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NINTENDO DS™



INSTRUCTION BOOKLET

SQUARE ENIX.

Winn's Lair

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 features.
- 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

Walmart'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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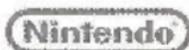
"Winnie the Pooh" characters are based on the "Winnie the Pooh" works by A.A. Milne and E.H. Shepard. All Rights Reserved.

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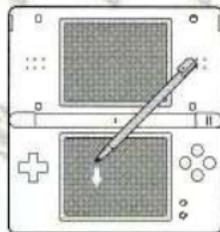
Wimm's Lair

How to Use the Touch Screen

There are two methods of using the stylus.

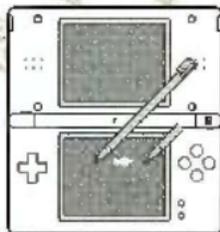
TOUCH

"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.

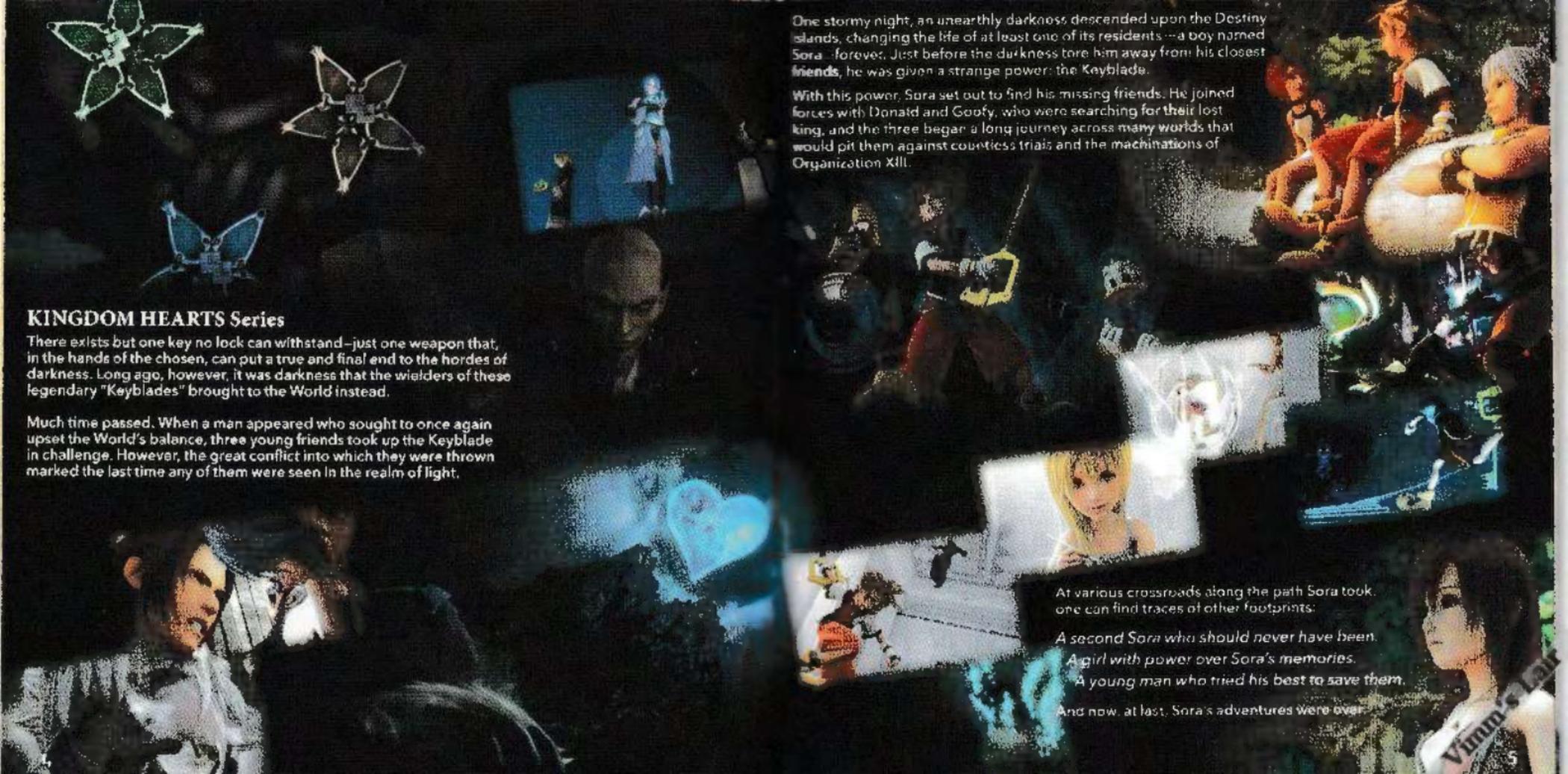


TOUCH SCREEN PRECAUTIONS

- 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 Series

There exists but one key no lock can withstand—just one weapon that, in the hands of the chosen, can put a true and final end to the hordes of darkness. Long ago, however, it was darkness that the wielders of these legendary "Keyblades" brought to the World instead.

