

Disney SQUARE ENIX

KINGDOM HEARTS 358/2 Days





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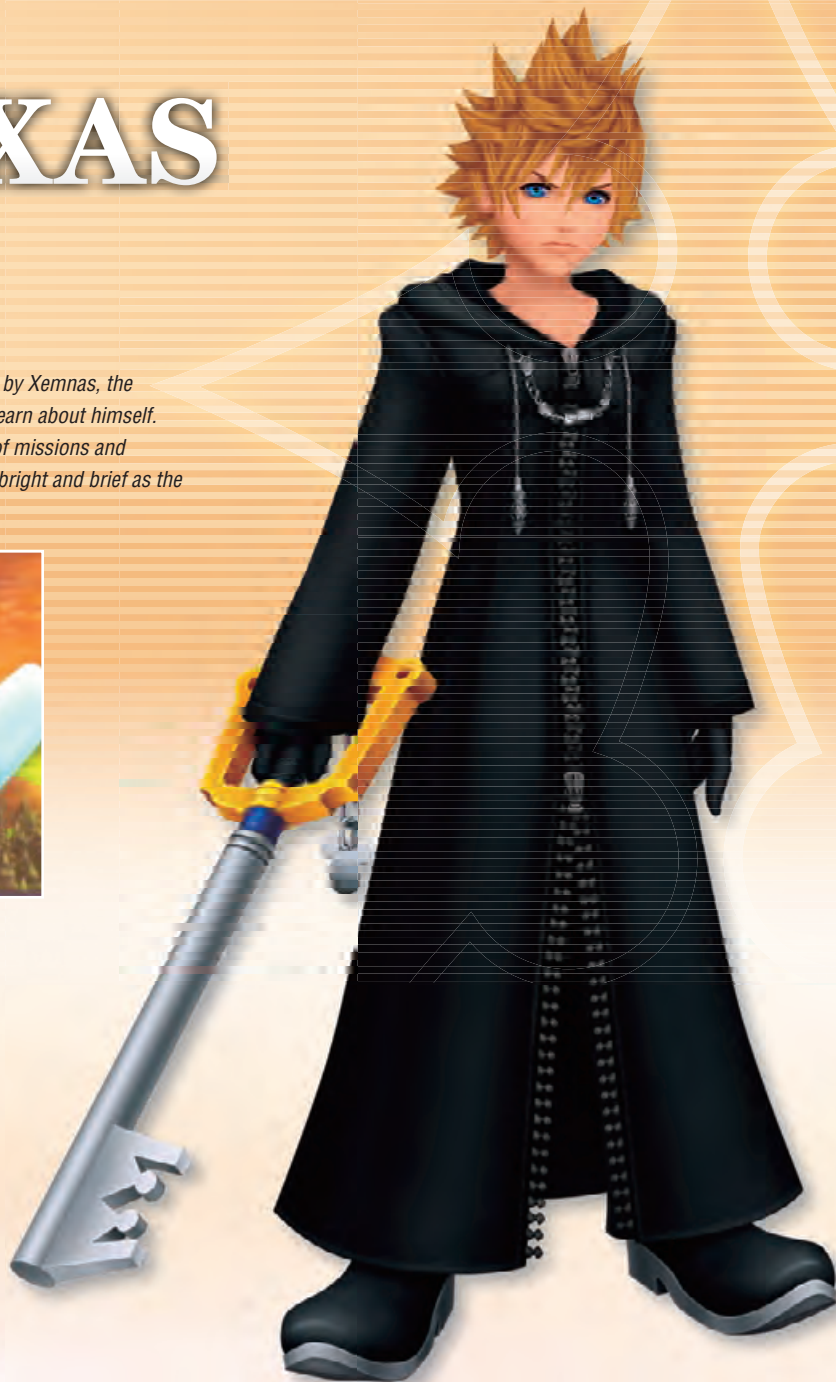


ROXAS

XIII

Weapon: Keyblade

A boy created from Sora, newly aware. Awakened by Xemnas, the leader of Organization XIII, he joins the group to learn about himself. He uses the Keyblade to perform a broad variety of missions and further their shadowy agenda. His light shines as bright and brief as the setting sun.



