

Disney SQUARE ENIX

Kingdom Hearts

Re:Chain of Memories



SQUARE ENIX.

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
 - Avoid large screen televisions. Use the smallest television screen available.
 - Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
 - Avoid playing when you are tired or need sleep.
-

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

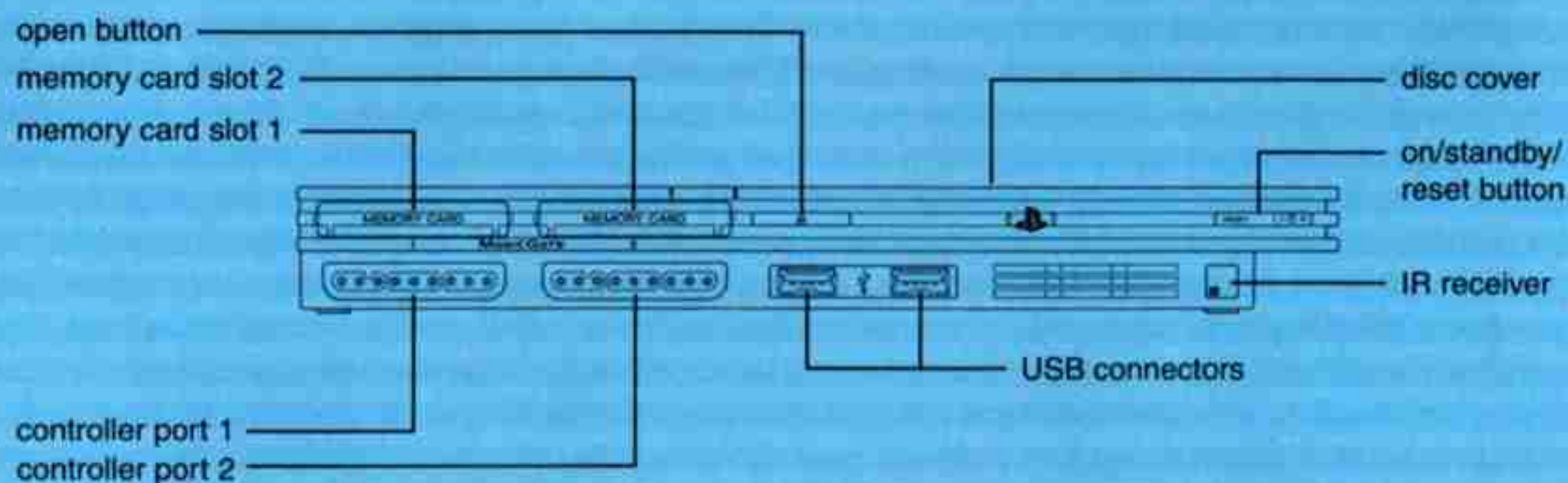
- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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STARTING UP



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the KINGDOM HEARTS Re:CHAIN OF MEMORIES disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

