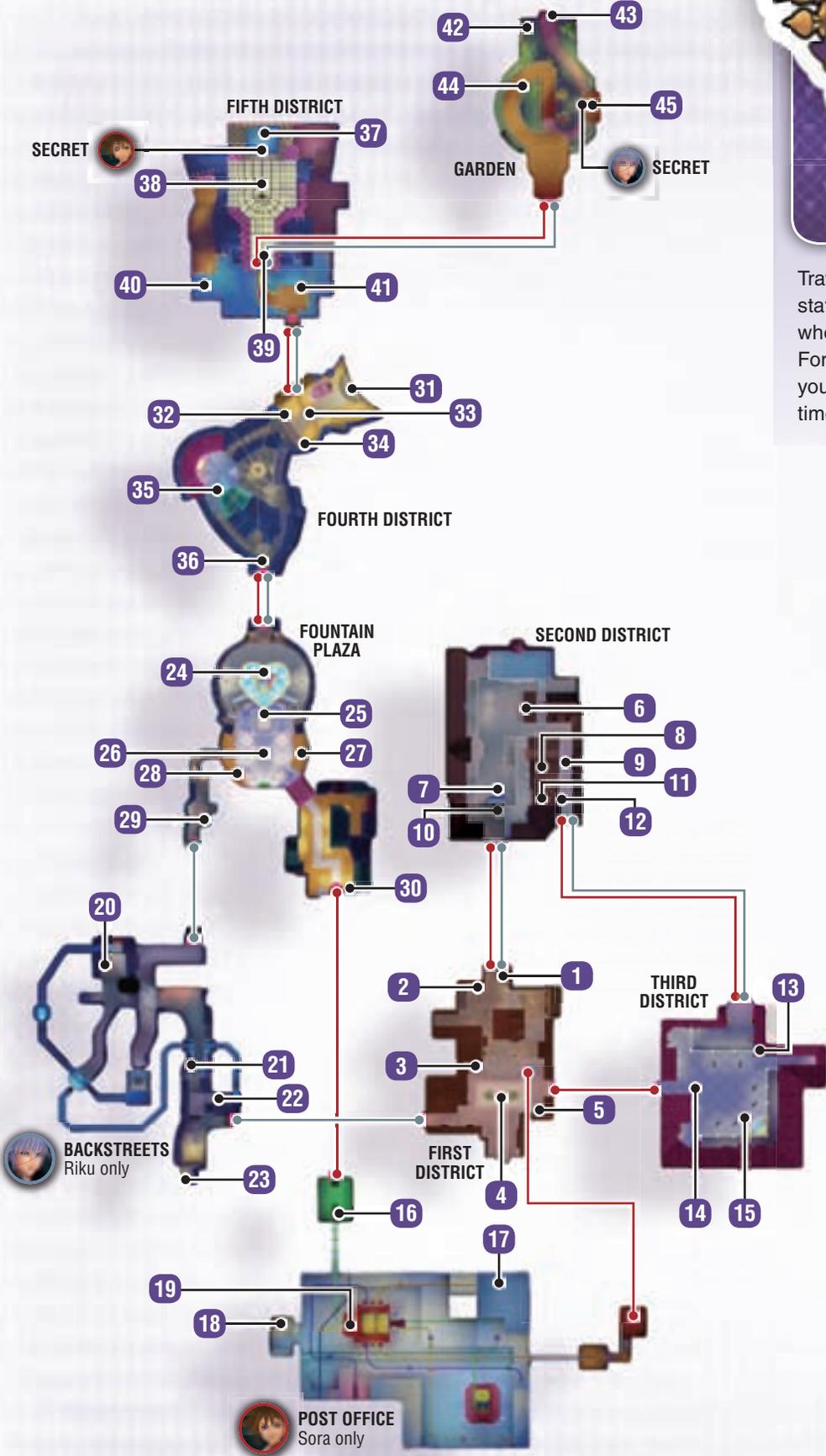




MEET YOUR DESTINY

Traverse Town is a kind of depot or way station between worlds, where those who are lost can find their destination. For some reason, the boys and girls you meet in this world are all playing a timed game.



