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SuperCheats.com's Unofficial Guide to

Kingdom Hearts 358 2 Days

by Mogg 13-42

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SuperCheats.com Unofficial Guide to Kingdom Hearts 358/2 Days



We're going to keep this guide spoiler free, so I won't be discussing any events relating to the story. Skip cutscenes by pressing start and choosing "Skip". As for missions, you can quit by pausing the game and picking "Withdraw". You'll be taken back to headquarters when you do so.

Anyway, you'll be asked to select your desired difficulty setting when you start a new game in Story Mode: Beginner, Standard, and Proud. Confirm your choice afterwards.

Kingdom Hearts 358/2 Guide - Walkthrough

Days 1-100 (Missions 1-35)

Day 007 - Number XIV

02-01

Try to get a hang of the controls before you do anything else. Go ahead and talk to everybody if you like, then agree to accompany Axel to the Round Room when you're ready.

Day 008 - The Icing on the Cake

02-02

The day begins with a brief saving tutorial; a new entry will be added to Roxas's diary as well. You can access it via the Files tab in the main menu. Also, take note that you cannot save your game in the middle of a mission, so you'll have to complete whatever it was you were doing then return home first. Anyway, feel free to talk to the other guys if you like. When you're all set to proceed, talk to Saix for a mission.

Mission 01 - Twilight Town

~~~~~  
Treasures : Potion

Clear Bonus : Potion, Blazing Shard, Fire Recipe.  
~~~~~

In Twilight Town, follow Axel for a tutorial (remember that you can also control the camera through the touchscreen). Your goal in this mission is to locate a treasure chest. Now, head for the upper central area and activate the switch. This should unlock a nearby gate. Make your way up along the eastern path. Another tutorial will be given, this time about Barricades. Basically, any area that has nothing to do with your current mission will be sealed off.

When you regain control, go further up to find your treasure which contains a POTION. That will be all for this mission.
~~~~~

Day 009 - Heartless

02-03

The next entry in Roxas' diary will be available for viewing. Other than that, there is nothing new in headquarters. Talk to Saix now.

Mission 02 - Twilight Town  
~~~~~

Clear Bonus : Potion, Moonstone.

~~~~~

Marluxia will be joining you this time. Three separate groups of Heartless will appear in between dialogues. Simply kill off everything to clear this mission. For the last group of Yellow Operas, try to chain your attacks as long as you can to earn bonus heart points.

~~~~~

Day 010 - Incomplete

02-04

Nothing much to do here, so just talk to Saix for your mission.

Mission 03 - Twilight Town

~~~~~

Treasures : Potion

Clear Bonus : Potion, Fire (x3).

~~~~~

Your goal for this one is to defeat 7 Heartless. The mission completes once you've done that and you can go back home. Though I suggest you stick around and defeat every single Heartless in the area to max out the mission gauge. Doing so, will save you the effort of having to come back here later, if you wish to unlock Sora in mission mode.

There is a chest with a POTION at the bottom of the stairs to the east of your portal. Don't forget to claim that one before leaving.

~~~~~

---

Day 011 - Keyblade

02-05

The "Panels" tab is now accessible in the main menu so go ahead and the 3 Fire spells you got from the previous mission. You may want to bring along some Potions as well. Take note that you must fill the panel tiles with the stuff you want to take with you. Otherwise you won't be able to use them at all, and you can't access those panels in the middle of a mission either.

Also, to assign shortcut buttons to magic spells, open the magic command menu, pick a spell, hold L to open the shortcut menu, then press the button you wish to use as a shortcut to the spell. You can assign shortcut buttons to items the same way.

Talk to Saix for your next mission once you're ready.

Mission 04 - Twilight Town

---

~~~~~  
Treasures : Ether (x3)

Clear Bonus : Potion (x3), Ether, Scan, Fire Recipe.
~~~~~

You won't be getting any help from Larxene here, as she stays true to her claim to simply "stand and watch". Anyway, try to use magic to defeat the targets; you may also use normal attacks if you're still not used to the controls. Eventually, your companion decides she's had enough and you both can go on home.

Don't forget to claim 3 ETHERS from the trio of treasure chests in the area.  
~~~~~

Day 012 - A Closed World

02-06

If Roxas happened to gain level, and you're wondering why his level didn't increase, press Y to access the panel menu. Notice that there is now an LV tile in your inventory. You must equip that one in order for the level up to take effect. Talk to Saix afterwards.

Mission 05 - Twilight Town
~~~~~

Clear Bonus : Blazing Shard, Fire, Dodge Roll, Moonstone.  
~~~~~

You'll be accompanied by Xigbar this time around for some investigation work. Search the area for clues until your companion is satisfied and decides to head home. When a "?" appears over Roxas's head, it means that he's seen something suspicious so search the area until a green target marker appears, to examine the clue. The locations of the clues are listed below.

- * The clothing stall just some ways south of your portal.
- * The jewelry shop to the southwest of your portal
- * The ground further north of the jewelry shop.
- * The stall directly north of the third clue.

A short event will occur after this. When prompted for a response, pick whichever answer you like. Time to look for more clues.

- * The vents at the southeast corner of the Tram Common.
- * The vents of the upper east building.
- * The stone wall "staircase" east of the last clue.

The mission should be complete now, but there are a couple more clues to find in order to max out the mission gauge.

- * From your portal, go south then down the stairs.

* The wall at the northeast-most corner of the Tram Common.

~~~~~

Day 013 - Deeds to Be Done

02-07

Equip your newly acquired Dodge Roll ability then talk to Saix for your final "practice" mission.

Mission 06 - Twilight Town

~~~~~

Clear Bonus : Skill Gear, Moonstone (x2).

~~~~~

Defeat the Mega Shadow using either normal attacks or limit break. To use limit breaks: Get your HP down to critical and the word "Limit" appears somewhere near your HP gauge. When this happens, highlight the attack command and hold "A". A short sequence plays then press A again when you regain control to unleash the attack.

~~~~~

Day 014 - Friends

02-08

A new entry will be added to Roxas's diary. Additionally, the Holo Missions tab is now accessible via the main menu as well. Next, talk to Marluxia for a free POTION. Time to get to work.

Mission 07 - Twilight Town

~~~~~

Treasures : Potion (x2), Shining Shard.

Clear Bonus : Block (2), Shining Shard, Moonstone.

Random Bonus : Fire Recipe, Blazing Shard, Moonstone, Potion.

~~~~~

Simply kill all the Heartless to clear this mission. Go ahead and max out the mission gauge when possible. As for treasures the one at the Station Heights contains a POTION, while the two in the Station Plaza has a POTION and a SHINING SHARD.

~~~~~

Day 015 - Missions

02-09

Equip any level up panels you might have along with your new Block ability. Next, speak to Zexion for a PANACEA then to Marluxia for an ETHER. Report to Saix for 3 new missions.

## Mission 08 - Twilight Town

~~~~~  
Treasures : Iron, Potion.

Clear Bonus : Blazing Shard (x2), Potion.

Random Bonus : Fire Recipe, Blazing Shard, Moonstone, Potion.
~~~~~

Your goal here is to eliminate all Watcher Heartless in the town. The target's picture is displayed at the bottom screen. There are 2 Watchers at the Station Heights and 4 at the Sandlot.

Don't forget to search the areas for a couple of treasure chests with an IRON and a POTION.

## Mission 09 - Twilight Town

~~~~~  
Treasures : Blazing Shard (x3), Potion (x3), Fire Recipe

Clear Bonus : Shining Shard, Ether, Hi-Potion.

Random Bonus : Fire Recipe, Blazing Shard, Moonstone, Potion.
~~~~~

The Dire Plants you seek all await at the Old Mansion. Go there and eliminate all the targets. Take note that the projectiles from the plants can inflict Blind. Cast Fire to toast them and head back to the Tram Common, where you'll receive a warning about a powerful Heartless nearby -- the Zip Slasher. You must kill this thing to max out the mission gauge.

Zip Slasher has a lot of health so killing it will take time at this point, but it isn't the least bit difficult. I would recommend hitting it with only one full combo at a time then quickly rolling away when it prepares for its spinning attack. The blade allows the target to absorb your health should it hit you. Toss fire spells if you have some left to speed up the killing process.

## Mission 10 - The Castle That Never Was

~~~~~  
Clear Bonus : Fire, Fire Recipe, Potion.

Random Bonus : Fire Recipe, Blazing Shard, Moonstone, Potion.
~~~~~

This one is simple. Kill as many Dusks as you can in 60 seconds. Try to stay airborne by jumping as much as you can to avoid being pinned down should the targets manage to gather around you. If you're having problems, then simply run to any open space until the time runs out.



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Day 022 - Left Behind

02-10

A new entry will be added to Roxas's diary; read that now if you like. Otherwise, just go speak to Saix for some more work.

Mission 11 - Twilight Town

~~~~~  
Treasures : Potion (x3), Loaded Gear, Blazing Shard.
Clear Bonus : Doublecast (4), Blazing Shard (x2).
Random Bonus : Fire Recipe, Blazing Shard, Moonstone, Potion.
~~~~~

You'll start out at the Station Plaza where you can pick up a couple of POTIONS, then head down to the Underground Passage.

There, head south along the right path first to find one more POTION then hop onto the higher platform near the bottom of the area. Press the switch here and go through the nearby gate. Jump off to the lower section to grab a LOADED GEAR. Now, continue along the west path and press the next switch. Off to next screen.

The Guardian Heartless you're seeking should be here. Kill off all the Watchers first before dealing with your main target. Just sidestep when you see the creature prepare to fire a giant beam.

~~~~~

Day 023 - Silent Companion

02-11

The Doublecast panel multiplies the casting amount of any magic panels within its link zone by 2. So if link 3 Fire spells in there, you get to cast Fire 6 times instead of just 3. Equip Doublecast and Loaded Gear. Next, talk to Demyx for a BLAZING SHARD then report to Saix.

Mission 12 - Twilight Town

~~~~~  
Treasures : Potion (x2)  
Clear Bonus : Sign of Resolve, Fire Recipe (x2)  
Random Bonus : Fire Recipe, Blazing Shard, Moonstone, Potion.  
~~~~~

Your target, Poison Plant awaits in the Tunnel (south exit) in the Underground Passage. Search the said passage for 2 chests with POTIONS before going into the Tunnel. Cast Fire on the Poison Plant to get this mission over with.

~~~~~

---

Day 024 - Silence Broken

02-12

Read the new diary entry first if you want then talk to Saix.

Mission 13 - Twilight Town

~~~~~  
Treasures : Power Unit (L)
Clear Bonus : Skill Gear , Moonstone (x2).
Random Bonus : Fire Recipe, Blazing Shard, Moonstone, Potion.
~~~~~

The mission area here is really small. Your targets are waiting at the Sandlot which is just ahead. But before you go, turn around first and grab a POWER UNIT L from the treasure chest.

The Deserters have very little HP but they move real fast. Defeat one and the rest of the group will rush you. Take them out.

~~~~~

Day 025 - Two Keys

02-13

New entry added to diary. Equip the Skill Gear linked with a Power Unit; that should boost your strength a little bit. Next, chat with Xaldin for a MOONSTONE. Also, any missions you clear from now on will reward you with a Slot Releaser which unlocks additional panel slots for you to use.

Mission 14 - Twilight Town

~~~~~  
Treasures : Potion (x3), Blazing Shard, Moonstone.  
Clear Bonus : Blizzard (x2), Frost Shard.  
Random Bonus : Fire Recipe, Blazing Shard, Moonstone, Potion.  
~~~~~

Pick up a POTION and BLAZING SHARD from the chests at the Side Street. There are 2 more POTIONS to be found at the Station Heights Continue to the Station Plaza to fight Darkside. Be sure to grab the MOONSTONE first.

As for Darkside, just jump and hit whatever body part you can reach. Its attacks are quite easy to avoid, and does not do much damage even if you do get hit. Take note that the orb projectiles can inflict Blind.

~~~~~

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Day 026 - Terminated

02-14

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Start the day by talking to Xaldin after equipping a weapon panel to receive a HI-POTION. Upon talking to Saix he'll promote you to Novice which will in turn grant you access to the moogles shop. Purchase a Slot Releaser, Level Up and Aerial Recovery.

#### Mission 15 - Agrabah

~~~~~  
Treasures : Panacea, Potion (x3), Ominous Gear.
Clear Bonus : Ability Unit L, Shining Shard, Blizzard.
Random Bonus : Shining Shard, Iron, Potion.
~~~~~

This is another recon mission starting at the Palace. Search the area for a PANACEA near your portal, then search for clues.

- \* The first clue is the small sand dune north of your portal.
- \* Check the large gates then attack the lever to open the exit.
- \* Check the wood planks leaning on the wall near the exit.
- \* The empty stall southeast of the area.
- \* The colorful plates at the southwest stall.

Proceed to Agrabah Street now. Hop up the higher platform at the southeast corner and make your way around to a treasure chest with a POTION. There is also a chest on a high wall containing an OMINOUS GEAR, but you can't get that one until later. Back to clue searching now.

- \* Check the platform near the chest you just opened.
- \* The sand dune next to the destructible pot.
- \* The colorful plates at the stall south of area.
- \* The sand dune next to the stall you just checked.
- \* Attack the lone crate to push it next to the pile of crates, and jump to the top. Check the rope on the plank for another clue.
- \* The discolored wall near the rope.

After the last clue, make your way to the end and hit the lever there. This will open the south gate. Take that one out to the Agrabah Gate. There, Make your way up to the northeast corner to find a chest with a POTION. Next hop onto the green awning and navigate along the upper level to the southwest for another POTION.

Return to the Palace for a scene. You can't go through the main exit, so go back to Agrabah Street and go through the northeast exit at the upper level. The mission completes after the event between Aladdin and Jasmine. You can go back home now, but there are a few more clues to find.

- \* The first one is the massive door at The Palace.
  - \* The wood planks leaning on the wall near the Agrabah St. Entrance
  - \* Head to Agrabah Gate and check the exit blocked by a sandstorm.
- ~~~~~

Day 051 - Missing

02-15

You'll receive a brief tutorial about Unity Badges. A new entry will be added to Roxas's diary as well. Collect all the treasures in Mission 14 and talk to Demyx for a SHINING SHARD. Saix has 4 new missions waiting for you.

Mission 16 - Agrabah

~~~~~  
Treasures : Loaded Gear , Shining Shard, Potion, Ether, Diamond.
Clear Bonus : Shining Shard, Panacea, Elixir Recipe.
Random Bonus : Shining Shard, Iron, Potion.
~~~~~

Your goal here is simple -- defeat a total of 7 Fire Plants. There are 2 at the Palace, 2 in Agrabah Street and 3 at the Agrabah Gate. These plants are weak to ice and are easily frozen so be sure to bring plenty of Blizzard spells.

The 3 plants at the gate are accompanied by a Barrier Master which casts Protect on the flowers. To kill it, attack it to knock the book away then spam the creature with magic. Once that's gone, you can focus on the Fire Plants again.

