and R1 button to toggle between Original Blueprints, Sample Blueprints, and Special Models, and select a ship to modify.

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

BUILDING GUMMI SHIPS

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

COST AND QUANTITY

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

EDITING GUMMIES

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

- Block type
- Block in use
- Current cost / Max cost
- Orientation of block in use
- Gummi Ship orientation

KINGDOM HEARTS
Birth by Sleep
FINAL MIX

Long before Sora is chosen by his Keyblade, the worlds' safety lay in the hands of others known as the true Keyblade Masters.

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

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

Three friends, three purposes; one grim fate toward which they must unknowingly march...

CONTENTS

An outgoing and inquisitive boy who holds his Keyblade backhand. Quick attacks are his forte.

Ventus

Aqua

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

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

Terra
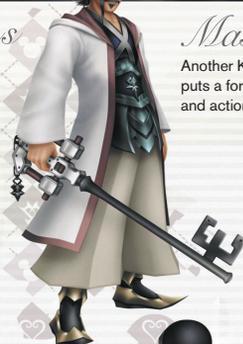
Master Eraqus

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

Master Xehanort

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

Vanitas

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

King Mickey

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

CONTROLS

This game features three control types, some of which become available through the Config option in the main menu a short ways into the game. Instructions throughout this manual are based on Type A (default).

Wireless Controller (DUALSHOCK®3) Configuration

L2 button
L1 button
R2 button
R1 button

L R

SONY
SELECT START

△ button
◎ button
✕ button
▣ button

Directional buttons
L3 button
Left stick
R3 button
Right stick
SELECT button
PS Button
START button
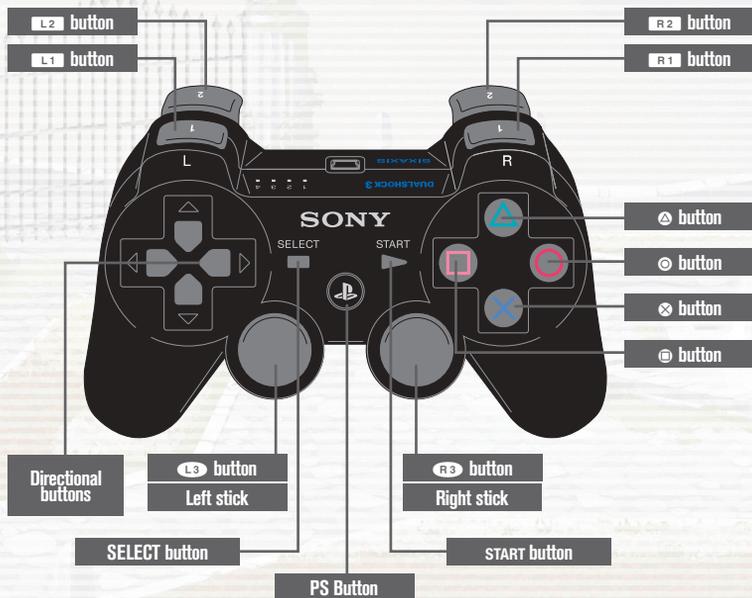
	Main Menu	In the Field
L1 button	Switch screens (in some menus)	Tap (while locked on) to change targets
L2 button	Previous page	Scroll down through deck commands
R1 button	Switch screens (in some menus)	Tap to toggle lock-on / Hold down to enter Shotlock view
R2 button	Next page	Scroll up through deck commands
R3 button	---	Reset camera
Directional buttons	Move cursor	Up / down: Cycle through deck commands Left: Jump to shortcut Right / left: Show / Hide D-Links
Left stick	Move cursor	Move character / Aim (while in Shotlock view)
Right stick	---	Control camera
START button	Close main menu	Open main menu / Pause (during battle)
SELECT button	Toggle between Edit Deck and Abilities	Toggle first-person view
◎ button	Cancel	Jump
△ button	Remove commands, etc. (depending on the menu)	Use deck commands
▣ button	Set shortcut (battle command) / Reset name (Finish Commands)	Use action commands
✕ button	Confirm	Basic attacks / Talk / Open treasure chests

GETTING STARTED

Select *KINGDOM HEARTS Birth by Sleep FINAL MIX* from the Launcher menu to bring up the title screen.

