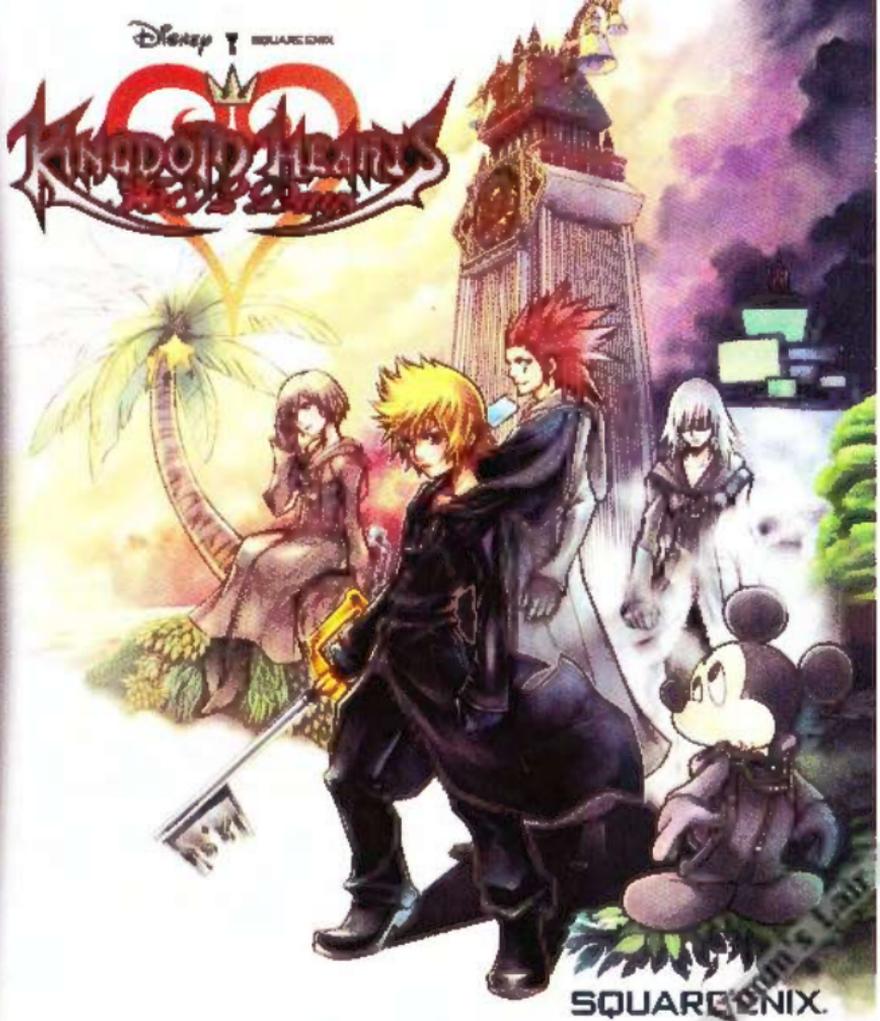


NINTENDO DS™



SQUARE ENIX

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E

Nintendo's Law

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

Rev-E
During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

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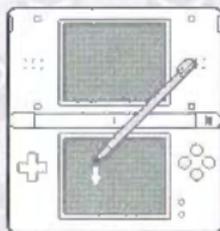
Vimm's Lair

How to Use the Touch Screen

There are two methods of using the stylus.

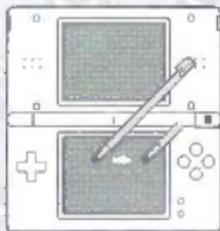
TOUCH

"Touching" is the term used to describe lightly touching the Touch Screen.



SLIDE

"Sliding" is the term used to describe keeping light contact on the Touch Screen as you track across it.

