WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation 2 console 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.

USE OF UNAUTHORIZED PRODUCT:
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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 compact 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.

KINGDOM HEARTS

DISNEY SQUARESOFT

The Destiny Islands are a beautiful paradise where children's laughter abounds.
Day after day, Sora, Riku, and Kairi talk and dream of new places, new worlds beyond
their islands. They ponder the usual questions that adolescents do—about the world
outside, about their own existence. Little do they know a great destiny awaits them.
One stormy night, a terrible darkness invades the Destiny Islands.

Thus does their journey begin...

Sora awakens in another world, in a place called Traverse Town. His hopes of seeing new
worlds are realized, but his friends Riku and Kairi are nowhere in sight.

Meanwhile, Donald and Goofy have also arrived in Traverse Town. They have come from
Disney Castle in search of a "key" and its owner. Their king, who has mysteriously
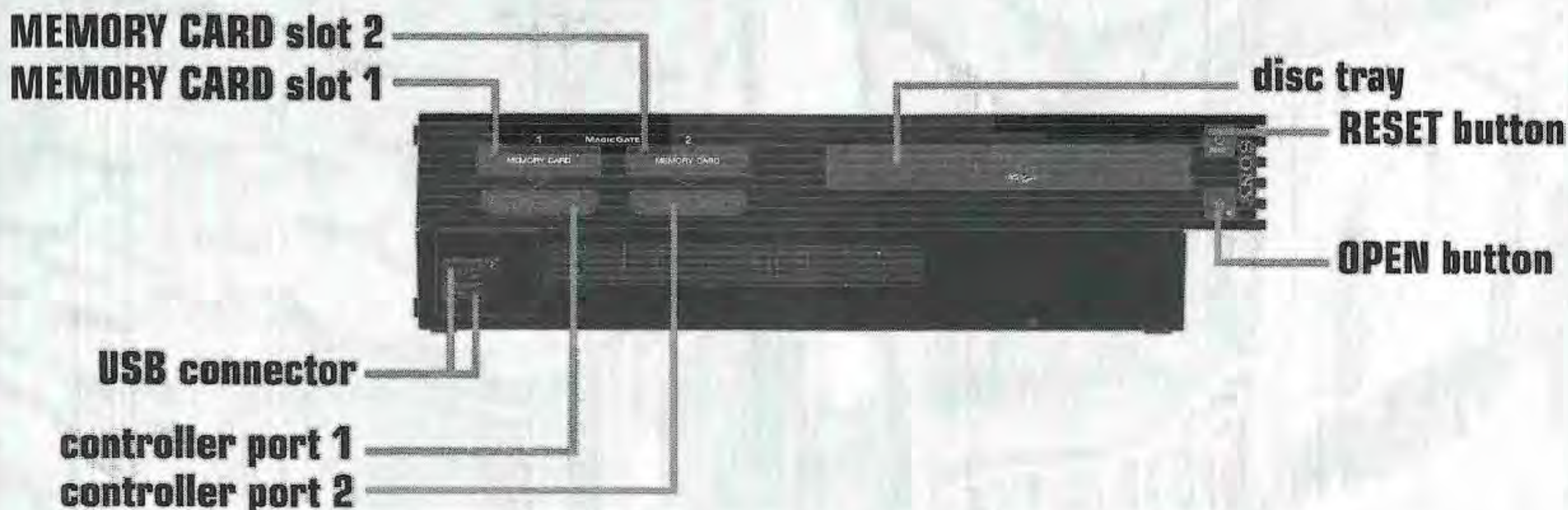disappeared, has left them a cryptic message:

"Now, there's somebody with a 'key'—the key to our survival... We need that key."

What is happening to this world?

The "somebody" mentioned by the missing king turns out to be Sora. To find Kairi
and Riku, Sora joins Donald and Goofy and embarks on an epic journey.

**Notwithstanding any other credit references in the game,
Square Enix, Inc. is the publisher of Kingdom Hearts.**

MEMORY CARD slot 2
MEMORY CARD slot 1

disc tray
RESET button

OPEN button

USB connector
controller port 1
controller port 2

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **KINGDOM HEARTS** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach a DUALSHOCK®2 analog controller. Follow on-screen instructions and refer to this manual for information on playing the game.

START MENU
The Start menu will appear after the opening demo or when any button is pressed. To play the game from the beginning, select "NEW GAME." To continue a saved game, select "LOAD."

Note: Hereafter, to "select" something means to select it using the directional buttons or analog sticks, then pressing the ⊗ button to confirm your selection.

SAVING AND LOADING DATA
Each save file for this game uses at least 132KB of space on a Memory Card (8MB) (for PlayStation®2). Insert a memory card into either MEMORY CARD slot to save or load data. For more details on save points and the save menu, refer to page 9.

CONTINUING AND LOADING DATA
If Sora runs out of HP, the Continue screen appears, with "Continue" and "Load Game" options. Select "Continue" to resume from the area where Sora was knocked out. Select "Load Game" to resume play from a save file.
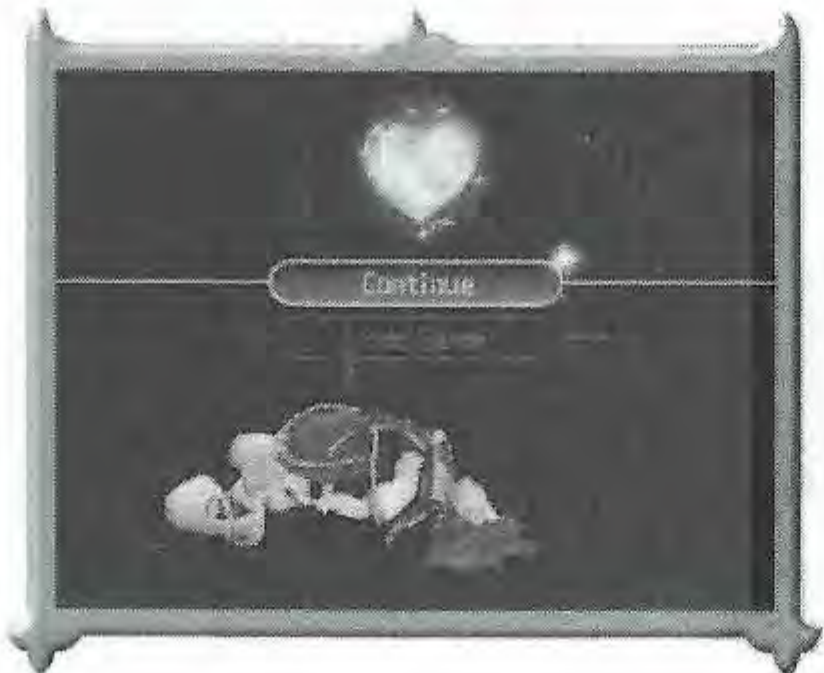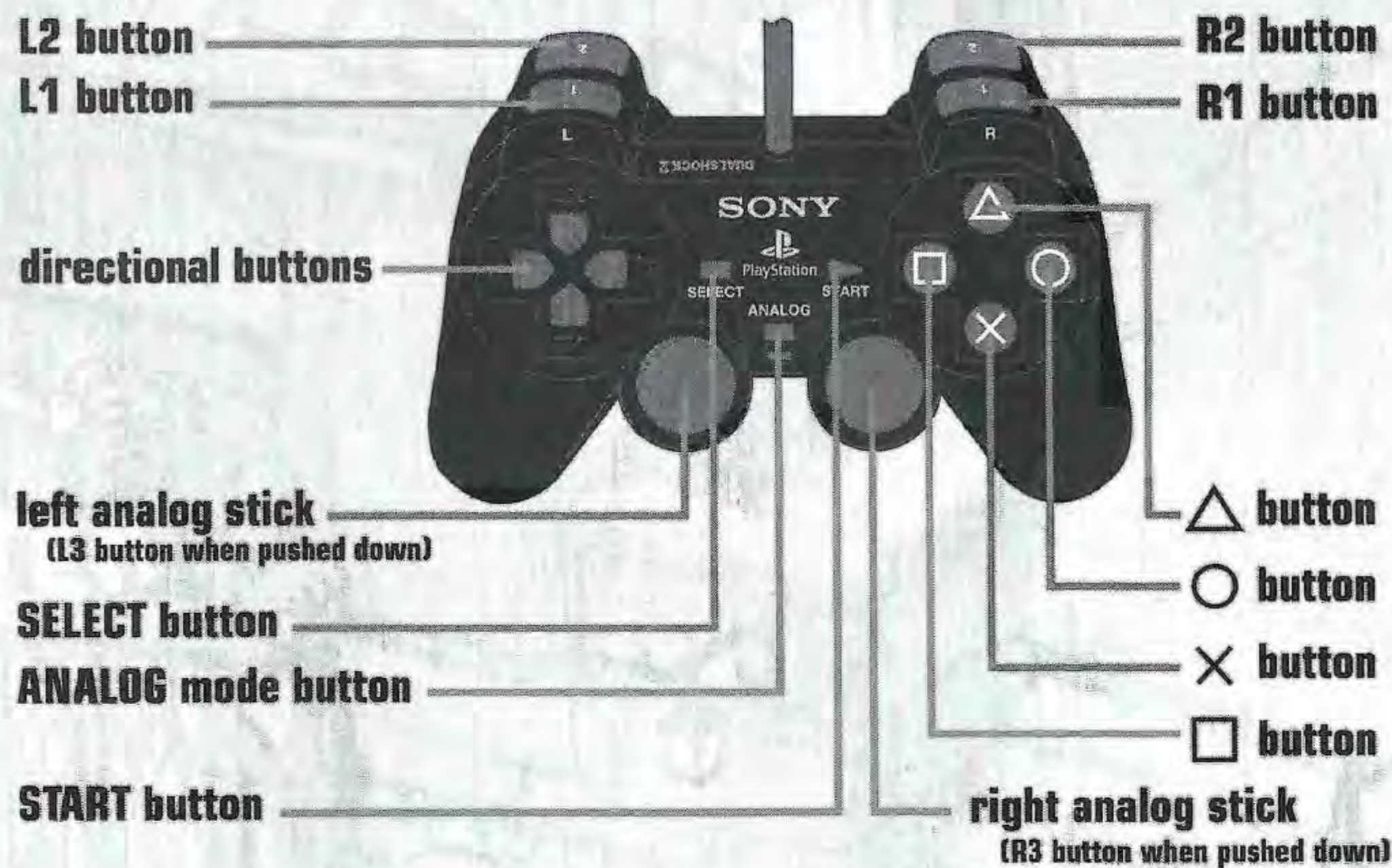
DUALSHOCK®2 ANALOG CONTROLLER
During play, the analog mode button and red LED light are always set to ON. The vibration mode can be turned on and off at the start of a new game and in the Config section of the main menu. This game may be incompatible with controllers other than the DUALSHOCK®2 analog controller.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION

