⚠ 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 point. 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.

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

Getting Started

PlayStation®3 system
Starting a game: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the *Kingdom Hearts -HD 1.5 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 home menu, and then press the ⊗ button. Refer to this manual for information on using the software.
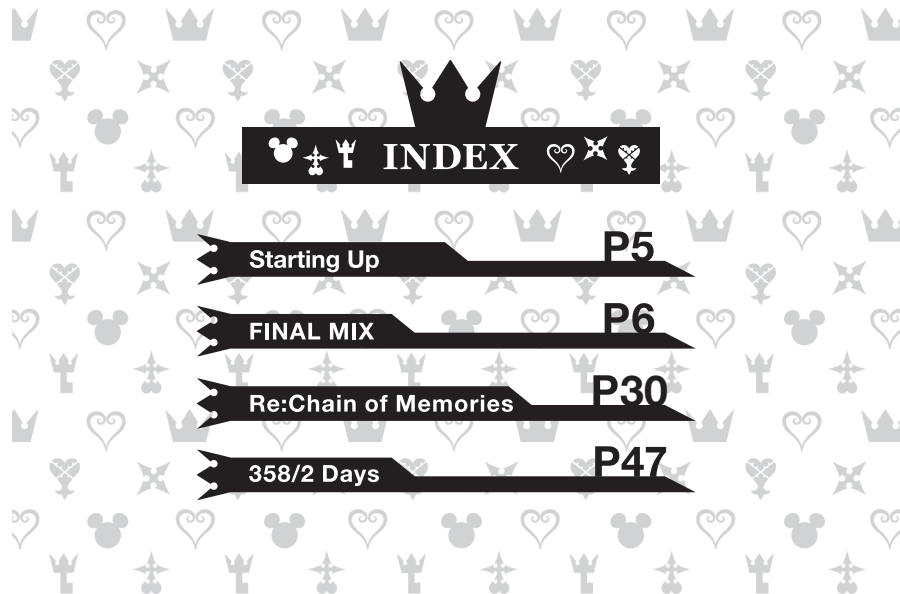
Hint   **Quitting a game:** During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.
To remove a disc, touch the eject button after quitting the game.

TROPHIES: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation®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.

🐭✦♛ INDEX ♡✕♀

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STARTING UP

KINGDOM HEARTS HD 1.5 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.

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.

Begin adjusting the display settings. Adjust the screen so the blue line that appears outside fits within the screen.

Reset   Zoom Out L1 R1 Zoom In
Save Settings   Discard Settings
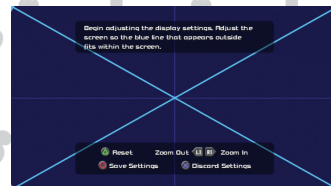
Launcher Menu

Selecting a game to launch will take you to the game's start menu.

Launches KINGDOM HEARTS FINAL MIX. (P6)

Launches KINGDOM HEARTS Re:Chain of Memories. (P24)

Launches KINGDOM HEARTS 358/2 Days. (P47)
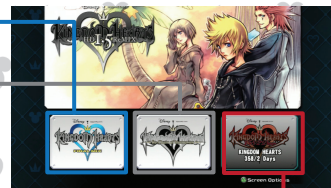
CREDITS & EXTRAS

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

Credit   View the credits for the game.

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

5

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.

Disney **SQUARE ENIX**

KINGDOM HEARTS
FINAL MIX

INDEX
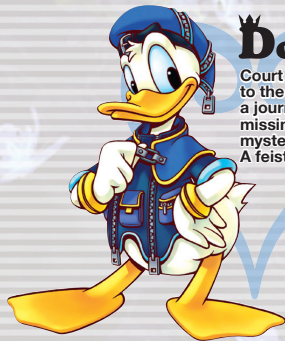
Donald Duck

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.
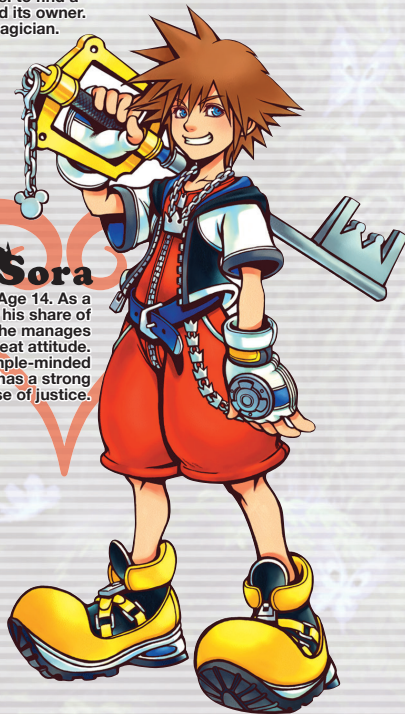
Sora

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.

Heartless

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

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.

This game may be incompatible with controllers other than the DUALSHOCK®3 wireless controller.

There are two control modes in KINGDOM HEARTS FINAL MIX. The controls for field movement are listed below, while those for the gummi ship are explained on page 26.