CHARACTER STATS

LEVEL	MAX HP	STRENGTH	MAGIC POWER	DEFENSE POWER	CRITICAL %	CRIT. BONUS
1	62	9	34	7	5	6
2	65	10	35	8	5	7
3	68	11	36	9	5	7
4	71	11	39	11	5	7
5	74	12	40	12	5	7
6	77	13	42	14	5	8
7	80	14	44	15	5	8
8	83	14	46	16	5	8
9	86	15	47	18	5	8
10	89	16	50	19	5	9
11	92	17	51	20	5	9
12	95	17	53	22	5	9
13	98	18	54	23	5	9
14	101	19	57	24	5	10
15	104	20	58	26	5	10
16	107	20	60	27	5	10
17	110	21	62	28	5	10
18	113	22	64	30	5	11
19	116	23	65	31	5	11
20	119	23	68	32	5	11
21	122	24	69	34	5	11
22	125	25	71	35	5	12
23	128	26	72	36	5	12
24	131	26	75	38	5	12
25	134	27	76	39	5	12
26	137	28	78	41	5	13
27	140	29	80	42	5	13
28	143	29	82	43	5	13
29	146	30	83	45	5	13
30	149	31	86	46	5	14
31	152	32	87	47	5	14
32	155	32	89	49	5	14
33	158	33	90	50	5	14
34	161	34	93	51	5	15
35	164	35	94	53	5	15
36	167	35	96	54	5	15
37	170	36	98	55	5	15
38	173	37	100	57	5	16
39	176	38	101	58	5	16
40	179	38	104	59	5	16
41	182	39	105	61	5	16
42	185	40	107	62	5	17
43	188	41	108	63	5	17

LEVEL	MAX HP	STRENGTH	MAGIC POWER	DEFENSE POWER	CRITICAL %	CRIT. BONUS
44	191	41	111	65	5	17
45	194	42	112	66	5	17
46	197	43	114	68	5	18
47	200	44	116	69	5	18
48	203	44	118	70	5	18
49	206	45	119	72	5	18
50	209	46	122	73	5	19
51	212	47	123	74	5	19
52	215	47	125	76	5	19
53	218	48	126	77	5	19
54	221	49	129	78	5	20
55	224	50	130	80	5	20
56	227	50	132	81	5	20
57	230	51	134	82	5	20
58	233	52	136	84	5	21
59	236	53	137	85	5	21
60	239	53	140	86	5	21
61	242	54	141	88	5	21
62	245	55	143	89	5	22

LEVEL	MAX HP	STRENGTH	MAGIC POWER	DEFENSE POWER	CRITICAL %	CRIT. BONUS
63	248	56	144	90	5	22
64	251	56	147	92	5	22
65	254	57	148	93	5	22
66	257	58	150	95	5	23
67	260	59	152	96	5	23
68	263	59	154	97	5	23
69	266	60	155	99	5	23
70	269	61	158	100	5	24
71	272	62	159	101	5	24
72	275	62	161	103	5	24
73	278	63	162	104	5	24
74	281	64	165	105	5	25
75	284	65	166	107	5	25
76	287	65	168	108	5	25
77	290	66	170	109	5	25
78	293	67	172	111	5	26
79	296	68	173	112	5	26
80	299	68	176	113	5	26
81	302	69	177	115	5	26

LEVEL	MAX HP	STRENGTH	MAGIC POWER	DEFENSE POWER	CRITICAL %	CRIT. BONUS
82	305	70	179	116	5	27
83	308	71	180	117	5	27
84	311	71	183	119	5	27
85	314	72	184	120	5	27
86	317	73	186	122	5	28
87	320	74	188	123	5	28
88	323	74	190	124	5	28
89	326	75	191	126	5	28
90	329	76	194	127	5	29
91	332	77	195	128	5	29
92	335	77	197	130	5	29
93	338	78	198	131	5	29
94	341	79	201	132	5	30
95	344	80	202	134	5	30
96	347	80	204	135	5	30
97	350	81	206	136	5	30
98	353	82	208	138	5	31
99	356	83	209	139	5	31
100	359	83	212	140	5	31

* Numbers in grey indicate when that number cannot go any higher than the previous number.