Much time passed. When a man appeared who sought to once again upset the World's balance, three young friends took up the Keyblade in challenge. However, the great conflict into which they were thrown marked the last time any of them were seen in the realm of light.

One stormy night, an unearthly darkness descended upon the Destiny Islands, changing the life of at least one of its residents—a boy named Sora—forever. Just before the darkness tore him away from his closest friends, he was given a strange power: the Keyblade.

With this power, Sora set out to find his missing friends. He joined forces with Donald and Goofy, who were searching for their lost king, and the three began a long journey across many worlds that would pit them against countless trials and the machinations of Organization XIII.

At various crossroads along the path Sora took, one can find traces of other footprints:

A second Sora who should never have been.

A girl with power over Sora's memories.

A young man who tried his best to save them.

And now, at last, Sora's adventures were over.

Introduction & Characters

KINGDOM HEARTS Re:coded

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

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

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

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

SORA

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



KING MICKEY

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



JIMINY CRICKET

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



GOO-FY

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



DONALD DUCK

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



Controls

While most of the game can be played with just the buttons, some game functions make use of the stylus and Touch Screen as well.



Changing Control Types

Instructions in this manual assume you have Control Type A selected, but you can choose a second control type using the Config menu (p.26).

Button	Main Menu	In The Field
+	Move cursor	Move
A	Confirm	Use basic commands / Advance dialogue
B	Cancel	Jump
X	Toggle screen control	Use deck commands
Y	Remove/discard commands	Use abilities like Dodge Roll and Block
L	Flip pages	Choose next deck command / Advance dialogue
L + B / X	---	Cycle through deck commands (Type A)
L + + Up/Down	---	Cycle through deck commands (Type B)
L + A	---	Use shortcut command (Type A)
L + + Right	---	Use shortcut command (Type B)
R	Flip pages	Reset camera / Advance dialogue
R + +	---	Adjust camera
Lap L + R	---	Toggle lock-on
L + R + +	---	Change lock-on targets (while locked on)
SELECT	---	Zoom the map and camera in and out
START	Close the main menu	Open the main menu / Pause
Touch Screen	Switch control to the Touch Screen	Adjust camera / Toggle map and Clock Ability Tree

Getting Started

1 Make sure the Nintendo DS is turned OFF before inserting the **KINGDOM HEARTS Re:coded** 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 to proceed.

3 To begin play, touch the **KINGDOM HEARTS Re:coded** panel on the DS Menu Screen or press the A Button.

- The screen to the right is for the Nintendo DS system.
- This step is unnecessary if your Nintendo DS is set to Auto Mode. Please consult the Nintendo DS hardware manual for further details.

4 Continue to the next page for more information on navigating the Title Screen.

* Please note that whenever headphones are plugged in, the game will continue to produce sound while the Nintendo DS is in sleep mode.

WARNING • HEALTH AND SAFETY

BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.

TO GET AN EXTRA COPY FOR YOUR REGION, GO TO: www.nintendo.com/healthandsafety/

Touch the Touch Screen to continue.



The Title Screen

Select one of the choices from this menu to get started. At first, only **NEW GAME** will be available.

NEW GAME

Choose this to watch the opening movie and begin the story anew.

CONTINUE

Load save data and pick up the game where you left off.

AVATAR MENU (♦ p.36)

Create a custom *avatar* or use Tag Mode to exchange profiles and floors with other players.

The Save Menu

Move onto one of the many *save* points in the field and press the A Button to open the save menu. Here, you have several choices:

- **Save** Save your game progress in one of two slots.
- **Select a World** Replay past episodes, take on quests, or challenge bosses in *Score Attack*. This menu is unlocked partway through the game. (♦ p.42)
- **Main Menu** Open the main menu.
- **Title Screen** Return to the Title Screen.