TITLE SCREEN

You can select the following options in the title screen.

NEW GAME

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

CONTINUE
Load a save file to continue playing.

BACK
Return to the Launcher menu.

SAVE / QUIT

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

SYSTEM DATA

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

GAME OVER

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

ADVANCING THE STORY

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

WORLD MAP

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

COMPLETING SCENARIOS

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

ON TO THE NEXT

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

FIELD GUIDE

Control the characters in the field.

FIELD

There are many features to guide you in the field.

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

② Commands
Commands shown in white text are ready to be used.

③ Navigational Map
Your position is marked with 👤 , while ▬ indicates exits.

④ D-Link Gauge
Fill this gauge completely and you can use Dimension Links. Collect D-Link prizes to refill the gauge.

⑤ Focus Gauge
Once this gauge fills to a certain point, you can use your Shotlock command. Land attacks on enemies to refill the gauge.

⑥ HP
This represents your health. To restore HP, collect HP prizes, use items or magic, or visit a save point.

OBJECTS IN THE FIELD

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

TREASURE CHESTS

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

SAVE POINTS

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

COMMAND SHOPS

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

CROWN STICKERS

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

UNVERSED SYMBOL

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

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

BATTLE COMMANDS

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

BASIC ATTACKS (✕ BUTTON)

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

DECK COMMANDS (△ BUTTON)

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

JUMP (◯ BUTTON)

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

BLOCK (□ BUTTON)

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

LOCK ON (R1 BUTTON)

Approach an enemy and a yellow target marker will appear. Any actions you perform will be directed at that target. Tap the R1 button to lock on to the current target. The camera will automatically follow your target while locked on.

Lock on

COMMAND STYLES

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

HOW IT WORKS: FEVER PITCH

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

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

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

FINISH COMMANDS

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

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

SHOTLOCKS (HOLD DOWN THE R1 BUTTON)

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

USING SHOTLOCKS

Get enemies within sight, then hold down the R1 button to switch to Shotlock view (shown at right). Use the left stick to move the scope around and lock on to as many enemies as possible before time runs out. You can also lock on to one enemy multiple times. Then—without releasing the other buttons—press the ✕ button.

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

DIMENSION LINKS (D-LINKS)

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

D-LINK PRIZES

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

EXPERIENCE AND ENEMY DROPS

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

D-Link Prizes

ENEMY DROPS

●	**HP Prize**	Restores some of your HP.
◆	**D-Link Prize**	Refills some of your D-Link gauge.
◆	**Munny**	Serves as cash you can use at the command shop.
●	**Prize Boxes**	Contain commands and items.

MAIN MENU

Press the START button to access the main menu in the field (while out of combat) or in the world map.

COMMAND DECKS

The following options are found in the Command Decks menu.

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

ITEMS

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

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

ABILITIES

View your abilities.

D-LINKS

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

STATS

View your character's stats.

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

STATUS EFFECTS

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

REPORTS

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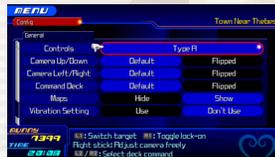
COMMAND BOARD

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

CONFIG

Set game options.

GAME HELP

Review game tips and tutorials.

DECK COMMANDS (1)

Set up commands in your command decks for use in combat. Equip different types of commands for a variety of choices in battle.

COMMAND TYPES

You will build your deck with three types of commands: battle commands, action commands, and a Shotlock command.

BATTLE COMMANDS

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

ACTION COMMANDS

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

SHOTLOCK COMMANDS

	Commands for taking out multiple enemies at once.

EDITING DECKS

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

SHORTCUTS

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

POWERING UP COMMANDS

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

LEVELING COMMANDS

As your deck commands increase in level, they gain power and deal additional hits. When a command is leveled up completely, a crown will appear on its CP gauge and any ability attached to the command will be auto-installed. Commands that reach a certain level can be used in command melding.

DECK COMMANDS (2)

With command melding, you can take two existing commands and combine them to synthesize a new command. By using a synthesis item while melding, you can attach an ability to the command you create.