WEAPON LIST & STATS

Weapon	Gear Panel	Strength		Magic		Defense		Crit. %		Crit. Bonus	
		Add	Unit	Add	Unit	Add	Unit	Add	Unit	Add	Unit
Kingdom Key	NA (No Panel)	15	—	0	—	0	—	0	—	2	—
Missing Ache	Skill Gear	20	—	0	—	0	—	3	—	2	—
Missing Ache+	Skill Gear+2	22	+1	0	+1	0	+1	4	+1	2	+1
Ominous Blight	Technical Gear3	45	+1	0	+1	0	+1	6	+2	3	+1
Ominous Blight+	Technical Gear+3	50	+1	0	+1	0	+1	8	+2	4	+1
Abaddon Plasma	Duel Gear4	71	+1	0	+1	0	+1	12	+2	8	+1
Abaddon Plasma+	Duel Gear+4	76	+1	0	+1	0	+1	9	+2	6	+1
Abaddon Plasma++	Duel Gear++5	62	+1	0	+1	0	+1	12	+5	7	+0
Pain of Solitude	Loaded Gear	24	—	12	—	0	—	2	—	3	—
Pain of Solitude+	Loaded Gear+2	55	+1	15	+1	0	+1	2	+1	5	+1
Sign of Innocence	Chrono Gear3	60	+1	18	+2	0	+1	4	+1	4	+1
Sign of Innocence+	Chrono Gear+3	62	+1	25	+2	0	+1	4	+1	6	+1
Crown of Guilt	Phantom Gear5	67	+1	29	+1	0	+2	6	+1	6	+1
Crown of Guilt+	Phantom Gear+4	73	+1	36	+1	0	+2	6	+1	9	+1
Crown of Guilt++	Phantom Gear++5	76	+1	39	+5	0	+1	8	+1	11	+1
Abyssal Tide	Lift Gear3	55	+1	0	+1	0	+1	4	+1	4	+2
Abyssal Tide+	Lift Gear+3	60	+1	0	+1	0	+1	4	+1	3	+2
Leviathan	Nimble Gear4	54	+1	0	+1	0	+1	6	+1	4	+2
Leviathan+	Nimble Gear+4	70	+1	0	+1	0	+1	6	+1	4	+2
True Light's Flight	Wild Gear3	55	+1	0	+1	4	+2	2	+1	3	+1
True Light's Flight+	Wild Gear+3	65	+1	0	+1	4	+2	2	+1	4	+1
Rejection of Fate	Ominous Gear4	52	+1	0	+1	6	+2	3	+1	6	+1
Rejection of Fate+	Ominous Gear+4	70	+1	0	+1	6	+2	3	+1	5	+1
Midnight Roar	Valor Gear2	70	+1	0	+1	1	+1	2	+1	5	+1
Midnight Roar+	Valor Gear+2	75	+1	0	+1	1	+1	0	+1	6	+1

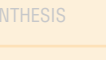
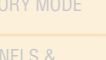
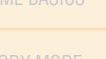
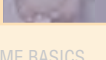
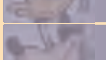
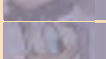
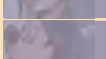
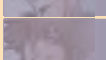
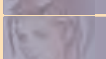
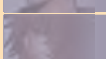
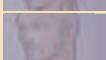
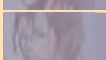
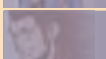
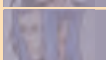
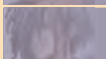
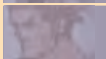
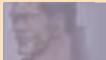
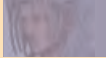
WEAPON ABILITIES