L2 Button

L1 Button

R2 Button

R1 Button

△ Button

◎ Button

✕ Button

▣ Button

Directional Buttons

Left Stick

Right Stick

R3 Button

SELECT Button

START Button
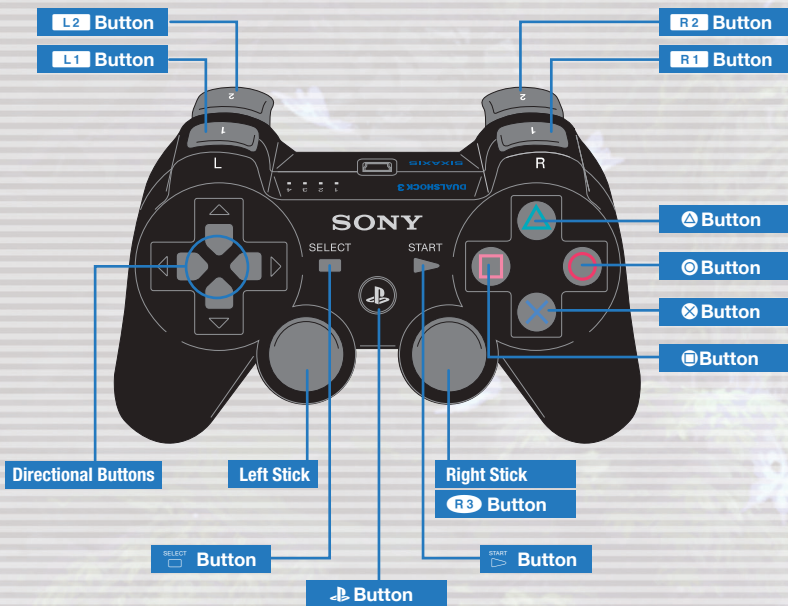
⊞ Button

L1 Button	Hold down to display magic shortcut menu
L2 Button	Cycle through available targets while locked on
R1 Button	Engage or disengage target lock
R3 Button	Revert camera to default frontal view
Directional Buttons	Move cursor / Move cursor in command menu
Left Stick	Move character / Move Camera (when in first person mode by pressing SELECT)
Right Stick	Move Camera
START Button	Display main menu / Pause (during battle and cutscenes) Skip events (during cutscenes)
SELECT Button	Toggle first-person view on and off
◎ Button	Cancel / Press while holding the L1 button to cast assigned spell
△ Button	Special Commands (Talk / Open Chests / Save, etc.) / Use Special Abilities (P21) / Call Allies (battles) / Press while holding the L1 button to cast assigned spell
▣ Button	Use abilities (Dodge Roll, etc.) / Descend when flying or swimming / Press while holding the L1 button to cast assigned spell
✕ Button	Confirm /Jump / Release / Ascend when flying or swimming

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.

START MENU
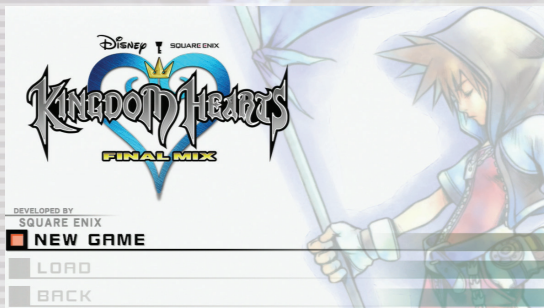
When you select "NEW GAME" from the Start menu, you will see three difficulty settings to choose from under "Game Mode". The "Game Mode" cannot be changed once you have made a selection.

FINAL MIX: Beginner

An easy game mode for novice players where rare items are provided from the start to make battles easier.

FINAL MIX

A balanced game mode perfect for first time KINGDOM HEARTS players. (*The difficulty has been rebalanced from the original KINGDOM HEARTS.)

FINAL MIX: Proud

A game mode for experienced players with stronger enemies and thrilling battles.
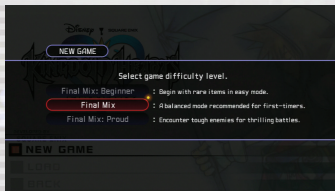
LOAD

Restart playing using save data found on the PlayStation®3 hard disk.

SAVE

Save files for this game are saved onto the PlayStation®3 hard disk. At least 4,757KB of free space are required to save. You can delete files from the Save or Load menus by selecting a file and pressing the △ button.

BACK

Return to the Launcher menu.

CONTINUING AND LOADING DATA

If Sora runs out of HP, the Continue screen appears, with "Continue" and "Load" options. Select "Continue" to resume from the area where Sora was knocked out. Select "Load" to resume play from a save file.

GAME SCREEN

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.

Party's Gauges

They display your party members' current condition.

Sora's Gauges

They display Sora's current condition.

Target Icon

GAUGES

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.

HP Gauge

Charge Gauge

MP Gauge
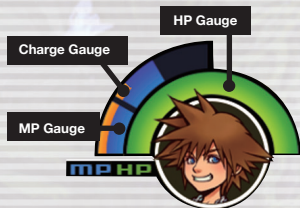
TARGETING

Sora can automatically target enemies, people he can talk to, and objects he can pick up or examine. Pressing the R1 button will lock on to a target and have the camera follow that target, making it easier to carry out actions.

Targeting: Auto Lock on

Target

Target Lock

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

MENUS

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.

Items	Use items, hand items to a party member, or take items out of the Stock and equip them here. (P23)
Equipment	Equip weapons and accessories. (P22)
Abilities	Equip abilities. (P21)
Customize	Configure how a character acts. (P19)
Status	View the current status of characters.
Jiminy's Journal	Jiminy Cricket records many things in his journal as you progress through the game.
Config	Allows you to change game settings.
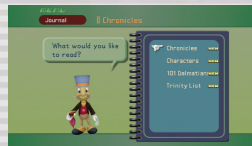
SORA'S ACTIONS

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) in KINGDOM HEARTS FINAL MIX. 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. Pressing the Ⓐ button while locked on to an enemy will have your friends attack that target.