Winn's Lair

Screen Layout



- 1 The Command Deck (♣ p.17)**
Shows the *deck* commands you currently have installed.
- 2 Enemy Info**
Displays the targeted enemy's name and HP if the Scan ability is active.
- 3 Clock Level / Clock Gauge**
Used to trigger *overclocks* and your *Finish* command. (♣ p.18)
- 4 Your HP**
Tells you how much HP you have left. If you start to run low, the portrait of Sora will flash red. If you run out of HP, it's Game Over.
- 5 Map / Clock Ability Tree**
Contains a map of the current area. The map icons shown below tell you where to find enemies, exits, and more. When one of your *overclocks* activates or you touch the *TREE* icon, the map will switch to the *Clock Ability Tree*.

Map Icon Guide

	You		NPCs & Shops		Blox		Backdoors (♣ p.21)
	Enemies		Save Points		Exits <i>Grey exits are blocked.</i>	<i>You must find backdoors first.</i>	

Note: In some worlds, you will fight special battles where the screen layout differs from what you see above.

Objects in the Field

Blox

Bugs have caused these strange block-shaped objects to show up all over the datascape. Blox behave in all sorts of ways depending on their color and patterns. Some reveal prizes when destroyed or launch you high into the air. Others hurt you if you touch them.



Moogie Shops

Visit these moogie-run establishments to buy and sell a variety of deck commands. You will need munny (♠ p.15) before you can start spending.



Save Points

Stand inside these and press the A Button to open the save menu. (♠ p.11) Walking through a save point will also completely restore your HP, but unfortunately, they vanish from sight when enemies are about.



Prizes

Defeating enemies will earn you EXP, but that's not all. You may also pick up some of the prizes shown below.



HP Prize
Restores HP.



Munny
Serves as cash.



Prize Box
Contains a deck command or other item.

Game Over

If you run out of HP or fail to meet certain challenges during the story, the Continue Screen will appear, sometimes along with a hint. Choose from the options below to proceed.

Continue

Try again from the last continue point.

Load a Game

Make a fresh start from the last time you saved.

Open Main Menu (♠ p.24)

Open the main menu to change your chipset or Config settings. (♠ p.26)



Maneuvering

Fighting is about more than just swinging your Keyblade around. Use the tricks below to run circles around the opposition.

Move

Use the **+Control Pad** to move in any direction. If you have Auto-Jump turned on (p.27), you will automatically jump onto blox or across gaps you approach, depending on context.

Jump

Press the **B Button** to jump. Hold it down to jump higher. You can use the **+Control Pad** to steer your jump in midair.

Block

If you have activated the **Block** support ability on the Stat Matrix (p.28), you can press the **Y Button** to block with your Keyblade. Time it right to nullify attacks and potentially send enemies staggering.

Dodge Roll

Activate the **Dodge Roll** support ability and you can quickly roll out of harm's way. Just press the **Y Button** while moving with the **+Control Pad**.

Lock On

When an enemy gets close to you, a yellow target circle will appear. Locking on changes that to a blue circle. Lock on to a target to automatically direct all of your commands toward that target and follow it with the camera. This makes enemies easier to hit.

Block



Dodge Roll



Attacking

To attack enemies, you can press the **A Button** for a *basic attack*, or press the **X Button** to use the selected *deck command*. Keep pressing the **A Button** to string together a powerful *combo*. The number of hits in your combo depends on the Keyblade you have installed and the support abilities you have activated.



Deck Commands

Before you can use one of the commands in your **Command Deck** (the blue boxes), its gauge must be completely filled. When you use the command, the gauge will empty and you must wait for it to *reload* before you can use it again.

Command Types

Attack Commands	These trigger a variety of Keyblade attacks.
Magic Commands	These let you use magic to attack or recover HP.
Item Commands	These let you use items in your possession.



Navigating the Command Deck

-  +  Move down two commands in the list.
-  +  Move up one command in the list.
-  +  Use your shortcut command.

Setting a Shortcut

With the main menu open, press the **X Button**, then use the **L/R Buttons** to flip to the **Command Deck**. From here, you can navigate the list of commands or reorder them. Select a command and press the **Y Button** to make it your *shortcut command*, which can be activated with fewer button presses.



Overclocks

Striking enemies or blox or using deck commands charges up the clock gauge. Keep filling up the gauge to raise your clock level, activate abilities, and eventually unleash your powerful *Finish* command. Here's how it works.