Weapon	Abilities gained with units			Act. Spd.	Atk. Move		Combo	
	1 Unit	2 Units	3 Units		Land	Air	Land	Air
Kingdom Key	—	—	—	1.0	1.0	1.0	3	3
Missing Ache	—	—	—	1.2	1.13	1.0	4	2
Missing Ache+	Combo Boost	—	—	1.2	1.13	1.0	5	2
Ominous Blight	Combo Boost	Combo-Jump	—	1.2	1.19	1.0	7	2
Ominous Blight+	Chain Power	Chain Time	—	1.2	1.19	1.0	7	2
Abaddon Plasma	Chain Power	Chain Time	Heart Bonus	1.3	1.13	1.0	6	2
Abaddon Plasma+	Combo Boost	Combo-Jump	Critical Boost	1.3	1.13	1.0	6	2
Abaddon Plasma++	Combo Boost	Combo-Jump	Critical Boost	1.3	1.13	1.0	8	2
Pain of Solitude	—	—	—	1.0	1.0	1.0	3	2
Pain of Solitude+	Fire Finish	—	—	1.0	1.0	1.0	3	2
Sign of Innocence	Thunder Finish	Magic Bracer	—	1.0	1.0	1.0	3	2
Sign of Innocence+	Blizzard Finish	Magic Bracer	—	1.0	1.0	1.0	3	2
Crown of Guilt	Fire Finish	Magic Bracer	Magic Finale	1.0	1.0	1.0	4	3
Crown of Guilt+	Thunder Finish	Magic Bracer	Magic Finale	1.0	1.0	1.0	4	3
Crown of Guilt++	Magic Bracer	Magic Bracer	Magical Strike	1.0	1.0	1.0	4	3
Abyssal Tide	Combo Boost	Combo-Jump	—	1.0	1.0	1.13	4	3
Abyssal Tide+	Chain Power	Combo-Jump	—	1.0	1.0	1.13	4	3
Leviathan	Chain Power	Combo-Jump	Combo-Air Slide	1.0	1.0	1.19	4	5
Leviathan+	Combo Boost	Combo-Jump	Combo-Air Slide	1.0	1.0	1.19	4	5
True Light's Flight	Offensive Block	Defender	—	1.0	1.0	1.0	3	3
True Light's Flight+	Offensive Block	Defender	—	1.0	1.0	1.0	3	3
Rejection of Fate	Offensive Block	Defender	Second Chance	1.0	1.13	1.0	6	3
Rejection of Fate+	Offensive Block	Defender	Damage Control	1.0	1.13	1.0	5	3
Midnight Roar	Defender	—	—	1.0	1.0	1.0	3	2
Midnight Roar+	Striker	—	—	1.0	1.0	1.0	3	2
Glimpse of Darkness	Defender	Striker	—	1.0	1.0	1.0	4	2

Weapon	Gear Panel	Strength		Magic		Defense		Crit. %		Crit. Bonus	
		Add	Unit	Add	Unit	Add	Unit	Add	Unit	Add	Unit
Glimpse of Darkness	Fearless Gear3	70	+2	0	+1	2	+1	4	+1	6	+1
Glimpse of Darkness+	Fearless Gear+3	78	+2	0	+1	2	+1	0	+1	6	+1
Total Eclipse	Prestige Gear4	65	+2	0	+1	3	+1	0	+1	10	+1
Total Eclipse+	Prestige Gear+4	70	+2	0	+1	3	+1	6	+1	11	+1
Silent Dirge	Crisis Gear5	64	+3	23	+3	4	+1	8	+1	9	+1
Silent Dirge+	Crisis Gear+5	70	+3	28	+3	4	+1	0	+1	10	+1
Lunar Eclipse	Omega Gear6	100	+3	31	+3	5	+1	0	+1	14	+1
Lunar Eclipse+	Omega Gear+6	110	+3	34	+3	5	+1	10	+1	15	+1
Darker Than Dark	Hazard Gear5	75	+1	37	+3	8	+3	4	+1	10	+1
Darker Than Dark+	Hazard Gear+5	100	+1	45	+3	8	+3	4	+1	12	+1
Astral Blast	Rage Gear5	88	+1	0	+1	0	+1	10	+3	8	+3
Astral Blast+	Rage Gear+5	93	+1	0	+1	0	+1	10	+3	9	+3
Maverick Flare	Champion Gear5	80	+3	0	+1	2	+1	12	+3	11	+1
Maverick Flare+	Champion Gear+5	100	+3	0	+1	2	+1	16	+3	11	+1
Twilight Blaze	Ultimate Gear6	120	+3	0	+1	3	+1	20	+3	14	+1
Twilight Blaze+	Ultimate Gear+6	125	+3	0	+1	3	+1	15	+3	16	+1
Omega Weapon	Pandora's Gear5	90	+5	30	+5	0	+5	10	+5	11	+5
Omega Weapon+	Pandora's Gear+5	95	+1	34	+1	0	+1	10	+1	12	+1
Kingdom Key+	Zero Gear5	124	+4	30	+4	0	+4	10	+4	19	+4
Oathkeeper	Zero Gear5	100	+4	30	+4	0	+4	10	+4	13	+4
Two Become One	Zero Gear5	110	+4	30	+4	0	+4	10	+4	24	+4
Oathkeeper/Oblivion	Zero Gear5	108	+4	34	+4	3	+4	15	+4	16	+4
Umbrella	Casual Gear2	40	+1	0	+1	0	+1	0	+1	4	+1
Aubade	Mystery Gear3	80	+1	0	+1	0	+1	4	+5	9	+5