CLEAR LINK PORTALS FOR EXTRA DP

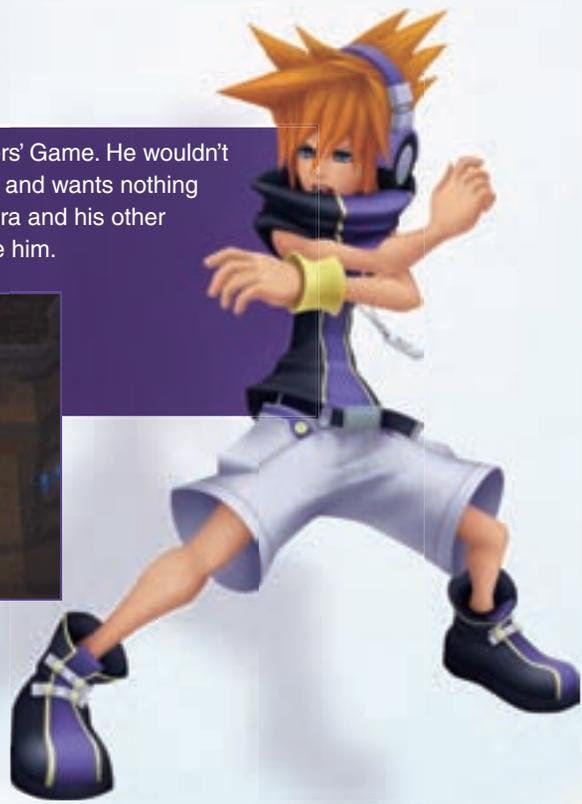
After the first few drops, Link Portals begin appearing in Traverse Town and other worlds. Look for pink dots appearing on the lower Touch Screen. Approaching these locations you'll find nothing there; however, a small sign appears on the Touch Screen. Touch the Link Portal's sign to view its criteria. Accessing Battle Portals and Special Portals summons Nightmares from another world, and you must defeat them all. The rewards are extra Drop Points (DP) and one of several prizes. By adhering to the "Bonus Condition" listed, you can win one of several possible bonus prizes. Friendship Portals merely allow you to borrow (hopefully) stronger Spirits for a short time, while in an area. Special Portals feature stronger enemies, plus a rare enemy that drops additional prizes.

Use the maps and tables here to find Special Portals, Battle Portals, and Friendship Portals throughout the world. More than one portal may appear at one location, and some locations appear for both Sora and Riku. So while each table is for a specific character, the maps are for both, in most cases.



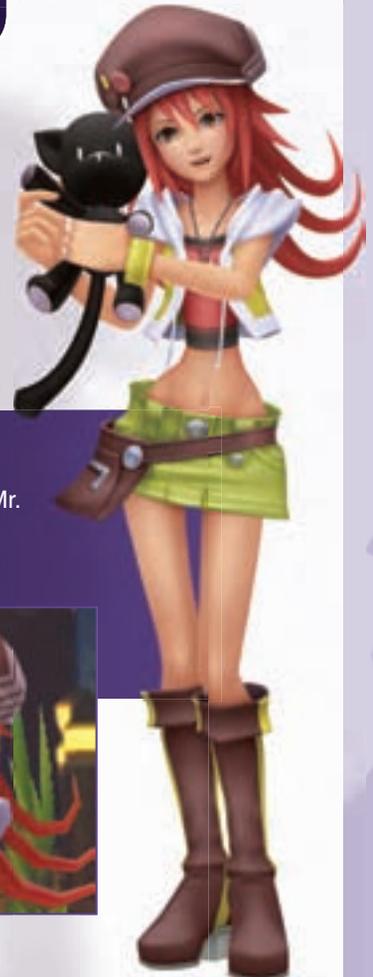
Neku

A boy who has been forced into the Reapers' Game. He wouldn't be caught dead without his headphones... and wants nothing more than to shut other people out. But Sora and his other new friends may have the power to change him.



A girl who has been forced into the Reapers' Game. She has lost her memory but doesn't seem too worked up about it. She serves as Joshua's "Portal."

Rhyme



Shiki

A girl who has been forced into the Reapers' Game. Her constant companion is a stuffed animal named Mr. Mew. A stranger in a black coat tricked her into leading Riku into a trap.