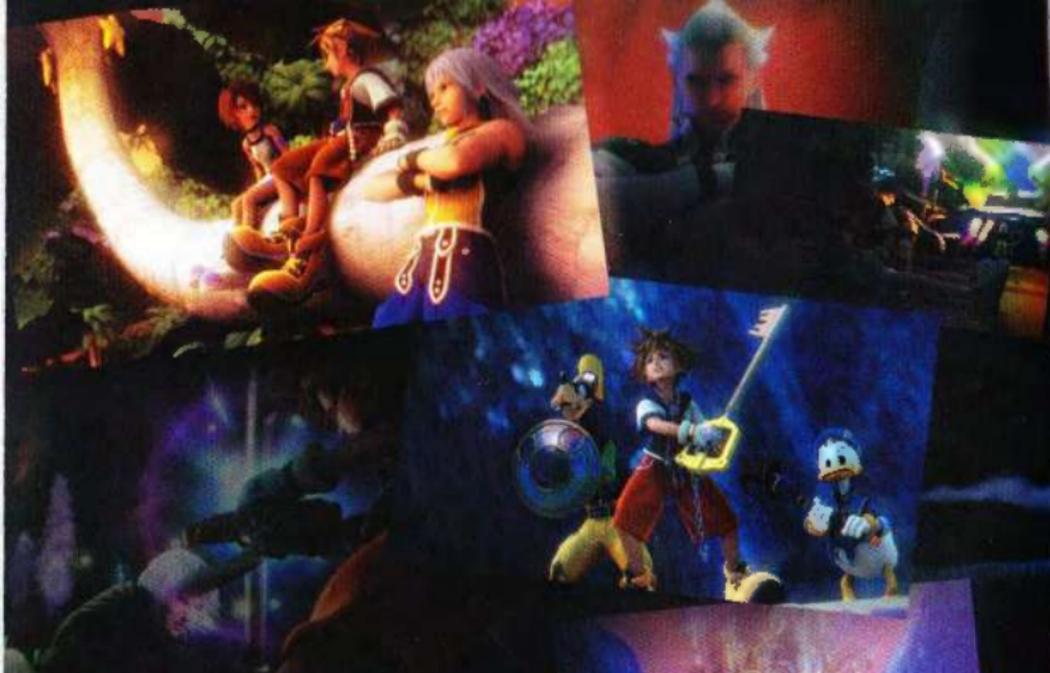


TOUCH SCREEN PRECAUTIONS

- Only the Nintendo DS stylus and other special implements specified in the game should be used on the Touch Screen.
- Use of a damaged stylus or other damaged implement should be avoided.
- Pushing or rubbing the Touch Screen with excessive force should be avoided.
- Fingernails should not be used on the Touch Screen.
- Please do not rub the upper screen with the stylus or any other implement.
- Keep objects such as sand, crumbs, food and liquids away from the Touch Screen.
- When using a protective sheet, be sure to read the instructions included with the sheet to avoid damaging the screen or creating air bubbles.

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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" tests 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 II

Autumn inches closer in Twilight Town, and Roxas wants nothing more than for the last days of his summer vacation to be the best. Instead, the boy watches the world he knows unravel. Curious monsters called Nobodies appear, along with a man named Axel who keeps insisting Roxas remember things that never happened. 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 people they have lost.

Vivian's Lair

STORY & CHARACTERS

TWILIGHT TOWN. Roxas and Axel are sitting high upon the station's clock tower, watching the sun set. It's what they always do. When the day's work is done, they meet up here and trade stories over ice cream.

But you don't know why the sun sets red. You see, light is made up of lots of colors. And out of all those colors, red is the one that travels the farthest.

Like I asked! Know-it-all.

They laugh genuine laughter—no simple achievement for two people with no hearts to feel with. To Roxas, this daily dose of mindless conversation has been part of his life with Organization XIII since the very beginning.

If she hadn't joined the Organization—the fourteenth member—how different would these days have been?

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 Organization 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 dazing duo who have stuck by Sora during most of his quest. They are asleep inside pod 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.



XEMNAS

No. I Weapon: Ethereal Blades
The leader of Organization XIII. Though his presence is overwhelming, his power stems from control over nothingness itself.



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.



ZEXION

No. VI Weapon: Lexicon
An exceptional tactician, he uses his keen intellect and ability to weave illusions to manipulate those around him.



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.



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.



KALDIN

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.



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 blind his foes.



LEXAESUS

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.



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.



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; she strikes with all its swiftness.

In the Field / On Missions / During Cutscenes

You will rely on button controls for most of this game, but some operations can also be performed using the Touch Screen and stylus. Need more info? Don't forget to check the relevant pages later in this manual.

Type A Controls

L Button

- Open shortcut commands
- L Button + A/B/X/Y Button**
- Use the assigned shortcut (→ P. 23)

+Control Pad

- Move your character
- Advance text during cutscenes

Touch Screen

- Adjust the camera
- Write on the Chat Pad (Multiplayer Mission Mode only)

SELECT

- Press once, then use +Control Pad to adjust the camera

You can close the DS anytime during the game (except while playing with other people or during movie playback) to enter Sleep Mode and conserve the battery pack. Open the DS again to exit Sleep Mode.

START

- Open the Pause Menu, where you can:
 - ▶ Withdraw from a mission (Only the host can withdraw during Multiplayer Mission Mode.)
 - ▶ Skip cutscenes (Note: Pausing will not stop the action during Mission Mode.)
- Open the main menu (while in the Grey Area)
- Skip movies immediately



R Button

- Press Once...
 - Reset camera angle
 - Change target while locked on
- Press Twice...
 - Toggle lock-on (→ P. 24)

A Button

- Execute the selected command
- Confirm choices
- Advance text during cutscenes

B Button

- Jump
- Cancel
- Advance text during cutscenes
- Use certain abilities

X Button

- Select commands

Y Button

- Use certain abilities
- Open the Panels menu (while in the Grey Area)

Type B Controls

Once you have advanced a little ways into the story, you will be able to select Type B controls from the Config menu (→ P. 35). This changes the functionality of the L and R Buttons.

L Button

- Hold Down... Rotate the camera left
- Press Once... Change to the next target while locked on
- Press Twice... Reset camera angle

R Button

- Hold Down... Rotate the camera right
- Press Once... Change to the previous target while locked on
- Press Twice... Toggle lock-on

L +R Buttons together Open shortcut commands

In the Main Menu

You can only access the main menu before missions, from the Grey Area (game hub).

+Control Pad	Move the cursor.
A Button	Confirm choices.
B Button	Cancel. Return to the previous screen / exit menu.
X Button	Toggle stat and ability views.
X Button + +Control Pad	Navigate the abilities window (while in ability view).
START	Cancel. Return to the previous screen / exit menu.

Refer to the Menu Guide for controls while installing panels (→ P. 28).

Starting the Game

- 1 Make sure the Nintendo DS is turned OFF before inserting the KINGDOM HEARTS 358/2 Days Game Card. Once the Game Card has been firmly inserted, turn the power ON.
- 2 The screen to the right will appear. After reading the information, touch the Touch Screen or press any button to proceed.
- 3 To begin play, touch the KINGDOM HEARTS 358/2 Days panel on the DS Menu Screen or press the **A Button**.
 - The screen to the right is for the Nintendo DS/DS Lite Systems.
 - This step is unnecessary if your Nintendo DS is set to Auto Mode. Please consult the Nintendo DS hardware manual for further details.
- 4 See (→ P.16) for more information on advancing through the game's Story Mode.