To max out the mission gauge, you'll have to defeat 3 more Fire Plants which all appear in Agrabah Street. But you can't do that at the moment so you're gonna have to come back later.

~~~~~  
Mission 17 - Twilight Town

~~~~~  
Treasures : Blazing Shard, Panacea.  
Clear Bonus : Shining Shard, Blazing Shard, Frost Shard.  
Random Bonus : Fire Recipe, Blazing Shard, Moonstone, Potion, Ether  
~~~~~

Your target, the Tail Bunker is waiting at the Tram Common so go ahead and make your way there, but don't forget to grab the Unity Badge in the Station Plaza. Once you reach your destination, search the area for a PANACEA and BLAZING SHARD.

As for the Tail Bunker, don't attack it head on. Go around behind it and hit its tail when it lands. When Tailbunker is airborne, stay under it and attack whichever part you can hit.

~~~~~  
Mission 18 - Agrabah

~~~~~

Treasures : Potion (x3), Ether.
 Clear Bonus : Iron, Panacea, Blizzard.
 Random Bonus : Shining Shard, Iron, Potion.

~~~~~

Search the Agrabah Gate for 2 chests: one containing a POTION and the other an ETHER. Grab the Unity Badge on top of the southwest wall. Collect Organization Emblems in all areas. Grab them while each is surrounded by a ring of light, which gradually fades with time. A lit emblem fills the mission gauge faster. The glow can be restored by killing enemies or grabbing other emblems.

~~~~~

Mission 19 - Agrabah

~~~~~

Treasures : Potion, Ether, Slot Releaser.  
 Clear Bonus : Shining Shard, Shining Shard, Frost Shard.  
 Random Bonus : Shining Shard, Iron, Potion.

~~~~~

One of the chests at the Agrabah Street contains a POTION while the other has a SLOT RELASER. You can't reach the latter at the moment so you'll have to come back later. You'll find a POTION at the Palace; there's a Unity Badge on the yellow awning too.

As for the Deserters, just kill one and the rest will try to rush you. Simply defeat all that come your way.

~~~~~

Day 071 - Reunion

02-16

You'll receive a brief tutorial on Ordeal Badges. A new entry will be added to your diary as well. Next, talk to Xigbar for a HI-POTION. Additionally, you may now trade your challenge sigils for freebies at the moogle shop. Talk to Saix for next mission.

#### Mission 20 - Twilight Town

~~~~~

Treasures : Panacea (x2)
 Clear Bonus : Iron, Ether, Guard Unit L.
 Random Bonus : Fire Recipe, Blazing Shard, Moonstone, Potion, Ether

~~~~~

Your job this time is to destroy the Shadow Globbs scattered all over Twilight Town -- there are 2 in the Side Street; 2 in the Sandlot, and the rest are in the Tram Common. Use Fire to hit the targets located on high spots. Be sure to lock on and try to find a better angle before casting the spell.

Also, there's a PANACEA waiting to be picked up at the Side Street and another PANACEA can be found at the Tram Common. Don't forget to grab the Ordeal Badge at the Sandlot, while the Unity Badge is right next to the massive green wall at the Tram Common.

~~~~~

Day 072 - Change

02-17

Nothing new in headquarters asid from a new diary entry.

Mission 21 - Agrabah

~~~~~

Treasures : Potion (x5), Iron (x2), Shining Shard.

Clear Bonus : Cure (x2) Magic Lv2 (4).

Random Bonus : Shining Shard, Iron, Potion.

~~~~~

Start by grabbing the POTION from a nearby chest then continue forward a bit for a brief scene with Pete. Now, you must tail him around Agrabah until he finds the secret entrance to the Cave of Wonders.

Follow Pete around while making sure he doesn't step out of the blue zone and you don't step into the red zone either. You will have to start over in the same area should you get caught. The best way to do this is to tail him as close as you can, being careful not to step into his zone. This makes sure you don't get caught in the red when he suddenly turns around. Do this for a while until Pete reaches the Agrabah Gate.

After he leaves, head back to the Agrabah Street and pick up a POTION. An Ordeal Badge is hovering high above your dark corridor as well. You'll have to use the higher exits in Agrabah Street then jump off to reach it.

Next, head for the Agrabah Gate, tail Pete some more until he finds the secret passage and disappears. Collect the SHINING SHARD here then follow Pete to the Cave of Wonders.

Pick up a POTION from the chest at the entrance and go inside. There, find the lone crate and push it close to the bronze statue. Climb to the higher platform and hit the lever to open an exit. Now, start hitting the gold statue to push it towards the north wall, then move your crate next to the gold statue. Use these as a makeshift staircase to get atop the wall. Don't forget to kill all the Heartless that you see. Continue to the next area.

You'll be in the Pillar Room now. Begin by clearing all the Heartless and search the area for a chest with a POTION. Once all the smaller Heartless are gone, a Large Armor will drop in from the ceiling. Get rid of that one to complete the mission. Once

that's done, head to the northeast corner of the area and hit the switch there. This should get the platforms moving. Use these platforms to reach the higher exit to the west. Grab an IRON from the chest and continue to the next area.

In this room, check the lower area for a chest with another IRON. The switch here opens the gate directly ahead, but you can't access it yet so leave that alone for now and jump into the pit instead.

You'll end on the upper levels of the Entrance Hall. Defeat all the Heartless to max out the mission gauge. Open the treasure chest for one more POTION. That will be all; go ahead and RTC.

~~~~~

Day 073 - The Promise

02-18

Xaldin wants to trade his Frost Shard for your Blazing Shard. Go ahead and give him one; you should have plenty of those by now.

Mission 22 - Beast's Castle

~~~~~

Treasures : Block Lv L, Frost Shard, Ether, Potion, Hi-Potion.

Clear Bonus : Backpack, Shining Shard, Shining Shard.

Random Bonus : Frost Shard, Ether.

~~~~~

At the Bridge, open the treasure chest for a BLOCK LV L and proceed to the Courtyard. There, look around the area for 2 chests with a POTION and an ETHER, then move the statues into their spots until they click into place. Go through the new exit. Don't forget to claim the Ordeal Badge at the Courtyard too.

You'll now be at Entrance Hall 2F. Go along around the area and activate the switches along the way to proceed. One of the hallways has a chest with a HI-POTION in it. After that, Jump through the hole at the center of the balcony to drop down to the first floor. Move forward a bit for a scene then kill your target, the Sergeant Heartless. Once done, check the massive door to unlock it. Make your way back to the dark corridor at the bridge.

~~~~~

Day 074 - Trio

02-19

Equip your new Backpack panel which would give you more space to store the items you collected during missions. Anyway, synthesize a Hi-Potion from the moogle shop and talk to Demyx. He'll then give you a COMBO TECH in return for your troubles.

Mission 23 - Twilight Town

~~~~~  
Treasures : Blazing Shard (x2), Moonstone (x3), Cure Recipe.

Clear Bonus : Air Slide (2), Blazing Shard, Frost Shard.

Random Bonus : Fire Recipe, Blazing Shard, Moonstone, Potion, Ether  
~~~~~

You'll be starting out the Side Street this time. Open the chest near your portal for an ETHER then take the east exit to the Sandlot for a scene with Hayner and co. Your next objective is to investigate the Tunnel at the Underground Passage. But first head to the Station Heights via the north exit (from the Sandlot). Grab a BLAZING SHARD from the chest there.

Next, head over to the Tram Common and search the area for 3 treasures -- 2 MOONSTONES and a BLAZING SHARD. Take a trip to the Station Plaza to claim another MOONSTONE and continue to the Underground Passage. Make your way to the south exit to reach the Tunnel; don't forget to claim a CURE RECIPE along the way.

You'll meet Pence in the Tunnel. After the dialogue, head to the Sandlot for the next scene. Now, go to the Usual Spot (west exit in the Side Street). There, check the green drum for a scene. When you regain control, return to the Tunnel and talk to Pence again.

He will ask 3 questions, which you must answer correctly in order to proceed: C, B, C. Now, head to the Tram Common and take the east exit into the Woods. Here, look for a tree that has leaves falling from it. Attack the tree to trigger an event then proceed to the Old Mansion.

You have to defeat the Veil Lizard now. It has the ability to make itself invisible from time to time. Try to estimate its position and hit it with a full combo for it to reappear. But if it does get away unseen, move around as much as you can to avoid being caught by its tongue or its laser beam. The creature usually reappears after it fires the laser. Hit the lizard with one or two full combos and move away from its tail which can inflict blind if you get swiped.

~~~~~

---

Day 075 - Inseparable

02-20

A new diary entry will be available for viewing. Speak to Xion for a PANACEA. Next, max out the bonus gauge for days 51-57 and speak to Axel. This unlocks Mission 28 from Saix.

## Mission 24 - Agrabah

~~~~~  
Treasures : Potion (x5), Ether, Iron, Shining Shard.

Clear Bonus : Blizzard, Frost Shard, Frost Shard.

Random Bonus : Shining Shard, Iron, Potion.

~~~~~

You start at the Palace like always. Pick up the POTION here and continue to Agrabah Street to claim another POTION. Onwards to the Agrabah Gate where you must save Abu from an army of Scarlet Tango. Grab the ETHER from the treasure chest afterwards. Next, head to the Cave of Wonders through the secret passage that Pete opened earlier.

Inside, use the makeshift staircase you built during your very first visit to this cave, to climb atop the north wall. Examine the panel there and Xion will put the gem in. Continue on to the next screen. Here, open the chest at the southeast corner of the room for a POTION then hit the switch at the northeast corner.

Use the moving platforms to reach top of the northeast pillar. Examine the block and attack it. Now, head towards the west exit via the platforms. Grab another POTION from the chest near the exit. At the Cave/Abyss, claim the Unity Badge before jumping into the seemingly bottomless pit.

Once you get the upper levels of the Entrance Hall, find the block and attack it. Examine the "?" areas here as well. Now, make your way back to the Cave/Abyss and attack the last block. A bridge will form, leading to the exit directly ahead. Hit the cylinder switch to open the gate. Quickly cross the bridge to the exit.

You'll be in the Hidden Room now. Grab another POTION and check the statue. Defeat Pete after dialogue. Mission complete. Go home

~~~~~

Mission 25 - Twilight Town

~~~~~

Treasures : Blazing Shard, Moonstone.

Clear Bonus : Cure, Aerial Tech, Luck Tech.

Random Bonus : Fire Recipe, Blazing Shard, Moonstone, Potion, Ether

~~~~~

Search the area for 2 chests containing a BLAZING SHARD and a MOONSTONE. There's an Ordeal Badge on top of the colorful awning near the staircase to the dark corridor. The Unity Badge is floating over the "bridge" connecting two buildings.

Collect Organization Emblems all over the area. Grab them while each is surrounded by a ring of light, which gradually fades with time. A lit emblem fills the mission gauge faster. The glow can be restored by killing enemies or grabbing other emblems.

You can't max out the gauge here yet. You'll have to come back much later in the game to do so.

~~~~~

Mission 26 - Agrabah

~~~~~

Treasures : Potion (x4), Iron, Hi-Potion.
Clear Bonus : Fire Recipe, Shining Shard, Fire.
Random Bonus : Shining Shard, Iron, Potion.

~~~~~

The treasures for this are as follows: Palace - 2 POTIONS; Agrabah Street - IRON, POTION; Agrabah Gate - POTION. There's also an Ordeal Badge on the higher planks to the east of Agrabah Street, and a Unity Badge on one of the shutters of the windows at the Gate

Your goal here is to destroy all the Shadow Globbs scattered all over every accessible area. You won't be able to see the targets from the ground, so find a high spot and survey the area. Use magic to hit the ones that are too far away.

~~~~~

Mission 27 - Beast's Castle

~~~~~

Treasures : Frost Shard (x2), Ether (x2), Potion (x2)  
Clear Bonus : Iron (x2), Hi-Potion.  
Random Bonus : Frost Shard, Ether.

~~~~~

This will be another recon mission. You start out at Entrance Hall 2F. Grab a FROST SHARD at the end of long the hallway going west Below is a list of suspicious spots in the area.

- * One of the crates at long hallway going west.
- * The stained glass at the center of the rounded hallway.

Jump through the hole in the wall down to 1st floor of Entrance Hall. Grab the ETHER here and start checking for clues.

- * Check the locked door to the right of the area.
- * The claw marks at southwest wall.

Continue out to the Courtyard afterwards. Pick up the POTION and HI POTION. There are a couple of clues to be found here.

- * Check the northwest statue.
- * The foot prints next to the northeast statue.

Head to the Entrance Hall and go upstairs to the West Hall. Here, you must avoid being spotted by Lumiere, so try to stay clear of the red zone. There's a chest with a POTION next to the staircase leading to the West Wing. Make your way to the northeast exit. Check the mop and bucket along the way as well.

In the next room, kill all the Heartless and grab the FROST SHARD
 Time to look for the last 2 clues. Check the footprints and the
 open door at the end of the hall for a scene. Answer the prompts
 any way you want. That's it for this quest.

~~~~~

Mission 28 - Beast's Castle

~~~~~

Treasures : Frost Shard (x2), Ether (x2), Potion, Hi-Potion.
 Clear Bonus : Frost Shard, Potion, Combo Tech.
 Random Bonus : Frost Shard, Ether.

~~~~~

Explore all accessible areas and kill all the Heartless that you  
 see until you max out the mission gauge. Here are the items to be  
 collected in this mission: Entrance Hall - 2 ETHERS; Courtyard:  
 HI-POTION, FROST SHARD; East Wing - POTION, FROST SHARD.

Also, there's an Ordeal Badge at the Courtyard and a Unity Badge  
 at the East Wing.

~~~~~

Day 094 - Hearts

02-21

New diary entry available for viewing. Open a total of 80 treasure
 chests and talk to one of the guys (I forgot who exactly) for a
 LIGHTNING SHARD. Talk to Saix afterwards.

Mission 29 - Beast's Castle

~~~~~

Treasures : Frost Shrd (x2), Potion (x2), Valor Gear, Combo Tech  
 Clear Bonus : Treasure Magnet, Blazing Shard (x2).  
 Random Bonus : Frost Shard, Ether.

~~~~~

You're required to hunt down the Neo Shadow this time around.
 You'll start out at the West Wing where you can pick up a FROST
 SHARD as well as a Unity Badge. Lumiere will be patrolling
 outside this room, so collect the Ordeal Badge at the top of
 the hallway then carefully sneak past Lumiere to the southeast
 portion to claim a COMBO TECH and VALOR GEAR.

Make your back and enter the door into the Undercroft. The middle
 chest contains a Cymbal Monkey; ignore that one if you want and
 open the 2 others for some POTIONS. Climb to the upper level and
 exit to the north. In the next room. follow the path to a chest
 with an ETHER. Keep going until you meet the Neo Shadow.

Collecting all the treasures in this quest unlocks a new mission

later in the game, so pick them all up while you're here.

~~~~~

Day 095 - Nobodies

02-22

New diary entry available. Earn at least 1 sigil in mission 16 challenge mode then talk to Xaldin for an IRON.

Mission 30 - Agrabah

~~~~~

Treasures : Potion (x3), Hi-Potion, Ether, Blizzard Recipe.

Clear Bonus : Frost Shard, Hi-Potion, Ability Unit L.

Random Bonus : Shining Shard, Iron, Potion.

~~~~~

This is another "collect hearts mission, so you know what to do. As for treasures, here's a list: Agrabah Gate - POTION, HI-POTION, Ordeal Badge on the wall at the northeast corner; Agrabah Street - POTION, ETHER; Palace - BLIZZARD RECIPE, POTION.

Day 096 - Xion's Keyblade

02-23

Give Xaldin a Moonstone for an AERIAL TECH. Off to your next quest.