Weapon	Abilities gained with units			Act. Spd.	Atk. Move		Combo	
	1 Unit	2 Units	3 Units		Land	Air	Land	Air
Glimpse of Darkness+	Defender	Striker	—	1.0	1.0	1.0	4	2
Total Eclipse	Defender	Striker	Combo-Block	1.0	1.0	1.0	3	3
Total Eclipse+	Defender	Striker	Brick Wall	1.0	1.0	1.0	3	3
Silent Dirge	Defender	Combo-Block	Brick Wall	1.0	1.0	1.0	5	3
Silent Dirge+	Striker	Combo-Block	Brick Wall	1.0	1.0	1.0	5	3
Lunar Eclipse	Striker	Grand Slam	Damage Control	1.0	1.0	1.0	5	3
Lunar Eclipse+	Magic Bracer	Brick Wall	Vitality Barrier	1.0	1.0	1.0	5	3
Darker Than Dark	Magic Bracer	Vitality Barrier	Damage Control	1.0	1.18	1.0	4	3
Darker Than Dark+	Fire Finish	Thunder Finish	Blizzard Finish	1.0	1.18	1.0	4	3
Astral Blast	Chain Power	Combo-Jump	Combo-Air Slide	1.0	1.25	1.25	6	4
Astral Blast+	Combo Boost	Combo-Jump	Combo-Air Slide	1.0	1.25	1.25	6	4
Maverick Flare	Combo Boost	Combo-Jump	Critical Boost	1.0	1.0	1.0	5	2
Maverick Flare+	Chain Power	Chain Time	Heart Bonus	1.0	1.0	1.0	5	2
Twilight Blaze	Combo-Jump	Combo-Block	Critical Boost	1.0	1.13	1.0	5	2
Twilight Blaze+	Combo Boost	Chain Power	Chain Time	1.0	1.13	1.0	5	2
Omega Weapon	Vitality Surge	Vitality Barrier	Alive 'n' Kicking	1.2	1.19	1.19	4	4
Omega Weapon+	Vitality Surge	Vitality Barrier	Alive 'n' Kicking	1.1	1.19	1.19	4	4
Kingdom Key+	Defender	Damage Control	Second Chance	1.3	1.19	1.19	4	2
Oathkeeper	Defender	—	—	1.0	1.19	1.19	5	2
Two Become One	Defender	Damage Control	—	1.2	1.19	1.19	5	2
Oathkeeper/Oblivion	Defender	Damage Control	Second Chance	1.0	1.13	1.13	7	5
Umbrella	Offensive Block	—	—	1.3	1.0	1.0	3	2
Aubade	Striker	Grand Slam	—	1.4	1.19	1.0	4	3

CHARACTERS



GAME BASICS

STORY MODE

PANELS & ABILITIES

SYNTHESIS

ENEMY PROFILES

CHAPTER 2



GAME BASICS

If you find yourself confused about any game process or feature you read about in other chapters, refer to this section for better understanding. This section contains complete descriptions of all actions and menu functions in the game.

MODES

After starting *Kingdom Hearts 358/2 Days* on your Nintendo DS, the title screen appears. At first two modes are available: Story Mode and Mission Mode.



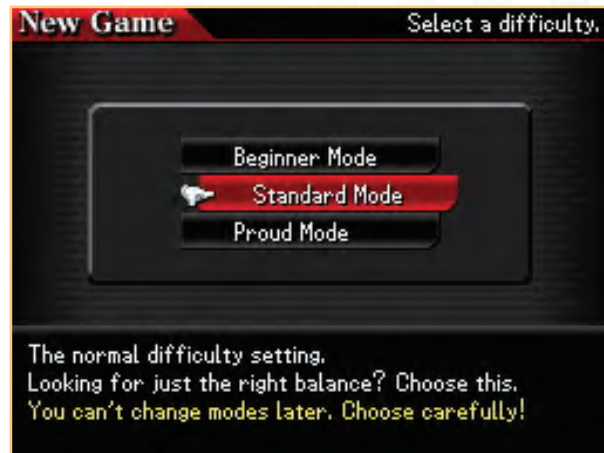
STORY MODE

Story Mode is the main, plot-driven mode of the game. You must start Story Mode and create a save game to play Mission Mode. As you progress in Story Mode, you'll unlock additional missions and earn rankings that allow you to play more missions in Mission Mode. Therefore, it is recommended that you play Story Mode first.