Clock Abilities

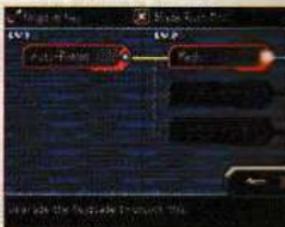
Raising your clock level activates a new ability. Each Keyblade has its own unique abilities, all of which give you an edge in combat.

The Clock Ability Tree

Your current Keyblade's abilities are arranged on this tree. Touch an ability on the Touch Screen to direct how you progress along the tree. You can do this on the fly during combat, or use the main menu to set things up beforehand. From clock level 2 onward, multiple abilities may be listed, but you are only allowed to activate one per level. Unlock hidden abilities (???) by upgrading the Keyblade through use.

Finish Commands

Some abilities on the tree have a *Finish* symbol next to them. (♣ p.19) Activate that ability, then fill the clock gauge one last time to use your *Finish* command, the most powerful move in your arsenal. You will eventually be able to choose from a variety of *Finish* commands in the Gear Matrix. (♣ p.35)



The ABCs of Overclocking

Attack stuff to fill the clock gauge



Attack enemies and blox or use commands to fill up the clock gauge. You need to keep this going; the gauge will start to drain if you let up.

Buff up with clock abilities



Your clock level is now 2. Since *Medic* was selected on the Clock Ability Tree, that's the ability that now activates. The ability will stay with you until you use your *Finish* command. The next step is to fill the gauge again and raise your clock level to 3. You can touch the tree to choose how you progress.

Clobber enemies with your *Finish* command



Finish Symbol

Let's say you've just activated *Attack Upgrade*. See the *Finish* symbol next to the ability name! That means when you next fill the clock gauge, *Attack* will be replaced with *Blade Rush*, your *Finish* command. Get some enemies in your sights and press the A Button to let her rip! Afterward, you will return to clock level 1 and all higher clock abilities will deactivate.

Screen Layout

All the datascape's code is housed in special areas called *system sectors*. To fix glitches in the datascape, you will need to enter these system sectors and defeat all the *bug baddies* messing things up inside.

- 1 SP (♦ p.22)**
Can be redeemed for various rewards.
- 2 Floor Challenge Progress**
Shows how far along you are toward completing (or in some cases, failing) the *floor challenge*.
- 3 Current/Total Floors**
You must complete all floors of a system sector before you can leave.
- 4 Enemy Count**
Shows the number of bug baddies you have taken out.
- 5 Map**
The sector map uses special icons.



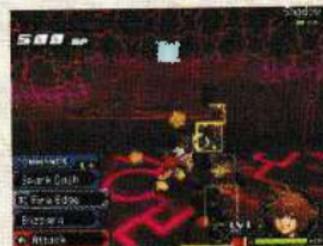
	Player		Enemies		Link
	Terminal		Bug Room		

6 Information

Displays the floor challenge and more.

Backdoors

When the time comes to enter a system sector, the edges of the top screen will change color as shown to the right. This is your cue to start searching for the *backdoor*. Watch and listen to your sensor to tell if you are getting hold or cold. As you get closer, the sensor will flash and beep more rapidly. When you are right near the backdoor, the sensor will turn red and an exclamation point will appear. Press the **A Button** to *Examine* the area and uncover the backdoor.



Sector Debug

To repair a system sector, you need to *debug* it by defeating the bug baddies inside. After completely debugging the last bug room, a *terminal* will appear that leads back out to the datascape.



Terminal



Link

Links

Many system sectors are divided into more than one floor. In this case, completely debugging one floor will open up a *link* to the next floor, and only the last floor has a terminal leading outside.

Combat Guide: System Sectors (cont.)

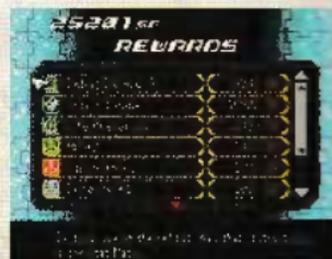
SP (Sector Points)

Destroying blox or defeating enemies inside a system sector will earn you SP (sector points) which can be redeemed for rewards like stat chips or deck commands after you finish debugging the sector. If an enemy hits you, you will lose SP.