FIFTH DISTRICT

Shield Cookie

Block-it Chocolate

Potion

BOSS: HOCKOMONKEY

FOURTH DISTRICT

Water Barrel

Balloon (Spell)

Hi-Potion

SHOP

Medal Shop

Rampant Figment

Royal Cake

GARDEN

(Mimic)

Flick Rush

Block-it Chocolate

SAVE

Potion

Shield Cookie

Ice Dream Cone

Drop-Me-Not

Confetti Candy

Ice Dream Cone

Strike Raid

Manhole

BOSS: JULIUS (Post-Ending)

FOUNTAIN PLAZA

Intrepid Figment

Rampant Fantasy

Balloon

Traverse Town: SORA



DIVE MODE: SORA

A Rank Prize: **Spark Dive**

Goal Ring Opens: 600 Points

Ranking Data

CLEAR RANK MULTIPLIER

CLEAR TIME	MULTIPLIER
1:15:00 or less	x1000
1:15:01 - 1:25:00	x500
1:25:01 - 1:45:00	x100
1:45:01 - 2:30:00	x50
2:30:01 or more	x1

RANK PER TOTAL POINTS

TOTAL POINTS	RANK
750,000 or more	A Gold Diver
320,000 - 749,999	B Silver Diver
319,999 or less	C Bronze Diver



In this mini-game, the objective is to take out enemies and collect prizes as Sora falls at high speed, then pass through the goal ring that appears once you've met certain requirements. The requirements vary from dive to dive.



Press **A** to attack enemies encountered during a dive. A red target marker on an enemy means they are out of range of your attack, whereas a yellow target marker indicates that the enemy is within range. Keep pressing **A** after landing a blow to perform a combo and hit other nearby enemies. Attacking can also be used as a means of acceleration, even when no enemies or obstacles are below. Hold **B** to reduce speed with Aerial Brake, or press **Y** to quickly dodge or deflect an attack or obstacle. Decelerate and dodge to make it safely through the dive. Keep in mind that decelerating using the Aerial Brake can increase the amount of time to clear the dive, so don't use it often.

If you pick up a magic prize, press **X** to perform a special magic attack before the dive is over. Magic prizes are small orange-yellow orbs. Special attacks like Mega Flare can wipe out several enemies or obstacles simultaneously, to great benefit in this timed event.

Use the Circle Pad to steer Sora through the air, and fly through rings of stars to collect prizes. Avoid floating floors and balconies, and use attacks **A** or Aerial Brake **B** to fly through the blades of spinning fans. Aim for stars and magic prizes, defeat enemies, and strike floating cards marked with yellow reticules to produce munny, HP balls, and more stars to collect.

Continue through the goal ring. Afterward, you are ranked according to your time and number of prizes grabbed. Score an "A" this time to obtain the **Spark Dive** command, a skill to use during battle. Press **A** to leave the rank screen and continue.



UNFAMILIAR FRIENDS ON FAMILIAR GROUND

Sora never gets tired of coming back to this place. When he is unable to find Riku, some guy tells him to quit yelling. This mysterious person with headphones knows Sora's name, and he's a player in some kind of game where he must find his partner and complete a mission within a time limit. He uses a new skill called "Flowmotion" to leave the area. Now it's your turn.





LIVIN' LIFE BY THE CLOCK

After playing as Riku until he falls asleep, Sora awakens in Third District. Now he must investigate the area and get as far as he can before the Drop Gauge empties. Otherwise, he drops into sleep again and Riku takes over once more. Dropping isn't always a bad thing, however. In fact, it's better to elect to drop on your own (at a save point, via the main menu, or on the pause screen during battle) before triggering the next appearance of Dream Eaters; that way, you don't come back in the middle of a fight.



WARNING! DREAM DROP COMMENCING!

Sora has fallen asleep because of the rules of the mysterious "game" in progress, and now it's time for Riku to take over. Proceed to the section titled "**Traverse Town: Riku**" to follow Riku's side of the adventure. At a specific point later, Riku falls asleep, and Sora's journey resumes. This action of switching characters is called a "drop." After these initial mandatory drop events, all future drops are determined either by you (when you push the "Drop" button) or by the "Drop Gauge" (when time, plus Bonus Time, runs out). Because it is impossible to know what part of the adventure a player is in at any given time, each side has been split into its own section in this guide. Use two bookmarks (one for Sora, one for Riku) to mark your place in this guide, changing sections whenever you drop.