DIFFICULTY

After choosing to start a new Story Mode game, you'll then select a difficulty level. Choose a difficulty level that suits your preference and skill level. The following table illustrates the differences in the various difficulty modes. The multipliers shown are applied to every calculation in the game. Thus in Beginner Mode, Roxas sustains less damage and recovers more HP from HP prizes collected. In Proud Mode, Roxas sustains greater damage from every hit and recovers less HP by collecting prizes.



Although a warning appears near the bottom of the mode selection screen indicating that you'll be unable to change modes later, this isn't necessarily true. If the player chooses Standard Mode and Roxas loses all his HP too many times during a mission, the game offers the chance to decrease your difficulty level at the continue screen.

Difficulty Modes			
Factor	Beginner	Standard	Proud
Damage sustained	x0.7	x1	x1.75
HP prize recovery	x2	x1	x0.7

CHARACTERS

• GAME BASICS

STORY MODE

PANELS & ABILITIES

SYNTHESIS

ENEMY PROFILES

MISSION MODE

Mission Mode allows you to replay missions unlocked in Story Mode where the player has obtained a special item called a "Unity Badge." Missions can be played in either Solo or Multiplayer mode through wireless DS communication with four players.



LOAD SAVE DATA

To begin Mission Mode, you must load a save game from Story Mode. Therefore, start Story Mode first, play the first few missions, and create a save file on the game card.

SELECT A CHARACTER

In Mission Mode you can play as any of the characters in Organization XIII. Each character utilizes unique weaponry as well as a unique combat style. Use the cursor to highlight a character and check the top screen to see the differences in the characters' stats per level. As you progress in Story Mode, more characters become available to play in Mission Mode.



SELECT A MISSION

After selecting a character, the menu screen opens. Select a mission to begin from the Holo-Missions screen, or rearrange your panels, peruse the shop, change your character, adjust mission configuration settings, save your game, or return to the title screen.



CHAPTER 3

STORY MODE WALKTHROUGH

This walkthrough of Story Mode covers Standard Mode difficulty. Each day and every mission that Roxas undertakes is covered herein. Each mission is presented with a complete map and walkthrough, along with certain data pertaining to mission enemies, bonuses, and rewards:

a Day: The day or days during which the mission is available.

b Mission number.

c Badges: Indicate whether an Ordeal Badge, Ordeal Blazon, or Unity Badge can be found during this mission.

d Rank: Rank required to start a mission. In Story Mode, Saix awards Roxas new ranks on certain days. In Mission Mode, all players must be the rank listed or higher in order to join the multiplayer mayhem. Thus, completion of Story Mode is essential for advancement.

e Chests: Total number of chests available during the mission.

f Bonuses: Shows the bonus multipliers applied to heart points, munny, and EXP at the end of a mission.

g Enemies: A list of enemies who appear during the mission, with information on their levels and items they might drop.

h Rewards: Items likely to be awarded after a mission along with the percentage chance of acquiring each item. "Clear Bonuses" are acquired when the mission is completed the first time. "Random Bonuses" can be acquired each time the mission is cleared in Story Mode. Items marked with a (MG) are only obtained by filling the Mission Gauge 100%.

i Map: Map of the interconnecting areas pertaining to the mission. Callouts include dark corridors, chests with item names, Heartless encounter locations, Unity and Ordeal Badge locations, Ordeal Blazon locations, and boss or target enemy locations. Special markings on a few maps indicate Organization emblem locations, Shadow Glob locations, recon points or treasure dig sites. Blue numbered circles indicate locations of freestanding (or floating) Mission Point crystals in Mission Mode.

DAY
7-8

DAY 7

Speak to the other Organization XIII members in the Grey Area, which serves as the mission dispatch for the entire operation. When finished, speak to red-haired Axel and select the top option to proceed. That's it—call it a day!

Roxas is just starting to adjust to living with Organization XIII.