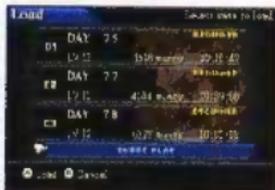


The Title Screen

- STORY MODE** Choose this mode to play solo and advance through the story.
- NEW GAME.....** Select a difficulty and start the game from the beginning.
 - * You cannot change the difficulty once you start the game.
- CONTINUE.....** Load save data and pick up the game where you left off.
- MISSION MODE** Execute missions as the Organization member of your choice.
- SOLO.....** Undertake missions by yourself.
- MULTIPLAYER.....** Undertake missions with 2-4 players.

You will be given the option to load your Story Mode save data and use it in Mission Mode.

*Don't have any save data? That's okay. Choose "Guest Play" to experience a handful of the missions available in Mission Mode. Keep in mind that you will not be able to save your progress during Guest Play.

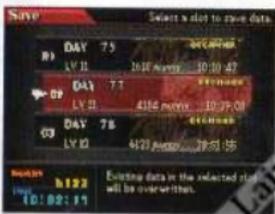


Saving

You can save your game in up to three different slots by selecting "Save" from the main menu. (→ P.26) You can only access the main menu in the Grey Area (→ P.18) before embarking on missions.

MISSION MODE

You can use your Story Mode save data in Mission Mode. All your data, including your panel arrangements (→ P.28) will be carried over.



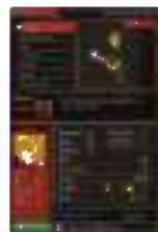
ADVANCING THROUGH STORY MODE

At the start of each day, you will begin in the Grey Area. Make your preparations, then choose a mission. Missions will take you to a variety of worlds.

The Grey Area (Game Hub) (→ P.18)

Organization XIII's primary base of operations. This is the only place in the game where you can access the main menu.

Main Menu (→ P.26)



From here, you can check your stats or power yourself up by customizing your panels. This is also the place to adjust your game settings and save your progress.

The Moogle Shop (→ P.31)



Here you can buy and sell panels, or use synthesis to craft new ones.

*The Moogle Shop is not available at the beginning of the story.

Accept a Mission (→ P.18)



Talk to Saix in the Grey Area to accept a mission. Some missions are marked with a key. These are mandatory, and must be completed to advance the story.

Execute the Mission (→ P.22)

Visit one of a variety of worlds and complete your given mission.



Mission objectives run the gamut from recon to heart collection.

Mission Review (→ P.25)



Your performance determines the tokens, panels, and other rewards you receive.

MISSION COMPLETE!

ACCEPTING A MISSION

You will need to complete missions to advance the story. Missions are assigned by a man named Saix in the Grey Area.

The Grey Area (Game Hub)

Command List
(→ P.22)



HP Gauge
If you run out of HP, it's Game Over.

Current Location

Map / Symbols

Missions Left to Complete

Information
Tells you what you need to do next.

World Icon

Current Day

SELECTING A MISSION

When you talk to Saix, you will be presented with a list of missions available at that time. To advance the story, you will need to complete all the missions marked with keys (mandatory missions).

* All the missions presented here, whether you complete them or not, will be added to your Holo-Missions (→ P.34) once you have advanced the story to the next time period.

1 MANDATORY MISSIONS The number of missions marked with a key that you must complete to advance the story.

Completed key missions
Incomplete key missions



Once you have finished all the mandatory missions, choose "Advance" to skip any remaining optional missions and move the story forward.

Talking to People

If you get close enough to someone you can talk to, a square target marker will appear and "Talk" will show up on the command list. Press the A Button to hear what the person has to say.



2 THE BONUS GAUGE Complete missions to fill this up, eventually multiplying the rewards you receive during the Mission Review.



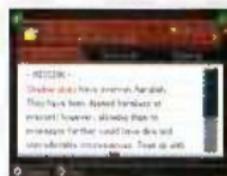
Bonus Gauge

Tells you whether your rewards for the selected mission will be doubled or tripled

3 MISSION LIST



MISSION BRIEF



Use the L and R Buttons to cycle through missions

Once you choose a mission, a more detailed description will appear. Use the +Control Pad to look over the summary, objectives, and rewards. When you are ready to embark, press the A Button.

NOTE

You will not be able to access the main menu (→ P.26) once you embark on the mission, so be sure to complete any preparations before you go!

MISSIONS: SCREEN GUIDE

Make the most of the information presented on both screens to stay on top of your combat situation.

Lock-on Indicator

Heart Counter

Item You Just Obtained

Command List (→ P.22)

Information

World Icon / Enemy Target

Mission Gauge
Tells you how far along you are in the mission. Fill the gauge up to the mark to complete the mission.

Mission Complete Mark

Enemy Name
Enemy HP (displayed if you have Scan installed)

Prizes

Your Partner's HP

Your Character's HP
The character portrait will start to flash if your HP drops below a certain level.

Limit Break Indicator (→ P.25)

Current Location

Map / Symbols
Enemies and certain landmarks are mapped for you automatically.

MAP SYMBOL GUIDE

	You		Partner		Regular enemy		Mission target enemy
	Other characters		Recon points you have examined		Exit to another area (Black lines cannot be crossed)		Dark corridor

PRIZES

Enemies sometimes drop prizes when you defeat them.