Rewards

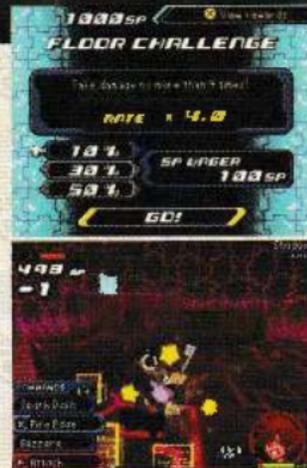
Debug all floors in the sector and exit through the terminal, and you will be brought to a screen where you can choose from a list of rewards. Items in yellow boxes can only be collected once, but you can trade in SP for as many of the items in the blue boxes as you want. Leftover SP can be converted into either EXP or munny. Also, you can always revisit system sectors later to grab the items you missed the first time.



Floor Challenges

Before each floor of a system sector, you may be presented with a floor challenge. Think of it as a sort of mission you need to complete before you exit the floor ("Defeat X enemies"), or in some cases, a rule you must not break ("Take damage no more than X times"). Each floor has a unique challenge.

You must wager a percentage of your SP before you start debugging the floor. The progress bar on the top screen will tell you how close you are to completing (or failing) the challenge.



If You Succeed

You will earn back the SP that you wagered, multiplied by the rate which is shown before and after you debug the floor. If you think you can handle the challenge, you should wager a higher percentage of your SP.



If You Fail

Unfortunately, if you cannot complete the challenge, you will give up all the SP you wagered. If the challenge seems too difficult (or too much hassle), you should wager less SP to minimize your losses.



The Main Menu

Press **START** in the field to open the main menu, where you can check your stats, your chipset (installed equipment and skills), and *Config* settings. While the main menu is open, you can also touch the Touch Screen (or press the X Button) to access the menus on that screen.

Screen Layout (Top Screen)



Screen Layout (Touch Screen)



LV	Shows your current level.
HP	Shows your current/max HP.
Strength	Determines how much damage the Keyblade deals.
Magic	Determines how much damage your magic deals.
Defense	Determines how much damage you take.
Luck	Determines how often you deal critical hits or receive prize boxes as loot.
EXP	Shows how much total experience you have earned.
Next Level	Shows how much EXP you need before receiving another Level Up chip.

	Stats
	Command Deck
	Abilities
	Cheats
	Overclocks

The Main Menu (cont.)

The main menu contains seven choices. Not all of these are available at the start of the game.

Stat Matrix (p.28)

Install chips or modify your cheats. (p.31)

Command Matrix (p.32)

Install the deck commands you use in combat, or convert them into more powerful ones.

Config

Modify your gameplay settings.

Gear Matrix (p.35)

Change your Keyblade or accessories.

Camera Settings

Camera Y-Axis	Choose which way the camera moves when you adjust it vertically.
Camera X-Axis	Choose which way the camera moves when you adjust it horizontally.
Camera Speed	Set the camera's tracking speed.
Chase Cam	Set up the camera so it auto-positions itself behind you.
Camera Reset	Choose whether the R Button resets the camera on the press or release.
Camera Snap	Make it easier to climb blox by having the camera snap to preset angles when you press the R Button.

Deck Settings

Controls	Choose how you cycle through the Command Deck or use shortcut commands.
Deck Flow	Choose which way the Command Deck moves when you cycle through it.
Deck Auto-Cycling	Decide how the Command Deck should behave after you use a command.

Additional Settings

Auto-Jump	Toggle auto-jumping when you approach gaps or ledges. (p.16)
Auto-Aim	Decide whether to auto-aim at your target while locked on, or retain full control of where you attack.
Clock Ability Tree	Choose when the Clock Ability Tree should be displayed.
Shortcut Behavior	Decide whether activating your shortcut triggers the command or just selects it.
3D Shooting	Toggle jumping with +Control Pad up during 3D shooting stages.

Debug Reports

Read more about your journey to debug the journal or review the items you have collected.

Trophies	View trophies you have earned by tackling various challenges: completing worlds in a short period of time, for example.
Collection	View a list of all the chips and deck commands you have acquired.
Story	Read a synopsis of your journey through the datascape.
Enemy Profiles	Read about enemies you have encountered: how they behave, how to stop them, and how many you have taken down.
Character Files	Read about the characters you have met.

Quest List

View a list of quests you have been given. After you finish an episode, you can choose *Questploration* (p.42) to go back to that world and take on quests from one of its residents. Completing the quests will earn you chips and deck commands.

Tutorials

Learn how to play right from within the game. Tutorials are added as you progress through the story.

Menus: The Stat Matrix

Most of your powering up will be done here, in the Stat Matrix. The CPUs on the board supply energy; by installing chips in adjacent slots and then working your way outward, you can boost your stats, unlock abilities, and much more. Check out the next page for a quick example.