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. The amount of experience earned can differ depending on equipment and abilities. For details on leveling up, refer to page 22.

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.
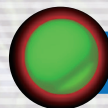
Green Orb: Restores HP
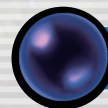
Clear Orb: Refills charge gauge

Yellow Orb: Munny (currency used to purchase items)

Blue Treasure Chest: 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 the system's hard drive.
Party	Switch party members when there are more than two available to accompany Sora.
Gummi Ship	Board the gummi ship. (See pages 24-29 for more details.) *This option does not appear initially.
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 or if a summon is in use.
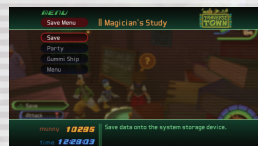
Treasure Chests

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.

Trinity Marks

Keep your eyes open for Trinity Marks. 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 at 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.

HP Gauge

Charge Gauge

MP Gauge
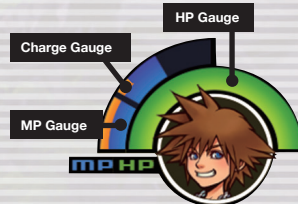
BASIC SPELLS

Fire	Unleashes a fireball.		Thunder	Calls down lightning.
Blizzard	Unleashes ice crystals.		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, especially during battle.

LEARNING SUMMON SPELLS

Learn summon spells by clearing a stage or giving a summon gem to the Fairy Godmother in Traverse Town. Summon magic allows you to call friends with unique powers to aid you during battle.

CALLING SUMMONED CHARACTERS

Learned summon spells can be viewed during battle by selecting the "Summon" command. 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 spell can only be used once per battle.

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. When the "Splash" command appears, press the Ⓐ button to have Dumbo spray enemies with water. Fighting together, they are invulnerable to enemy attacks. Dumbo's MP gauge appears in the upper right corner of the screen. The gauge depletes with time, and when it reaches zero, Dumbo leaves. (You can send him away sooner by selecting the "Dismiss" command.)

Bambi

When Bambi is summoned, Sora's allies temporarily disappear. Bambi scatters about various items as he prances around the battlefield.

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

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. A character's max AP restricts how many abilities can be equipped at the same time. (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.

EXAMPLES

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. Press the Ⓐ button at the right time for a combo. (Active when enemy is slightly far away.)

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

Learn summon spells by clearing a stage or giving a summon gem to the Fairy Godmother in Traverse Town. Summon magic allows you to call friends with unique powers to aid you during battle.

EQUIPPING ACCESSORIES

Each character can equip accessories. Equipping accessories can raise a character's defense, HP, MP, and so forth. Accessories can be acquired from treasure chests, clearing certain events, or at shops.

STATUS AND LEVELING UP

Status Screen

The status screen can be accessed from the main menu and 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. Increased statistics are shown in the level up window. If a character gains several levels, multiple parameters are increased at once.

OBTAINING ITEMS

You can obtain all sorts of items by unlocking treasure chests, picking up rewards from defeated enemies, or buying them at shops. Sora will pick up a reward from a defeated enemy by approaching it.

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 or when all slots are filled 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. Talk to the shop keeper in each shop to buy or 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, access the Gummi Garage menu, and access the Gummi Ship Missions menu. Choose your destination with the left stick, then press the ✕ button to depart. Press the ◉ button to access the Gummi Garage menu, and the △ button to access the Gummi Ship Missions menu.

The number of ★s indicates the battle level of a world.

FLIGHT SCREEN

Enemy Gummi Ship

Item

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.

Score
Press the R2 button to toggle the display between showing all scores or showing/hiding the current score only.

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

Gummi Ship's Gauges

Obstacle

GUMMI SHIP 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. The shield gauge decreases instead of the armor gauge when the Shield-Gummi deflects attacks. However, the armor gauge decreases if a ship equipped with only a frontal shield takes damage from behind.

Power gauge
Armor gauge
Charge gauge
Sheild gauge

PAUSE MENU

You can pause the game while in normal drive by pressing the START button. The "Continue" and "Return to World Select" options are available in this menu.
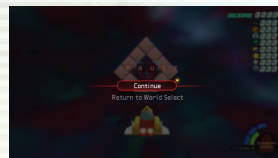
OBTAINING ITEMS

Destroying obstacles and enemy ships yield 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).

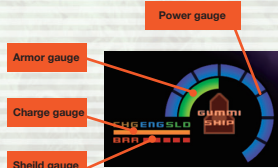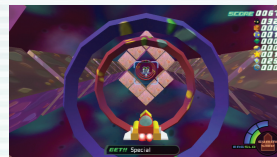|	
Replenishes the power gauge	Fully replenishes power, armor, and shield gauges
Replenishes the armor gauge	Gummi block (There are various types)
Replenishes the shield gauge	Ship's blueprint* (You can follow it to build a ship)

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 up or down on either the directional button or the left stick 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 select 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	Restores some HP.
Gummi Ship	Fly a different gummi ship, and customize the button configuration of the ship's controls.
Inventory	Gummi block inventory.
Help	General information on gummi blocks and gummi ship missions.
Tutuorial	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 up directional button to select it.