Mission 31 - Beast's Castle

~~~~~

Treasures : Ether (x6), Frost Shard.

Clear Bonus : Pack Extender, Shining Shard, Frost Shard.

Random Bonus : Frost Shard, Ether.

~~~~~

You'll be at Beast's Castle again. And Roxas, being the gentleman that he is gives his keyblade to Xion, and grabs a stick to replace his weapon. Don't worry, you can still damage enemies with the stick, though it is weaker and has far shorter range than the keyblade.

Anyway, start by heading east for an ETHER. There's an Ordeal Badge at the west end of the passage. Continue out to the West Hall; pick up the FROST SHARD here. Head to the Entrance Hall. Avoid being seen by Cogsworth and grab 2 ETHERS from the chests. Kill both Sergeants and enter the central door up the stairs to the Ballroom. You'll find 3 ETHERS in this room.

Kill the Bully Dog to finish the mission. Your stick is really weak so you might want to consider going for magics here. A high level Fire spell is really effective. The creature's bite can inflict Silence though, so stay a good distance away.

~~~~~

Day 097 - Transfer

02-24

New diary entry added. Give Demyx a Shining Shard for a RUNE TECH.
Next, collect all the treasures in Mission 29 then talk to Axel to
unlock mission 35 from Saix.

Mission 32 - Agrabah

~~~~~

Treasures : Potion (x3), Hi-Potion (x2), Blizzard Recipe, Iron,  
Sense Unit L.

Clear Bonus : Aero, Gear Component A, Moonstone.

Random Bonus : Shining Shard, Iron, Potion.

~~~~~

Collect the POTION at the Palace and grab the Ordeal Badge on the
yellow awning; a BLIZZARD RECIPE at Agrabah Street. There's also
an Ordeal Blazon and a chest with a SENSE UNIT L but you can't
reach these yet. So continue to the next screen. Pick up the POTION
here. Continue to the Sandswept Ruins.

There, ignore the Antlion for a bit and search the area for 3
treasure chests containing POTION, HI POTION, and IRON. A Unity
Badge can be found at the northeast-most corner of the area.

For the Antlion, chase it down and attack it while it moves around
in the sand. It occasionally pops out to fire sand in your
direction. Go around the projectile and continue attacking. Keep
doing this until you get the boss' HP down to 2 1/2 bars. The
Antlion will be flying at this point and be protected by Aero at
the same time.

Lock on to the target and run as far from it as you can, to avoid
being hit by the blocks that it throws. Now, move in and hit the
blocks back at the Antlion. This will penetrate the barrier. It
takes about 4 hits from the blocks to knock the boss out, after
which you get some free hits before the target wakes up. Keep
repeating the process until it dies.

The boss also fires a massive laser beam that can be tough to avoid
The best way to deal with this is to take cover behind the largest
ruined structure you can find when the Antlion prepare to fire.

~~~~~

Mission 33 - The Castle That Never Was

~~~~~

Clear Bonus : Fire Recipe, Blazing Shard, Frost Shard.

Random Bonus : Potion, Ether.

~~~~~

Destroy all the pots/jars in the room to clear this mission. Some of the jars contain Potions and Hi-Potions while others house Samurai nobodies. They can be tough to kill once several of them begin to gang up on you.

So either take them on one at a time (avoid releasing others when your current target is not dead), or lure them away from the jars then run back and finish what you came here to do.

Don't forget to claim the Ordeal and Unity Badges on both ends of the area.

~~~~~  
Mission 34 - Agrabah

~~~~~  
Treasures : Potion (x4), Ether, Iron, Shining Shard, Backpack.  
Clear Bonus : Cure, Shining Shard, Blazing Shard.  
Random Bonus : Shining Shard, Iron, Potion.  
~~~~~

Back to Agrabah again. The chests at the Palace and Agrabah Street both contain POTIONS. There's also a chest at the Street that you can't reach at this point; that one contains a BACKPACK. The chests in the Gates has an IRON and a POTION.

Your goal for this mission is to eliminate 4 Aerial Masters. There is 1 at the Gate and 3 at the Sandswept Ruins. The 4 treasure chests at the ruins contain 2 POTIONS, SHINING SHARD and ETHER.

~~~~~  
Mission 35 - Beast's Castle

~~~~~  
Treasures : Slot Releaser, Potion (x2), Ether, Blizzard Recipe, Hi-Potion.
Clear Bonus : Blizzard Recipe, Frost Shard, Bronze.
Random Bonus : Frost Shard, Ether.
~~~~~

Off to Beast's Castle now. Kill Heartless to fill the mission gauge. Take note that Shadows don't count. The West Hall has 2 treasure chests with BLIZZARD RECIPE and POTION. An Ordeal Badge is also hovering over the nearby staircase. The West Wing has a HI-POTION and a Unity Badge (currently inaccessible); while the Undercroft has a POTION and SLOT RELEASER.

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**Kingdom Hearts 358/2 Guide - Walkthrough****Days 101-200 (Missions 36-60)**

Day 117 - Secrets

02-25

New diary entry added. Give Demyx an Iron for a POWER TECH. Saix promotes you to Rookie when you talk to him which means new items will be available at the moogles shop. Buy a Slot Releaser, Level Up, Backpack, Thunder, Auto Life, Range Extender, Ability Unit.

**Mission 36 - Olympus Coliseum**

~~~~~  
Treasures : Lightning Shard, Gear Component A.

Clear Bonus : Thunder (x2), Lightning Shard.

Random Bonus : Lightning Shard, Panacea.
~~~~~

This will be your very first visit to Olympus Coliseum. Clear all the Heartless first starting with the Flare Notes then the Lil Cannons. The projectiles from the cannons can set you on fire, so be sure to roll away from the spot that is currently targeted.

After that, collect the LIGHTNING SHARD. Time to do recon now.

- \* The large board and all 3 posters on the walls.
- \* One of the gaps on the southwest wall.
- \* The massive statues next to the lobby entrance.
- \* The closed door at the bottom of the area.

Proceed into the Vesibule and collect a GEAR COMPONENT A from the treasure chest. The things to check in this room are:

- \* All the trophies on both sides of the area.

Choose whichever answer you want when the prompts appear; the wrong ones get some rather amusing comments from Roxas. Once you've checked everything, talk to Phil to start your training.

All you have to do is smash the barrels and pick up the orbs that appear for points. Perform continuous chain attacks to maximize the amount of orbs from each barrel. Try to score 100 or more points here to claim a small reward a little later in the game.

There are some more stuff to check to max out the mission gauge.

- \* Both gold trophies in the lobby.
  - \* The large statue to the right of the lobby entrance at the gates.
- ~~~~~

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Day 118 - Lazy Day

02-26

No official missions this time since its your day off. Watch the scenes and Hayner will eventually let you take a crack at their "Grandstander" minigame.

#### Mission 37 - Twilight Town

Hit the ball and keep it in the air for as long as you can. This minigame ends once the ball hits the ground 5 times. Try to score at least 50 or higher, for a minor reward later in the game.

---

Day 119 - Work To Do

02-27

New diary entry added. Link 2 unit panels to your weapon then talk to Luxord to unlock a new mission from Saix. Next, max out the bonus gauge for days 97-100 and speak to Xigbar for a GUST SHARD.

#### Mission 38 - Beast's Castle

~~~~~  
Treasures : Air Slide LV L, Hi-Potion (x2), Elixir, Ether,
Gear Component A.

Clear Bonus : Thunder Recipe, Aerora Recipe, Thunder.

Random Bonus : Elixir Recipe, Gear Component A, Bronze, Hi-Potion,
Potion, Ether.
~~~~~

Yet another recon mission in Beast's Castle, and you'll be accompanied by Xaldin this time. Starting from the Entrance Hall, pick up an AIR SLIDE LV L and HI-POTION from both chests.

- \* Check one of the doors to the east and west sides of the area.
- \* Examine one of the pillars in this room for claw marks.

Off to the Courtyard now. There, grab the ETHER and ELIXIR RECIPE. Here are all the suspicious spots for this area:

- \* The crumbs on the ground near the northwest statue.
- \* The floor in front of the exit to the bridge.
- \* The footprints near the northeast statue.

Proceed to Entrance Hall 2F then into the upper level of the Ballroom.

- \* Check the railing on the upper floor.
- \* The floor at the center of the area on the lower level.
- \* The door to the north of the room.

Return to the Entrance Hall and continue up to the East Wing. There, grab a GEAR COMPONENT A from the chest, then check the sofa



and the door at the end of the hall. Pick a response when the check the door. Pick 1st option for a scene.

Back to previous area and up to West Hall. Avoid being seen by Lumiere then start checking some more stuff.

- \* The mop and bucket next to the staircase.
- \* The floor atop the staircase.

Continue into the West Wing and pick up the HI POTION. Check the room at the end of the hall for another scene. Pick either options as responses for both prompts. Mission clear, but there are a few more clues to find to max out the mission gauge.

- \* Check Beast's room again, then the fallen painting near it.
- \* The broken statue and the gargoyle further down the hall.
- \* Check Belle's room at East Wing; pick either choices on prompt.

~~~~~

Mission 39 - Olympus Coliseum

~~~~~

Treasures : Technical Gear , Aero Recipe, Lightning Shard.  
Clear Bonus : Gear Component A, Shield Tech, Rune Tech.  
Random Bonus : Lightning Shard, Panacea.

~~~~~

Once again, defeat all the Heartless at the Coliseum Gates. Pick up a TECHNICAL GEAR and AERO RECIPE here. Phil will appear asking you to deal with the Heartless in the Coliseum. This creature is very similar to a Large Armor. but it has lots of HP and has a really nasty spin attack after getting up from a knock down.

Lock on to it and hack away at the head, which can be tough to hit since it's real tiny compared to the body. The best time to strike is immediately after the creature executes a move. Also, don't forget to collect the Ordeal Badge while you're here.

Back at the Vestibule, grab the LIGHTNING SHARD and UNITY BADGE. Talk to Phil to start your training.

This one is pretty much the same as the previous training session. Perform continuous chain attacks on the barrels to maximize the orbs. Kill as many Soldier Heartless as you can to fill the mission gauge. Toss the barrels at the Heartless to score instant kills. Also, try to score 130 points or higher for a minor reward later on in the game.

~~~~~

### Mission 40 - Olympus Coliseum

~~~~~

Treasures : Aero Recipe (x2), Cure Recipe.

Clear Bonus : Cure Recipe, Lightning Shard (x2).

Random Bonus : Lightning Shard, Panacea.

~~~~~

The center chest at the Coliseum Gates contains a Cymbal Monkey while the other 3 has AERO RECIPES and CURE RECIPE. Proceed to the Arena and kill all the Deserters. The Soldiers drop Shield Techs, so be sure to kill them too. Use the barrels to defeat the targets instantly when you can. Though it will be far simpler to just kill one Deserter and let the rest rush you.

~~~~~

Mission 41 - Olympus Coliseum

~~~~~

Treasures : Thunder Recipe (x2), Gear Component A.

Clear Bonus : Aero, Shield Tech, Gust Shard.

Random Bonus : Lightning Shard, Panacea.

~~~~~

There is a THUNDER RECIPE reasure at the Coliseum Gates; The chests at the Coliseum contain another THUNDER RECIPE and a GEAR COMPONENT A. Hopefully you have a Fire Charm and an Ability Unit equipped before coming here. You can't damage the Morning Star while spinning, so wait for it to stop then attack. Use the barrels to score instant kills on the Cannons. They drop Gear Component As, so do take them out.

~~~~~

Day 149 - Unlike Minds

02-28

New diary entry added. Score at least 100 or more on Mission 36 training session, then talk to Xaldin for a BRONZE. Speak to Saix for next mission.

#### Mission 42 - Halloween Town

~~~~~

Treasures : Cure Recipe, Blizzard Recipe, Gust Shard.

Clear Bonus : Lv Doubler (6), Gust Shard, Sliding Dash.

Random Bonus : Gust Shard, Potion.

~~~~~

This will be your first visit to Halloween town. Start by turning around to find a chest with a CURE RECIPE and an Ordeal Badge next to the dark corridor. Continue on into Square afterwards. There's a BLIZZARD RECIPE in the chest past the northern gate. At the Graveyard, you can claim a GUST SHARD from the chest and the Unity Badge is floating high up next to the entrance. You can't get this yet until you have High Jump so come back later.

The Hover Ghosts at the Graveyard are quite deadly if they manage to grab you so try to stay out of reach as much as possible. Use the pumpkin bombs to score quick kills on these things.

Anyway, defeat all the Heartless that you see to collect hearts and fill up the mission gauge.

~~~~~

Day 150 - Fear

02-29

Nothing new in headquarters apart from a diary entry. Speak to Saix for your next quest.

Mission 43 - Beast's Castle

~~~~~

Treasures : Aero Recipe, Bronze, Elixir, Cure Recipe.

Clear Bonus : Fira, Lightning Shard, Lightning Shard.

Random Bonus : Elixir Recipe, Gear Component A, Bronze, Hi-Potion, Potion, Ether.

~~~~~

Open both chests at the Courtyard for BRONZE and AERO RECIPE. There is an Ordeal Badge here as well. Continue into the Entrance Hall once you have everything. Pick up an ELIXIR RECIPE there and head for the Ballroom. Now, try to leave the room and some Mega Shadows will appear. Defeat them and exit through the bottom door.

Stop by the East Hall next for a CURE RECIPE. Turn back and proceed to the West Hall to fight the Dark Follower. Also, take note that the Mega Shadows drop Combo Techs, which is a crucial synth item. Try to collect as much of these as you can.

As for the target Heartless, it is a purple variation of Dark Side. Attack whichever part you can hit. The white heat seeking orbs can blind you, while the dark ones makes you weigh a ton and keep you from jumping. Avoid these moves as much as you can. Also, both Aero and Thunder magic are really effective against this thing.

~~~~~

Day 151 - Xion's Distress

02-30

At headquarters, collect a total of 130 treasures and talk to Axel to get a SHIELD TECH. Talk to Saix for your next mission.

Mission 44 - Twilight Town

~~~~~

Treasures : Thunder Recipe, Hi-Potion.

Clear Bonus : High Jump, Fira Recipe, Sight Unit L.

Random Bonus : Fire Recipe, Moonstone, Hi-Potion, Potion, Hi-Ether, Ether, Panacea.

~~~~~

For this mission, you have to collect the emblems and defeat Avalanche to fill the mission gauge. There is a HI POTION treasure in the Sidestreet and a THUNDER RECIPE. Don't forget to collect the Unity Badge in the Usual Spot and the Ordeal Badge in Station Plaza

Avalanche is waiting at the Sandlot. This boss is very weak to fire, so cast Fira as much as you can to end the battle quickly.

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## Day 152 - The Wrong Buttons

02-31

A new entry will be added to the diary. Speak to Xaldin for a COMBO TECH, then to Saix for 4 new missions. As always, I'll be covering them in order from 45-48. After completing 1 mission, score 50 or more points in the Grandstander minigame in mission 37 and talk to Luxord twice to unlock a new mission (#49).

### Mission 45 - Halloween Town

~~~~~

Treasures : Phantom Gear, Hi-Potion, Gust Shard (x2).

Clear Bonus : Thunder Recipe, Gust Gem, Gear Component A.