	HP Prize Restores HP.		Munny Serves as cash.		Prize Box Contains an item.
--	---------------------------------	--	---------------------------------	--	---------------------------------------

BADGES

You may find these in the field. Grab them!

	Ordeal Badge (→ P.34)		Unity Badge (→ P.39)
--	---------------------------------	--	--------------------------------

NEGATIVE STATUS EFFECTS

Some enemy attacks have lasting effects which work against you. To cure persistent negative status effects, you can either use an item or wait for the effects to subside.

	Ignited Gradually saps HP.		Frozen Prevents movement.		Tolted Causes heavy damage every time you touch something.		Air-tossed Lowers your Defense until you land.		Radar Zapped Disables your map.
	Nulled Defense The attack bypasses your Defense for high damage.		Damage Drained The attacker recovers HP equal to the damage dealt.		HP Halved The attack halves your remaining HP.		Shoe-glued Prevents you from jumping.		Flip-footed Reverses movement with the +Control Pad.
	Silenced Prevents you from using magik.		Rebound Defense Returns your Defense to EV1.		Blinded Causes you to sometimes miss with attacks.	—	—	—	—

Game Over

If you run out of HP, it's Game Over.

CONTINUE..... Return to the battle you lost, or to a point just before it.

WITHDRAW..... Abandon the mission and return to the Grey Area. Choose this if you need to adjust your panels (abilities and equipment) before trying the mission again.



MISSIONS: COMBAT GUIDE

Get these combat basics under your belt, and you will soon be ready to jump into the wild and exhilarating battles the KINGDOM HEARTS series is known for.

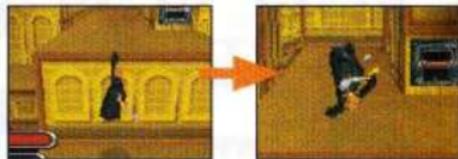
Moving Up in the World

Jumping

Press the **B Button** to jump. Hold it down longer to jump higher.

Can't Reach?

You can still snag the edge of platforms that are higher up. Once you are hanging, press **Up** on the **+Control Pad** to pull yourself up—or press the **B Button** to let go.



Using the Command List

Cycling Through Commands

Press the **X Button** (default controls).

Executing a Command

Press the **A Button**.

Attack	Swing your weapon.
Magic	Use installed magic (→ P.29).
Items	Use items you have found or installed.

The "Attack" command may change to other actions or words when you approach certain people, places, or things in the field.



COMBOS

Continue attacking with the right timing to string together a combo and avoid leaving yourself open.

*The maximum number of attacks in a combo is determined by your installed weapon and abilities.

Y Button ALTERNATE COMBO

Depending on your weapon, you may see this icon  while you attack. Press the **Y Button** right then, and you can switch over to an alternate combo.



THE BACKPACK

Items you find while out on a mission are stored in your backpack, which you can access via the "Items" command. Items in your backpack can be used (in some cases) or discarded. Anything you throw away will stay right where you left it, in case you decide to come back for it later.

SHORTCUTS

By assigning magic and items to shortcuts, you can get to them with fewer button presses.

*Items in your backpack cannot be assigned to shortcuts.

ASSIGNING SHORTCUTS

Navigate through the command list to the magic or item you want to assign, then press

L Button + A/B/X/Y Button (the button of your choice)

USING SHORTCUTS

Close the command list, then press

L Button + A/B/X/Y Button (the button you chose)

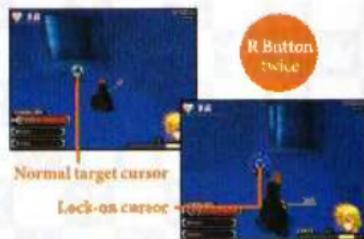


Locking On

Quickly press the **R Button** twice to lock on to a target. This causes the camera to follow that enemy.

Changing targets: R Button once while locked on

Exiting lock-on mode: R Button twice



The Heart Counter

Some of your enemies, the Heartless, will release hearts when you defeat them. These hearts are added to your Heart Counter as heart points. Heart points can be used at the Moogle Shop (→ P.31).



PUREBLOODS

These Heartless do not release hearts.



EMBLEM HEARTLESS

These Heartless, named for the marks on their bodies, will release hearts.

CHAINING

Heart counter



Defeat an enemy to start the chain.



While chaining, a ring of light will appear around the target cursor.



The ring gets smaller as time passes. Keep attacking to prevent this and keep the chain going!



Defeat enemies during a chain to earn bonus heart points!

Limit Breaks

This is your most powerful attack. Your HP must drop below a certain level before you can activate it.



You will be able to use the Limit Break once your HP drops into the yellow range.



At that point, the word **LIMIT** will appear, along with a white line at the left edge of your remaining HP.

Hold the **A Button** to activate the Limit Break!



Now, start attacking! You will continue to devastate everything in your path until the white line reaches the left edge of the HP gauge.

Note: The yellow range will get smaller every time you use a Limit Break.

Mission Review

Once you complete a mission and RTC (return to the castle), you will receive rewards based on your performance.

REWARDS..... Guaranteed rewards for completing the mission.

ITEMS COLLECTED..... Items you collected in the field during the mission.

Press the **A Button** to claim your rewards and return to the Grey Area.

LEVELING UP

You will be awarded EXP when you return from a mission. Gather enough EXP and you will receive a Level Up panel (→ P.28). Your level will not increase, however, until you install these Level Up panels into slots.