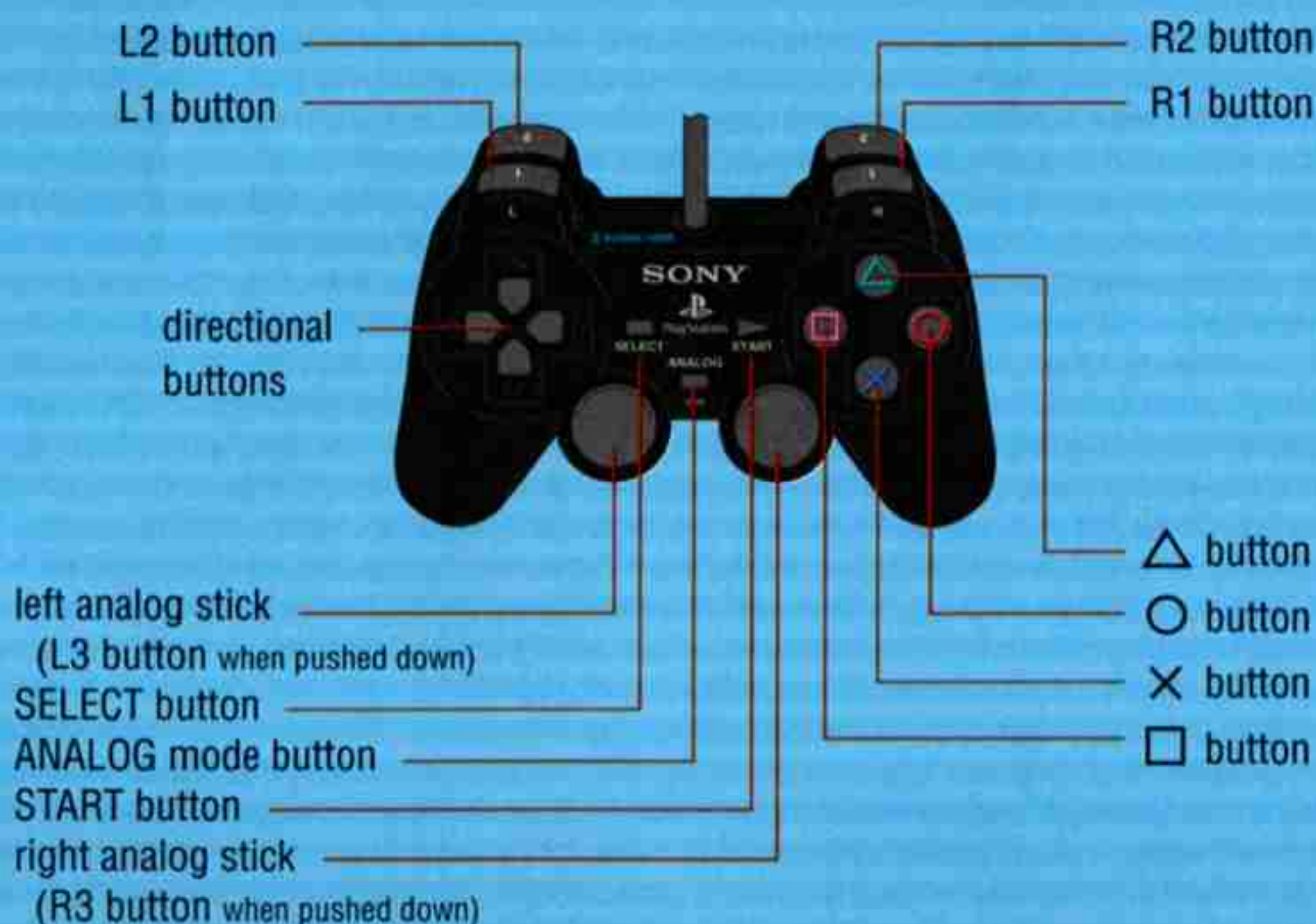
Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

CONTROLS

This game is to be played using a DUALSHOCK®2 analog controller. Keep the ANALOG mode switched on (with the mode indicator shining red) to use the analog mode. You can switch the vibration settings to on or off at either the start up menu or at the Configuration Menu. Controllers other than a DUALSHOCK®2 analog controller are not supported.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