Random Bonus : Gust Shard, Potion.

~~~~~

Check behind your portal for a chest with a PHANTOM GEAR, and head to the Halloween Town Square where 2 chests containing a HI POTION and a GUST SHARD await. Move on to the Graveyard for another GUST SHARD afterwards. A Unity Badge will be floating to the left of the entrance as well.

You'll be playing a minigame in the Graveyard. Pick up a bone and feed it to Zero; he will then lead you to the Heartless's hiding spots. Press A when the green target marker appears and the enemies will pop out. Keep doing this until you max out the mission gauge.

### Mission 46 - Olympus Coliseum

~~~~~

Treasures : Bronze, Cure Recipe, Lightning Shard.

Clear Bonus : Elixir Recipe, Hi-Potion, Thunder.

Random Bonus : Lightning Shard, Panacea.

Start this mission by collecting the CURE RECIPE and BRONZE at the Coliseum Gates. There's a Unity Badge at the southwest corner of the area as well, so don't forget to claim it. Continue to the Vestibule and grab the LIGHTNING SHARD.

Now, talk to Phil to start your training. Toss the barrels at the Heartless to score instant kills.

~~~~~

### Mission 47 - Wonderland

~~~~~

Treasures : Iron, Slot Releaser, Blizzard Recipe.
Clear Bonus : Blizzara, Gust Gem, Lightning Shard.
Random Bonus : Iron, Ether.

~~~~~

This will be your very first visit to Wonderland. When you regain control after the scenes, check behind your portal for an IRON. Proceed to the Bizarre Room now. There are 2 chests here containing a BLIZZARD RECIPE and SLOT RELEASER. Don't forget to pick up the Unity Badge on the chair too.

Defeat all the Heartless; Sapphire Elegys drop Rune Techs. Once all the enemies are dead, examine the moving chair to make a Lurk Lizard appears. Defeat it to clear this mission.

~~~~~

Mission 48 - Agrabah

~~~~~

Treasures : Aero Recipe, Blizzard Recipe (x3), Fire Recipe, Hi-Potion, Elixir, Sight Unit L.  
Clear Bonus : Rune Tech, Blizzard Recipe, Lightning Shard.  
Random Bonus : Blizzard Recipe, Hi-Potion, Potion.

~~~~~

You start out at the Agrabah Gate. Pick up a BLIZZARD RECIPE and AERO RECIPE along with an Ordeal Blazon at the northeast corner of the area. Proceed to the Cave of Wonders. Grab another BLIZZARD RECIPE and FIRE RECIPE here. The other 2 chests has Cymbal Monkeys

You'll be at the Entrance Hall now; pick up one more BLIZZARD RECIPE and a HI-POTION. There's an Ordeal Badge here as well. Kill the Large Armors and the Solid Armor. The latter Heartless is your main target. Dealing with these things should be easier now that you have the High Jump ability.

~~~~~

### Mission 49 - Beast's Castle

~~~~~

Treasures : Potion (x2), Cure Recipe, Hi-Potion, Thunder Recipe,
Elixir Recipe, Gear Component A, Bronze.

Clear Bonus : Cure, Bronze, Gear Component A.

Random Bonus : Elixir Recipe, Gear Component A, Bronze, Hi-Potion,
Potion, Ether.

~~~~~

There are plenty of treasures to collect here: Entrance Hall:  
POTION; Ballroom: HI POTION; East Wing: THUNDER RECIPE; Undercroft:  
GEAR COMPONENT A; POTION; West Hall: ELIXIR RECIPE; West Wing:  
BRONZE; Bridge: CURE RECIPE.

Simply kill all the Heartless that you see to collect hearts and  
max out the mission gauge. Take note that Shadows don't count.

~~~~~

Day 171 - Love

02-32

Mission 50 - Beast's Castle

~~~~~

Treasures : Cure Recipe, Hi-Potion, Bronze, Ether.

Clear Bonus : Cura, Rune Tech , Bronze.

Random Bonus : Elixir Recipe, Gear Component A, Bronze, Hi-Potion,  
Potion, Ether.

~~~~~

Pick up a HI POTION and CURE RECIPE at the Ballroom, then a BRONZE
and an ETHER at the Entrance Hall. Head out to the Courtyard for a
brief scene and continue to the bridge to face your "unknown"
target, the Infernal Engine.

I'd recommend stocking up on high level magic spells before coming
here. Start throwing spells when the bottom half of the tank opens.
It can pull out several types of weapons from its bottom half -- a
Cannon: you may attack from the side, just dont stand in front of
the barrel. Hammer: I suggest throwing spells from a distance.
Rolling balls of explosives: Run far and away from its path.

When the laser cannon appears, move in and hit it with all you got.
This is the softest target so you can inflict the largest amount of
damage on it. But don't get too carried away since the whole tank
will charge forward when the cannon is done storing energy.

Avoid the projectiles being thrown by the Heartless above the tank.
You can also attack the cover but your attacks will be weaker. You
can also use Reflect Block to deflect the shots from the cannon and
kill off the Heartless on top of the tank.

Collect the Ordeal Badge behind the Infernal Engine afterwards.

~~~~~

Day 172 - Sound of the Surf

02-33

Locate all the hidden Heartless in mission 45 and talk to Demyx for a FROST GEM. Next, talk to Saix and he'll promote you to Agent. New items will be available at the shop, and Riku becomes a playable character in Mission Mode as well. Buy a Doge Roll LV , Auto Life LV , Limit Boost, Auto Lock.

Mission 51 - Wonderland

~~~~~

Treasures : Shining Gem (x3), Aero Recipe, Hi-Potion, Ether,
Cura Recipe, Dark Ingot.
Clear Bonus : Dodge Roll (3), Gear Component A, Bronze.
Random Bonus : Aero Recipe, Cure Recipe, Cura Recipe, Elixir Recipe
Shining Gem, Dark Ingot, Hi-Potion

~~~~~

Your goal for this mission is to find all 5 Pink Concerto Heartless

Pick up a SHINING GEM from the chest behind your portal then continue to the Bizarre Room and drink the potion. Grab another SHINING GEM and an AERO RECIPE from both treasure chests in this room. Exit out to the garden afterwards.

Jump onto one of the walls here to find a HI POTION. Proceed further into the Queen's Castle and take the south exit to Lotus Forest. The Cheshire Cat will appear and give a bit of hint as to where you can find your targets. Examine the large flowers in the forest (2 yellow, 1 blue, 1 red), and a Pink Concerto will appear for each. Hop along the upper levels of this area for a couple of treasure chests containing a CURE RECIPE and DARK INGOT.

Head back to the Queen's Castle and attack the cage next to the throne until it reaches the bottom, to reveal the last Pink Concerto.

~~~~~

Day 173 - Lies

02-34

Start the day by linking 3 unit panels to your equipped weapon and talk to Axel twice to unlock a new mission. Next, synthesize a Chrono Gear since you're required to make something out of the following items: Gear Component A, Rune Tech, and Bronze. Once done speak to Luxord and he'll give you a SHINING GEM.

Mission 52 - Halloween Town

~~~~~

Treasures : Thunder Recipe (x2), Gust Shard, Frost Gem, Blazing

Gem (x2), Blizzara Recipe, Gust Gem.

Clear Bonus : Fire, Blazing Gem, Fira.

Random Bonus : Blizzara Recipe, Thunder Recipe, Gust Shard, Frost Gem, Blazing Gem, Gust Gem, Ether.

~~~~~

Open the chest at the starting point for a THUNDER RECIPE. Get a GUST SHARD and FROST GEM at the Halloween Town Square. Continue on to the Graveyard and grab the BLAZING GEM and BLIZZARA RECIPE. Now, hit the explosive pumpkins towards the unlit lanterns to light them. Once both are lit, the coffin opens an exit to a new area.

Here, open the treasure chest for a GUST GEM then light all the lanterns to open the next exit. Take that one to the Moonlight Hill. Search the area for a BLAZING GEM and THUNDER RECIPE. Defeat Lock, Shock, and Barrel which should be quite easy since all 3 of them have fairly little HP.

Most of the balloons contain Heartless, so pop those and kill whatever appears to fill the mission gauge. Zero will be here too; pick up the bones and feed him. He'll lead you to the Heartless' hiding spots. Keep doing this until you max out the mission gauge.

~~~~~

#### Mission 53 - Neverland

~~~~~

Clear Bonus : Luck Tech, Cura Recipe, Bronze, Glide (3)
Random Bonus : Elixir Recipe, Combo Tech, Potion.

~~~~~

Your mission is to search for Wave Crest on the small island. After the scene with Smee and Captain Hook, defeat all the Heartless that appear then move forward for the next scene. You'll eventually gain the ability to glide (press B to descend and Y to ascend).

Notice that some parts of the island have holes on them. What you need to do is hop into these holes and check the stuff at the bottom. Some enemies will appear once you do. Kill them and grab an item from the hole.

Wave Crest appears when you examine the hole on the tall stone "island" to the east on the water. This creature is an upgarded version of the Tail Bunker that you fought back in Twilight Town early in the game. Cast Fira spells when possible, then fly above the target and attack from there. If you have a limit available, then by all means, use it.

~~~~~

Mission 54 - Halloween Town

~~~~~

Treasures : Gust Shard, Aerial Recovery Lv L.



Clear Bonus : Frost Gem, Gust Shard, Gust Shard.  
 Random Bonus : Blizzara Recipe, Thunder Recipe, Gust Shard, Frost Gem, Blazing Gem, Gust Gem, Ether.

~~~~~

Grab the GUST SHARD from the chest at the starting point. There's a Unity Badge there as well. Dual Blade awaits you at the Halloween Town Square, but before you fight him, search the area for a chest containing an AERIAL RECOVERY LV .

The Dual Blade is an upgraded and larger version of the Rolling Soldier. Hit it with combos until you see it charge up. Move away at this point since the creature will use both of its blade next. When it jumps, it'll create a large shockwave on landing. Avoid getting caught by this since it can take away a huge chunk of your HP.

~~~~~

#### Mission 55 - Wonderland

~~~~~

Treasures : Gear Component B, Fire Recipe, Cura Recipe, Cure Recipe, Aerial Recovery Lv L.
 Clear Bonus : Shining Gem, Dark Ingot, Gear Component B.
 Random Bonus : Aero Recipe, Cure Recipe, Cura Recipe, Elixir Recipe, Shining Gem, Dark Ingot, Hi-Potion

~~~~~

Your goal for this mission is to collect the emblems (displayed on the bottom screen). Defeat enemies or collect other emblems to make the targets glow before you grab them.

Check behind your portal for a chest with GEAR COMPONENT B. Continue to the BizarRe Room and pick up a FIRE RECIPE and a CURA RECIPE. The chests on the upper sections of Lotus Forest has a CURE RECIPE. Head to the Tea Party Garden next for AERIAL RECOVERY L.

Day 193 - Memories

02-35

Build something from a Moonstone and Shield Tech (Perfect Block) then talk to Xaldin for a RANGE TECH.

#### Mission 56 - Twilight Town

~~~~~

Treasures : Gear Component B, Thundr Recipe (x2), Slot Releaser.
 Clear Bonus : Thundara, Lv Doubler (6), Blizzara
 Random Bonus : Elixir Recipe, Bronze, Moonstone, Hi-Potion, Potion.

~~~~~

Your objective is to search for and kill both Heat Saber and Destroyer, but go hunt some treasures first before you go. The chest at the Sidestreet contains a GEAR COMPONENT B, the one at the

Station Heights has a THUNDER RECIPE. Grab the Unity Badge here too  
 There are two more chests at the Station Plaza with another THUNDER RECIPE and a SLOT RELEASER.

The Heat Saber awaits at the Sandlot. Deal with the Barrier Master first; knock the book away and spam the "user" with magic. As for the main target, cast Blizzara and if you have limit breaks available then use it. Try to avoid its dive attack as much as you can, as this deals massive damage. Head to the Station Plaza afterwards.

For the Destroyer, its body will always be open to attack, but the arms constantly fire laser beams, which have great firepower. Stay away from the laser's path at all costs; stay between the arms.

~~~~~

Day 194 - Like It Should Be

02-36

Start the day by talking to Xion for a BRONZE. Next, defeat 30 or more enemies with your limit break, then speak to Xigbar to unlock a new mission. Chat with Saix for your next 4 quests.

Mission 57 - Wonderland

~~~~~

Treasures : Shining Gem (x2), Dark Ingot (x2), Hi-Potion, Aero Recipe.

Clear Bonus : Blizzara, Gear Component B, Dark Ingot.

Random Bonus : Aero Recipe, Cure Recipe, Cura Recipe, Elixir Recipe  
 Shining Gem, Dark Ingot, Hi-Potion.

~~~~~

Head to the Bizarre Room and claim the SHINING GEM and DARK INGOT from both chests. Grab the HI POTION at the next screen, and continue further into the Queen's Castle. Pick up another SHINING GEM and DARK INGOT here. Back to the previous area enter the maze.

You need to sneak past the guards here as you search the area for a trio of Commander Heartless. There are also 2 chests with one more DARK INGOT and an AERO RECIPE. Defeat the 3 Commanders to finish the mission. Also, there's an Ordeal Badge in front of the second soldier at the north end of the leftmost path.

~~~~~

Mission 58 - Neverland

~~~~~

Clear Bonus : Cure, Cura Recipe, Dark Ingot.

Random Bonus : Elixir Recipe, Combo Tech, Potion.

~~~~~

Your objective is to locate and defeat a total of 3 Artful Flyers. What you must do is the same as what you did during your first visit. Hop into the holes and examine the stuff inside. Kill the Heartless that appear. Claim the item in the hole afterwards. Keep doing this until you eliminate all 3 Artful Flyers. Hook's ship will fire its cannons from time to time. That deals massive damage so try to avoid being hit as much as possible.

The Unity Badge can be found below the island west of your portal.

~~~~~

Mission 59 - Twilight Town

~~~~~

Treasures : Thunder Recipe, Gear Component B, Duel Gear .

Clear Bonus : Lightning Gem, Moonstone, Power Tech.

Random Bonus : Elixir Recipe, Bronze, Moonstone, Hi-Potion, Potion.

~~~~~

You must collect 3 Shining Shards to complete this quest. There is a THUNDER RECIPE at the Sidestreet; the one at the Station Heights contains a GEAR COMPONENT B. Head to the Tram Common and search for Guardian enemies; they are the only ones that drop the Shining Shards that you need. There's a chest with a DUEL GEAR on top of one of the buildings at the Tram Common as well. The Ordeal Badge will be found at the Station Plaza.

~~~~~

#### Mission 60 - Neverland

~~~~~

Treasures : Frost Shard (x2)

Clear Bonus : Range Tech, Combo Tech, Gust Shard.

Random Bonus : Elixir Recipe, Combo Tech, Potion.

~~~~~

Hunt down Avalanche and cast Fira on it. Hopefully it ends up getting burned. That will make things easier. The best time to attack is after the creature executes a move. Limit Breaks are still the best way to go. There are 2 chests with FROST SHARDS in this area too.

As for the 3 badges, the Ordeal Blazon is on the east island just above the chest with a Frost Shard; the Unity Badge is floating between the 2 islands in the middle to the north; and the Ordeal Badge is hovering high above the dark corridor.

~~~~~

Kingdom Hearts 358/2 Guide - Walkthrough**Days 201-300 (Missions 61-76)**

Day 224 - Anomaly

02-37

Find all the hidden Heartless in mission 52 (max out the mission gauge), and talk to Demyx for a DARK INGOT.