Mission objective

Mission Gauge

Heart points collected

Munny collected

EXP earned

Bonus Gauge multiplier (→ P.19)

Items collected

Rewards for the mission

MENUS: THE MAIN MENU

Open the main menu when you want to check your stats, equip yourself for the mission ahead, or adjust game settings.

Screen Guide

You can only open the main menu from the Grey Area (→ P.18).

To open the main menu: press **START**

To close the main menu: press **START** again, or the **B Button**

The screenshot shows the main menu interface with the following callouts:

- Menu**: Points to the menu list.
- Munny in Your Possession**: Points to the Munny amount (12611).
- Total Heart Points in Your Possession**: Points to the Heart Points amount (1963).
- Your Character's Basic Stats**: Points to the character's basic stats (Strength 33, Magic 36, Defense 12, EXP 735, Next Level 33, Slots 15/20, Tokens 0, Rank Novice).
- Guide to Switching Views**: Points to the 'Toggle stat / ability view' button.
- The Current Day**: Points to the 'DAY' indicator.
- Your Character and Installed Weapon**: Points to the character and weapon preview.
- Menu Help**: Points to the 'MUNNY' section.
- Your Character's Detailed Stats**: Points to the character's detailed stats.
- The Difficulty You Selected**: Points to the 'Beginner' difficulty level.

BASIC STATS

LV	Your current level.
HP	Your maximum HP.
Abilities	The number of abilities you have active.
Links	The number of links in your panel arrangement.

DETAILED STATS

Strength	Factors into the damage you deal with your weapon.	EXP	The total experience you have earned.
Magic	Factors into the damage you deal with magic.	Next Level	The amount of EXP you need before earning another Level Up panel.
Defense	Factors into the damage you take from enemies.	Slots	The amount of slots containing installed panels / total slots available.
Critical %	The rate at which you deal powerful critical hits.	Tokens	The number of tokens you have earned for completing... Challenges Mission Mode
Crit Bonus	Factors into the strength of your critical hits.	Rank	Increases as you advance through the story.

Checking Abilities

Press the **X Button** while the main menu or Panels menu is open, and you can switch between stat and ability views.

The screenshot shows the character's stats and abilities. A blue arrow labeled 'X Button' points from the stat view to the ability view.

Abilities Window

Whenever you install panels (→ P.28), the weapons, magic, resistances, and abilities they give you are listed here.

To navigate the abilities windows:
Hold the **X Button** and use the **+Control Pad**

All of your abilities, as well as equipment like weapons, magic, and items, are stored as panels.

The Panel System

In this game, you will have to install panels in order to power yourself up. This is accomplished by arranging the panels into empty spaces called "slots." By installing and uninstalling panels, you can customize your character any way you like.



Install Level Up panels to increase your level and stats.



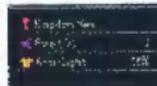
Install one Fire panel...



and you gain one cast of Fire.



Install three Fire panels...



and you will be able to cast Fire three times.

Panel Categories

These correspond to the tabs above the list of panels in your stock.

ITEM PANELS

The number of item panels you install determines the number you will begin the next mission with. Once you use an item panel, it is gone for good.

SUPPORT PANELS

Use Level Up panels to increase your level. Backpack panels increase the number of items you can collect on missions.



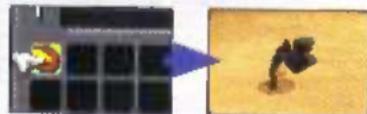
MAGIC PANELS

The number of magic panels you install determines the number of casts of that magic you can use on the next mission. You get all your magic panels back after a mission. Link them up (→ P.32) to increase their level or the number you can carry.



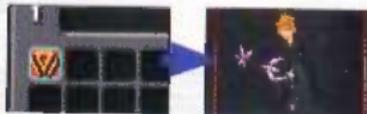
ABILITY PANELS

Install these to learn useful new abilities. Link them up (→ P.32) to make them more powerful or unlock additional abilities.



WEAPON PANELS

Installing one of these changes the appearance and functionality of your weapon. Installing certain panels into the weapon's link zone (→ P.32) will beef up your stats or unlock secret abilities.



RING PANELS

Installing one of these may boost your stats, grant new abilities, or provide protection from certain elements.



SYNTHESIS MATERIALS

You cannot install these. Instead, take them to the Moogle Shop (→ P.31) where you can use them to synthesize new panels.

Screen Guide

Abilities Window

A list of weapons, magic, resistances, and abilities you have installed.

X Button + +Control Pad:
Navigate abilities window

Slots

This is where you install panels. Eventually you will be able to fill multiple pages.

Y Button: Switch to the next page



The panel's icon

Potion 5/10

Panel name No. left in stock / total you own

Stock

All the panels you obtain are stored here.

L / R Button: Cycle through categories

Panel Help

Tells you more about what the panel does and how it works.

ABILITIES WINDOW EXAMPLES

Panel name

Magic casts/item uses

Fire LV1 3 LINK

Panel category

Magic/ability level

Appears when linked

Type	Item	Linked	No
LV	—	Uses	5

Type	Ability	Linked	Yes
LV	LV 2	Uses	—

PANEL EXAMPLES

Dodge Roll

This panel works by itself.

Dodge Roll Ⓢ

This is a link panel. You can link other panels to it (→ P.32). In some cases, it will also work by itself.

Dodge Roll LV+ Ⓢ

This panel only works when installed inside the right link panel's link zone (→ P.32).