L2 button ─────────────────────────────────── R2 button
L1 button ─────────────────────────────────── R1 button

directional buttons ───

left analog stick ───
(L3 button when pushed down)

SELECT button ───

ANALOG mode button ───

START button ───

△ button
○ button
× button
□ button

right analog stick
(R3 button when pushed down)

L1 button	Hold down to display magic shortcut menu
L2 button	Rotate camera counterclockwise (disabled when target lock is engaged) / Press simultaneously with the R2 button to revert the camera to default frontal view / Cycle through available targets while locked on
R1 button	Engage or disengage target lock
R2 button	Rotate camera clockwise (disabled when target lock is engaged) / Press simultaneously with the L2 button to revert the camera to default frontal view / Cycle through available targets while locked on
R3 button	Confirm (disabled in menu screen)
directional buttons	Move cursor
left analog stick	Move character (walks or runs depending on how far the stick is tilted) / Move cursor in menu screen
right analog stick	Move cursor in command menu
START button	Display main menu / Pause (during battle and cut scenes) / Display special menu during mini games
SELECT button	Toggle first-person view on and off
◉ button	Cancel / Jump / Let go / Swim fast / Ascend when flying or swimming
△ button	Command party members to attack a locked target / Press while holding the L1 button to cast assigned spell
▣ button	Use special abilities / Descend when flying or swimming / Press while holding the L1 button to cast assigned spell
⊗ button	Confirm / Press while holding the L1 button to cast assigned spell

Press the L1, L2, R1, R2, START, and SELECT buttons together to perform a Soft Reset, returning the game to the Start menu. Pause and Soft Reset are disabled during certain scenes.
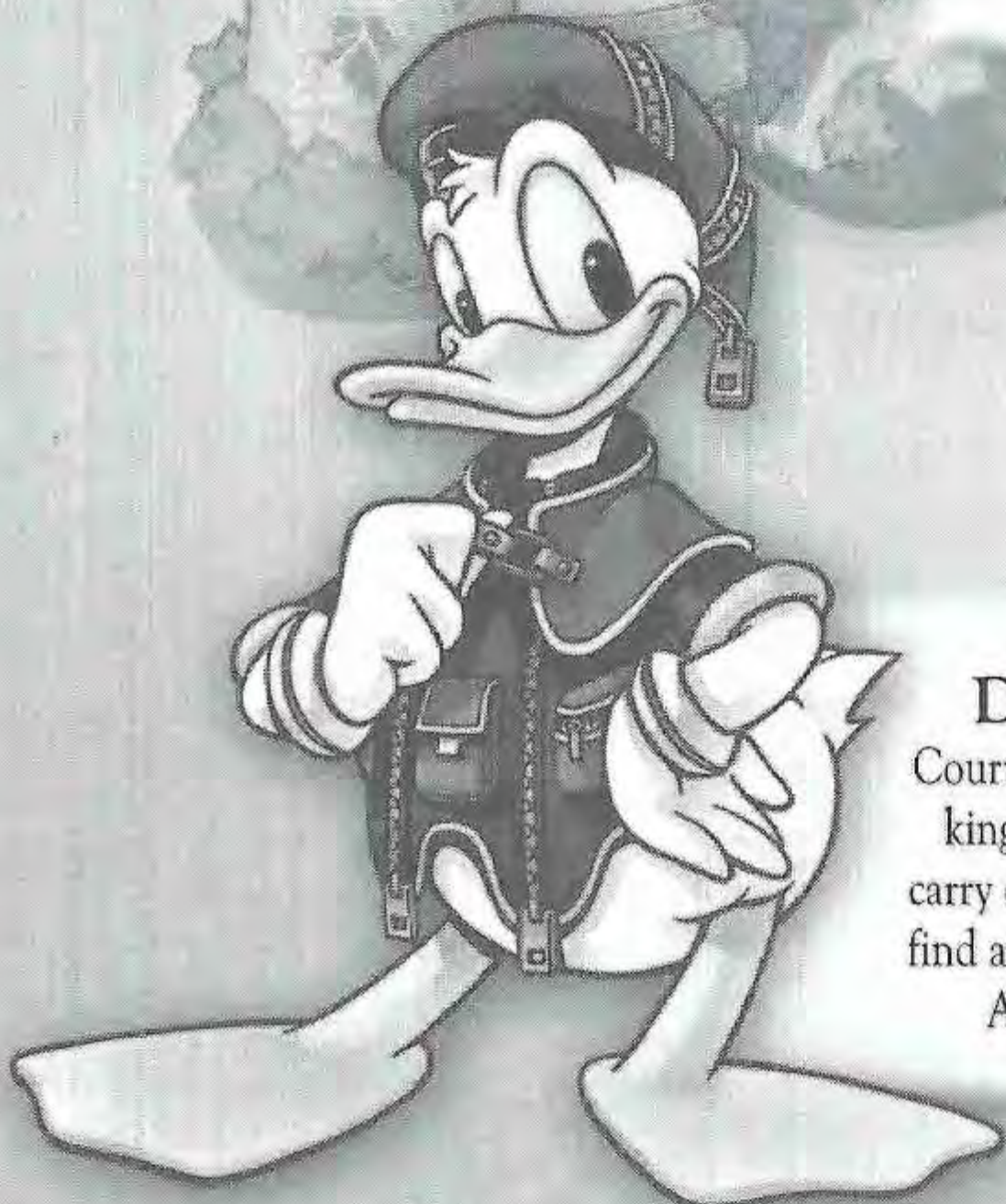
SORA

Main character. Age 14. As a teenager he has his share of concerns, but he manages to keep an upbeat attitude. He may seem simple-minded at times, but he has a strong sense of justice.

GOOFY

Captain of the royal knights, a soldier who despises weapons. Under the king's orders, he accompanies Donald on the quest to find the key. An easygoing, clumsy knight.

DONALD DUCK

Court wizard and loyal servant to the king. He embarks on a journey to carry out the missing king's orders: to find a mysterious "key" and its owner. A feisty, impatient magician.

RIKU
Age 15. He may seem cool and collected for his age, but he is far from the quiet type. Always curious about the unknown, he begins to question the small, closed world in which he lives.

KAIRI
Age 14. She moved to Sora and Riku's island a few years ago. Though she may appear delicate, she possesses a strong, unyielding will.

HEARTLESS
Mysterious beings that hunt Sora relentlessly. Many types of Heartless exist.

Field Icon
A field icon appears when there are objects or people in Sora's vicinity with which he can interact.

Commands
Depending on the situation, the "Attack" command may change into another command such as "Talk." This first command will often change when a field icon appears.

Party's Gauges
They display your party members' current condition.

Sora's Gauges
They display Sora's current condition.