A Chip off the Old Blox!

Chips come in four varieties. Enemies may drop them when defeated, but most are found inside prize blox or can be collected as SP rewards inside system sectors. (♦ p.22) Level Up chips are obtained by earning EXP, while Trophy Chips are awarded when you unlock trophies.



-  **Level Up Chips** Install one of these to increase your level by 1.
-  **Stat Chips** Install these to boost Strength, Defense, Magic, and more.
-  **Trophy Chips** Install these to boost many stats at once.
-  **Blank Chips** Install these...to do absolutely nothing. However, they can be used as placeholders when you want to fill slots and reach new areas of the matrix.

First Steps Want to power up? Here's how to get started.

Install Chips

Move to an empty grey slot next to a CPU and press the A Button to bring up a list of chips. Depending on what you choose to install, you can boost your level, stats like Strength and Defense, resistances against Fire or Thunder, and more. You cannot empty a slot once it has been filled, but you can swap one chip with another.

CPU



Set Goals

There are a ton of slots on the matrix, so you will want to have a goal in mind when you choose which direction to advance. Bonus boosters award you new abilities, while command expansions and accessory expansions let you install more commands and accessories. Fill every slot between a CPU and your target to unlock that target's power.



Unlocking New Sections

When you start the game, only one section of the Stat Matrix is available. However, each world you complete unlocks another section, increasing the number of chips you can install and enticing you with more powerful abilities. Each new section also contains its own CPU, giving you a new starting point from which to build.



Menus: The Stat Matrix (cont.)

Screen Layout

Below is a quick guide to help you find your way around the Stat Matrix.

Your stats



Empty slot
you can install
a chip in

More empty slots



CPUs

These supply energy to the Stat Matrix and serve as starting points for installing chips. Fill in all the slots between two CPUs to activate **dual processing** (p.31) and double the effect of chips in those slots.



Bonus Boosters
(Support Abilities)

Use chips to connect one of these to a CPU and you will learn a new **support ability**. You can turn abilities on and off by selecting them and pressing the **A Button**. Activate more than one of the same ability to increase its level and effect.



Command
Expansions

Use chips to connect one of these to a CPU and you will unlock a new slot group in the Command Matrix. (p.32)



Accessory
Expansions

Use chips to connect one of these to a CPU and you will unlock a new accessory slot in the Gear Matrix. (p.35)



Wiring

These pass energy between two non-adjacent slots. If a command or accessory expansion has two wires, you will need to install chips next to each wire to activate it.



Bug Chips

These glitches block your progress in the Stat Matrix. To destroy them, you need a **Debug Device** of the right color. Debug Devices are most commonly found as SP rewards in system sectors.



Cheat
Tuners

Use these to rig the datascape in your favor by changing enemy strength or the amount of loot and prizes you receive. Cheats become available once you connect them to CPUs. The **Difficulty Cheat** is available from the start of the adventure.

Dual Processing

Fill in all the slots between two CPUs to double the effect of chips in those slots. Remember that you can swap chips in and out, so replace any **Blank Chips** with more useful **Level Up** or stat chips as soon as you can.



Menus: The Command Matrix

This game's rich and diverse combat system starts with the commands (p.17) in your Command Deck. The Command Matrix is where you install and convert commands, ultimately determining what appears in your deck during battle.

Installing Commands in Slot Groups

The Command Matrix is made up of *slot groups*, each containing two blue slots and one red slot. To use commands, install them in the blue slots. While installing one command works just fine, using both slots lets you *test convert* (p.33) the two commands to into a higher-level command or a different command altogether. The result, shown in the red slot, is what actually appears in the Command Deck for use in combat. Note that each command requires a certain amount of system memory, and you cannot exceed 100%.

CP (Command Points)

Defeating enemies causes all of your installed commands to gain CP (command points). When a command reaches the CP MAX, an exclamation point will appear next to it in the Command Matrix. This means the command is ready for conversion. (p.33)

Installed commands



System memory



Converting Commands

Taking two existing commands and combining them into a new command is called *conversion*. There are two types of conversion.

Test Conversion

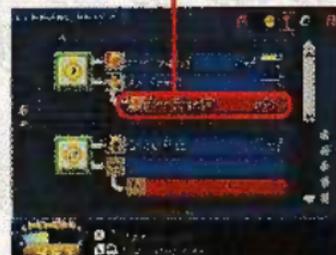
Install any two attack or magic commands into adjacent blue slots to *test convert* them into a more powerful command. The result, shown in the red slot, varies depending on the combination. Some pairings result in a higher-level version of one of the commands you selected, while others result in a different command altogether.