Selected Block:
The currently selected gummi block. Rotate the block with the left 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 down directional button to select it.

Gummi class associated with the selected block:
Press the left or right directional buttons to change classes. Press the up or down directional buttons 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 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. You can cancel out by pressing the ⊚ button.

Selected block to be attached to the ship.

Press the ⊚ button to select the entire ship. Rotate the selected ship with the left stick. Delete it with the ▲ button. Press the ✕ to paint* the entire ship.

***Only if spray paint is available.**

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.

Assembly area. Rotate the assembly area with the right stick.

INSPECT MODE
Check your work in progress in this mode. Press the R2 button while in Build Mode to enter this mode.

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

Rotate the ship with the right stick.

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

Press the ■ button to display the ship's specifications.

Press the R2 button to switch to build mode.

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

SPRAY PAINT MODE

Change the color of the 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.

GUMMI SHIP MISSIONS

Gummi ship missions can be challenged while travelling between worlds. A score for each world's mission is shown and clearing a mission will merit rewards. You do not need to complete gummi ship missions to progress the story. The difficulty of missions, such as the damage received from enemies, is increased if you selected a higher difficulty setting at the beginning of the game.

Press the △ button while on the world select screen to view mission details and your current score.

Destinations are shown in green text, while the departure worlds are shown in white text.

Your latest score. Press the ◎ button to view your high score.

Press left or right on the directional button or the left stick to scroll through the pages. Pressing left or right on the right stick will rotate the world icon.

Mission details. Clearing a mission will unlock successive missions.

Mission difficulty. The more "★" symbols, the higher the difficulty.

Number of available worlds. An icon becomes highlighted when all the missions for a world have been completed.

Worlds that can currently be visited are shown.

Each world's high score is shown below.

The number of completed missions for each world is also shown.
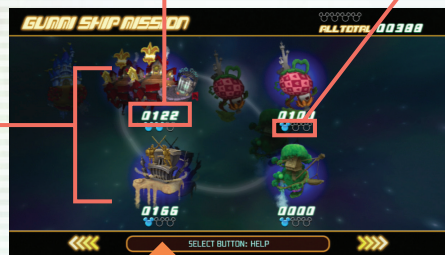
Press left or right on the directional button or the left stick to switch modes

SELECT button: Switch to help screen

Press left or right on the directional button or the left stick to switch screens

Press left or right on the directional button or the left stick to switch screens

Mission details for each world. Completing a mission will unlock successive missions.

KINGDOM HEARTS
Re:Chain of Memories

Disney · SQUARE ENIX

Our hero walks tirelessly along a path within a field
and comes across a crossroad.
Sora stands at the center of this crossroad and looks up at the night sky,
thinking of the friends he has become separated from.
A mysterious man approaches from one of the forks and says
"What you seek lies ahead.
But you will lose something dear to obtain it."
Only one path remains when the man disappears.
Sora arrives at the gates of a curious building, Castle Oblivion,
by following the sole path.
What will Sora gain on this journey and what will he lose?

Sora

A fourteen-year-old boy and the hero of this tale. In his last adventure, Sora was chosen as the Keyblade master and saved the world, but only at the cost of being separated from his closest friends. He now journeys to find those friends and return home with them. Although a little naïve, Sora has an uncanny sense of justice.

Donald Duck

The court wizard who serves the king of Disney Castle. He is journeying with Sora and Goofy to find the king. Donald is talkative, moody, and a bit short-tempered.

Goofy

The clumsy but easy going captain of the Disney Castle Royal Knights. Despite his position, Goofy dislikes weapons. He is journeying with Sora and Donald to find the king.

Riku

A fifteen-year-old boy who is best friends with Sora and Kairi. Mature for his age, Riku is cool and collected. To save the world, he chose to remain in the realm of darkness.

Unknown

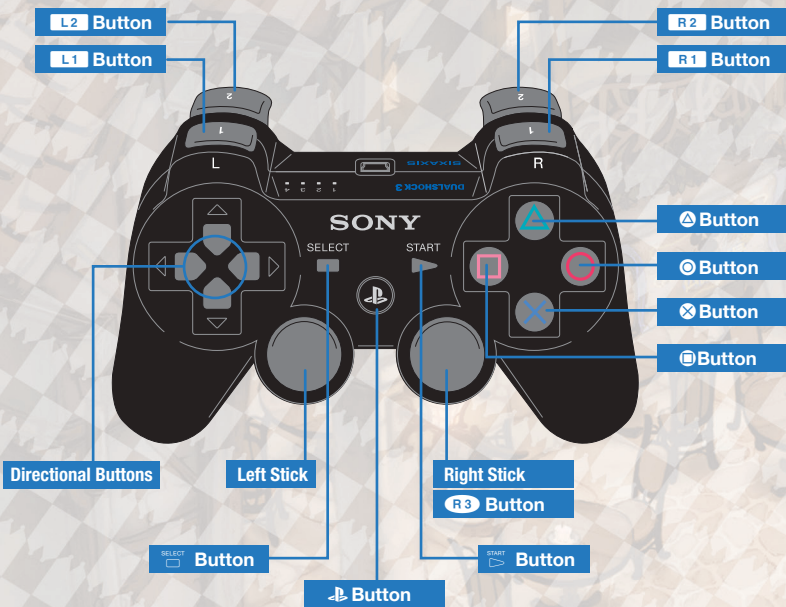A mysterious man who showed Sora and his companions the way to Castle Oblivion. It seems there are others like him. Surely he has his reasons for approaching Sora, but those reasons remain unclear.