Panels Menu Controls

WHILE WORKING WITH SLOTS

+Control Pad	Move the cursor.
A Button	Grab a panel. Install the panel you have grabbed.
B Button	Put the grabbed panel back into your stock. Return to the main menu (if no panel is grabbed).
START	Open the panel submenu (→ P.33).
SELECT	Auto-install panels into the link zone under the cursor.
A Button + +Control Pad	Install more than one of the same panel.

WHILE WORKING WITH STOCK

+Control Pad	Move the cursor.
A Button	Grab a panel.
B Button	Return to the main menu.
START	Open the panel submenu (→ P.33).

The Mooglee Shop

Advance a short ways into the story, and you will be able to visit the Mooglee Shop in the Grey Area. You can buy and sell panels at the shop, synthesize new ones, or trade in tokens for freebie panels.

Buy	Purchase panels by spending heart points.
Sell	Sell panels to earn munny.
Synthesize	Use materials and pay munny to make new panels.
Redeem	Receive free panels for the Challenge Sigils (→ P.34) and Mission Crowns (→ P.42) you have earned.
Exit	Return to the Grey Area.



MENUS: LINKING UP PANELS

Link panels are a special type of panel. By "linking" certain panels to them, you can increase their power, quantity, or unlock new abilities altogether.

Link Panels

The number with a circle around it (next to the panel's name) tells you the size of its link zone, including the parent panel.

Using Link Panels

Shape of the selected panel's link zone

Install a link panel, and a link zone will appear around it. Install certain panels inside this zone and they will link up.

Link Zone

Install panels here to link them up. Link zones come in a variety of shapes and sizes.

Panels marked with an icon need to be installed into the right link zone. The panel's description will tell you where it belongs.

Example

Install a Doublecast link panel, then place a Fire panel in the link zone that appears.

The resulting link will double the amount of Fire magic you can take into the field, from one cast to two.

Panel Submenu

Press **START** to open this menu. Here, you can store "decks" (complete panel arrangements) or retrieve ones you have already stored.

Return to the main menu

Continue installing panels



STORING A DECK

You can have the game remember up to three of your favorite panel arrangements.

* Remember to save your game progress if you want to keep your decks!



RETRIEVING A DECK

Calling up one of your stored decks will overwrite your current panel arrangement.

Selected deck info



CLEAR ALL SLOTS

Choose this to return all installed panels to your stock.

MENUS: HOLO-MISSIONS

Missions you skipped during the course of the story will still be available afterwards as **Holo-Missions**. Later on, you will also be able to try your hand at **Challenges**, more advanced missions with special restrictions.

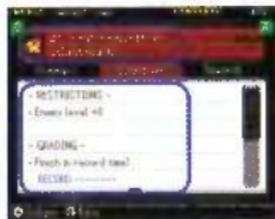
NORMAL MISSIONS

Choose this if you want to attempt the same missions Saix originally gave you. First choose a day (or period), then select from the missions that were available at that time. You might find that missions you struggled with before are a breeze now.

Note: You cannot fill the Bonus Gauge (→ P.19) more than once with the same mission.

CHALLENGES

Grabbing an Ordeal Badge while out in the field on a normal mission will unlock that mission's Challenge.



Challenges have more restrictions than their normal counterparts, and your performance is judged on different factors for each.



Ordeal Badge

Challenge Sigils



Perform well, and you will receive up to three Challenge Sigils, which can then be redeemed at the Moogle Shop for freebies.

MENUS: FILES, TUTORIALS, CONFIG

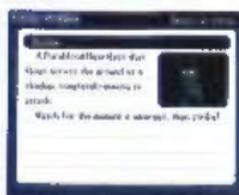
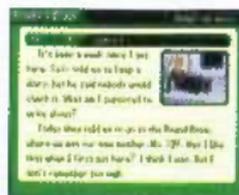
FILES

Roxas's Diary

Advance through the story to add to the pages of Roxas's diary.

Enemy Profiles

These detailed reports will tell you about each enemy's peculiarities and weaknesses. Lock on to enemies in the field to add their profiles to the list.



TUTORIALS

Here you can review all the tutorials you have seen so far.

CONFIG

Visit the Config menu whenever you need to modify the controls or adjust how your combat partner behaves. Use the **+Control Pad** to make your choices, then press the **A Button** (or **B Button** or **START**) to confirm any changes and return to the main menu.

Control Settings

Controls*	Choose how you want to control the camera and shortcuts.
Chase Cam	Choose whether the camera follows you automatically or not.
Cam Speed	Set the camera's tracking speed.
Cam X-Axis	Set the horizontal camera controls.
Cam Y-Axis	Set the vertical camera controls.
Cursor Position	Choose whether the command list cursor reverts to "Attack" after using a command.
Command List	Turn on command list navigation using a combination of the X Button and the +Control Pad .

* This setting becomes available after you have proceeded a short ways into the story.

Combat Partner Behavior

Target	Choose who partners should target with weapons.
Support	Choose how partners should use magic and items.

ADVANCING THROUGH MISSION MODE

You can play Mission Mode by yourself, or team up with up to three other players. You have the choice of either loading your Story Mode data, or choosing "Guest Play" if you don't have any.

*The instructions below apply to Multiplayer only.

Create a Group (→ P.38)



The host (leader) creates a group, which up to three other players can join.

Select a Character (→ P.38)



Choose the character you want to control.

Mission Mode Menu (→ P.38)



Use Mission Config (→ P.40) to set up a variety of rules which make Mission Mode even more fun.

Make your preparations here before you begin. Only the host may choose a mission. All players have the opportunity to set up their panels.