DAY 8

LEARN MISSION BASICS

MISSION 01

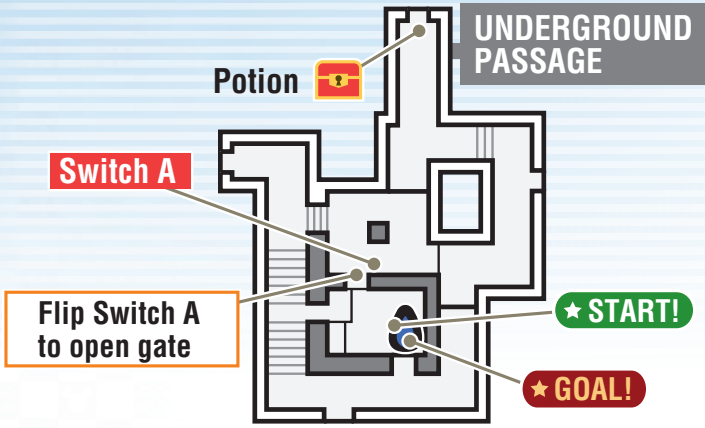
1

RANK
NA

BONUSES!

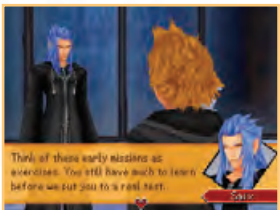
Heart Points	x1.00	Munny	—	EXP	—
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REWARDS	
Clear Bonuses	Random Bonuses
—	Fire Recipe (10%)
—	Blazing Shard (15%)
—	Moonstone (15%)
—	Potion (40%)
—	None (20%)



STARTING A MISSION

When ready to begin your first mission with Axel, speak to Saïx—the blue-haired man always standing in the back-center of the Grey Area.



Saïx is the guy with all the jobs.

JUMPING

Roxas and Axel use a dark corridor to enter Twilight Town's Underground Passage. Follow Axel over to the raised platforms. Press B to jump onto the lower platform or grab the edge of the higher platform. Then press up on the d-pad to make Roxas flip onto the ledge.



Press B to jump. Roxas grabs high ledges and hangs from them. Press up on the d-pad to flip onto the platform.

BREAKING OBJECTS

After the explanation of freelook, press SELECT and use the d-pad or the stylus on the lower screen to look around. Proceed into the corridor and head left down the stairs. Press A to smash the crates with Roxas's Keyblade, releasing munny and HP Prizes.



Break open crates, pots, and other objects in your path to release munny and HP Prizes.

Go back upstairs and past the room containing the dark corridor. Take the last right into another room with a breakable crate.

SWITCHES



When approaching switches or other areas of interest, a "?" icon appears above Roxas's head as shown.

Move to the glowing yellow switch on the wall. As you draw near, Roxas targets the switch and a "?" icon appears. Notice that the top command in the Commands window changes to "Examine." Press A to examine the switch. Roxas flips it, raising the nearby gate and creating a shortcut back to the dark corridor.

FIND THE CHEST...AND OPEN IT



Barriers sometime seal off areas of a world to keep you from wandering away from your mission objectives.

Continue past the switch and drop into the next corridor. Follow it until Axel stops to explain the barricades placed by Organization XIII to keep agents on track.

Afterwards, proceed up the passage until you reach the chest. Open the chest to obtain a **Potion** and complete the mission.



Move close to chests until Roxas's target reticule appears, then open it by pressing A and choosing the Examine command.

RTC

Return to the dark corridor in the room you originally entered. Approach the dark corridor until Roxas targets it, then examine it and choose the top option to return RTC (Return to the castle).



After completing every mission, return to the dark corridor. Examine it and choose the top option to return to base.



CHARACTERS

GAME BASICS

• STORY MODE

MISSIONS

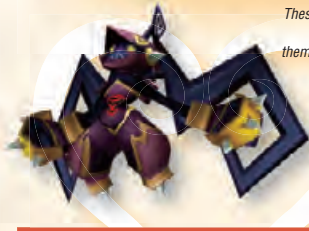
• 1-15

PANELS & ABILITIES

SYNTHESIS

ENEMY PROFILES

♥ AERIAL MASTER ♥ 52



These mid-sized flying Heartless put the wind to expert use when attacking. They move swiftly, so wait for them to swoop low, then strike. Also, note that they are immune to Aero magic.