GAUGES

Charge gauge

MP gauge (Magic Points)
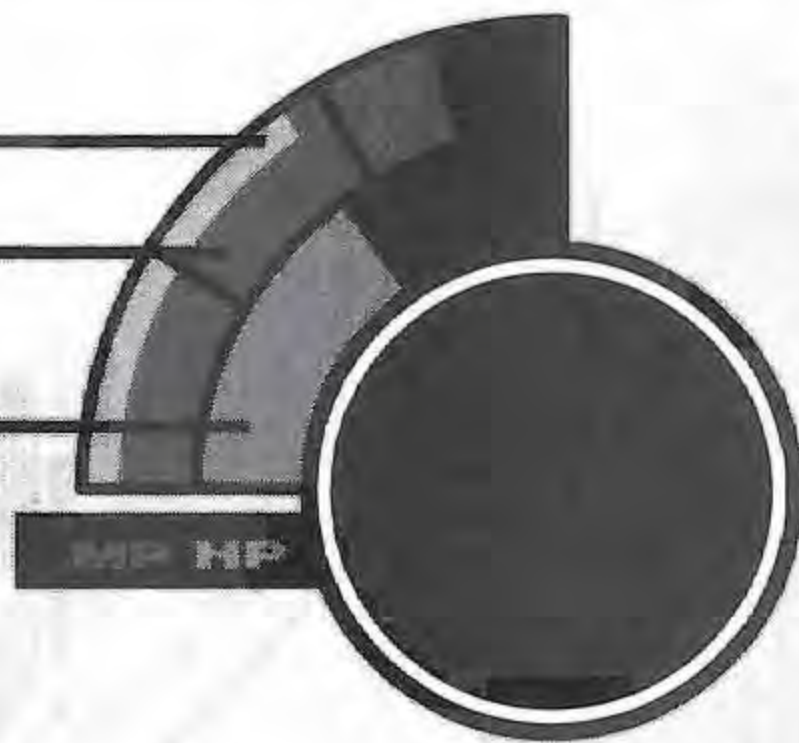
HP gauge (Hit Points)

The green gauge displays your **Hit Points (HP)**, or health. Once it falls below a certain point, a warning alarm will sound off, and the gauge will flash red. The blue gauge shows your **Magic Points (MP)**. MP decrease when spells are cast. Some abilities consume MP as well. The orange bar is the **charge gauge**. Once it fills up to a certain point, it is converted to MP. Spells with low MP cost draw from the charge gauge first.

TARGETING AND COMMAND CHANGES

Sora can automatically target enemies, people he can talk to, and objects he can pick up or examine, such as crates and paintings. Certain commands may change into new ones when something is targeted. Turn automatic targeting on and off in the **Config** menu.

Targeting:

Auto Lock

Target Lock

LOCK ON!

Press the R1 button to lock on to a target.
Press the L2 or R2 button to cycle through available targets.

MAIN MENU

Press the START button to display the main menu. (It cannot be accessed during battle and certain other situations.) Here, you can do many things such as use items, equip abilities and items, and customize controls and settings. For more details, refer to the help message for each submenu.
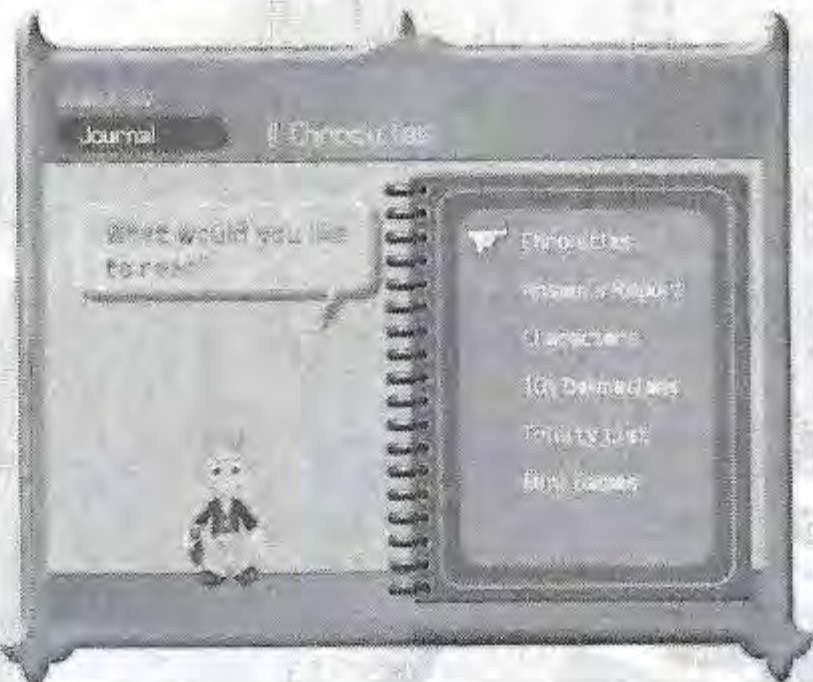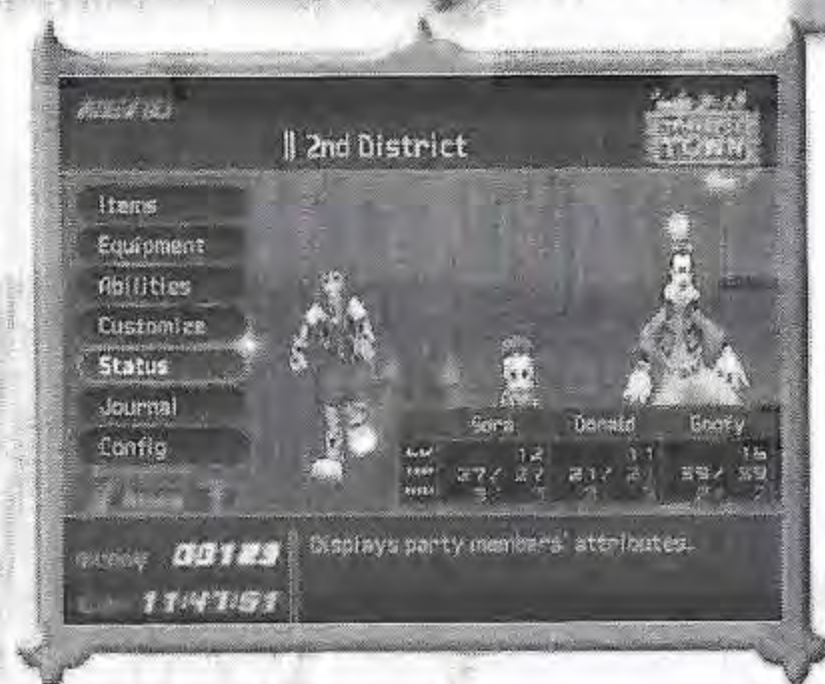
Jiminy's Journal	Jiminy Cricket records many things in his journal as you progress through the game.
Config	The Configuration menu allows you to change game settings.

SORA'S ACTIONS

Sora can perform various actions in different situations. He can hang on to ledges, climb ladders and trees, swim, and so forth.
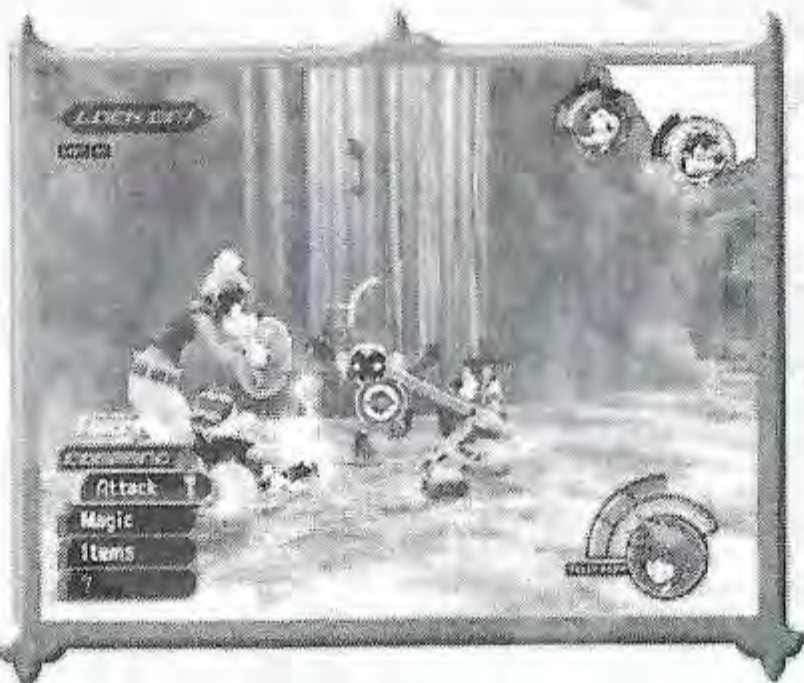
BATTLE SYSTEM

Battles take place right on the field map (the same environment you travel through). All battles are real-time; therefore, Sora is susceptible to damage at all times, even while selecting items and spells. The command menu turns red during battle.

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.