This game is to be played using a DUALSHOCK®3 wireless controller. You can switch the vibration settings to on or off at either the start up menu or at the Configuration Menu.

Controllers other than a DUALSHOCK®3 wireless controller are not supported.

L2 Button

L1 Button

R2 Button

R1 Button

△ Button

◎ Button

✕ Button

▢ Button

Directional Buttons

Left Stick

Right Stick
R3 Button

SELECT Button

PS Button

START Button

	BATTLE	FIELD	OTHER (Moogle Shops, Room Synthesis, etc.)
L1 Button	Deck rotates counterclockwise	——	Scroll Page
L2 Button	Un-Stock Card	——	Scroll Page
L1 + R1 Button	Activate stock skills using cards (1-3 cards)	——	——
R1 Button	Deck rotates clockwise	——	——
R2 Button	Lock-on/off a target	——	——
R2 + R Stick	Switch a target	——	
R3 Button	Reset the camera behind the character	Reset the camera behind the character	
Directional Buttons →	Rotate deck clockwise	——	Select a World Card when selecting a world
←	Rotate deck counterclockwise	——	Select a World Card when selecting a world
↑	Reload Deck shortcut	——	——
↓	Shortcut to designated card	——	——
Left Stick	Move	Move	Move cursor in menus, select card
Right Stick	Move Camera	Move Camera	——
START Button	Pause Game	Display Menu	Skip Event
SELECT Button	Switch to enemy cards	Display World Map	——
✕ Button	Use card (hold down to reload cards)	Swing Keyblade Throw object (when holding an object)	Confirm
△ Button	Stock a card (after stocking 3 cards) Use stocked cards	Lift objects (when approached) Throw objects (when holding an object) Display Room Synthesis menu (when in front of a door) Talk	Zoom in/out of the World Map (while on the World Map)
◎ Button	Dodge Roll (Sora) Side Step (Riku)	Dodge Roll (Sora) Side Step (Riku)	——
◉ Button	Jump, High Jump Glide (hold down) *After Sora obtains the ability	Jump, High Jump Glide (hold down) *After Sora obtains the ability	——

GETTING STARTED

KINGDOM HEARTS Re:Chain of Memories is an RPG following Sora's journey through Castle Oblivion using cards.

START GAME

NEW GAME

Select "NEW GAME" to start up a new file. When you start up a "NEW GAME", select your preferences for "Game Mode", "Vibration ON/OFF", and "Sound Type". The "Game Mode" cannot be changed once it has been set. The "Vibration" and "Sound Type" settings can be changed from the Configuration Menu.

LOAD

Load a save file from the PlayStation®3 hard drive to continue playing.

BACK

Return to the Launcher menu. (P5)
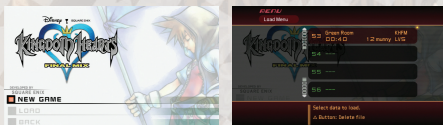
SAVING

Save files for this game are saved on to the PlayStation®3 hard disk. At least 4,738KB of free space are required to save. You can delete files from the Save or Load menus by selecting a file and pressing the Ⓐ button. *You will be able to save either in hallways (P39) or in rooms where a save point is available through room synthesis (P38).

CONTINUE/RETURN TO THE TITLE SCREEN

If Sora's HP is completely depleted during battle, the continue screen will appear. Choosing "Continue" allows you to continue from the room in which Sora was defeated. "Return to Title Screen" exits to the main title screen.

ADVANCING THE STORY (1)

WORLD MAP

Pressing the SELECT button in the field opens up the world map, where you can see how the world's rooms are connected or locate rooms where story events occur.

Checking Room Synthesis Criteria

Move the cursor to an unsynthesized room and press Ⓧ button.

Event Rooms

Rooms where the story events occur. The story progresses as events are viewed.

Name of Selected Room

*Only the first room, goal room, and rooms that have been synthesized are shown.

Unsynthesized Rooms

Rooms where Room Synthesis can be performed.

Sora's Current Location

FIELD MAP

In addition to platforms and ladders used to move around the map, there are also objects which Sora can strike with the Keyblade or climb on to uncover prizes. Try interacting with everything!

Heartless

Coming into contact with a Heartless triggers an encounter, and the battle screen appears.

Doors

Press the Ⓐ button to bring up the Room Synthesis screen.

Room Mini-Map

Red Arrows: Doors that have not been passed through.

Yellow Arrows: Doors to Event Rooms.

Blue Arrows: Doors that have been passed through.

Prizes in the field

🟢 Replenish HP

🔴 Moogle Points

🎴 Battle cards

Tilting the left stick towards a wall and pressing the Ⓞ button to jump will make Sora hang from the edge of high platforms.

Striking enemies with the Keyblade or throwing objects at them will stun all enemies at the beginning of a battle, giving you an advantage.

ROOM SYNTHESIS

A triangular mark will appear when you walk up to a door in the field. Pressing the Ⓐ button opens the Room Synthesis screen (press the Ⓑ button to return to the field map).

Room Synthesis Criterion

Map Cards in Your Possession

Name of Selected Map Card

Number of Selected Map Cards in Possession

Press the Ⓐ button at doors that have already been opened to create a new room. Create new rooms with many enemies to level up, or rooms with save points to save your game!