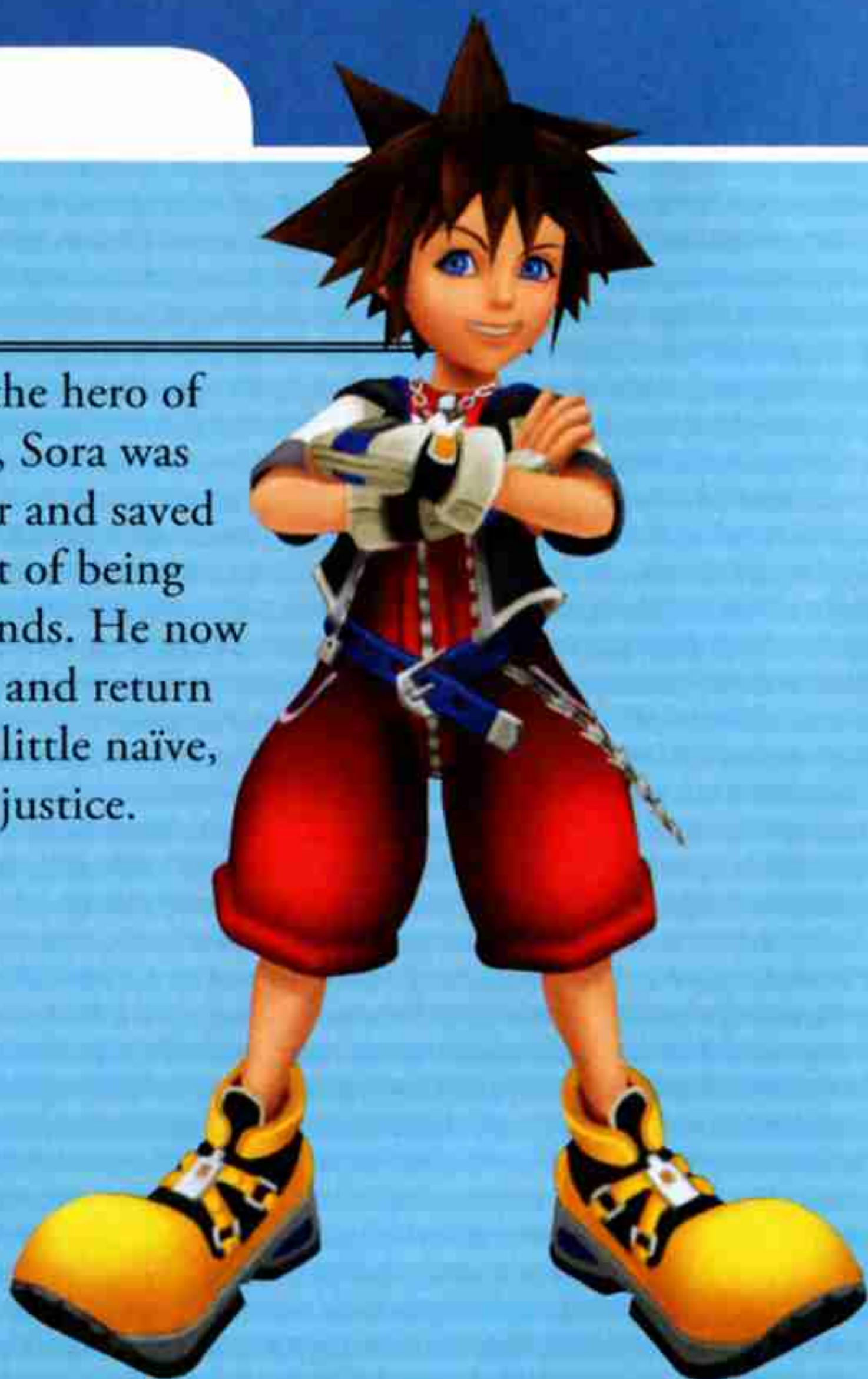


Controls		Battle	Field	Other (Moogle Shops, Room Synthesis, etc.)
L1 button		Deck rotates counterclockwise	-	-
L2 button		Un-stock a card	-	-
L1 + L2 button		Activate stock skills using cards (1-3 cards)	-	-
L3 button		-	-	-
R1 button		Deck rotates clockwise	-	-
R2 button		Lock-on/off a target	-	-
R3 button		Reset the camera behind the character	Reset the camera behind the character	-
Directional Buttons	→	Rotate deck clockwise	-	Select a World Card when selecting a world
	←	Rotate deck counterclockwise	-	Select a World Card when selecting a world
	↑	Reload Deck shortcut	-	-
	↓	Shortcut to designated card (see additional info)	-	-
Left Analog Stick		Move	Move	-
Right Analog Stick		Move camera	Move camera	-
START button		Pause game	Display menu	Skip event
SELECT button		Switch to enemy cards	Display World Map	-
⊗ button		Use Card (hold down to reload cards)	Swing Keyblade Throw objects (when holding an object)	Confirm
⊕ button		Stock a card (after stocking 3 cards) Use stocked cards	Lift objects (when approached) Throw objects (when holding an object)	Zoom in/out of the World Map (while on the World Map)
⦿ button		Dodge Roll (Sora), Side Step (Riku)	Dodge Roll (Sora), Side Step (Riku)	Dodge Roll (Sora), Side Step (Riku)
⦿ button		Jump, High Jump, Glide (hold down)	Jump	Jump, High Jump, Glide (hold down)