Mission 61 - Olympus Coliseum

~~~~~  
 Treasures : Lightning Gem, Lightning Shard, Slot Releaser.  
 Clear Bonus : Firaga, Cura Recipe, Gust Gem.  
 Random Bonus : Fira Recipe, Lightning Shard, Lightning Gem, Gear  
 Component B, Hi-Potion, Ether.  
 ~~~~~

Pick up a LIGHTNING GEM and a LIGHTNING SHARD from the chests at the Coliseum Gates. An Ordeal Blazon is hovering high above the southwest corner of the area. Next, head to the Vestibule and grab the SLOT RELEASER and a Unity Badge. Talk to Phil for training.

Win 4 rounds of battle at the Arena. Use barrels to kill targets instantly. You get to fight Xaldin after that. Just get him down to half HP, and Guard Armor appears after a brief dialogue. You can find the Ordeal Badge during the first round.

Cast Thunder or jump to hit its head, until it separates into 3 parts. When that happens, take out the arms first, then the feet. Keep repeating the process until both the arms and legs are gone. The body should be quite easy to destroy once alone, so finish it off quickly.

Day 225 - Quietude

02-38

Saix will promote you to Expert when you talk to him. This unlocks new stuff at the shop; Donald will also be a playable character in Mission Mode. Now, get at least 1 sigil in mission 58's challenge, then talk to Axel to unlock a new mission (#63). Next, collect all the treasures in mission 51 then speak to Demyx for another new mission (#64).

Mission 62 - Halloween Town

~~~~~  
 Treasures : Blizzara Recipe (x2), Blizzard Recipe, Blazing Gem,  
 Silver (x2), Thunder Recipe, Gust Gem.  
 ~~~~~

Clear Bonus : Combo Tech , Shield Tech , Diamond
 Random Bonus : Blizzara Recipe, Thunder Recipe, Blazing Gem, Gust
 Gem, Shining Crystal, Shield Tech , Silver.

~~~~~

Head to the Square and pick up a BLIZZARA RECIPE and a BLIZZARD RECIPE from both treasure chests. Proceed to the Graveyard for a BLAZING GEM. Off to the next screen for another BLIZZARD RECIPE. Kill the army of Ghosts here and move on to a new area.

At the Moonlight Hill, pick up a couple of SILVERS, then hit the pumpkin bombs towards the unlit lanterns, to light them and open a new exit. Grab the GUST GEM and THUNDER RECIPE here. Now, examine the lone balloon to find your target.

The Ghost will mostly stay high above you, so jump and hit it with a long string of air combos. It is also quite vulnerable to fire, especially when it gets burned. The creature will constantly attempt to grab you as well, which saps your health rapidly if it succeeds.

After beating the ghost, head back to your portal and kill the ??? that appears. It drops a Gear Component C. Mission complete. There are also hidden Heartless in some areas, which you must find in order to unlock a mission later in the game. The locations are:

- \* Check one of the pair of orange jack-o'-lanterns on the wall of the Guillotine Square. The one to the left is what you want.
  - \* The lamp next to the door leading to Dr. Finkelstein's lab.
  - \* Head to Moonlight Hill, climb atop the hill, and check the tip.
  - \* One of the grave stones at the northeast corner of Moonlight Hill
- ~~~~~

#### Mission 63 - Wonderland

~~~~~

Treasures : Aero Recipe (x2), Diamond (x2), Cure Recipe,
 Hi-Potion, Gust Crystal.
 Clear Bonus : Diamond, Moonstone, Rune Tech .
 Random Bonus : Aero Recipe, Cure Recipe, Cura Recipe, Gust Crystal,
 Shining Gem, Diamond, Premium Orb.

~~~~~

Your goal here is to destroy all the Shadow Globbs scattered all over Wonderland. Collect a DIAMOND and AERO RECIPE at the Bizarre Room; then another set of DIAMOND and AERO RECIPE at the Maze Entrance; you get a CURE RECIPE and a HI POTION at the Lotus Forest and finally, there is a GUST CRYSTAL at the Tea Party Garden.

~~~~~

Mission 64 - Neverland

~~~~~

Treasures : Gear Component C, Aerora Recipe.

Clear Bonus : Megalixir Recipe, Combo Tech , Silver.

Random Bonus : Aeroga Recipe, Gear Component C, Hi-Potion, Ether,  
Elixir.

~~~~~

The target, Emerald Serenade, does nothing other than fly around in circles. But the problem is it's very difficult to hit especially if you're not used to the controls when flying. Hope that Axel manages to hit it with a Fire spell and burn it. If you're going to attack, do it from a very close range. Or find out the path the creature usually uses, then wait there, and attack it when it passes by.

The treasures here are GEAR COMPONENT C and an AERO RECIPE. Check each "island" to find the chests.

~~~~~

---

Day 255 - The Longest Day

02-39

Mission 65 - Wonderland

~~~~~

Treasures : Air Slide (5), Cura Recipe (x2), Diamond (x2),
Aero Recipe, Hi-Potion, Cure Recipe.

Clear Bonus : Lv Tripler (4), Gear Component B, Rune Tech

Random Bonus : Aero Recipe, Cure Recipe, Cura Recipe, Gust Crystal,
Shining Gem, Diamond, Premium Orb.

~~~~~

Make your way to the Maze Entrance for a chest with an AIR SLIDE 5. and proceed to the Queen's Castle for a scene then return to the previous screen and into the maze. What you must do is find the 4 switches to activate the lamps in the Bizarre Room.

Once again, you need to sneak past the guards. Start by going west to find the first switch, but before that, there is a chest with a CURA RECIPE near the entrance. After activating the first switch, proceed through the west exit to the next screen.

There, head to the southeast corner for a DIAMOND. From there, head left and up to the second switch; to the northwest of that is another CURA RECIPE. From the second switch, go east, north, then east to the third switch. All guards will leave afterwards. Head east from the third switch for a HI POTION. Take the northeast exit back to the previous area.

The fourth and last switch is just to the east then north of the first one. You were not able to activate this earlier due to a guard blocking it. There is another treasure chest to the northwest of the 4th switch, which is a DIAMOND.

With all the lamps now on, head back to the Bizarre Room to meet your target, the Next Shadow. Kill it to clear this mission.

~~~~~

Day 256 - News

02-40

Talk to Luxord for a Combo Arts , telling you to build something from it and a Diamond. Go synthesize an Auto Dodge and speak to Luxord again. He'll then give you a SILVER. You have 3 new quests from Saix.

Mission 66 - Halloween Town

~~~~~

Treasures : Silver (x2), Gust Gem, Thundaga Recipe, Shining Crystal, Blazing Crystal, Frost Gem, Premium Orb.

Clear Bonus : Curaga, Power Tech , Silver.

Random Bonus : Blizzara Recipe, Thunder Recipe, Blazing Gem, Gust Gem, Shining Crystal, Shield Tech , Silver.

~~~~~

Take a look behind your portal to find a SILVER. Continue on to the Guillotine Square, kill all the ??? enemies and search the area for a GUST GEM. Next stop is the Graveyard; hop into the coffin to the next screen. Grab the THUNDAGA RECIPE. Proceed to the Moonlight Hill; climb the ladder there to another area.

Collect a SILVER, BLAZING CRYSTAL, FROST GEM, then take the exit leading to the sewer. Grab a PREMIUM ORB from the chest in this room. Defeat Parasite Grave.

It's best to stay clear of the grave for now, and focus on taking out all the ??? surrounding the boss. Once you've done that, the grave will collapse and you can move in to attack it. It will recover after a while when the ??? are revived. The ??? will constantly try to swallow you and have the grave spit you out. This move does massive damage so try to avoid getting eaten as much as possible.

Make quick work of the ???s by casting high level Thundara spells. Use limit break final limit attacks when it becomes available during the time when the grave is out cold.

~~~~~

Mission 67 - Wonderland

~~~~~

Treasures : Aero Recipe (x2), Air Slide Lv L, Aerora Recipe, Hi-Potion (x2), Hi-Ether.

Clear Bonus : Rune Tech , Lightning Gem, Silver.

Random Bonus : Aero Recipe, Cure Recipe, Cura Recipe, Gust Crystal,

Shining Gem, Diamond, Premium Orb.

~~~~~

Claim a couple of AERO RECIPES from the chests in the Bizarre Room and Maze Entrance. There's an AIR SLIDE LV L at the Maze Entrance as well. The one at the Queen's Castle has an AERORA RECIPE. Get a HI POTION and HI ETHER at Lotus Forest, plus another HI POTION at the Tea Party Garden. The target, Emerald Serenade is in the Lotus Forest.

This round against the Serenade will be somewhat easier. Don't bother chasing after it. Instead, just wait at a spot the creature frequents and attack it when it passes by.

~~~~~

Mission 68 - Agrabah

~~~~~

Treasures : Glide Lv L, Hi-Potion (x2), Hi-Ether, Blizzard Recipe, Blizzara Recipe, Thundara Recipe, Sliding Dash (3).

Clear Bonus : Fire Recipe, Blizzard Recipe, Curaga Recipe.

Random Bonus : Blizzard Recipe, Elixir Recipe, Hi-Potion.

~~~~~

Collect a GLIDE LV L and a HI POTION at the cave entrance. There's another HI POTION and a HI ETHER at the Palace and a BLIZZARD RECIPE at the Agrabah Street. The first area in the cave also has a BLIZZARD RECIPE.

Simply kill as many Heartless as you can to collect hearts and fill the mission gauge to finish this quest.

~~~~~

Day 277 - Searching

02-41

Find and defeat all the hidden Heartless in mission 62, then talk to Demyx to unlock a new mission (#71). Speak to Saix afterwards.

Mission 69 - Wonderland

~~~~~

Treasures : Thundara Recipe, Hi-Ether, Hi-Potion.

Clear Bonus : Thundaga, Thundara Recipe, Silver.

Random Bonus : Aero Recipe, Cure Recipe, Cura Recipe, Gust Crystal, Shining Gem, Diamond, Premium Orb.

~~~~~

There is a treasure chest behind your portal with a THUNDARA RECIPE. Off to the next screen and look on top of the fireplace to find 2 treasure chests with a HI POTION and a HI ETHER.. Time to deal with



the Breed Performer.

There are two of these things here, and each of them must die shortly after the other. Otherwise, the dead one will be revived with full HP. So attack both targets until each of them has a tiny chunk of health left then you can finish them off. It will be a good idea to equip something that boosts your fire resistance.

~~~~~  
Mission 70 - Beast's Castle

~~~~~  
Treasures : Slot Releaser  
Clear Bonus : Shining Crystal, Shining Gem, Blazing Gem.  
Random Bonus : Elixir Recipe, Blazing Crystal, Frost Gem, Hi-Potion  
Ether, Panacea.  
~~~~~

Grab the SLOT RELEASER at the Ballroom then head to the Entrance Hall, and kill all the Deserters to finish this mission. There is an Invincible enemy waiting by your portal. Kill it if you want.

~~~~~  
Mission 71 - The Castle That Never Was

~~~~~  
Clear Bonus : Gear Component B, Aerora Recipe, Gust Gem.
Random Bonus : Thundara Recipe, Aerora Recipe, Elixir Recipe, Ether
~~~~~

All you need to do here is survive for 2 minutes against Dusk and Samurai Nobodies. Cast Thundara or Thundaga as a form of shield if the enemies begin to gather around you.

~~~~~  
Mission 72 - Halloween Town

~~~~~  
Treasures : Thunder Recipe  
Clear Bonus : Combo Tech , Lightning Gem, Power Tech .  
Random Bonus : Blizzara Recipe, Thunder Recipe, Blazing Gem, Gust  
Gem, Shining Crystal, Shield Tech , Silver.  
~~~~~

The treasure chest behind your portal has a THUNDER RECIPE. Defeat as many Heartless as you can at the Guillotine Square to fill the mission gauge. The Dual Blade is weak to ice by the way.

Saix will promote you to Master. In addition to the new merchandise at the shop, Goofy also becomes a playable character in Mission Mode.

Mission 73 - Olympus Coliseum

~~~~~  
 Treasures : Gear Component C, Fire Recipe.  
 Clear Bonus : Magic Unit L, Combo Tech , Lightning Crystal.  
 Random Bonus : Blizzaga Recipe, Thundaga Recipe, Megalixir Recipe,  
 Hi-Potion, Hi-Ether, Elixir.  
 ~~~~~

Pick up a GEAR COMPONENT C and FIRE RECIPE at the Coliseum Gates. Head to the Vestibule and talk to Phil to begin battle. This will be a five-rounder. Use the barrels to score instant kills against the enemies, without going near any of the targets.

Day 297 - Contact

02-43

Mission 74 - Twilight Town

~~~~~  
 Treasures : Magic Lv4 (4), Aeroga Recipe, Gear Component D.  
 Clear Bonus : High Jump (3), Lightning Crystal, Adamantite  
 Random Bonus : Aeroga Recipe, Gear Component D, Orichalcum,  
 Hi-Potion, Hi-Ether, Panacea.  
 ~~~~~

Talk to Saix and he'll ask if you're prepared, say "yes". Watch the story events for a while, and you'll eventually regain control of Roxas in Twilight Town. Hunt down and "defeat" the "mysterious" or ??? hooded man. Open the chest near your portal for an AERO RECIPE and another one with MAGIC LV4.

Continue to the Underground Concourse and search the area for a GEAR COMPONENT D. Follow the target around (represented with a yellow dot on the map; attack him if you want. Keep doing this until the final cutscene plays. The mission ends after this.

Day 298 - Fracture

02-44

Mission 75 - Twilight Town

~~~~~  
 Treasures : Fire Recipe, Fira Recipe, Gear Component D.  
 Clear Bonus : Gear Component C, Gear Component C, Frost Crystal.  
 Random Bonus : Aeroga Recipe, Gear Component D, Orichalcum,  
 Hi-Potion, Hi-Ether, Panacea  
 ~~~~~

~~~~~

here's a chest with a FIRE RECIPE at the Sidestreet. Proceed to the Sandlot and defeat an army of Mega Shadows, then head to the Tram Common afterwards. Look around the area for a GEAR COMPONENT D. This mission is similar to the previous one. Go after the hooded figure and attack her. Keep doing this until the final cutscene plays. The mission ends after that.

The Storm Bomb enemies in this mission drop Combo Tech , so try to defeat as many as you can to stock up on the said item.

~~~~~

Day 299 - Sora

02-45

Equip 4 unit panels into your weapon and talk to Xaldin for a GOLD. Not much else to do, so talk to Saix for your next mission.

Mission 76 - Neverland

~~~~~

Treasures : Frost Crystal, Curaga Recipe.  
Clear Bonus : Rune Tech , Power Tech , Glide Lv L.  
Random Bonus : Curaga Recipe, Megalixir Recipe, Frost Crystal,  
Mithril, Hi-Potion.

~~~~~

The first area has 2 chests with a CURAGA RECIPE and FROST CRYSTAL Search for and destroy all the Shadow Globbs you can find to fill the mission gauge.

~~~~~

Kingdom Hearts 358/2 Guide - Walkthrough

## Days 301-358 (Missions 77-93)

Day 300 - Shutdown

02-46

Mission 77 - Neverland

~~~~~

Clear Bonus : Lv Tripler (4), Thundaga Recipe, Gold.
 Random Bonus : Curaga Recipe, Megalixir Recipe, Frost Crystal,
 Mithril, Hi-Potion.