MELDING COMMANDS

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


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

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

Choose "OK" to meld the commands together and create your brand-new command!
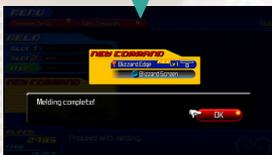
ABILITIES

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

TYPES OF ABILITIES

Abilities can be loosely divided into the following three categories.

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

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

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

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

SUPPORT: These abilities provide advantages in combat.

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

AUTO-ABILITIES

Normally, abilities only work if the commands they are attached to are installed in your deck. However, if you manage to raise a command to the maximum level, you will gain its ability permanently, and can keep it even if you remove the command from your deck. This is called an auto-ability. Auto-abilities can be turned on or off from the Edit Deck option.

Ability attached to an installed command
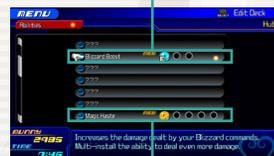
Auto-ability (can be turned on/off)

During the course of your adventures, you will unlock a board game called the Command Board. To play, open the menu at save points or the world map, and select "Command Board."

THE COMMAND BOARD

1 Command Menu

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

2 Board Map

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

COMMAND BOARD CONTROLS

◉ button	Toggle overhead view.
△ button	Toggle panel view.
✕ button	View panel details (in panel view).
L1 button	Rotate camera right / Zoom out (in overhead view).
R1 button	Rotate camera left / Zoom in (in overhead view).

3 Scoreboard

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

Checkpoints passed

GP Wallet
Wealth

GAME FLOW

Select "New Game," then select the board you want to play on and a GP goal.

1 Moving across the board

When your turn comes up, choose a command from the menu. Choose "Roll" to move, if you reach a fork in the road, use the directional buttons to pick a direction, then press the ✕ button to proceed.

2 Stopping on a panel

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

3 Passing checkpoints

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

4 Returning to the start panel

Once your Wealth (GP Wallet + panel values) equals or exceeds the GP goal, hurry back to the start panel. Whoever gets there first with enough GP for the GP goal, wins the game.

TYPES OF PANELS

There is a variety of panels with different functions.

Start Panel

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

Command Panel

Price

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

Checkpoint

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

Special Panel

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

Bonus Panel

Price

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

GP Booster Panel

Boost rate

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

Damage Panel

GP penalty

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

LEVELING COMMANDS

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

STRATEGIES

Win Command Board games with these tips.

LEVELING UP PANELS

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

ACQUIRING OPPONENTS' PANELS

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

ZONE SWEEPS AND PANEL CHAINS

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

OBTAINING BONUS GP FROM PRIZE CUBES

Walking on a prize cube causes it to spin and the number inside the star to count down. If you are the one riding the prize cube when it reaches zero, you get to collect a nice GP bonus, along with any GP the surrounding damage panels have absorbed from players.

MIRAGE ARENA

As you proceed through the game, a new world called the Mirage Arena will appear.

THE MIRAGE ARENA

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

THE LOBBY

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

TERMINAL

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

Arena Mode	Participate in special battles.
Command Board	Play Command Board games.
Rumble Racing	Race opponents on your Keyblade glider.

MEDAL SHOP

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

ARENA MODE

Take on enemies and bonus challenges.

BATTLES

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

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

BONUS CHALLENGES

There are five types of bonus challenges.

Down to the Wire	Complete a battle within X amount of time.
Tough as Nails	Use healing commands less than X number of times.
Practice Makes Perfect	Use a total of Style Changes and Shotlocks X times.
Rags to Riches	Obtain X amount of munny.
Lightning Reflexes	Block enemy attacks X number of times.

RESULTS

Confirm your results on the Results screen at the end of each battle.

KINGDOM HEARTS Re:coded

Not long after the conclusion of Sora's second journey, Jiminy is flipping through the two journals that chronicle their adventures when he discovers a mysterious message:

"Their hurting will be mended when you return to end it."

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

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

TITLE SCREEN

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

PLAY	Select this option to begin viewing movies. The "Play All" and "Continue" options are shown if you stopped watching a movie before it ended.
CHAPTER	Select specific chapters to view.
EXTRAS	View entries in CHARACTERS. The CHARACTERS section is unlocked after viewing a specific event.
BACK	Return to the Launcher menu

Sora

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

Jiminy

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

Donald Duck

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

King Mickey

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

Goofy

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

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