CHARACTERS

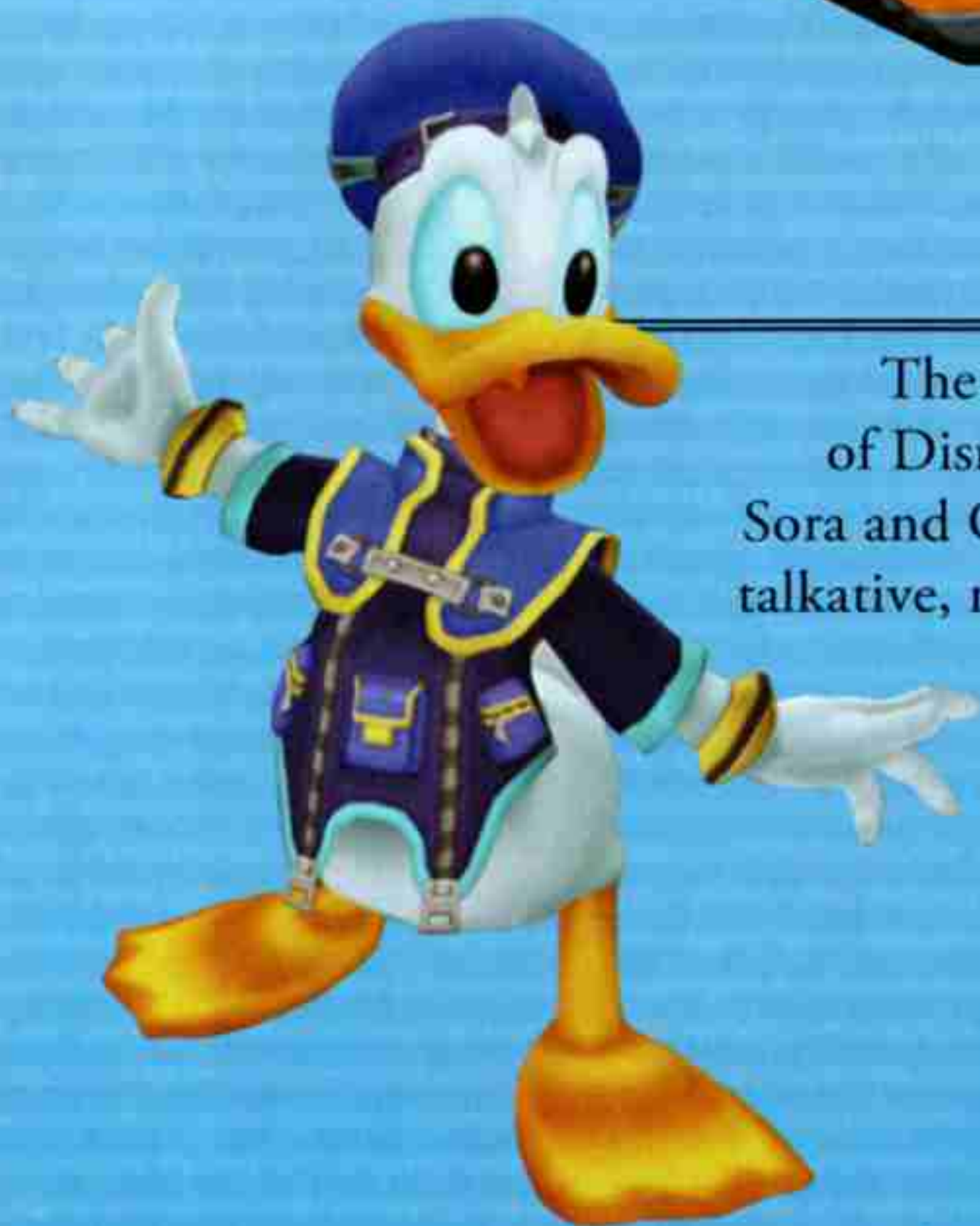
SORA

A fourteen-year-old boy and the hero of this tale. In his last adventure, Sora was chosen as the Keyblade master and saved the world, but only at the cost of being separated from his closest friends. He now journeys to find those friends and return home with them. Although a little naïve, Sora has an uncanny sense of justice.