PARTY MEMBERS' BATTLE ACTIONS

The game system controls your party members. However, you can adjust each member's fighting style in the Customize menu, found within the main menu. Press the ⏶ button to call your friends for help in battle. This feature only works in certain situations.
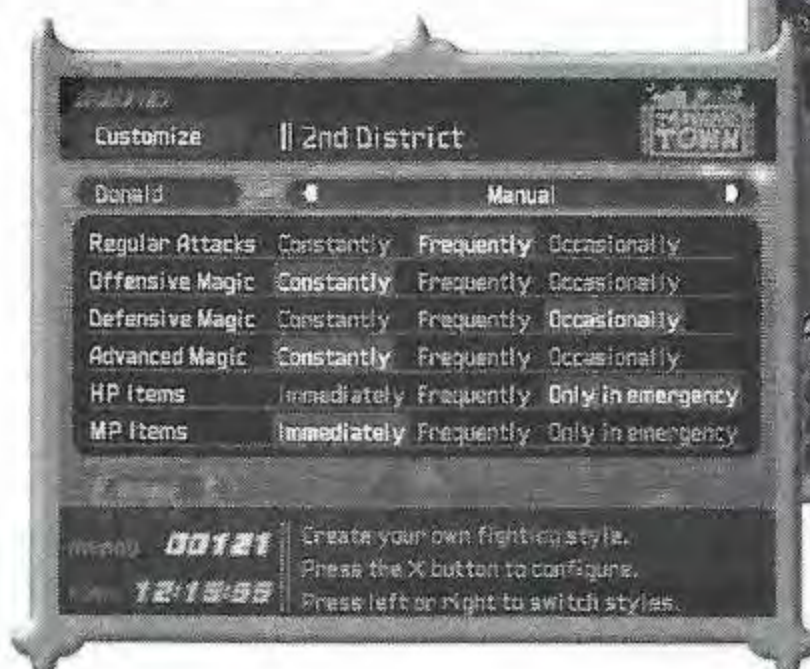
EXPERIENCE POINTS AND REWARDS

Earn experience points by defeating enemies. The screenshot at right shows Sora earning 7 experience points. Executing certain actions, like parrying an attack, also yields experience points, in the form of tech points. For details on leveling up, refer to page 13.

Rewards

Enemies leave various items behind when they are defeated. Some items can only be acquired this way. A few items come in different sizes, with the bigger ones having more value or greater effect.

Restores HP

Munny (currency used to purchase items)

Refills charge gauge

Contains various items, and comes in different colors

HP AND MP RECOVERY

Certain items, rewards, and magic restore HP. For all party members except Sora, HP are also replenished over time; so if Sora's allies are knocked out (KO'd) in battle, they automatically revive after a while. MP can be restored by using certain items or by filling the charge gauge (by attacking enemies and obtaining rewards). You can completely restore HP and MP by touching save points.
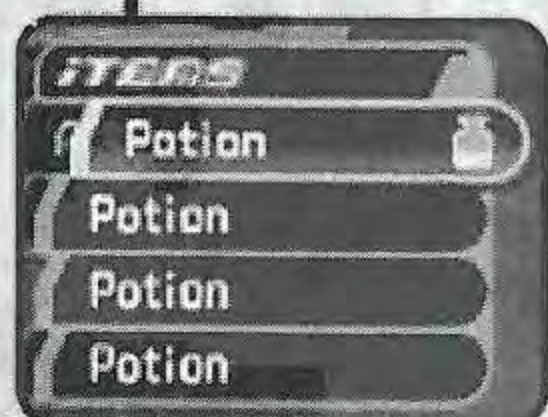
SAVE POINTS

Save points allow you to save your progress and restore HP and MP, and can be found in many places. There are two types of save points.
All Type A points can teleport you to the gummi ship, and they never disappear. Some Type B points cannot teleport you to the gummi ship and may disappear.

Type A

Type B

SAVE MENU

You can access the save menu at save points.
The menu lists the following options:

Save	Save your progress onto a memory card.
Party	Switch party members when there are more than two available to accompany Sora.
Gummi Ship	Board the gummi ship. (See pages 16-19 for more details.) This option does not appear initially, or at all Type B save points.
Menu	Open the main menu.

EXPLORING

When you stand before a door or passage, a subtitle showing your destination appears. Some doors cannot be opened, while some are simply locked. You cannot exit an area while you have a target locked.

Alleyway

TREASURE CHESTS

Treasure chests can be found in many places. Most are easy to find, some are not. There are a few that cannot be opened until certain conditions are met. Chests cannot be opened during battle.

TRINITY MARKS

Keep your eyes open for Trinity Marks on the ground. There are blue, red, yellow, green, and white ones. Touching the mark will prompt the Trinity ability in the command menu if that ability has been attained. (Sora, Donald, and Goofy must all be in the party to use Trinity.)

LEARNING SPELLS

Learn new spells by clearing stages or completing certain tasks.
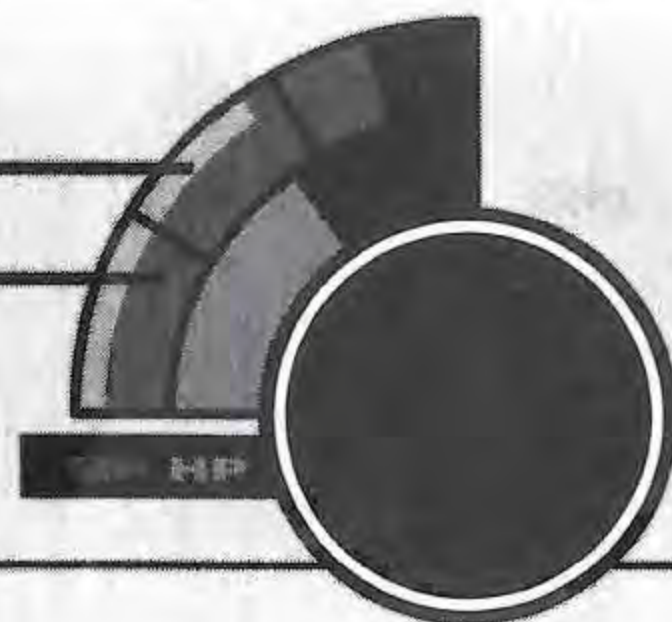Learned spells can be viewed by selecting the "Magic" command.

CASTING SPELLS AND MP

Spells can be cast any time as long as there are
sufficient MP. Casting spells with low MP cost
decreases the charge gauge before the MP gauge.
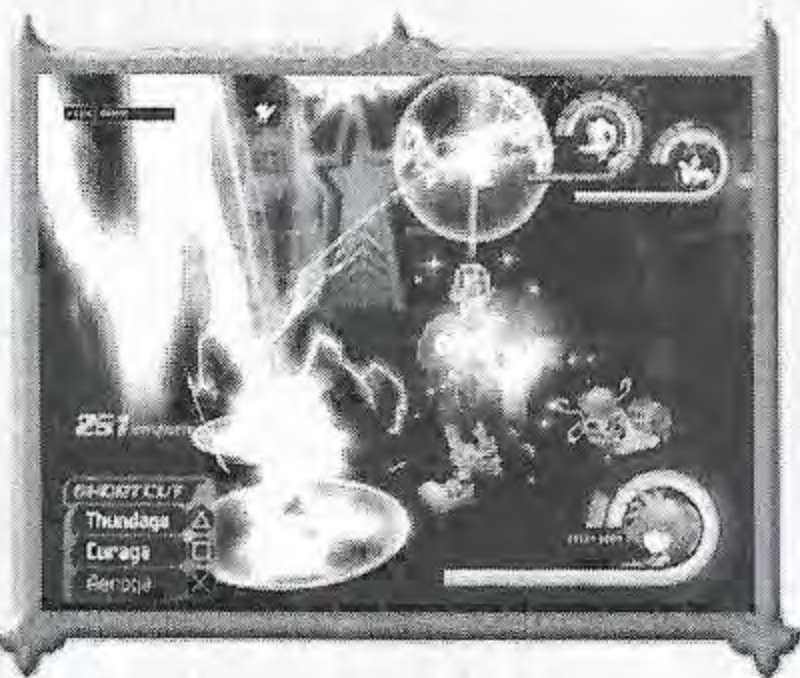Casting spells with high MP cost decreases the
MP gauge first.

Charge gauge ——————

MP gauge ——————
(Magic Points)

BASIC SPELLS

Fire	Unleashes a fireball.
Blizzard	Unleashes ice crystals.
Thunder	Calls down lightning.
Cure	Restores a character's HP.

UPGRADING SPELLS

Spells grow more powerful once you've cleared key events or defeated
certain enemies. Their MP cost remains the same, however.

CUSTOMIZING THE MAGIC SHORTCUT MENU

In the main menu, select "Customize" to assign spells to shortcut
buttons. Press the shortcut button while holding down the L1 button
to cast the assigned spell. This makes casting much quicker and easier.

△ button : Firaga

□ button : Blizzaga

✕ button : Thundaga
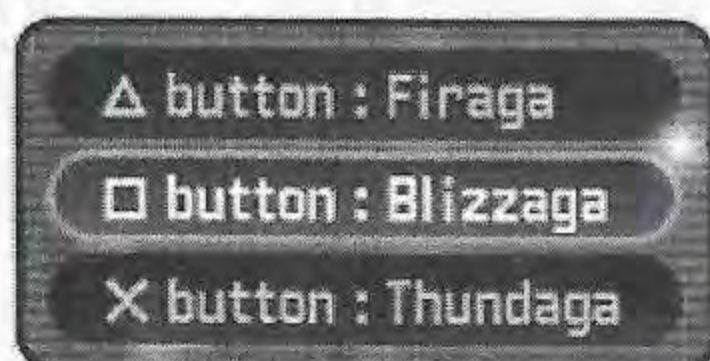
LEARNING SUMMON SPELLS

Learn summon spells by clearing a stage or giving a summon gem to the Fairy Godmother. Each summoned character holds unique powers. Summon Dumbo and other friends in battle and see for yourself.