Jump onto the boxes stacked beneath the revealed electric panel in the southwest corner of the map. Strike the panel repeatedly to unlock a door in the area. After the scene, you'll be facing the door; proceed through it to the First District.

POST OFFICE NAVIGATION

The mailbox in First District becomes active. Approach and examine it to reveal a manhole. Examine the manhole and choose "Okay" to leave this area. Sora drops into the Post Office. (Note that you can examine the center of the entry area to return to First District.)



Follow the corridor until you reach a rail. Jump onto the rail and ride it via Flowmotion into the main room. Defeat the enemies that appear as you search the area. A treasure chest on the lower level at the base of the pink column contains a **Potion**.

As Sora moves around the room, a short scene shows the green rail's exit on the level above. He must ride a rotating platform elevator to the top and jump onto the green rail, then ride it via Flowmotion to the exit, where you'll find a save point. There are other rails in the room that he can ride, however...

TUTORIAL: THE DROP GAUGE

As you explore the field, the Drop Gauge continues to decrease. Sleep and other negative statuses cause your Drop Gauge to drain more quickly. When the gauge runs out, you enter Bonus Time, and tear-shaped Droplets appear more often as you defeat enemies. After Bonus Time ends, you will drop and resume play with the next character.

Each drop triggers a rewards screen, revealing the Drop Points (DP) accumulated. You may then select to boost the next character's attack or magic, or choose to add an extra item to their stash prior to resuming play. All leftover DP are converted to munny.



RIDE THE RAILS TO ITEMS!

Refer to the Post Office map at the start of Sora's section to see all the various rails and item chests scattered throughout the massive chamber, on various levels. To reach these chests, you must ride the various rails, but not to their destinations. At some point, you must have Sora jump off while facing the right direction, and then Air Slide onto a platform or ledge to reach the item chests!



Traverse Town: RIKU



DIVE MODE: RIKU

A Rank Prize: **Spark Dive** | Goal Ring Opens: 300 Points

Ranking Data

CLEAR RANK MULTIPLIER DETERMINATION

CLEAR TIME	MULTIPLIER
1:30:00 or less	x1000
1:30:01 - 2:30:00	x500
2:30:01 - 3:30:00	x100
3:30:01 - 4:30:00	x50
4:30:01 or more	x1

RANK PER TOTAL POINTS

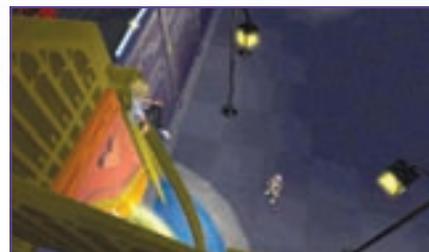
TOTAL POINTS	RANK
140,000 or more	A Gold Diver
70,000 - 139,999	B Silver Diver
69,999 or less	C Bronze Diver

Because Riku is dealing with many more enemies than Sora had to during his dive into Traverse Town, just taking all the foes down accumulates enough points to open the goal ring. After a few seconds, the adversaries subside, allowing you to pay better attention to the obstacles as well as the **magic prize** in the narrow center of a four-way corridor blocking most of the space. For a higher score, break the green cards floating in formations at various intervals throughout the dive.



RIKU GETS SOME ANSWERS

Riku arrives in Traverse Town. He meets a mysterious boy named Joshua, who explains that the worlds have been split in half, and some people who should be together have been sent to different places. Joshua tasks Riku with finding a girl named Rhyme in exchange for his help in locating Sora.



LINK PORTALS

Link Portals appear in various locations throughout Traverse Town, displayed as pink dots on the Touch Screen map. Moving near a Link Portal, while zoomed in on the map, causes a display card to appear on the Touch Screen. Press the display card on the Touch Screen to activate the Link Portal. Activating Link Portals either replaces your current Spirits with a new set for a limited time (or until you leave the current area), or allows you to take on Nightmares in a quick challenge battle for extra prizes. The stars displayed on the card indicate the difficulty of the challenge involved or the strength of the friendly Spirits you'll summon.

Vaan's Friendship Portal is now available at the top of the stairs. Access it and use the Spirits provided to take out enemies as you search the area for treasure chests. Open the chest in the alley to find **Confetti Candy**. Remember to use Flowmotion to reach a chest containing an **Ice Dream Cone** on a raised ledge above the exit.