The host must select a mission from the Holo-Missions menu (→ P.39).

Complete the Mission (→ P.42)



Execute the mission with the other players, while at the same time battling to hang on to the most Mission Points.

Mission Review



These Mission Points will determine who comes out on top at the end of the mission!

MISSION COMPLETE!

MISSION MODE: GETTING STARTED

You can control any member of Organization XIII during Mission Mode. Utilize their strengths and weaknesses to complete the mission at hand.

Starting Mission Mode

Select MISSION MODE from the Title Screen, then choose either SOLO to play alone, or MULTIPLAYER to team up with other players.

Before you begin, you will be presented with the option to load data from Story Mode. Select from one of the three slots, or choose "Guest Play" to use default data. (Guest Play data cannot be saved.)

If you selected Multiplayer from the Title Screen, choose "Yes" to begin DS Wireless Communications.



Creating a Group (Multiplayer Only)

First, the player acting as host (leader) should choose "Create a Group." The host's name will then appear on the other players' Touch Screens, at which point they can select it to join the group.

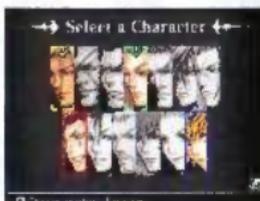
Once at least one other player has joined, the host may choose "Proceed."



Selecting a Character

Choose the character you want to control. Two players cannot control the same character. Once all players have selected a character, the host may press START to proceed.

* Only the characters you have unlocked will appear in the list.



Selecting a Mission (Host Only)

HOLO-MISSIONS

The host must choose a mission from the Holo-Missions menu. Once the mission has been confirmed, the other players may press START as soon as their preparations are complete.

You can add more missions to Mission Mode by finding Unity Badges during Story Mode missions. Keep in mind, however, that some missions require all participating players to have attained a certain rank. Your rank will increase as you make your way through Story Mode.

Player activity



Other Menus

PANELS

Use this to modify your panel arrangement.

SHOP

You can use the same Moogle Shop as you do in Story Mode to buy and sell panels, or synthesize new ones.

CHARACTER

You can pick another character if you want, but you cannot choose characters in use by other players.

Unity Badge

Grab these if you see them in the field during Story Mode missions!



MISSION MODE: GETTING STARTED (CONT)

MISSION CONFIG

Open this menu if you need to adjust your game controls. The host can also set special rules specific to Mission Mode which change the whole dynamic of the game. Use the **+Control Pad** to make your choices, then press the **A Button** (or **B Button** or **START**) to confirm any changes and return to the main menu.

Page 3

Attack Magic	Turn attack magic on or off.
Healing	Turn all means of HP and magic recovery on or off.
Enemy Strength	Set the power of enemy attacks.
Player Strength	Set the power of player attacks (on enemies).
HP Drain	Choose whether players lose HP over time.

Control settings Mission Mode rules (host only)



Page 4

Friendly Fire	Choose whether players can attack each other.
Friendly Lock-ons	Choose whether players can lock on to each other.
Rank Crowns	Toggle crown icons which show who is winning.
Handicaps	Choose whether lower-level players should start with extra Mission Points.
Damage Drops	Set how often players drop prizes when hit.

Page 5

RTC Countdown	Set a time limit to reach the dark corridor and RTC (return to castle) after completing the mission.
Lives	If your players are KO'd a total of this number of times, you will fail the mission.
HP Prizes	Choose whether or not HP prizes appear.
KO Drops	Set how many prizes players drop when KO'd.

SAVE

Save your game data.

TITLE SCREEN

Exit Mission Mode and return to the Title Screen.

MISSION MODE: EXECUTING MISSIONS

You have two goals in Mission Mode. One is to work together and complete the mission; the other is to try and collect more Mission Points than the other players. These Mission Points determine your ranking at the end of the mission.

- Heart Counter** (→ P.24)
- Mission Points You Just Collected**
- Mission Prizes**
- Command List** (→ P.22)
- Information**
- World Icon / Enemy Target**
- Toggle Chat Pad** (→ P.42)
- Mission Gauge**
Tells you how far along you are in the mission. Fill the gauge up to the mark to complete the mission.
- Mission Complete Mark**
- Enemy Name**
Enemy HP (displayed if you have Scan installed)
- Lives**
- Rank Crowns**
These show who is ahead.
- Other Players' HP**
- Your Character's HP**
- Player Color**
- Current Location**
- Map / Symbols**

MAP SYMBOL GUIDE

	Player 1		Player 4
	Player 2		Gathering Gate
	Player 3	—	—

See (→ P.20) for more map symbols.

PRIZES

	HP Prize Restores HP.		Munny Serves as cash.		Prize Box Contains an item.
	Mission Prize Awards some Mission Points.		Blue Mission Prize Awards a lot of Mission Points.	—	—

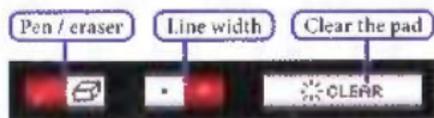
GATHERING GATES

Before proceeding into the next area, all players must gather in front of this gate.



CHAT PAD

During Multiplayer Mission Mode, touch the toggle button on the Touch Screen to open up a pad you can use to chat.



Player Colors

- 1P: Blue
- 2P: Red
- 3P: Yellow
- 4P: Green



MISSION REVIEW (SOLO)

Finish a mission in Mission Mode to earn one Mission Crown, which can be redeemed at the Moogles Shop for freebies. You will also be awarded bonus Mission Crowns the first time you finish a given mission.