CALLING SUMMONED CHARACTERS

Learned summon spells can be viewed during battle by selecting the "Magic" command, then "Summon." To access the Summon menu, both of Sora's allies must be conscious. You can summon them as long as there are sufficient MP. Each summon spell can only be used once per battle.

Summoned characters provide great support in battle, both offensively and defensively.

SUMMONED CHARACTERS IN BATTLE

There are many different summoned characters. Each performs a unique action in battle. Below are just two examples.

Dumbo

To summon Dumbo, select his name from the Summon menu during battle. When he appears, Sora's allies temporarily disappear. The "Attack" command changes to "Splash" while Sora and Dumbo act as one. Fighting together, they are invulnerable to enemy attacks.

Dumbo's MP gauge appears in the upper right corner of the screen. The gauge decreases with time, and when it reaches zero, Dumbo leaves. You can also send him away sooner by selecting the "Dismiss" command in the Magic menu.

Bambi

When Bambi is summoned, Sora's allies temporarily disappear. The young prince scatters various items about as he prances around the battlefield. The more enemies Sora defeats, the more Bambi's charge gauge increases, resulting in better items. The type of items Bambi drops varies by area.

LEARNING ABILITIES
Abilities allow you to do various things. Learn them by clearing a stage or leveling up your characters. There are both individual and shared abilities.
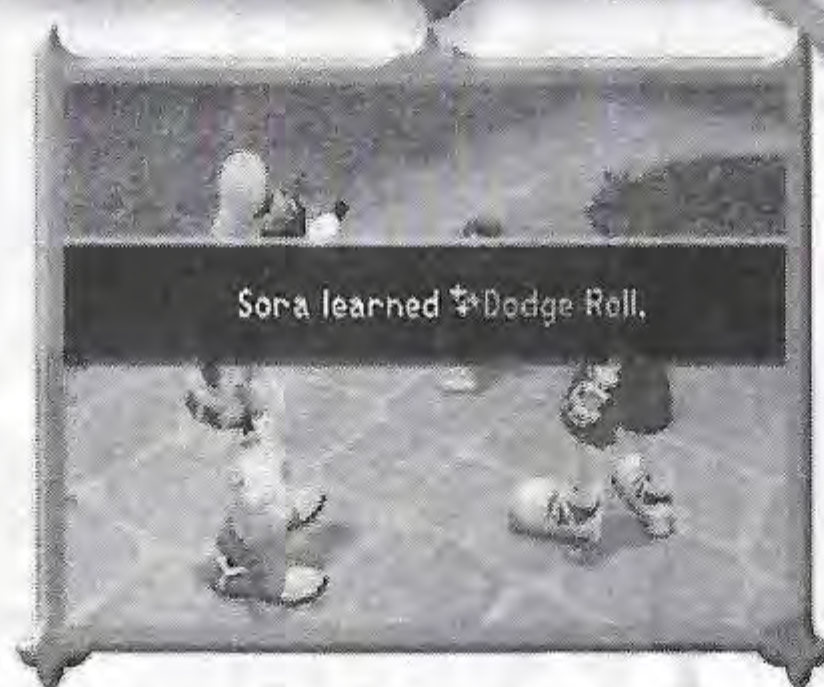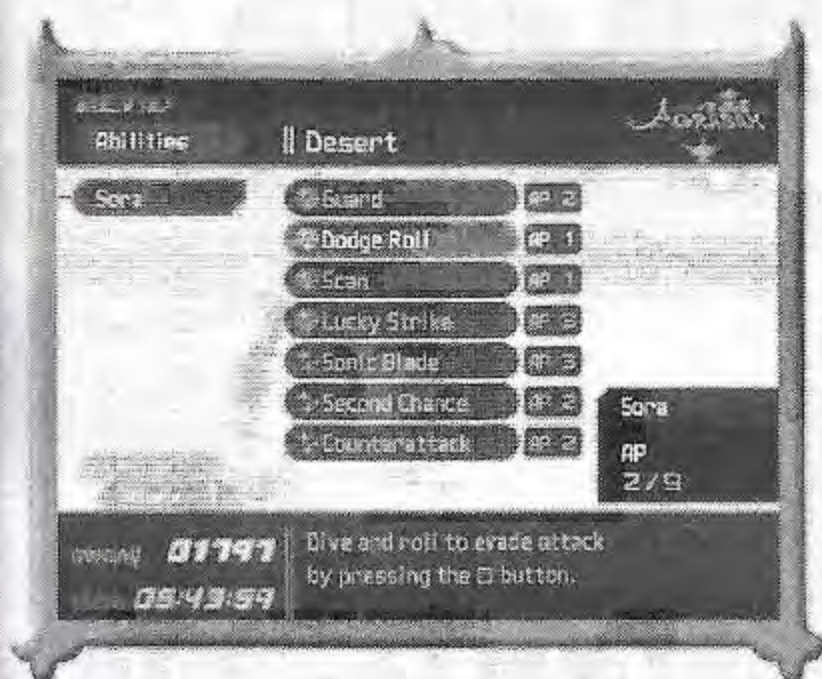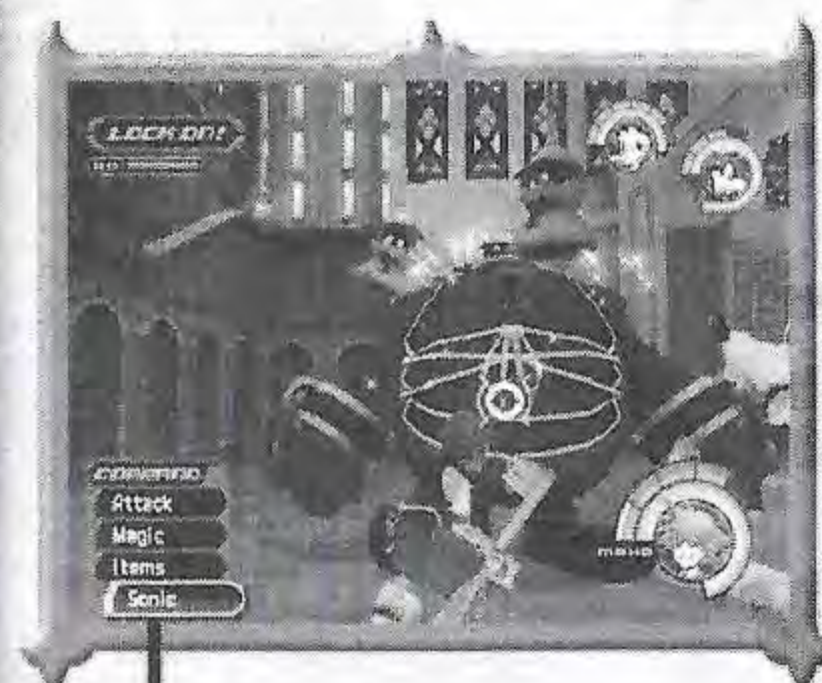
EQUIPPING ABILITIES
To use learned abilities, you must first equip them in the Abilities menu. Some abilities require Ability Points (AP) in order to be equipped. Leveling up your characters or equipping certain items raises max AP.

TYPES OF ABILITIES
There are several types of abilities: those that remain active at all times, those that become active only in battle, and those that become active only under certain conditions.

Combo Plus	Extends ground combo attack by one step.
Scan	View an enemy's HP gauge during battle.
High Jump	Powers up your jump, allowing you to reach higher places. (Shared ability.)
Sonic Blade	Slash an enemy while rushing past. Select follow-up attack at right time for a combo.

SPECIAL ABILITIES
Some abilities cannot be used until certain conditions are met during battle. For more details on special abilities, refer to the help messages in the Abilities menu.