CRITERIA

You must meet certain criteria in order to synthesize rooms. Special doors (see below) have set criteria while other doors may require you to meet or exceed the number shown in order to open them. However, if the criterion is "0", then only a 0 card can be used to open that door while a door with the criteria of "9 or higher" can be opened using either a 0 or 9 card. 0 cards can also be used to meet the criteria for any doors other than special doors. The criterion for normal doors will depend on the card number you used to enter the current room. For example, the criterion to open adjacent rooms will be a value of +1 based on the card value you used to enter the current room.

A card of matching color

A card matching the one shown

Multiple cards totaling a value above the one shown

A card with the value shown or lower

A card with the value shown or higher

A card of equal value

"Special Doors" have set criteria. There are rooms such as the one shown to the right that require several criteria to be met. *Criteria that have been met will not re-appear after returning to the field (the criteria will reappear if you leave the world).

WORLD SELECT

Select the world you would like to proceed to next.

HALLWAYS

There are hallways between each floor where you can save your game. *When you proceed onto the next floor, the previous floor's room synthesis criteria will be reset.

Save Point

Bring up the save menu.

Warp Point

Bring up the World Warp menu.

A triangular mark will appear when you approach Donald or Goofy. Press the Ⓐ button to talk to them.

WORLD WARP

This is a screen where you can warp back to any floor you have previously gone through. Move the cursor to a world you would like to revisit and press the Ⓧ button to confirm.

Current Floor

Destination Floor

MENU

Pressing the START button on the field map will bring up the menu screen, where you can check Sora's deck, save your progress, and more. *See the specific pages for details.

Current Level
Current HP/Max HP

Current Moogle Points
Play Time

Equipped Card Deck

Friend Cards That Can Appear in the Field

Friend Cards That Can Appear in Battle

View Deck
Customize a card deck.

World Map
See Sora's current location and room synthesis criteria.

Map Cards
Check map cards in your possession.

World Cards
View the current floor and those you have cleared.

Status
Check Sora's status.

Journal
Read a record of your travels in Jiminy's journal.

Config
Change the game settings.

VIEWING THE BATTLE SCREEN

Touch a Heartless on the field to enter a battle (sometimes the battle screen will come up after events). You can obtain prizes and cards during battle.

Sleight Name

Sora's HP

Stocked Cards

Useable Cards

Total Number of Useable Cards

HP of Targeted Enemy

Target Cursor

Prize

Card in Use

BASIC CONTROLS (1)

While in battle, press the ✕ to use a card and the ⊙ to jump. Press either the L1 or R1 button to scroll through the Card Reel to select a card you would like to use (hold down either the L1 or R1 button to rotate the reel quickly).

*The button settings can be changed in the Config menu.

Cards used in battle do not disappear from your deck, but "Friend Cards" and "Gimmick Cards" disappear after battle.

Reloading Cards

Reload cards in your deck by selecting the Reload Card (shown to the right) and holding down the ✕ button. *Excluding some cards, such as the first stocked card.

One strategy is to reload cards even before you run out of cards (keeping the first stocked card and some special cards). Hold down either the L1 or R1 button to rotate the reel quickly. The reel will stop at the Reload Card and you can reload your deck effectively. You can also press the up directional button to automatically go to the Reload Card as well.

Changing Categories

Change to the enemy cards in your deck by pressing the SELECT ▢ button.

Dodge Roll

Press the ⊙ button to have Sora roll and evade an attack (use in conjunction with the left stick to roll in specific directions).

Escaping

Head to the border of a battle map to reach an escape zone and tilt the left stick in that direction. When the gauge fills up, Sora will escape from battle.

*Some boss and event battles cannot be escaped from.

Stocking Cards

Stock cards by pressing the △ button. To use the cards, press the L1 and R1 buttons simultaneously, or press the △ button when you have three stocked cards. If Sora has not learned any sleights, the three stocked cards will be used in succession in a combo attack. However, if Sora has learned a sleight, a sleight will be unleashed depending on the type and total value of the stocked cards (the total value will be shown to the right of the stocked cards; the sleight name will be shown above the cards). Sora can learn sleights through story events, leveling, and opening treasure chests.

*Enemy Cards and Gimmick Cards cannot be stocked.

Card Breaks

Cards are numbered between 0 and 9. By using a card of a higher value than cards played by enemies, you can nullify an attack from that enemy and counterattack. This is called Card Break. However, if an enemy uses a card of a higher value than the one you played, your attack will be nullified and the enemy will attack.

*When a 0 Card is played after an opponent has played their card, the 0 Card will break that card regardless of its value. But if a 0 Card is played and then the enemy plays a card, the 0 Card will break.

Prizes and Cards

A variety of prizes and cards will be obtained when you defeat enemies. The number of EXP gained will depend on the color and shape of the prize.

Replenish HP

EXP

Cards
Enemies will drop Map or Enemy Cards.

Moogle Points

Premium Prize
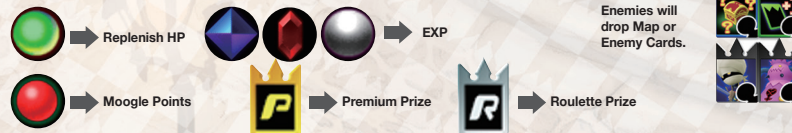
Roulette Prize

*You have a better chance of obtaining Roulette Prizes after battles in Roulette Rooms. They are rarely obtained in other rooms.