TIME FOR RIKU TO MAKE SPIRITS

Riku catches up with Joshua in Second District and begins to learn about Dream Eaters, much the same way Sora did previously. The **Komory Bat Recipe** is obtained, allowing you to make a Spirit for Riku. The main menu opens automatically and you must create a Komory Bat Spirit. Use the same procedure as before, and don't forget to increase your materials to improve stats and tickle your pet aplenty before proceeding.





LINKING WITH SPIRITS TUTORIAL

After Beat appears and trash talks Joshua, a brief tutorial on Linking with Spirits follows. When a Spirit is in the party, the Link Gauge fills as a Spirit attacks an adversary. When the Link Gauge is full, touch the Spirit icons on the Touch Screen, or hold L + R and press either **X**, **B**, or **A**, depending on which Spirits you wish to link with. Fill up the Link Gauges of *both* Spirits in your party to perform a powerful Dual Link.



For tutorial purposes, Komory Bat's Link Gauge will fill to maximum automatically. Defeat the enemies now surrounding Riku by pressing the Link button on the Touch Screen (featuring Komory Bat's face) to link up and perform dark powered attacks with greater damage than Riku is capable of alone.

CLEAR VAAN'S BATTLE PORTAL!

After clearing the courtyard area of enemies, you'll be able to open the Link Portal located between the two lampposts. Use the lampposts to activate Flowmotion and wipe out the appearing foes with ease. Clearing this easy Link Portal awards **10 DP** and a **Rampant Figment**. Perform at least three Flowmotion attacks before taking out the last assailant to obtain a **Royal Cake**.



RIKU'S TIME TO SNOOZE

Clearing the area of enemies allows Joshua and Beat to end their confrontation. But like Sora experienced earlier, Riku suddenly feels the urge to take a nap.

TUTORIAL: EARN BONUSES WITH DROP POINTS

When you drop, a screen appears where you can spend Drop Points (DP) to give the next character a bonus. There are three ways to earn DP: collect Droplets, snag Lucky Items left by enemies, or clear battle Link Portals. After using DP to increase Sora's Attack or Magic, convert the rest to munny.



RESUMING RIKU

Riku wakes up to find he is alone, but he spots a girl being chased on the upper level. Follow her through the large exit to the south into First District, defeating enemies along the way and collecting items from chests on the upper levels.



Riku jumps between the girl and some Nightmares; eliminate them all to proceed. Use Flowmotion around the lampposts to gain the advantage. After the skirmish, the girl introduces herself as Shiki. Riku tells the girl to go home, even though she thinks he's her knight in shining armor. After the scene, you'll be facing a gate; proceed through it into the Back Streets area.



THE BACK STREETS AND THE AQUEDUCTS

Follow the twisting Back Streets to the upper level, and then follow the street north, then west. After taking out a large group of Nightmares, continue toward the southwest doorway. Open the chest on the right to obtain **Paint Gun: Sky Blue x10** and proceed into the corridor. Riku enters Flowmotion here; ride the aqueduct to the top.





HOCKOMONKEY

Base HP	295.6
Base Attack	14.0
Base Magic	15.0
Base Defense	6.6
EXP Multiplier	0



With this boss floating high over the Garden area, your main strategy is to have Riku jump onto the railing running along the front of the upper level to trigger Flowmotion, and then quickly press **A** to leap off and attack. Get back to the top of the area by riding the outside stair railing. Fire, Blizzard, and Thunder spells all prove useful, as does Strike Raid and the flying slash portion of Blizzard Edge. While hovering, Hockomonkey's main form of attack is firing projectiles that are easily dodged or blocked, especially when lock-on is engaged.



At given intervals, Hockomonkey vanishes, and a squad of floating blue hands appears. Destroy all the hands to make Hockomonkey reappear. During this time, it is recommended to have Riku drop to the ground level, since the hands follow him down there, making them easier to knock out with simple Flowmotion attacks launched from the walls. Destroying all the hands causes Hockomonkey to reappear in a dazed state, during which time it is best to link with your Komory Bat and attack. Keep attacking Hockomonkey and its hands to win the battle and obtain the **Skull Noise** Keyblade.