EQUIPPING WEAPONS

To change weapons, access the **Equipment** menu. Visit shops, unlock treasure chests, or clear a stage to obtain various weapons. Sora's Keyblade is unique, the only weapon of its kind. However, it can be modified with key chains acquired through certain events.
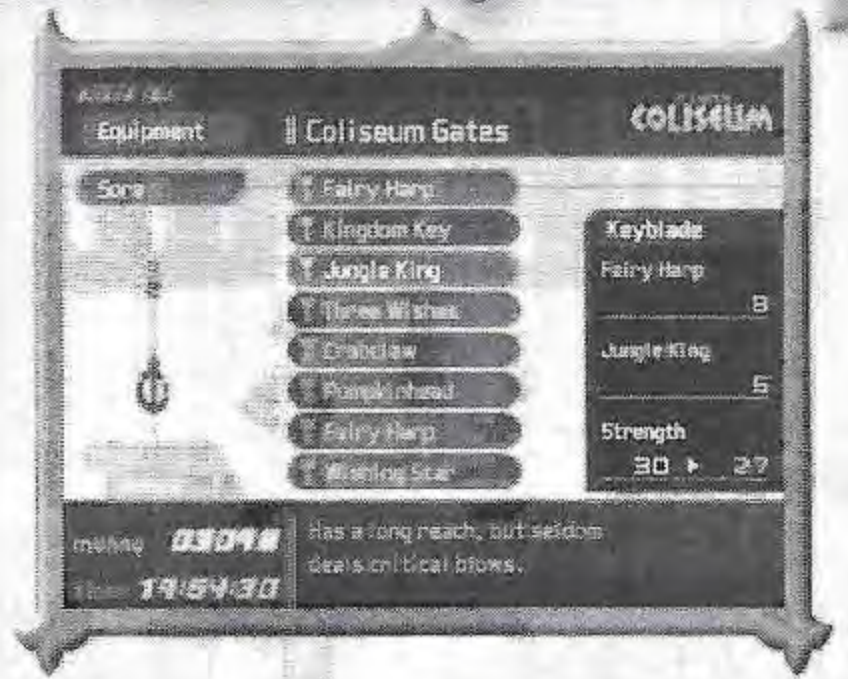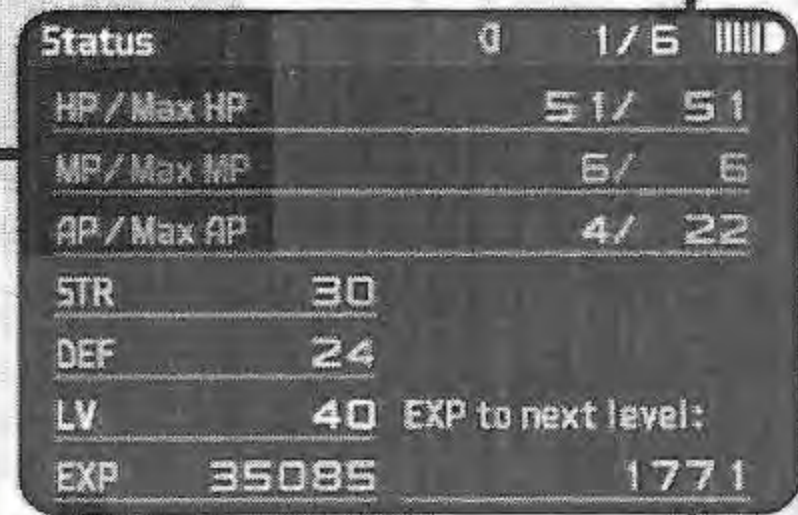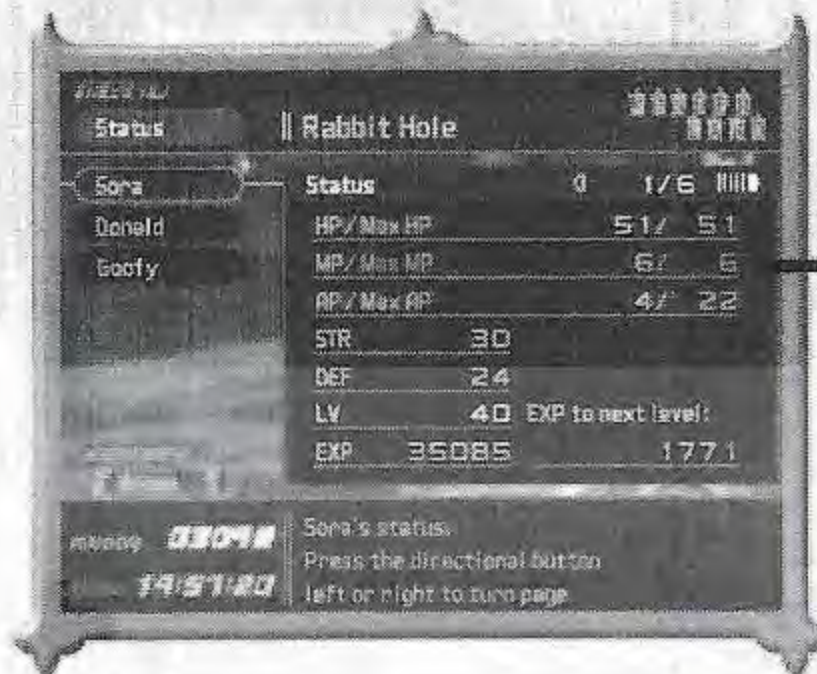
EQUIPPING ACCESSORIES

Equipping accessories can raise a character's defense, HP, MP, and so forth. Find them in treasure chests and at shops. Clearing a stage may yield accessories, too.
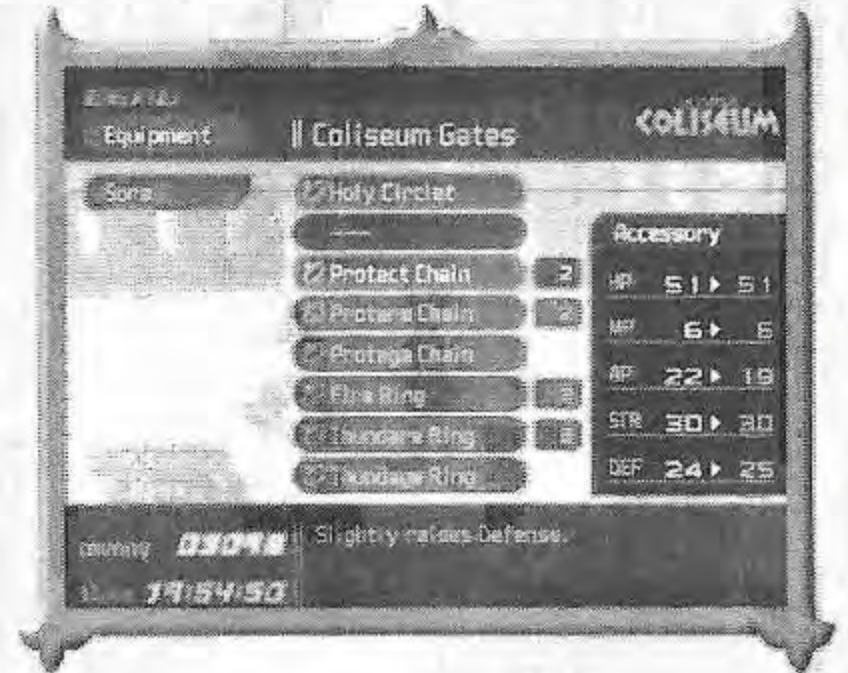
STATUS AND LEVELING UP

Status Screen

The status screen displays a character's statistics, equipment, items, abilities, and summons.

Leveling Up

Characters gain a level after earning enough experience points in battle. The points are distributed to all party members, regardless of whether they are currently in the active party. Characters' statistics—such as max HP, max MP, max AP, strength, and defense—increase as they level up.
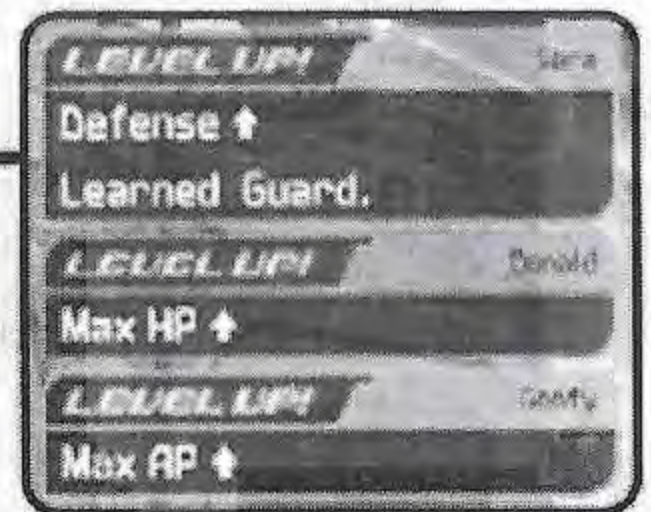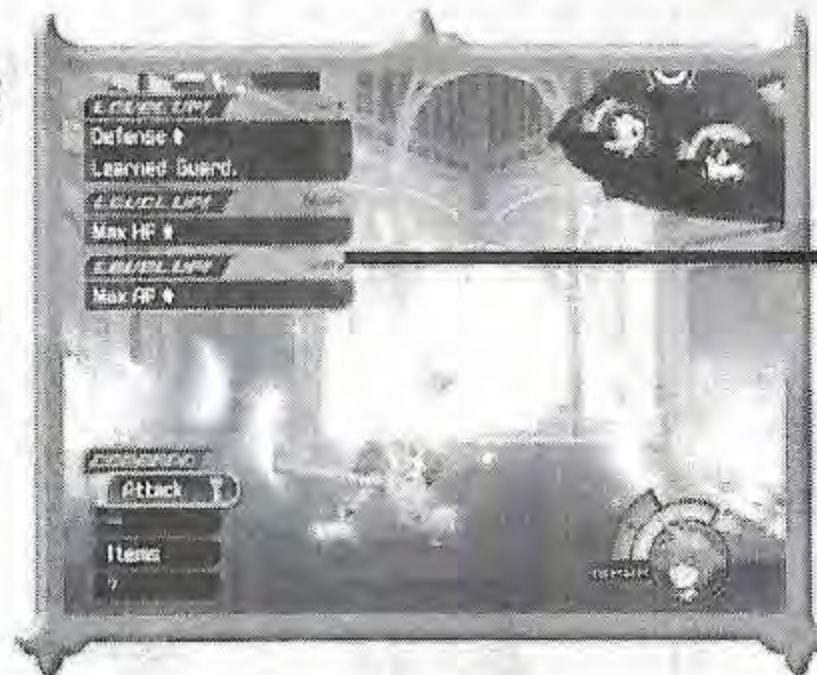
OBTAINING ITEMS