BATTLE GUIDE (2)

Basic Controls (2)

Premium Bonus

Either obtain the premium prize an enemy drops on occasion, or create a Premium Room, to increase your chances of obtaining a premium prize. When you obtain a premium prize, the Premium Bonus screen will be shown after battle. At this screen, one of the battle cards in your deck will be made into a premium battle card, which has a lower CP value.

*Premium battle cards cost less to have in your deck, but will no longer be available to you in battle when you use that card once (excluding times when you use special cards). However, if you use a premium battle card as the 2nd or 3rd card in a sleight, the card will be reloaded.

Leveling Up

Sora will level up when he obtains a set number of EXP from collecting prizes. You can choose from one of three bonuses when Sora levels up after a battle.

HP Boost ➡	Sora's Max HP increases.
CP Boost ➡	Sora's Max CP increases.
Sleights ➡	Sora learns a new sleight.

HP ➡	Sora's vitality	CP ➡	(See P43)

View Deck

Edit Deck
Edit the contents of a selected deck. (*see details below)

Equip Deck
Select a deck to equip.

Shortcut
Select cards to assign to shortcut buttons during battle

Clear Deck
Clear all cards from the selected deck.

Deck Name
Change the name of a deck.

Delete Card
You can delete cards in your possession (Some Enemy Cards and cards currently equipped in a deck cannot be deleted).

Number of Equipped Battle Cards/Number of Total Battle Cards

Equipped Deck

Expended CP/Max CP

Number of Cards in Deck/Max Number of Cards

Editing a Deck

You can edit the cards in your deck here. Create an effective battle deck without exceeding your max CP or 99 cards. You can increase Sora's Max CP when he levels up.

CP refers to the cost of a card. You can have more cards in your deck by increasing Sora's Max CP when he levels up.

L1 Button	Add Card Menu
R1 Button	Remove Card Menu
L2 · R2 Button	Switch between decks
SELECT Button	Add Card Menu

The card reel will show cards in order from the card in the upper left. You can change the order of your cards to make your deck easier to use in battle.

ADD CARDS
This adds a card to your deck. Press the R1 button to switch to the Remove Card menu.

CP of the Selected Battle Card

The Number of Copies of the Selected Battle Card for Each Value

Description of the Selected Battle Card

*You can view the details of a card in the Journal menu.

REMOVE CARDS
This removes a card from your deck. Press the L1 button to switch to the Add Card menu. Press the ⊘ button to change the order of your cards.

CARDS AND STATUS

Map Cards

You can see which map cards are in your possession here.

Number of Map Cards in Possession/Total Number of Cards That Can Be Held

The Number of Copies of the Selected Map Card for Each Value

Description of the Selected Map Card

Total Number of Map Cards per Color

*You can hold a maximum of 99 cards. Enemies will not drop cards once you have reached a total of 99 cards, so if there is a card you would like to obtain, be sure to dispose of any unwanted cards (to delete a card, place the cursor over an unwanted card and the card value you would like to delete. Then press the ✕ button to bring up the delete screen).

World Cards

See the current world or worlds you have cleared.

Current World

Place the cursor over a world and press the ✕ button to bring up the description.

Selected World Card

Worlds you have visited will be shown as "F1", "F2", etc. Worlds you have not visited will not be shown.

Status Menu

Here, you can check Sora's stats, sleights he has learned, and how much experience he needs to level up. You can also select a sleight to see how to use the sleight and its effects.

Level: Sora's current level
EXP: Current experience points
Next LV: Experience needed to level up
HP: Current HP/Max HP
Max CP: Max CP
Equipped Deck: Name of equipped deck
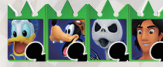**Friends:** Friend Cards available in that world

TYPES OF CARDS

Battle Cards

Attack Cards
Standard cards used to swing the Keyblade and attack. Use attack cards in succession to string a combo together.

Friend Cards
Sora can use these cards to borrow the help of a friend in battle.

Magic Cards
These cards summon characters or cast magic.

Item Cards
These cards allow Sora to use an item. *Once used, these cards do not reload until after a battle is completed.

Enemy Cards
These cards have unique effects during battle. The effects last for varying times depending on the card. Multiple enemy cards cannot be used simultaneously (if you use an enemy card while the effects of another are in effect, the effects of the second enemy card will override the effects of the first).

Gimmick Cards
These are special cards that can only be obtained and used during certain boss battles.

Field Cards

Map Cards
These cards are used when creating a room.

World Cards
These cards are used to select a world to go to.

Moogle Shops

Use a map card with a moogle design to enter rooms with Moogle Shops, where you can trade in your Moogle Points for card packs. You can also trade in cards in your possession for Moogle Points to buy more card packs as well.

When selling cards for Moogle Points

Using Moogle Points to buy cards

Total Moogle Points

Rare Cards Are Easier to Get from Pricier Card Packs

Moogle Points You Can Earn by Trading in the Selected Card

Red: Attack Card Packs
Blue: Magic Card Packs
Green: Item Card Packs
Red/Blue/Green: An assortment of the 3 colors

REVERSE/REBIRTH

"Reverse/Rebirth" will be unlocked once you complete Sora's story. (Start this mode by selecting "New Game: Riku" from the title screen.)

BATTLES

Riku will be able to transform as the story progresses. DP (Dark Points) will be shown in the upper left of the screen, and when this reaches a certain value, Riku will go into D-Mode. When in D-Mode, Riku's stats such as attack power will increase. DP will decrease when Riku receives damage or his cards are broken, and he will return to normal when his DP reaches 0. You can increase Riku's Max DP when he levels up.