~~~~~

You must regain the ability to fly before you can do anything else. Take the nearby exit to the pirate ship. There, head to the Captain's Quarters for a scene, then enter the room after Hook and Smee leave.

After saving Tinkerbell, get off the ship and return to the previous screen. There, fly to the island marked with a red star on the map. Land and hit the surface with you keyblade to start digging. Some events follow. Now, head to where Smee and Hook are for the next event. The target, Tail Mirage appears and the digging duo will run off.

Try to hit the creature from behind on any body part you can reach, as long as the boss is facing away from you. It simply teleports when you attack it head on, so it's pointless to try and hit it from that angle.

Day 301 - Vacant Place

02-47

Max out the Bonus Gauge from Day 256 through 275 and talk to Xaldin to unlock a new mission. Speak to Saix for your next 4 quests.

Mission 78 - Neverland

~~~~~

Clear Bonus : Blizzaga, Power Tech , Silver.
 Random Bonus : Curaga Recipe, Megalixir Recipe, Frost Crystal,
 Mithril, Hi-Potion.

~~~~~

Once again, approach the digging Smee and Hook; watch their treasure hunt be interrupted by yet another Heartless -- the Sky Ruler.

I strongly recommend equipping a ring that boosts your resistance to ice (a Blizzard Charm works perfectly). This boss will fly around the area, shooting ice orbs from its tail, and produce ice pillars from the water. The tail is the only part that you can lock onto, so follow the creature and attack the tail when you get close enough. Getting magic spells to find their mark is difficult, so just stick to normal attacks.

Avoid the orbs and pillars and keep attacking until one section of the tail falls off. Once, this happens, the boss gets mad and tries to slam into you several times. Stay under wing level to avoid the attack. Rinse and repeat until the whole tail is decimated.

At this point, it will be shooting projectiles for a while, then stop to use its rapid fire attack. Fly under the creature towards its middle and attack the heart. The Sky Ruler will eventually stop shooting and stay in one spot to cool off. Take this chance to land a series of combos, then fly away before the target can swipe you with its claws.

~~~~~

Mission 79 - Halloween Town

~~~~~

Treasures : Hi-Ether (x2), Lightning Crystal, Thunder Recipe.  
Clear Bonus : Frost Crystal, Mithril, Adamantite.  
Random Bonus : Firaga Recipe, Megalixir Recipe, Lightning Crystal,  
Shining Crystal, Hi-Ether.

~~~~~

Proceed to the Guillotine Square, clear the area of Heartless, and search for a treasure chest containing a HI ETHER. Off to the Graveyard then hop into the coffin to the next screen. Pick up a LIGHTNING CRYSTAL here. Now, go on to the Moonlight Hill and defeat some more Heartless. Take the east exit first afterwards.

Grab the HI ETHER in this area then return to the previous screen, climbing up the ladder to the west. Pick up the THUNDER RECIPE. Defeat all the minor Heartless and your real target, the Gold Reaper appears. It's just another variation of the Rolling Soldier, and is weak to Fire. Cast Firaga and hope that it gets burned.

~~~~~

#### Mission 80 - Beast's Castle

~~~~~

Clear Bonus : Shining Crystal, Shining Gem, Luck Tech.
Random Bonus : Curaga Recipe, Blazing Crystal, Hi-Potion, Hi-Ether,
Elixir.

~~~~~

Your goal in this mission is simple: Smash at least 15 pots to fill

the mission gauge to its desired point. Of course you can break the remaining ones to max out the gauge if you like. Some of the pots contain Living Pod enemies, which will definitely kill Roxas if they grab him, so watch out. There are also Hi Potions in some of the pots.

~~~~~

Mission 81 - Wonderland

~~~~~

Treasures : Blizzaga Recipe, Gust Crystal, Diamond (x3), Slot Releaser.

Clear Bonus : Power Tech , Rune Tech , Frost Crystal.

Random Bonus : Blizzaga Recipe, Gust Crystal, Diamond.

~~~~~

Your target here is the Emerald Serenade, which is an enemy that I learned to dislike not long after our first meeting. It will be moving around the maze constantly, so you might want to wait at a spot where you can land the most hits on the creature when it passes by.

There are 6 treasure chests in this mission as well. The 3 at the first area contain: DIAMOND, GUST CRYSTAL, BLIZZAGA RECIPE. The 3 in the second area has 2 DIAMONDS and a SLOT RELEASER.

~~~~~

Day 321 - Waning Power

02-48

Xaldin will give you something for scoring 150 or more points in mission 46 training session. I haven't cleared that one yet, so I can't tell you what the item is. Anyway, talk to Saix for your next quest.

### Mission 82 - Agrabah

~~~~~

Treasures : Gold (x2), Sight Unit L, Hi-Potion, Hi-Ether, Aerora Recipe, Adamantite.

Clear Bonus : Sliding Dash Lv L, Lightning Gem, Lightning Shard.

Random Bonus : Firaga Recipe, Gold, Hi-Potion, Hi-Ether.

~~~~~

Before heading into the Cave of Wonders, check the other areas for loots first -- Palace: GOLD; Agrabah Street: : Sight Unit L; Agrabah Gates: HI POTION; Sandswept Ruins: HI ETHER. Head into the cave once you have everything.

There, pick up another GOLD then go through the east exit to the Secret Basement. Hop onto higher ground to find an AERORA RECIPE. Attack the huge gold statue and 4 crates will drop from above.

Push these crates onto the 3 switches on the lower area. This opens a new exit. Take that one to the lamp room.

Grab one more GOLD and an ADAMANTITE from the 2 chests, then approach the locked door up ahead for some scenes. The Spike Roller will appear. Just watch it spin for a while until an event occurs.

~~~~~

Day 322 - The Program

02-49

Start the day by talking to Xion for an ELIXIR RECIPE. Next, collect all the treasures in mission 82 then speak to Luxord to unlock 2 new missions (#84 and #87).

Mission 83 - Beast's Castle

~~~~~

Treasures : Aeroga Recipe, Hi-Ether, Elixir (x4), Blazing Crystal (x2).

Clear Bonus : Aeroga Recipe, Blazing Crystal, Orichalcum.

Random Bonus : Curaga Recipe, Blazing Crystal, Hi-Potion, Hi-Ether, Elixir.

~~~~~

Before proceeding to complete your objective, search the castle for loots first - Courtyard: AEROGA RECIPE; West Hall: BLAZING CRYSTAL; Bridge: HI ETHER. The Entrance Hall 2F, Undercroft, West Wing, and East Wing all have an ELIXIR. Continue with the mission once you have everything.

Head to the Ballroom first for a scene with Belle, then take a peek into Beast's room in the West Wing for the next event. Off to the East Wing next and finally, head back to your portal to find Xaldin there.

~~~~~

### Mission 84 - Olympus Coliseum

~~~~~

Treasures : Firaga Recipe

Clear Bonus : Firaga Recipe, Mithril (x2)

Random Bonus : Blizzaga Recipe, Thundaga Recipe, Megalixir Recipe, Hi-Potion, Hi-Ether, Elixir

~~~~~

Pick up a FIRAGA RECIPE at the Coliseum Gates, and go all the way into the Arena to fight the Burning Ball. This is just a modified Morning Star. Wait for it to stop spinning then attack or cast high level ice magic. You can also use the barrels to stop it from spinning.

---

Mission 85 - Wonderland

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Treasures : Slot Releaser, Fira Recipe, Hi-Potion, Gust Crystal.

Clear Bonus : Blizzaga Recipe, Blizzaga Recipe, Combo Tech .

Random Bonus : Blizzaga Recipe, Gust Crystal, Diamond.

---

Look behind your portal to find a SLOT RELEASER, then go claim a FIRA RECIPE at the Bizarre Room. Next, the maze entrance has a GUST CRYSTAL and HI-POTION.

Simply kill as many Heartless as you can to fill the mission gauge. This can take quite a while, so it's alright to not max out the gauge.

---

Mission 86 - Neverland

---

Treasures : Fire Recipe

Clear Bonus : Curaga Recipe, Curaga Recipe, Ankharte.

Random Bonus : Curaga Recipe, Megalixir Recipe, Frost Crystal, Mithril, Hi-Potion.

---

This is another one of those "collect emblems" to fill the mission gauge. You should know the drill here by now. When the glow fades, grab an emblem to make the rest glow again or you can kill enemies to achieve the same effect. There's a FIRE RECIPE here too.

---

Mission 87 - Halloween Town

---

Treasures : Thundaga Recipe (x2), Lightning Crystal, Hi-Potion, Shining Crystal.

Clear Bonus : Lightning Crystal, Mithril, Diamond.

Random Bonus : Firaga Recipe, Megalixir Recipe, Lightning Crystal, Shining Crystal, Hi-Ether

---

Head to the Guillotine Square and claim 2 THUNDAGA RECIPES then dash for the Graveyard to get the LIGHTNING CRYSTAL. Go back to the previous area and kill all 3 Windstorms to complete quest.

The best way to deal with these things when they gather together in one place is to just unleash limit breaks with final limits to damage all 3 of them at once, Keep doing this until your limit gauge dries up.



Day 352 - Sunset

02-50

Talk to Xigbar after defeating 50 enemies with the final limit for a reward. I didn't meet the requirements for this one so I can't tell you what the item is. Speak to Saix for your next mission.

Mission 88 - Halloween Town

Treasures : Slot Releaser

Clear Bonus : Lv Quadrupler (3), Blizzaga Recipe (x2).

Random Bonus : Firaga Recipe, Megalixir Recipe, Lightning Crystal, Shining Crystal, Hi-Ether.

Take a look behind your portal for a chest with SLOT RELEASER. Continue to the Graveyard to meet the "Ogre". Chip off a few bars from its health and an event plays. Mission complete.

Day 353 - Resolve

02-51

Mission 89 - Twilight Town

Treasures : Hi-Ether (x3), Gear Component D (x2), Potion (x2), Hi-Potion.

Clear Bonus : Orichalcum, Diamond, Premium Orb.

Random Bonus : Aeroga Recipe, Gear Component D, Orichalcum, Hi-Potion, Hi-Ether, Panacea.

The treasures in this area are -- Sidestreet: HI ETHER; Usual Spot: HI POTION; Station Heights: GEAR COMPONENT D; Tram Common: HI ETHER GEAR COMPONENT D, POTION; Underground Passage: HI ETHER. Your goal is to locate and defeat 6 major Heartless. That should be enough to clear this quest.

The locations of the 6 targets are as follows: #1: Sandlot. #2: Tram Common. #3: Underground Passage. #4: Tunnel. #5: Station Plaza. #6: Old Mansion. #7: Station Plaza.

For the 7th Heartless, Debris Flow, equip a ring that raises your fire resistance like Fire Charm. That should reduce damage from its fireball attack. Glide to avoid the fireballs. The massive shockwave can be avoided by gliding. Also, never ever land in the center of the shockwave blast, since that deals massive, and I mean massive damage to Roxas.

Again, it is not required of you to kill the 7th Heartless. But you will have to defeat it if you want to unlock Sora in Mission Mode.

~~~~~

Day 354 - Roxas Realizes

02-52

Talk to Xaldin and he'll give you a Combo Arts . Use that together with an Adamantite -- a Dodge Combo fits the bill. Talk to Xaldin afterwards for a LUCK TECH. ext, speak to Luxord for a RUNE ARTS alk to Saix for the last time.

Mission 90 - Agrabah

~~~~~

Treasures : Potion, Hi-Potion (x2), Luck Tech, Adamantite.  
 Clear Bonus : Sight Unit L, Power Tech , Blazing Crystal.  
 Random Bonus : Firaga Recipe, Gold, Hi-Potion, Hi-Ether.

~~~~~

Collect the treasures in the cave before you proceed with the quest Cave Entrance: POTION; Valley of Stone: HI POTION. Next, head to the Secret Basement and take the LUCK ARTS.

Defeat all the Heartless in this room to proceed. Continue on to the lamp room. Grab the HI POTION and ADAMANTITE in here, then defeat the blue large body. Mission complete.

~~~~~

Day 355 - Unreachable Words

02-53

Mission 91 - The Castle That Never Was

~~~~~

Treasures : Thundara Recipe, Aerora Recipe.
 Random Bonus : Thundara Recipe, Aerora Recipe, Megalixir Recipe, Hi-Potion, Hi-Ether.

~~~~~

This will be the last time you'll be seeing this castle, so make absolutely sure that you have everything you need. Otherwise, go visit the moogles. Once you're ready, really ready, save your game, talk to Axel and pick the first option. A long dialogue follows.

It's time to bid this place goodbye. Start by taking the east exit to the next room and follow the path all the way to an area with 2 treasure chests. Grab the THUNDARA RECIPE and AERORA RECIPE.

After that, go north, taking the elevator down to another floor. There, head south and you'll run into Saix.

As expected, he refuses to just let you by, so you'll have to make him move by force. Saix receives a great defensive boost while glowing and he also dishes out a series of rather nasty combos in this state. Try to get behind him by dodge rolling or gliding then counter with your own combos. You can also block the attack with Reflect Block (hold Y on ground).

Eventually, the glow fades and he will be incapacitated for some time. Take this chance to nail him with your best combos, and if you have limit breaks available then by all means use it. Having the Auto-Life panel equipped will save you in case Roxas dies, but that will only work once during battle.

~~~~~

Day 357 - Farewell

02-54

Mission 92 - Twilight Town

~~~~~

Random Bonus : Aeroga Recipe, Gear Component D, Orichalcum, Hi-Potion, Hi-Ether.

~~~~~

When you regain control of Roxas, head to the Station Plaza. You can access the menu screen at this point, so go ahead and save your game. Examine the glass doors and choose the first option to proceed. Prepare for a four-round boss fight after some cutscenes.

Round 1

Your opponent should be easy enough on round 1, so try to save the curative spells for later encounters, unless of course you have a lot. Just hack her down and she will teleport you both to a new battle zone.

Round 2

For round 2, most of her attacks are still physical in nature. Try to get behind her with Dodge Roll or whatever else when she does the 3-hit combo and counter with your own from there. She also uses Aero to pin you down then performs a single cleaving attack. Jumping is fairly effective in avoiding this move. The nastiest move in her list is the heat seeking projectiles. Glide away from her and stay out of range until the missiles fade away. She usually uses the move 3 times consecutively.

Round 3

The only effective method that I found against this form is to execute air combos then allow her to damage you until your limits become usable. Use limit breaks and follow through with final limits. She heals massive amounts of health to herself when her HP

gets down to a certain point. So take her out before she gets a chance to use it.

Round 4

She's grown really huge now and most of her attacks are magic-based. The Full Circle accessory helps a whole lot in damage reduction. Try to stay airborne as much as you can, then glide towards her and attack. If she blows you off, just fly back and continue attacking.

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Day 358 - Wish

02-55

#### Mission 93 - The Castle That Never Was

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Random Bonus : Thundara Recipe, Aerora Recipe, Megalixir Recipe, Hi-Potion, Hi-Ether.
~~~~~

You get to control a dual-wielding Roxas for the first time here. and appreciate the great boost in Roxas' attack power. Sweep the area clean of all Heartless and keep moving forward until you reach the battle zone. You'll be treated to a very very familiar event before the final showdown.... deep dive, anyone?