WORLDS

- Agrabah

HP FACTOR	EXP FACTOR	DEF FACTOR	STUN	MUNNY
2.80	6.13	1.37	Normal atk.	33

Mission(s)	LVL	Chance of Item Drop	Item Drops
34	20	80% (Aerial Tech)	None
68	30	25% (Range Tech+)	Aerial Tech
82, 90	30	30% (Diamond)	None
			None
			Range Tech+
			Diamond

Elemental Attack Vulnerability			
Fire	Ice	Thunder	Aero
1.26	1.60	0.51	Absorb

Status Attack Vulnerability			
Ignite	Freeze	Jolt	Air-Toss
0.80	0.80	1.30	Immune

Attack Information				
Power Factor	Type	Element	Status Effect	Guard Type
1.87	Physical	Earth	HP Halved (20%)	Block
1.54	Physical	—	—	Counter
1.40	Physical	—	—	Block

♥ AIR BATTLER ♥ 23



These mid-sized flying Heartless put the wind to expert use when attacking. They move swiftly, so wait for them to swoop low, then strike. Also, note that they are immune to Aero magic.

WORLDS

- Olympus Coliseum
- Never Land

HP FACTOR	EXP FACTOR	DEF FACTOR	STUN	MUNNY
1.60	3.53	1.28	Normal atk.	22

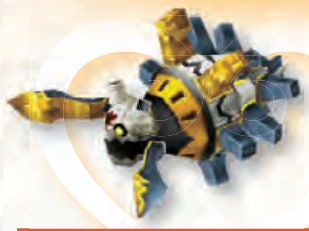
Mission(s)	LVL	Chance of Item Drop	Item Drops
53, 58	20	40% (Gust Shard)	None
64	20	45% (Combo Tech+)	None
73	20	20% (Gust Crystal)	None
			Gust Shard
			Combo Tech+
			Gust Crystal

Elemental Attack Vulnerability			
Fire	Ice	Thunder	Aero
4.40	4.80	1.80	Immune

Status Attack Vulnerability			
Ignite	Freeze	Jolt	Air-Toss
0.80	0.80	1.30	Immune

Attack Information				
Power Factor	Type	Element	Status Effect	Guard Type
1.40	Physical	—	—	Block
0.96	Physical	—	—	Block
1.30	Physical	Aero	Air-Toss (100%)	Block

♥ ANTLION ♥ 93



This massive Heartless swims freely through the sand. Aim for its face when it breaks the surface. After sustaining damage, it will take to the sky, but its cyclone shield protects it from direct damage while airborne. Instead, hit the debris it throws back at it to create an opening and then strike.

WORLDS

- Agrabah

HP FACTOR	EXP FACTOR	DEF FACTOR	STUN	MUNNY
8.80	54.14	3.00~3.20	None	—

Mission(s)	LVL	Chance of Item Drop	Item Drops
32	12	—	None
			None
			None
			None
			None
			None
			None

Elemental Attack Vulnerability			
Fire	Ice	Thunder	Aero
0.56	1.00	0.23	0.69

Status Attack Vulnerability			
Ignite	Freeze	Jolt	Air-Toss
Immune	Immune	Immune	Immune

Attack Information				
Power Factor	Type	Element	Status Effect	Guard Type
0.98	Physical	—	—	Block
1.70	Physical	Aero	Air-Toss (90%)	None
0.30	Physical	Aero	Air-Toss (90%)	Block
0.98	Physical	—	—	Block
0.98	Physical	—	—	Block
2.10	Physical	—	—	None

♥ ARTFUL FLYER ♥ 50



These large flying Heartless put the wind to expert use when attacking. They move swiftly, but are vulnerable just after kicking, so be ready to mount a counteroffensive. They also retain their kind's immunity to Aero magic.

WORLDS

- Never Land

HP FACTOR	EXP FACTOR	DEF FACTOR	STUN	MUNNY
2.80	5.90	1.37	Normal atk.	27

Mission(s)	LVL	Chance of Item Drop	Item Drops
58	30	100% (Power Tech+)	None
			None
			None
			Power Tech+
			None
			None

Elemental Attack Vulnerability			
Fire	Ice	Thunder	Aero
1.08	1.14	0.60	Absorb

Status Attack Vulnerability			
Ignite	Freeze	Jolt	Air-Toss
0.80	0.80	1.30	Immune

Attack Information				
Power Factor	Type	Element	Status Effect	Guard Type
1.60	Physical	—	—	Block
1.40	Physical	—	—	Counter
1.17	Physical	—	—	Block
1.25	Physical	Aero	Air-Toss (100%)	Block



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