LEVELING UP

The Level Up Menu is also different from the one in Sora's story.

Riku's Max HP Increases

Riku's Attack Increases

Riku's Dark Points Increase

CARD DUEL

Press the Ⓐ button when your card matches an enemy's card to enter a one-on-one Card Duel with that enemy. As the enemy displays one card after another, you must break each card as they are shown. When you successfully break the set number of cards within the time limit, Riku unleashes a special attack. If you are too slow to show your cards, the duel is over.

TITLE SCREEN
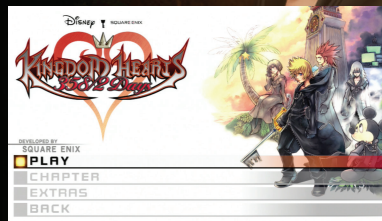
PLAY: Select this option to begin viewing movies. The "Play All" and "Continue" options are shown if you stopped watching a movie before it ended.

CHAPTER: Select specific chapters to view.

EXTRAS: View entries in ROXAS'S DIARY and CHARACTERS. The CHARACTERS section is unlocked after viewing a specific event.

BACK: Return to the Launcher menu (P5)

A young boy awakens in Twilight Town with no memory of his past. He receives the name of Roxas.

Following a mysterious man in a black coat, Roxas joins Organization XIII. He carries out his daily missions while becoming close friends with Axel, his trainer in the Organization.

They meet at the Twilight Town's clock tower every day after their missions, and have mindless chatter while looking at the sunset.

Roxas slowly familiarizes himself with the Organization until a day when he is given a mission with a new partner.

Number XIV, Xion. The newest member to join Organization XIII.

Roxas's meeting with Xion sets in motion a drastic change to his fate—

NOBODIES

When someone with true strength in their heart loses that heart and becomes a Heartless, every so often a second version of them comes into being. These "Nobodies" have no hearts to feel with; only memories of their human past and what it was like to feel.

ROXAS

No. XIII Weapon: Keyblade

A boy who has recently joined the Organization as its thirteenth member. He commands the power of light, and remembers nothing of his past.

AXEL

No. VIII Weapon: Chakrams

A wise guy who says surprisingly little about himself for all the talking he does. Despite being a member of Organization XIII, he tends to side with himself when presented with the choice. He can wield fire.

XION

No. XIV Weapon: Keyblade

A girl whom the Organization has welcomed as its fourteenth member. She, too, can command the power of light.

RIKU

Sora's best friend. Once, darkness ruled him, but his experiences at Castle Oblivion have since taught him to wield an arsenal of darkness and light alike.

KING MICKEY

The King of Disney Castle. He travels between worlds, watching over them and often coming to Sora's and Riku's aid.

NAMINÉ

A witch with power over Sora's memories and those of the people he has touched. As Sora sleeps within the pod, she works diligently to repair his memory.

DIZ

A mysterious adversary of Organization XIII. He will do all in his power to help Sora get his memory back, for he knows the boy is the only one who can dash the Organization's plans.

SORA

The Keyblade's chosen master. His memory was taken apart in Castle Oblivion; now he is sleeping inside a pod while Naminé puts it back together.

DONALD DUCK / GOOFY

The daring duo who have stuck by Sora during most of his quest. They are asleep inside pods of their own.

ORGANIZATION XIII

A group comprising thirteen powerful Nobodies, the strongest of their kind. Their ultimate desire: Kingdom Hearts, the almighty force they believe will make them complete.

LEXAEUS
No. V Weapon: Axe Sword

A master of earth and physically the Organization's strongest. He is a man of few words, opting instead to express himself through actions.

XEMNAS
No. I Weapon: Ethereal Blades

The leader of Organization XIII. Though his presence is overwhelming, his power stems from control over nothingness itself.

XALDIN
No. III Weapon: Lances

This warrior uses the wind to wield six lances in a deadly dance. He bears himself like a martial artist, but his silver tongue is the weapon to fear.

SAIX
No. VII Weapon: Claymore

Xemnas's right-hand man and day-to-day overseer of the Organization. His usual calm is broken only by the moon, which turns him berserk.

ZEXION
No. VI Weapon: Lexicon

An exceptional tactician, he uses his keen intellect and ability to weave illusions to manipulate those around him.

DEMYX
No. IX Weapon: Sitar

Best known for his lack of motivation and easygoing attitude. When left with no choice, he puts his sitar and mastery over water to use in combat.

LUXORD
No. X Weapon: Cards

This consummate gambler and gentleman stakes his life on the cards. Lucky for him, he uses them to deadly effect. He can manipulate time.

XIGBAR
No. II Weapon: Arrowguns

A man of many secrets, he uses banter to evade questions just as he manipulates space to elude foes. A patch covers his right eye.

MARLUXIA
No. XI Weapon: Scythe

Armed with control over flowers and unrivaled ambition, he assumes leadership at Castle Oblivion to bring his own hidden agenda to fruition.

LARXENE
No. XII Weapon: Knives

Cold and brutal, she constitutes the lone woman in Organization XIII's ranks. Lightning obeys her call, and she strikes with all its swiftness.

VEXEN
No. IV Weapon: Shield

Everything and everyone are but subjects in the mind of this vain and brilliant scientist who uses the power of ice to bind his foes.

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