You can use Reflect Guard to block your opponent's combos then counter with your own. His combos are not that strong, so its alright to get caught by it, just don't let it happen too often.

~~~~~

You'll be allowed to save your game after the ending credits. Though there is no new game plus, you'll be allowed to play through all the missions in the game anytime when you load your cleared game save. You'll also be able to access "Theater Mode" in the title screen. This lets you view all the movie sequences in the game.

Kingdom Hearts 358/2 Guide - Sidequests

Unlockable Characters

Below is a list of all unlockable characters in Mission Mode, along with the requirements to unlock them.

Character : Xion

Condition : Unlocked when Saix promotes you to Rookie (Day 117).

Character : Riku

Condition : Unlocked when Saix promotes you to Agent (Day 172).

Character : Donald

Condition : Unlocked when Saix promotes you to Expert (Day 225).

Character : Goofy

Condition : Unlocked when Saix promotes you to Master (Day 296).

Character : Dual-Wielding (DW) Roxas

Condition : Beat the game, load your cleared game save, and buy the Zero Gear weapon from the moogle shop. Once you have that, equip it and link 3 ability units in it.

Note : DW Roxas is only playable in Mission Mode.

Character : King Mickey

Condition : Beat the game with all missions unlocked, load your cleared game save, and buy the "King's Return" item from the moogle shop.

Character : Sora

Condition : Beat the game with all missions unlocked and 100% complete (mission gauge maxed out). Load your cleared game save, and buy the "Sora's Awakening" item from the moogle shop.

Kingdom Hearts 358/2 Guide - Sidequests

Mission Challenges

You can only get a maximum of 3 challenge sigils for each challenge mission, which means you cannot obtain symbols by doing the same mission over and over, after receiving the full reward from it once. You can then present the sigils at the moogles shop to get free items.

These missions are unlocked by collecting one of the blue badges in each story mission: The Ordeal Badge unlocks the normal challenge missions while the Ordeal Blazon unlocks SP challenge missions. The Unity Badge unlocks stages that can be played in Mission Mode.

Below is a list of special conditions that must be followed to successfully obtain sigils for each challenge mission.

Twilight Town Missions

- Mission 07 : Complete quest at the fastest possible time.
- Mission 08 : Complete quest at the fastest possible time.
- Mission 09 : Complete quest by collecting as much munny as you can
- Mission 11 : Complete quest with the fewest number of jumps.
- Mission 14 : Complete quest at the fastest possible time.
- Mission 17 : Complete quest at the fastest possible time.
- Mission 20 : Complete quest at the fastest possible time.
- Mission 25 : Complete quest at the fastest possible time.
- Mission 44 : Max out the mission gauge (for best results).
- Mission 56 : Complete quest at the fastest possible time.
- Mission 59 : Complete quest at the fastest possible time.
- Mission 74 : Complete quest at the fastest possible time. **
- Mission 75 : Complete quest at the fastest possible time. **
- Mission 89 : Complete quest without taking damage.
- Mission 92 : Complete quest at the fastest possible time.

The Castle That Never Was Missions

- Mission 10 : Complete quest without using A (attack) button.
- Mission 33 : Complete quest at the fastest possible time.
- Mission 71 : Complete quest by collecting as much munny as you can.
- Mission 91 : Complete quest at the fastest possible time. **
- Mission 93 : Complete quest without missing any attacks **

Agrabah Missions

- Mission 16 : Max out the mission gauge (for best results).
- Mission 18 : Complete quest at the fastest possible time.
- Mission 19 : Complete quest at the fastest possible time.
- Mission 21 : Complete quest at the fastest possible time.
- Mission 26 : Complete quest with the fewest number of jumps.
- Mission 30 : Max out the mission gauge (for best results).
- Mission 32 : Complete quest at the fastest possible time.
- Mission 34 : Complete quest at the fastest possible time.
- Mission 48 : Complete quest at the fastest possible time.
- Mission 48 : Complete quest at the fastest possible time.

Beast's Castle Missions

Mission 22 : Complete quest at the fastest possible time.
Mission 28 : Complete quest without taking damage.
Mission 29 : Complete quest at the fastest possible time.
Mission 31 : Complete quest at the fastest possible time.
Mission 35 : Complete quest at the fastest possible time.
Mission 43 : Complete quest at the fastest possible time.
Mission 50 : Complete quest at the fastest possible time.
Mission 70 : Complete quest at the fastest possible time.
Mission 80 : Max out the mission gauge (for best results).

Olympus Coliseum Missions

Mission 39 : Complete quest with the fewest number of jumps.
Mission 40 : Complete quest at the fastest possible time.
Mission 41 : Complete quest at the fastest possible time.
Mission 61 : Complete quest without taking damage.
Mission 73 : Complete quest at the fastest possible time.
Mission 84 : Complete quest without taking damage.

Halloween Town Missions

Mission 42 : Complete quest at the fastest possible time.
Mission 54 : Complete quest at the fastest possible time.
Mission 62 : Complete quest at the fastest possible time. **
Mission 66 : Complete quest at the fastest possible time.
Mission 72 : Complete quest at the fastest possible time.
Mission 79 : Complete quest at the fastest possible time.
Mission 87 : Complete quest at the fastest possible time.

Wonderland Missions

Mission 55 : Complete quest at the fastest possible time.
Mission 57 : Complete quest at the fastest possible time.
Mission 63 : Complete quest at the fastest possible time. **
Mission 69 : Complete quest without taking damage. **
Mission 81 : Complete quest at the fastest possible time.
Mission 85 : Complete quest at the fastest possible time. **

Neverland Missions

Mission 58 : Accumulate as much heart points as possible.
Mission 60 : Complete quest at the fastest possible time.
Mission 76 : Complete quest at the fastest possible time.
Mission 77 : Complete quest at the fastest possible time.
Mission 78 : Complete quest at the fastest possible time.
Mission 79 : Complete quest without using A (attack) button.

Some missions will also have restrictions to make it more challenging.

** M62: Health gradually depletes.
** M63: Health gradually depletes.
** M69: Health gradually depletes.
** M74: Health gradually depletes; curative spells/items unusable.

- ** M75: Health gradually depletes; curative spells/items unusable.
 - ** M85: Health gradually depletes.
 - ** M91: Health gradually depletes.
 - ** M93: Curative spells/items unusable.
-

Kingdom Hearts 358/2 Guide - Sidequests

Free Gift Items

You can obtain items for free at the shop via the Free Gifts tab when you collect a certain amount of challenge sigils and crowns. Some items require you to reach a specific rank to be unlocked. The list below follows this format -- # of sigils/crowns -> Prize.

Challenge Sigil Prizes

```

-----o
| 005 -> Slot Releaser | 110 -> Haste LV L |
| 010 -> Haste | 120 -> Rising Gear |
| 015 -> Casual Gear| 130 -> Slot Releaser|
| 020 -> Fire (x3) | 140 -> Level Up |
| 025 -> Cure (x3) | 150 -> Glide 5 |
| 030 -> Slot Releaser | 160 -> Omega Gear |
| 035 -> Thunder (x3) (Rookie) | 170 -> Glide LV L (Legend) |
| 040 -> Wild Gear | 180 -> Level 2 6(Legend) |
| 045 -> Fira (x3) (Rookie) | 190 -> Slot Unlock (Legend) |
| 050 -> Slot Releaser | 200 -> Haste Up L(Legend) |
| 060 -> Thundara (x3) (Agent) | 210 -> Level Up (Legend) |
| 070 -> Phantom Gear | 220 -> Level 3 4(Legend) |
| 080 -> Slot Releaser | 230 -> Level Up (Legend) |
| 090 -> Level Up | 240 -> Slot Releaser (Legend) |
| 100 -> Haste 3| 255 -> Ultima Weapon (Legend) |
-----o

```

Challenge Crown Prizes

```

-----o
| 001 -> Slot Releaser | 085 -> Slot Releaser (Master) |
| 002 -> Valor Gear | 090 -> Mega Potion (x10)|
| 005 -> Potion (x10) | 100 -> Mega Ether (x10) |
| 008 -> Ether (x10)| 110 -> Ultimate Gear (Master) |
| 010 -> Crime Gear | 120 -> Last Elixir (x5) |
| 015 -> Blizzard (x3) | 130 -> Aeroga (Master) |
| 020 -> Slot Releaser (Rookie) | 140 -> Premium Orb |
| 025 -> Aero (x3) (Rookie) | 150 -> Dash Up L (Legend) |
| 030 -> Panacea (x10) | 160 -> Crimson Blood (Legend) |
| 035 -> Cura (x2) (Rookie) | 170 -> Power Unit L (Legend) |
| 040 -> Blizara (x2) (Rookie) | 180 -> Pandora Gear (Legend) |
| 045 -> Slot Releaser (Agent) | 190 -> Magic Unit L (Legend) |
| 050 -> Hi Potion (x10)| 200 -> Rune Ring (Legend) |
| 055 -> Hi Ether (x10) | 220 -> Level 4 3 (Legend) |
| 060 -> Mystery Gear | 240 -> Guard Unit L (Legend) |
| 065 -> Slot Releaser (Expert) | 260 -> Level 2 6 (Legend) |
| 070 -> Elixir (x10) | 280 -> Slot Releaser (Legend) |
| 075 -> Limit Recharge (x5)| 358 -> Master Circle (Legend) |
| 080 -> Aerora (x3) (Expert) | |
-----o

```


Kingdom Hearts 358/2 Guide - Game Lists

Panel Synthesis

This feature allows you to build new abilities, equipments and items. New panels become available as soon as you obtain new synth items or when Saix promotes Roxas to a higher rank at specific points in the game. The entries are arranged by rank.

Novice Inventory

```

o~~~~~o~~~~~o~~~~~o
| Panel | Cost | Synth Items |
o~~~~~o~~~~~o~~~~~o
| Hi-Potion | 0800 | [2x] Potion |
o~~~~~o~~~~~o~~~~~o
| Hi Ether | 1200 | [2x] Ether |
o~~~~~o~~~~~o~~~~~o
| Mega Ether | 1800 | [2x] Hi-Ether |
o~~~~~o~~~~~o~~~~~o
|| | [1x] Moonstone |
| Limit Recharge | 2000 | [1x] Shining Shard |
|| | [1x] Blazing Shard |
o~~~~~o~~~~~o~~~~~o
|| | [1x] Fire Recipe|
| Fire | 0700 | [1x] Blazing Shard |
o~~~~~o~~~~~o~~~~~o
|| | [1x] Blizzrd Recipe |
| Blizzard | 1200 | [2x] Frost Shard|
o~~~~~o~~~~~o~~~~~o
|| | [1x] Cure Recipe|
| Cure | 1600 | [2x] Shining Shard |
o~~~~~o~~~~~o~~~~~o
|| | [2x] Moonstone |
|| | [3x] Combo Tech |
| Dodge Rush L | 4500 | [2x] Power Tech |
|| | [1x] Premium Orb|
o~~~~~o~~~~~o~~~~~o
|| | [3x] Iron |
| Magic Ring | 3600 | [1x] Moonstone |
o~~~~~o~~~~~o~~~~~o
|| | [3x] Iron |
| Fencer's Ring | 3600 | [1x] Moonstone |
|| | [2x] Shining Shard |
o~~~~~o~~~~~o~~~~~o
|| | [3x] Iron |
|| | [1x] Moonstone |
| Fire Charm | 3600 | [2x] Blazing Shard |
|| | [2x] Aerial Tech|
o~~~~~o~~~~~o~~~~~o
|| | [4x] Iron |
|| | [3x] Bronze |
| Strike Ring| 4500 | [1x] Moonstone |
|| | [3x] Combo Tech |

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o-----o-----o-----o-----o
||   | [4x] Iron   |
||   | [3x] Bronze |
| Lucky Ring | 4500 | [1x] Moonstone |
||   | [2x] Shield Tech|
o-----o-----o-----o-----o
||   | [4x] Iron   |
||   | [3x] Bronze |
| White Ring | 4500 | [1x] Moonstone |
||   | [3x] Power Tech |
o-----o-----o-----o-----o

```

Ring Effects

- * Magic Ring: Magic 3; Defense 6; Ether Up.
- * Fencer's Ring : HP 20; Defense 8; Potion Up Lv.1
- * Fire Charm: Defense 8; Fire resistance 30%; Magic Bracer.
- * Strike Ring : Defense 10; Critical rate 5; Critical bonus 5.
- * Lucky Ring: Defense 16; Prize Power Lv2; Heart Bonus.
- * White Ring: Magic 4; Defense 12; Prize Power Lv2.

Rookie Inventory

```

o-----o-----o-----o-----o
| Panel | Cost | Synth Items |
o-----o-----o-----o-----o
||   | [1x] Elixir Recipe |
||   | [1x] Hi-Potion   |
| Elixir | 1600 | [1x] Hi-Ether   |
||   | [1x] Shining Shard |
o-----o-----o-----o-----o
||   | [1x] Fire Recipe|
| Fira   | 1000 | [1x] Fire      |
||   | [1x] Blazing Gem|
o-----o-----o-----o-----o
||   | [1x] Thunder Recipe |
| Thunder| 1400 | [2x] Lightning Shard|
o-----o-----o-----o-----o
||   | [1x] Aero Recipe|
| Aero   | 1400 | [2x] Gust Shard |
o-----o-----o-----o-----o
||   | [1x] Aero Recipe|
| Aerora | 1400 | [1x] Aero      |
||   | [2x] Gust Gem   |
o-----o-----o-----o-----o
||   | [2x] Moonstone |
| Perfect Block | 3300 | [2x] Shield Tech|
o-----o-----o-----o-----o
||   | [2x] Moonstone |
| Block Countr L | 4500 | [3x] Shield Tech|
||   | [2x] Shield Tech |
o-----o-----o-----o-----o
||   | [2x] Moonstone |

```

Block Retreat	4500	[3x] Shield Tech
[1x] Just Guard L		
[2x] Moonstone		
[3x] Shield Tech		
Fire Block L	4500	[3x] Blazing Shard
[3x] Rune Tech		
[2x] Moonstone		
[3x] Shield Tech		
Blizzard Block	4500	[3x] Frost Shard
[3x] Rune Tech		
[2x] Moonstone		
Quick Recovery	4500	[2x] Rune Tech
[3x] Gear Component A		
Chrono Gear	2000	[2x] Rune Tech
[1x] Bronze		
[3x] Gear Component A		
Nimble Gear	3700	[2x] Aerial Tech
[3x] Gear Component A		
Ominous Gear	3700	[2x] Wide Tech
[2x] Bronze		
[3x] Gear Component A		
Fearless Gear	2000	[2x] Power Tech
[2x] Bronze		

Agent Inventory

Panel	Cost	Synth Items
[1x] Blizzara Recipe		
Blizzara	1300	[1x] Blizzard
[2x] Frost Gem		
[1x] Cure Recipe		
Cura	2000	[1x] Cure
[2x] Shining Gem		
[4x] Gear Component B		
Duel Gear	7800	[5x] Combo Tech
[1x] Dark Ingot		
[4x] Gear Component B		
Phantom Gear	7800	[2x] Rune Tech
[1x] Dark Ingot		