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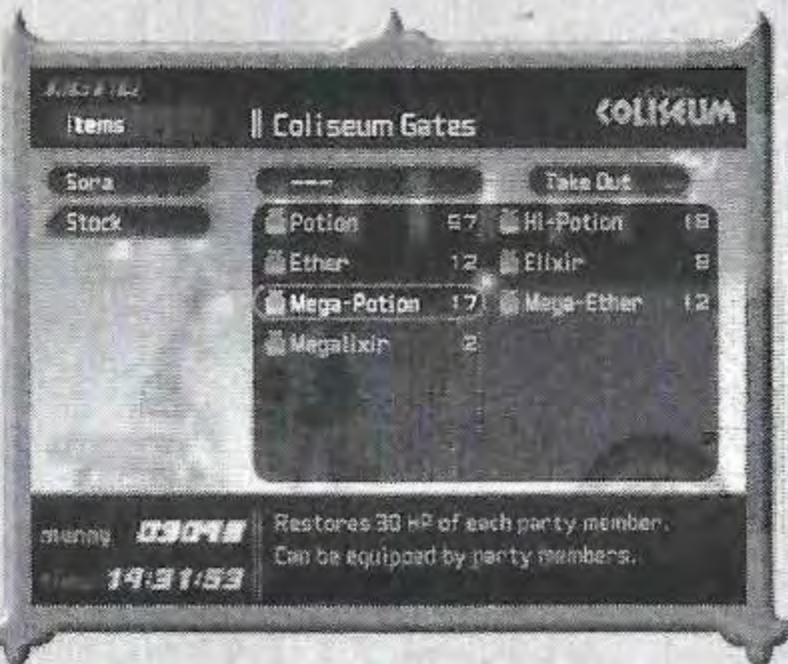
EQUIPPING AND USING ITEMS

To use or equip items, access the **Items** menu from the main menu.
Equipped items like Potions and Ethers can be used in battle by selecting
the Items command. Characters besides Sora will use these equipped
items automatically during battle. All items acquired outside of battle go
into the **Stock** menu.

BASIC ITEMS

Potion	Restores some HP.
Hi-Potion	Stronger version of Potion.
Ether	Restores some MP.
Elixir	Fully restores a character's HP and MP.
Tent	Fully restores the party's HP.

SHOPS

There are a few shops where you can buy and sell items.
Some shops may be closed at the beginning of the game.

SYNTHESIZING ITEMS

At some point in the game, you can visit the **Item Workshop** on the
second floor of Traverse Town's accessory shop. Here, you can
synthesize items to make unusual new items.

WORLD SELECTION SCREEN

From this screen, you can select your world destination and access the Gummi Garage menu. Choose your destination with the left analog stick, then press the ⊗ button to depart. Press the △ button to view a selected world. Press the ◉ button to cancel. Press the ⬜ button to access the Gummi Garage menu.

FLIGHT SCREEN

Item

Obstacle

Gummi Ship

Radar
The radar is displayed when the ship is equipped with a Scan-Gummi. The better the Scan-Gummi, the larger the area covered by the radar.

Enemy Gummi Ship

Weapon Sights
The point at which equipped weapons are aimed. Hold down the R1 button to lock the target point.

Gummi Ship's Gauges

Power gauge   Armor gauge

Charge gauge

CHG PWR ARM

SHD

Shield gauge

GUMMI SHIP'S GAUGES

Firing lasers, using a net, and so forth all consume power, which decreases the gummi ship's **power gauge** (PWR). The **armor gauge** (ARM) decreases when the ship crashes into obstacles or enemy ships, or when it's hit by enemy fire. If the gauge reaches zero, the world selection screen appears. The **charge gauge** (CHG) appears when the ship is equipped with a Haste-Gummi. It falls to zero when boosters are engaged, and then recharges over time. The **shield gauge** (SHD) appears when a Shield-Gummi is equipped. When the Shield-Gummi deflects attacks, the shield gauge decreases instead of the armor gauge. However, the armor gauge decreases if a ship equipped with only a frontal shield takes damage from behind.
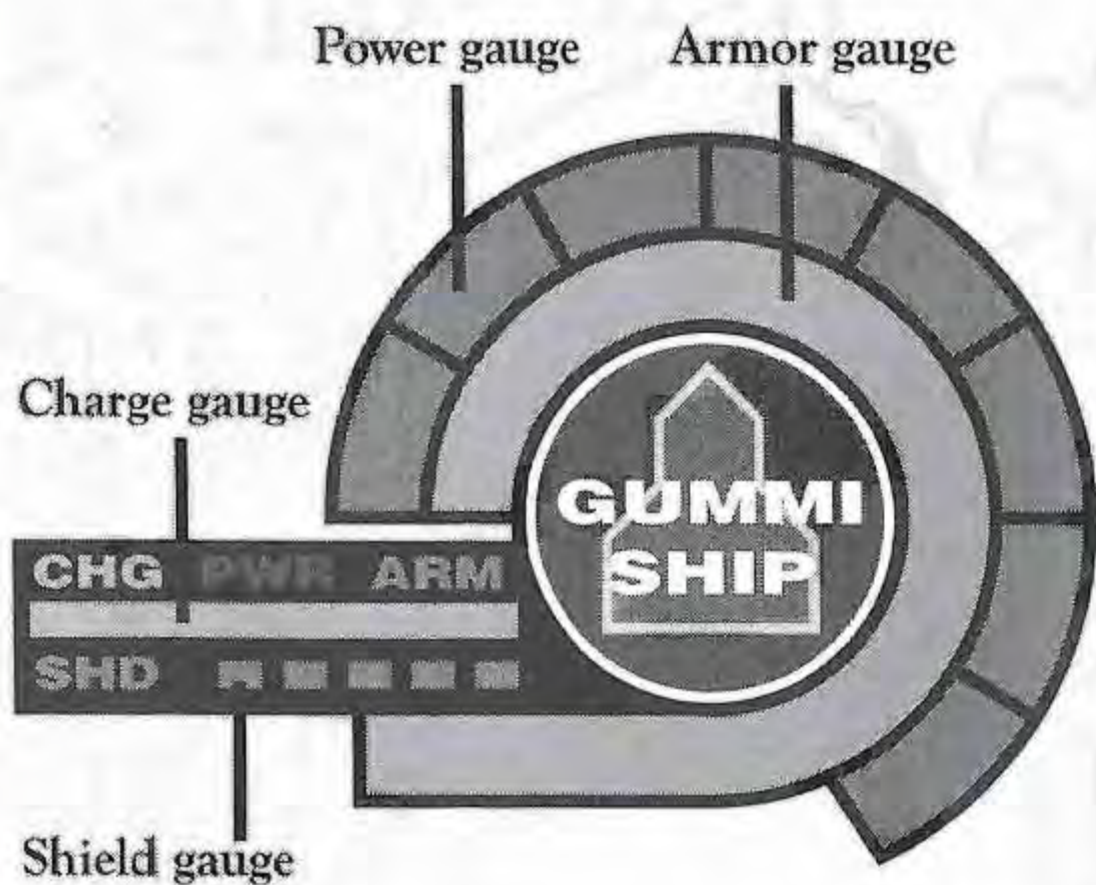
ENEMY GUMMI SHIPS

Some enemy gummi ships will attack your ship. Evade or destroy them as you advance. Enemy ships drop items when they are destroyed.
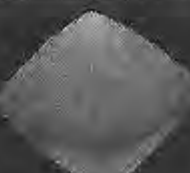
OBTAINING ITEMS

Destroying obstacles and enemy ships yields items. Simply touch them to acquire them. To pick up items out of reach, equip the ship with a mechanical arm (Drain-Gummi) or a net (Osmose-Gummi).

Replenishes the power gauge

Fully replenishes power, armor, and shield gauges

Replenishes the armor gauge

Gummi block
(There are various types)

Replenishes the shield gauge

Ship's blueprint*
(You can follow it to build a ship)

* Some ships must be modified in order to fly.

SELECTING LANDING POINTS

Upon arrival at your destination, you can choose different landing points. (This option is not available on your first visit to each world, however.) Press the up or down directional button to choose a location, then press the ⊗ button to disembark. Each world's list of landing points will grow as you find certain save points throughout the world.

GUMMI GARAGE MENU

At the world selection screen, press the ⊙ button to access the Gummi Garage menu. Here, you can build or remodel gummi ships. Details of each submenu are as follows:

Garage	Build a gummi ship by following a blueprint.
Gummi Ship	Fly a different gummi ship, and customize the button configuration of the ship's controls.
Inventory	Gummi block inventory.
Help	General gummi-related information.
Tutorial	Quick tutorial on building a gummi ship.
Exit	Exit Gummi Garage menu.

THE FOUR MODES IN THE GUMMI GARAGE MENU:

In the Garage menu, press the SELECT button to display the help screen. Each mode has its own help screen.