Hint: When you're selecting the second command, choices that will generate a new command are listed in yellow.

Conversion

If two commands marked with an exclamation point have been installed in adjacent blue slots, you can select the red slot and press the **A Button** to permanently convert the two commands. Why do this? Permanent conversion often triggers higher level boosts, special bonuses, or *overspec* (p.34), resulting in a more powerful command than test conversion. It also frees you up to use the result in another conversion.

Result



Overspec

If you are lucky, when you permanently convert two commands, you may see the word **OVERSPEC**. This causes the resulting command to make a huge leap in level or acquire useful properties (see below).



Command Properties

	Causes the command to fill more of your clock gauge with each use.
	Causes the command to reload more quickly.
	Grants the command the effects of both C and R .
	Makes the command more potent as its level increases.

Use the Gear Matrix to change your equipment. There are three types of chips you can install here.

Keyblade Chips

These chips determine what Keyblade you fight with and which overlocks are listed in the Clock Ability Tree. (p.18)

Finish Command Chips

These chips determine which devastating attack you can unleash once you fill the clock gauge to MAX.

Accessory Chips

These chips protect you from various negative status effects or grant other useful abilities.



The Avatar Menu (Tag Mode)

This menu lets you create your own custom avatar using a slew of parts, each one packed with personality. Use *Tag Mode* to exchange avatars and profiles with other players. You will also trade floors, which are added to your very own custom *Avatar Sector*. (♦ p.40)

How It Works

Here is a quick rundown of how *Tag Mode* works. Turn the page for more details.

1 Select AVATAR MENU at the Title Screen

The Load Screen will appear.
Choose the data you want to load.



2 Choose Tag Mode

Choose the last item on the Avatar Menu to begin *Tag Mode*. (If you would like to customize your avatar first, choose *Customize Avatar*; if you would like to explore your *Avatar Sector*, choose *Avatar Sector*.)



3 Set Your Floor Code and Challenge

Choose the *floor code* (♦ p.40) and *floor challenge* (♦ p.40) you want to send to other players. Once you are satisfied with your choices, select *Go!* to begin *Tag Mode*.



4 Wait for Messages

If friends are around and using *Tag Mode*, you will receive *balloon letters* from them. You might even hear from a few unexpected visitors! Press the *A Button* or touch the balloon letter to open it.



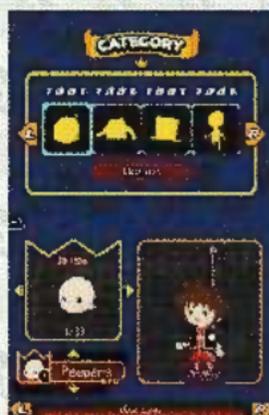
5 Try Your Hand at the Scratch Card

Every *balloon letter* comes with a *scratch card* you can use to win new avatar parts. (♦ p.41) Once you are done with the scratch card and want to exit *Tag Mode*, press the *B Button* to return to step 2.



Customizing Your Avatar

Use this menu to change the way your avatar looks. You can win new parts from *scratch cards* (p.41) or by completing *Avatar Sector floor challenges* (p.40). If the players you meet in *Tag Mode* are using parts that go well with yours, your avatar will become *happier*, giving you a boost in *Luck* (p.25) in both the *Avatar Sector* and the *main story*.



Avatar Parts

	Basics	Threads	Accessories	The Works
1	Bods	Coats	Hats	Bodysuits
2	Lips	Starter Kits	Face & Neck	Ensembles
3	Peepers	Tops	Mitts	
4	Hair	Bottoms	Rear Gear	
5	Features	Shoes	Belts	
6	Scars, Etc.		Items	
7			Buddies	

Categories

Sub-categories

Controls

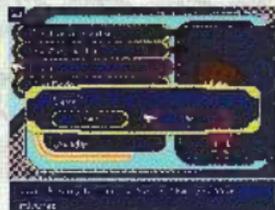
- [Left/Right] Switch categories
- + Up/Down: Switch sub-categories
- + Left/Right: Cycle through parts
- A: Attach selected part

Saving

Choose *Save* from the *Avatar Menu* to save changes to your avatar and make any items or bonuses you have obtained available in the *main story*.

Tag Mode Screen Layout

When you choose *Tag Mode* from the *Avatar Menu*, the following screen will appear.