```

||   | [4x] Gear Component B |
||   | [2x] Rune Tech   |
| Crisis Gear| 7800 | [2x] Power Tech   |
||   | [1x] Dark Ingot   |
o-----o-----o-----o
||   | [2x] Dark Ingot   |
| Raider's Ring | 5900 | [1x] Moonstone|
||   | [1x] Lucky Ring   |
o-----o-----o-----o
||   | [2x] Dark Ingot   |
||   | [1x] Moonstone|
| Thunder Charm | 5900 | [2x] Lightning Gem|
||   | [4x] Aerial Tech  |
o-----o-----o-----o
||   | [2x] Dark Ingot   |
| Recovery Ring | 5900 | [2x] Moonstone|
||   | [1x] Combo Tech   |
o-----o-----o-----o
||   | [2x] Dark Ingot   |
| Vitality Ring | 5900 | [2x] Moonstone|
||   | [1x] Combo Tech   |
o-----o-----o-----o

```

Ring Effects

- * Raider's Ring : Defense 18; Combo Jump; Combo Block.
- * Thunder Charm : Defense 14; Lightning resist 30%; Magic Bracer
- * Recovery Ring : HP 40; Defense 16; Vit. Barrier; Potion Up Lv1
- * Vitality Ring : Magic 6; Defense 16; Vit. Surge; Ether Up.

Expert Inventory

```

-----
o-----o-----o-----o
| Panel | Cost | Synth Items |
o-----o-----o-----o
||   | [1x] Elixir Recipe|
||   | [1x] Mega Potion  |
| Megalixir | 2500 | [1x] Mega Ether   |
||   | [1x] Shining Shard|
o-----o-----o-----o
||   | [1x] Thunder Recipe |
| Thundara   | 1400 | [1x] Thunder   |
||   | [2x] Frost Gem|
o-----o-----o-----o
||   | [1x] Thndaga Recipe |
| Thundaga   | 2000 | [1x] Thundara |
||   | [2x] Ltning Crystal |
o-----o-----o-----o
||   | [1x] Aeroga Recipe|
| Aeroga | 2000 | [1x] Aerora   |
||   | [2x] Gust Crystal |
o-----o-----o-----o
||   | [1x] Diamond |

```

```
| Dodging Deflct | 6800 | [3x] Range Tech |
| | [1x] Diamond |
| Auto Dodge | 6800 | [1x] Combo Tech |
| | [1x] Diamond |
| Sliding Block | 6800 | [1x] Shield Tech |
| | [1x] Range Tech |
| | [1x] Diamond |
| Block Jump | 6800 | [1x] Shield Tech |
| | [2x] Aerial Tech |
| | [1x] Diamond |
| | [1x] Shield Tech |
| Thunder Block | 6800 | [3x] Lightning Gem|
| | [2x] Rune Arts |
| | [1x] Diamond |
| | [1x] Shield Tech |
| Aero Block | 6800 | [3x] Gust Gem |
| | [2x] Rune Arts |
| | [2x] Moonstone|
| Round Block| 4500 | [1x] Shield Tech |
| | [1x] Diamond |
| Aerial Payback | 6800 | [3x] Combo Tech |
| | [2x] Moonstone|
| Air Rush | 4500 | [2x] Aerial Tech |
| | [4x] Gear Component C |
| | [2x] Rune Tech |
| Crisis Gear | 11700 | [2x] Power Tech |
| | [2x] Silver |
| | [4x] Gear Component C |
| | [2x] Rune Tech |
| Hazard Gear| 7800 | [2x] Wide Tech |
| | [2x] Silver |
| | [4x] Gear Component C |
| | [2x] Combo Tech |
| Raging Gear | 7800 | [2x] Aerial Tech |
| | [2x] Silver |
| | [4x] Gear Component C |
| | [2x] Combo Tech |
| Champion Gear | 7800 | [2x] Power Tech |
| | [2x] Silver |
| | [1x] Silver |
| Double Up | 6800 | [1x] Diamond |
| | [1x] Luck Tech|
```

```

o~~~~~o~~~~~o~~~~~o~~~~~o
||   | [1x] Silver   |
| Storm's Eye| 6800 | [1x] Diamond |
||   | [2x] Gust Gem |
o~~~~~o~~~~~o~~~~~o~~~~~o
||   | [1x] Silver   |
||   | [1x] Diamond |
| Fairy Circle | 6800 | [2x] Range Tech |
||   | [4x] Aerial Tech |
o~~~~~o~~~~~o~~~~~o~~~~~o
||   | [1x] Silver   |
||   | [1x] Diamond |
| Full Circle| 6800 | [2x] Shield Tech |
||   | [1x] Shield Tech |
o~~~~~o~~~~~o~~~~~o~~~~~o

```

Ring Effects

- * Double Up: Defense 18; Exp Boost Lv.2.
- * Storm's Eye : Defense 18; Wind & Ice resist 30%; Magic Bracer
- * Fairy Circle : Defense 20; Space, Illusion, Time resist 30%
- * Full Circle : Defense 20; All resistance 20%.

Master Inventory

```

o~~~~~o~~~~~o~~~~~o~~~~~o
| Panel | Cost | Synth Items |
o~~~~~o~~~~~o~~~~~o~~~~~o
||   | [1x] Firaga Recipe |
| Firaga | 1400 | [1x] Fira|
||   | [2x] Blazing Crystal |
o~~~~~o~~~~~o~~~~~o~~~~~o
||   | [1x] Blizzaga Recipe |
| Blizzaga | 2000 | [1x] Blizzara|
||   | [2x] Frost Crystal |
o~~~~~o~~~~~o~~~~~o~~~~~o
||   | [1x] Curaga Recipe |
| Curaga | 2600 | [1x] Cura|
||   | [2x] Shining Crystal |
o~~~~~o~~~~~o~~~~~o~~~~~o
||   | [1x] Adamantite |
| Dodge Combo| 8800 | [1x] Combo Tech |
o~~~~~o~~~~~o~~~~~o~~~~~o
||   | [2x] Moonstone |
| Block Bonus| 8800 | [1x] Adamantite |
||   | [1x] Luck Tech |
o~~~~~o~~~~~o~~~~~o~~~~~o
||   | [1x] Adamantite |
| Auto Guard | 8800 | [1x] Shield Tech |
||   | [1x] Round Block |
o~~~~~o~~~~~o~~~~~o~~~~~o
||   | [1x] Adamantite |
| Smash Recovery | 8800 | [2x] Power Tech |

```


[1x] Adamantite		
Homing Glide	8800	[2x] Aerial Tech
[2x] Range Tech		
[1x] Adamantite		
[2x] Aerial Tech		
Rocket Glide	8800	[2x] Combo Tech
[5x] Range Tech		
[1x] Adamantite		
Levitate	8800	[2x] Aerial Tech
[1x] Gold		
Charge Ring	8800	[2x] Diamond
[1x] Full Circle		
[1x] Gold		
Eternal Ring	8800	[2x] Diamond
[1x] Recovery Ring		
[1x] Gold		
[1x] Adamantite		
Carmine Blight	8800	[2x] Power Tech
[2x] Ankhrite		
[1x] Gold		
Frozen Blight	8800	[2x] Diamond
[2x] Rune Tech		
[1x] Gold		
Safety Ring	8800	[2x] Diamond
[1x] Shield Tech		

Ring Effects

- * Charge Ring: Defense 26; Potion Up Lv.1; Ether Up Lv.1.
- * Eternal Ring : HP 30; Attack 4; Defense 28; Chain Time
- * Carmine Blight : Attack 8; Defense 30; Fire Finish.
- * Frozen Blight : Magic 8; Defense 30; Blizzard Finish.
- * Safety Ring: Defense 30; Potion Boost Lv2.

Legend Inventory

Panel	Cost	Synth Items
[2x] Mithril		
Lunar Strike	10100	[4x] Adamantite
[1x] Premium Orb		

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||   | [2x] Mithril|
| Protect Ring   | 10100 | [4x] Adamantite |
||   | [2x] Shield Tech   |
o~~~~~o~~~~~o~~~~~o~~~~~o
||   | [2x] Mithril|
| Might Crown| 10100 | [4x] Adamantite |
||   | [2x] Combo Tech   |
o~~~~~o~~~~~o~~~~~o~~~~~o
||   | [2x] Mithril|
| Three Stars| 10100 | [4x] Adamantite |
||   | [2x] Luck Tech   |
o~~~~~o~~~~~o~~~~~o~~~~~o
||   | [2x] Mithril|
||   | [4x] Adamantite |
| Imperial Crown | 14800 | [2x] Ankhrite |
||   | [1x] Premium Orb|
o~~~~~o~~~~~o~~~~~o~~~~~o
||   | [2x] Mithril|
||   | [4x] Adamantite |
| Witch's Chaos | 14800 | [2x] Shield Tech   |
||   | [1x] Premium Orb|
o~~~~~o~~~~~o~~~~~o~~~~~o
||   | [1x] Orichalcum |
||   | [8x] Moonstone |
| Extreme| 12500 | [20x] Dark Ingot|
||   | [1x] Premium Orb|
o~~~~~o~~~~~o~~~~~o~~~~~o
||   | [1x] Orichalcum |
| Nothing to Fear | 12500 | [4x] Adamantite |
||   | [1x] Frozen Blight |
o~~~~~o~~~~~o~~~~~o~~~~~o
||   | [1x] Orichalcum |
| Space in Its   |   | [8x] Moonstone |
| Place | 12500 | [3x] Combo Tech   |
||   | [3x] Aerial Tech   |
o~~~~~o~~~~~o~~~~~o~~~~~o
||   | [1x] Orichalcum |
||   | [8x] Moonstone |
| Flagging Winds | 12500 | [2x] Gust Crystal |
||   | [5x] Gust Shard |
o~~~~~o~~~~~o~~~~~o~~~~~o
||   | [1x] Orichalcum |
||   | [8x] Moonstone |
| Ice Breaker| 12500 | [2x] Frost Crystal |
||   | [3x] Frost Gem |
o~~~~~o~~~~~o~~~~~o~~~~~o
||   | [1x] Orichalcum |
| Down to Earth | 12500 | [8x] Moonstone |
||   | [1x] Eternal Ring |
o~~~~~o~~~~~o~~~~~o~~~~~o
||   | [1x] Orichalcum |
| Lose Your | 12500 | [4x] Adamantite |
| Illusion |   | [1x] Charge Ring|
o~~~~~o~~~~~o~~~~~o~~~~~o
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* Dying of the Light : Defense 30; Light resistance 100%.

Kingdom Hearts 358/2 Guide - Game Lists

Item Drops

Below is a list of which enemy drops a particular synth item.

Elixir Recipe	Megalixir Recipe	Blazing Shard	
Gigas Shadow	Gigas Shadow	Mega Shadow	
Bulky Vendor	Detonator	Scarlet Tango	
Rare Vendor	Fire Plant		
Zip Slasher	Possessor		
	Minute Bomb		
	Flare Note		
Blazing Gem	Blazing Crystal	Frost Shard	
Shadow	Scarlet Tango	Skater Bomb	
Fire Plant	Possessor	Bubble Beat	
Sergeant	Rare Vendor	Large Armor	
Flare Note	Icy Cube		
	Snowy Crystal		
	Avalanche		
Frost Gem	Frost Crystal	Lightning Shard	
Blizzard Plant	Dire Plant	Bully Dog	
Skater Bomb	Bubble Beat	Neo Shadow	
Snowy Crystal	Icy Cube	Jumbo Cannon	
Ice Cannon	Snowy Crystal	Hover Ghost	
Avalanche	Lurk Lizard		
Lightning Gem	Lightning Crystal	Gust Shard	
Loudmouth	Possessor	Striped Aria	
Solid Armor	Hover Ghost	Massive Possessor	
Hover Ghost	Blitz Spear	Deserter	
Dual Blade	Air Battler		
Gust Gem	Gust Crystal	Shining Shard	
Mega Shadow	Air Battler	Guardian	
Watcher	Wave Crest	Deserter	
Invisible	Windstorm	Sergeant	
	Loudmouth		
	Bully Dog		
Shining Gem	Shining Crystal	Gear Component A	
Turquoise March	Turquoise March	Lil' Cannon	
Destroyer	Tricky Monkey	Morning Star	
Tricky Monkey	Switch Launcher		
Wave Crest			

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| Gear Component B | Gear Component C| Gear Component D|
o-----o-----o-----o-----o
| Grey Caprice | Striped Aria| Loudmouth |
| Detonator| Dual Blade | Scorching Sphere|
| Tricky Monkey| Lurk Lizard | |
| Tail Bunker | Tentaclaw | |
o-----o-----o-----o-----o
| Combo Tech | Combo Tech | Combo Tech |
o-----o-----o-----o-----o
| Mega Shadow | Blizzard Plant | Storm Bomb |
| Neo Shadow | Air Battler | Soldier |
| Zip Slasher | | Gigas Shadow|
o-----o-----o-----o-----o
| Shield Tech | Shield Tech | Shield Tech |
o-----o-----o-----o-----o
| Soldier | Deserter| Novashadow |
| Barrier Master | Sergeant| Invisible |
| Solid Armor | Novashadow | |
o-----o-----o-----o-----o
| Rune Tech| Rune Tech | Rune Tech |
o-----o-----o-----o-----o
| Sapphire Elogy | Sapphire Elogy | Sapphire Elogy |
| | | Veil Lizard |
o-----o-----o-----o-----o
| Power Tech | Power Tech | Power Tech |
o-----o-----o-----o-----o
| Large Armor | Artful Flyer| Bad Dog |
| Snapper Dog | | |
| Heat Saber | | |
o-----o-----o-----o-----o
| Aerial Tech | Aerial Tech | Aerial Tech |
o-----o-----o-----o-----o
| Grey Caprice | Grey Caprice| Grey Caprice|
| Guardian | Pink Concerto | Carrier Ghost |
| Aerial Master| Carrier Ghost | |
o-----o-----o-----o-----o
| Range Tech | Range Tech | Range Tech |
o-----o-----o-----o-----o
| Pink Concerto| Mega Shadow | Chill Ripper|
| Cymbal Monkey| Massive Possessor | Dusk|
| | Aerial Master | |
o-----o-----o-----o-----o
| Luck Arts| Iron| Bronze |
o-----o-----o-----o-----o
| Striped Aria | Bulky Vendor| Striped Aria|
| Rare Vendor | Barrier Master | Minute Bomb |
| Phantom Tail | Bad Dog | Bad Dog |
| | Cymbal Monkey | |
| | Veil Lizard | |
o-----o-----o-----o-----o
| Dark Ingot | Silver | Gold|
o-----o-----o-----o-----o
| Mega Shadow | Emerald Serenade| Emerald Serenade|
| Commander| Cymbal Monkey | Ice Cannon |
    
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| | | Orcus |
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| Mithril | Ankharite | Orichalcum |
o-----o-----o-----o-----o
| Ground Armor | Lil' Cannon | Solid Armor |
| Lurk Lizard | Jumbo Cannon| |
o-----o-----o-----o-----o
| Moonstone| Diamond | Adamantite |
o-----o-----o-----o-----o
| Shadow | Bully Dog | Poison Plant|
| Yellow Opera | Aerial Master | Stalwart Blade |
| Poison Plant | | |
| Guardian | | |
o-----o-----o-----o-----o
| Premium Orb |
o-----o-----o-----o-----o
| Sky Grappler |
| Dust Flyer |
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