MISSION REVIEW (MULTIPLAYER ONLY)

The Mission Points you collect during Mission Mode determine your ranking at the end. Take first place and you will receive one Mission Crown, which can be redeemed at the Moogles Shop for freebies. You will also be awarded bonus Mission Crowns the first time you place first in a given mission.



Rank Crown

- 1st: Gold
- 2nd: Silver
- 3rd: Bronze

Mission Points

The points you ended the mission with.

Total number of times you placed in Mission Mode.

Crowns (Multiplayer only)

A tally is kept of the number of times you placed in each group size (2, 3, or 4 players).

	2	3	4	Total
1st	0	0	3	3
2nd	0	2	1	3
3rd	0	0	0	0
4th	0	0	0	0

Group size

What you will need:

- Nintendo DS, Nintendo DS Lite or Nintendo DSi systems1 per player
- KINGDOM HEARTS 358/2 Days Game Cards1 per player

INSTRUCTIONS

1. For each Nintendo DS system, check that the power is turned OFF, and then insert the Game Card.
2. Turn each DS system's power ON. The DS Menu Screen will be displayed.
3. Touch the KINGDOM HEARTS 358/2 Days panel.
4. See (→ P.38) for further instructions on using these features.

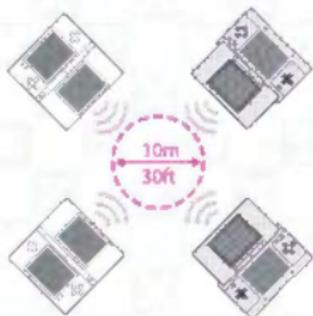
Wireless Communication Guidelines

Please note the following points regarding wireless communications:

- The  displayed on the Nintendo DS Menu screen or the game menu is the Nintendo DS Wireless Icon. Choosing a menu option with a Nintendo DS Wireless Icon activates the wireless communications mode. Never activate this mode in areas where wireless communications are prohibited (such as on airplanes, in hospitals, on trains or on buses).
- The  displayed on-screen while wireless communications are in operation indicates the strength of the wireless signal. The icon has four modes depending on the signal strength, as shown below. The stronger the signal is, the more stable the wireless communications will be.

				
No. of Bars	0	1	2	3
Strength	Weaker ← → Stronger			

When the wireless communications mode is active, the power light will flash at a different speed.



- For the best wireless communications performance, please note the following:
 - All Nintendo DS systems should be within 30-feet of each other, or at a distance where the signal strength icon shows two or more bars.
 - The Nintendo DS systems should face each other as directly as possible.
 - Avoid having people or other obstructions between the Nintendo DS systems.
 - Avoid interference from other devices. If communication seems to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.

Below is a basic list of some of the abilities acquired during Story Mode which will give you an edge in combat.



DODGE ROLL (Y Button while moving)

Allows you to quickly roll forward. You are untouchable at the start of the roll, making this useful when you need to get out of harm's way.



BLOCK (Y Button)

Allows you to block attacks with your weapon. Time it right and you can deflect an attack right back at the enemy to deal damage.



GLIDE (Y Button in midair)

Allows you to soar through the air as long as you hold the Y Button down. Use the +Control Pad to move while gliding.



AIR SLIDE (B Button in midair)

Allows you to perform an aerial dash. You are untouchable at the start of the slide, making this useful when you need to get out of harm's way.



AERIAL RECOVERY (B Button after taking damage in midair)

If an enemy's attack sends you flying, use this to regain your balance.



Story Mode

- Q.** I saw the words "Level Up" after a mission, but my level didn't get any higher.
- A.** The "Level Up" you saw added a Level Up panel to your panel stock. You need to use the Panels menu (→ P.28) and install the Level Up panel into a slot before your level will increase.
- Q.** I collected items during a mission, but the quantity listed under the "Items" command didn't increase.
- A.** Items collected in the field are stored in your backpack. If you have other items pre-installed, you will need to scroll past them before the contents of your backpack are displayed. Also, keep in mind that your backpack can only hold so much; if it's full, you'll need to discard another item, or else install a Backpack panel before the mission to increase your backpack's capacity.

Mission Mode

- Q.** I want to try Mission Mode, but I haven't played Story Mode yet and don't have any save data.
- A.** That's okay! Choose "Guest Play" on the load screen to play Mission Mode with default data and a limited number of missions (→ P.38). However, you will not be able to save Guest Play data.
- Q.** I want to play this mission with other people, but the game won't let everyone participate.
- A.** Missions have a minimum rank. If not all your players have attained that rank, you won't be able to choose it. Advance through Story Mode to increase your rank.



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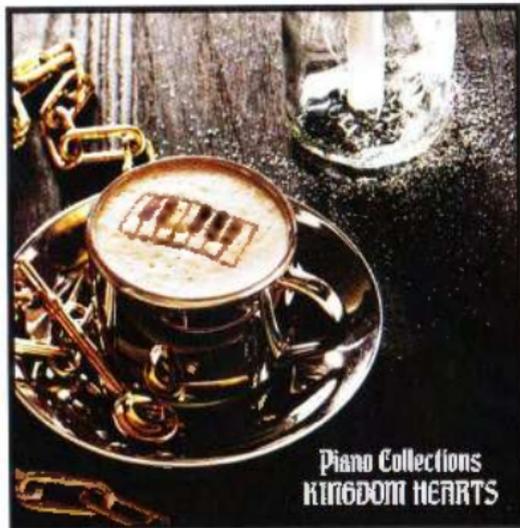
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