Note: Your *User Name* and *Comments* can be changed from the DS's *User Settings Selection Screen*. See the *Operations Manual* for more information. Please do not give out personal information like addresses or phone numbers, or use language that others may find offensive.

The Avatar Menu (cont.)

The Avatar Sector

The Avatar Sector is a special system sector made up of the floors you receive from other players in Tag Mode. Any chips you obtain in the Avatar Sector can be carried over into the main story. The Avatar Sector can reach a grand total of 100 floors. After that, the oldest floor will be deleted to make room for the newest.

Floor Codes

These icons indicate what type of floor you send to (or have received from) other players. Some floors are easy to get lost in, while others feature complex terrain. Check the word underneath the floor code for a hint about what to expect.

Floor Challenges

Just like the floors of regular system sectors, each Avatar Sector floor has a floor challenge. This challenge is set by the person who sends the floor, but unlike in regular system sectors, you don't have to wager any SP.



Results

Finish off all the bug baddies and exit through the terminal to complete the floor. At this point, you can choose to move on to the next floor or exit the Avatar Sector. If you choose to exit, you can trade in your SP for chips and other rewards. If you move on to the next floor, your SP will continue to accumulate until you exit. Completing a floor challenge will win you one of the avatar parts belonging to the player who sent you the floor.

Deleting Floors

Select a floor and press the Y Button to remove that friend and floor from the Avatar Sector. Think carefully, though; once you remove a friend, the only way to get that friend back is to encounter them again in Tag Mode.

Scratch Cards

For each balloon letter you receive in Tag Mode, you also get a scratch card. Use the stylus to scratch off panels and find the characters or items listed in the challenges to the right. Succeed to win a wide variety of items.

Touch BACK to exit

Panels



Panels you are allowed to scratch

Challenges



DO remember to install Level Up chips.

Just gaining EXP and obtaining Level Up chips isn't enough. You need to install them in the Stat Matrix to gain levels.

DON'T expect the brute force approach to work.

Some enemies, like Large Bodies, are impervious to Keyblade attacks from the front. To deal damage, you need to quickly move around behind them or use magic commands.

DO revisit worlds you've completed.

At a certain point in the game, *Select a World* will be added to the save menu. Choose this to go back to worlds you have already completed. This lets you explore or take on quests from one of the characters in that world, play through the story again with *Replay Episode*, or take down the boss in style in *Score Attack*.

DON'T let negative status effects keep you down.

Some enemy attacks will inflict negative status effects like *ignite*, which saps your HP, or *freeze*, which stops you from moving. The magic command *Esuna* will instantly cure these ailments, or you can just wait them out. Some accessories grant immunity from the effects.



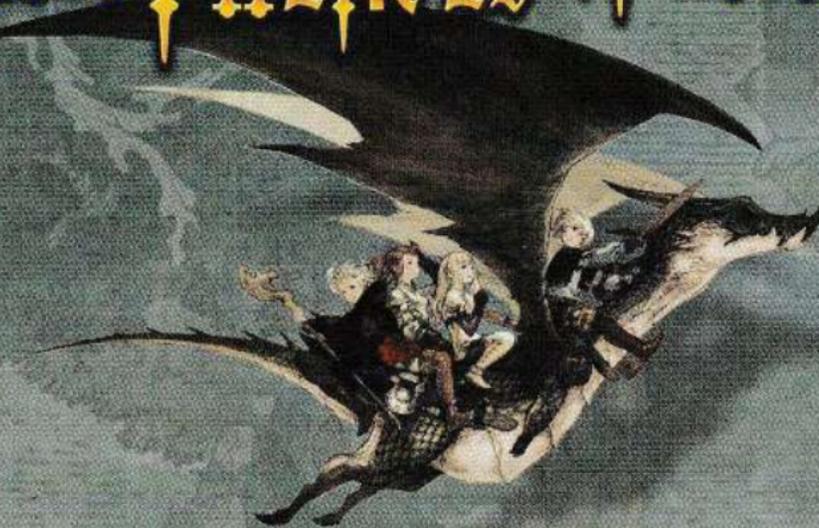
■ What you will need:

- Nintendo DS, Nintendo DS Lite, Nintendo DSi, or Nintendo DSi XL
..... The same number of devices as people who will play (up to 4)
- KINGDOM HEARTS Re:coded Game Cards
..... The same number of cards as people who will play (up to 4)

How to Connect Wirelessly

- 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 Re:coded panel.
- 4 See R/36 for further instructions on using these features.

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