Select Mode
In this mode, select the gummi blocks you want to attach to your ship.

Next block
Press the down directional button to select it.

Selected block
Rotate the block with the left analog stick. Rotate it in the direction you want to see it attached. Press the ⊗ button to confirm the selection and switch to build mode.

Next block
Press the up directional button to select it.

**Gummi class associated with the selected block**
Press the left or right directional button to change classes. Press the up or down directional button to change blocks within the class.

Selected block's name and its function.

Press the R1 button or the ⊗ button to attach the selected block in build mode.

Ship being built. Rotate it with the right analog stick.

If you have spray paint, press the ⬤ button to switch to paint mode.

Build Mode
Assemble the gummi blocks to build a gummi ship in this mode.

Selected block to be attached to the ship.

Press the ⬤ button to select the entire ship. Rotate the selected ship with the left analog stick. Delete it with the △ button.

Press the L1 button to move the block above the ship. Press the L2 button to move it below.
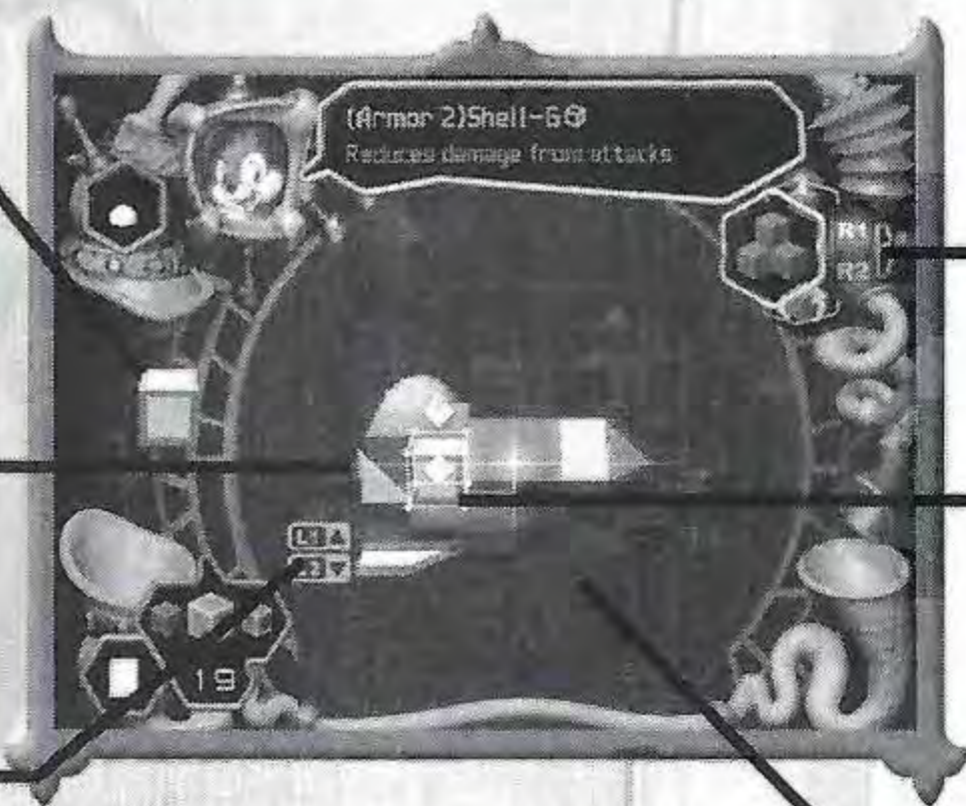
Press the R1 button to switch to select mode. Press the R2 button to switch to inspect mode.

Cursor showing the position of the selected block. Move it with the directional buttons, and press the ⊗ button to attach the block.

Construction area. Rotate the construction area with the right analog stick.
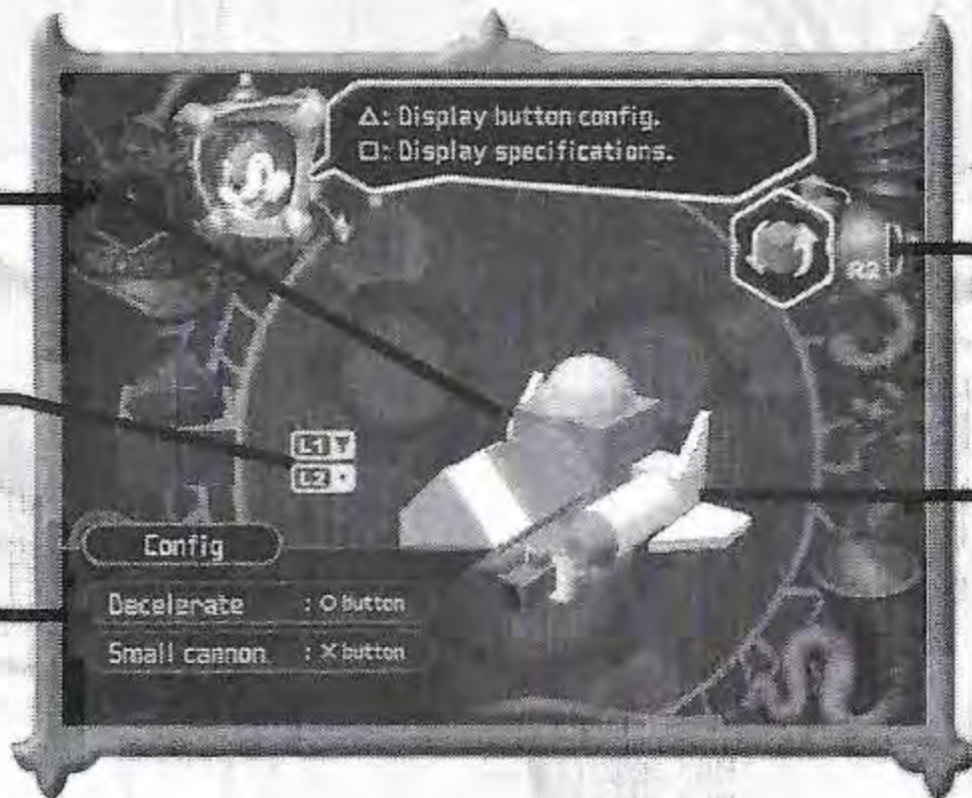
Inspect Mode
Check your work in progress in this mode.

Rotate the ship with the right analog stick.

Press the L1 button to zoom in. Press the L2 button to zoom out.

Press the ● button to display the ship's specifications. Press the ▲ button to display its features and controls.

△: Display button config.
□: Display specifications.

Press the R2 button to switch to build mode.

Press the ⊗ button to test the ship's engine, weapons, and so forth.

Config
Decelerate   : O button
Small cannon : ✕ button

Paint Mode
Change the color of gummi blocks in this mode once you've acquired spray paint.
If you obtain a color palette, you will have more colors to choose from.

Simple And Clean
written by Utada Hikaru

You're giving me too many things
Lately you're all I need
You smiled at me and said,

Don't get me wrong I love you
But does that mean I have to meet your father?
When we are older you'll understand
What I meant when I said "No,
I don't think life is quite that simple"

* *When you walk away*
 You don't hear me say please
 Oh baby, don't go
 Simple and clean is the way that you're making me feel tonight
 It's hard to let it go

The daily things that keep us all busy
Are confusing me
That's when you came to me and said,

Wish I could prove I love you
But does that mean I have to walk on water?
When we are older you'll understand
It's enough when I say so
And maybe some things are that simple

repeat *

** *Hold me*
 Whatever lies beyond this morning
 Is a little later on
 Regardless of warnings the future doesn't scare me at all
 Nothing's like before

repeat *
repeat **
repeat **

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THEME SONG
Simple And Clean
Written by Utada Hikaru
Licensed by TOSHIBA-EMI LIMITED

CAST

SORA	Haley Joel Osment
RIKU	David Gallagher
KAIRI	Hayden Panettiere
ANSEM	Billy Zane
SQUALL (LEON)	David Boreanaz
AERITH	Mandy Moore
CLOUD	Steve Burton
YUFFIE	Christy Carlson Romano
TIDUS	Shaun Fleming
WAKKA	Dee Bradley Baker
SELPHIE	Molly Keck
SEPHIROTH	Lance Bass

Featuring the Disney Character voice talents of:

Seth Adkins
Wayne Allwine
Tony Anselmo
Sean Astin
Kathryn Beaumont
Jeff Bennett
Jodi Benson
Robby Benson
Susanne Blakeslee
Brian Blessed
Corey Burton
Eddie Carroll
Pat Carroll
Dan Castellaneta
Bobby Costanzo
Jim Cummings
Bill Farmer
John Fiedler
Jonathan Freeman
Tony Goldwyn
Gilbert Gottfried
Jess Harnell
Naia Kelly
Linda Larkin
Eli Linnetz
Tress MacNeille
Ken Mars
Mark Mosley
Ken Page
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Chris Sarandon
Kath Soucie
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Audrey Wasilewski
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Susan Ryan
Randy Coppinger
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Brian Monroe
Renée Johnson

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Lisa Beckwith
Greg Lhotka
Greg Krueger
Sam Buckner
Steve Litten
Melissa JL Smith
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