DONALD DUCK

The court wizard who serves the king of Disney Castle. He is journeying with Sora and Goofy to find the king. Donald is talkative, moody, and a bit short-tempered.



GOOFY

The clumsy but easygoing captain of the Disney Castle Royal Knights. Despite his position, Goofy dislikes weapons.



RIKU

A fifteen-year-old boy who is best friends with Sora and Kairi. Mature for his age, Riku is cool and collected. To save the world, he chose to remain in the realm of darkness.



CHARACTERS

KAIRI

A fourteen-year-old friend of Sora and Riku. She awaits their return to Destiny Islands.



THE UNKNOWN

A mysterious man who showed Sora and his companions the way to Castle Oblivion. It seems there are others like him. Surely he has his reasons for approaching Sora, but those reasons remain unclear.

KING MICKEY

The king of Disney Castle who realized what was happening in the world and went on a journey to investigate. He stayed behind in the world of darkness together with Riku, and continues his journey separately from Sora and friends.



NAMINÉ

A mysterious girl who draws pictures under the Organization's surveillance inside Castle Oblivion. She may hold the key to Sora's most special memories...

GETTING STARTED

Kingdom Hearts Re:Chain of Memories is an RPG following Sora's journey through Castle Oblivion using cards.

Castle Oblivion—Where Cards Govern All

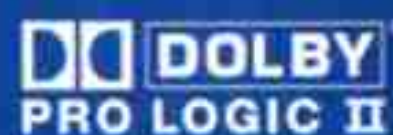
Cards will be used in various situations throughout the story. Cards are generally separated into two broad categories: "Map Cards" (see P.15), which are used to progress through the field, and "Battle Cards" (see P.16), which are used in battle.

Start Menu

Select "NEW GAME" to start up a new file or "LOAD" to continue a game in progress. When you start up a "NEW GAME", select your preferences for "Game Mode", "Vibration ON/OFF", and "Sound Type". The "Game Mode" cannot be changed once it has been set. The "Vibration" and "Sound Type" settings can be changed from the Configuration Menu.

Sound Types

You can choose from monaural, stereo, and Dolby Pro Logic II audio profiles. KINGDOM HEARTS Re:Chain of Memories is fully compatible with the Dolby Pro Logic II format.



This game can be enjoyed in surround sound by connecting the PlayStation®2 system's DIGITAL OUT (OPTICAL) connector or AV MULTI OUT connector to a compatible sound device. If the device is capable of Pro Logic II decoding, the output will be in five channels. Devices capable of running Pro Logic will output four channels. This mode also allows for playing standard two-channel stereo sound.

*Consult your sound device manual for more information. Dolby, Pro Logic, and the double-D symbol are the trademarks of Dolby Laboratories.



Saving and Loading

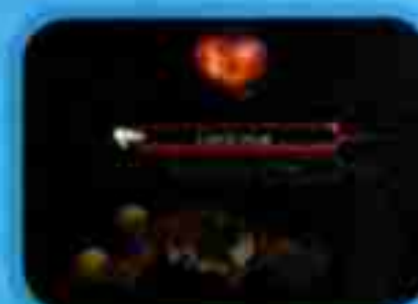
This game requires 100KB of free space on a Playstation®2 memory card (8MB). You will need to insert a memory card (8MB) (for Playstation®2) into either MEMORY CARD slot 1 or MEMORY CARD slot 2.

* You will be able to save either in hallways (see P.11) or in rooms where a save point is available through room synthesis.



Continue/Return to the Title Screen

If Sora's HP is completely depleted during battle, the continue screen will appear. Choosing "Continue" allows you to continue from the room in which Sora was defeated. Choosing "Return to Title Screen" exits to the main title screen.



ADVANCING THE STORY (1)



World Map

Pressing the SELECT button in the field opens up the world map, where you can see how the world's rooms are connected or locate rooms where story events occur.

*Room Synthesis (see P.10)

Checking Room Synthesis Criteria

Move the cursor to an unsynthesized room and press the **X** button.



Event Rooms

Rooms where the story events occur. The story progresses as events are viewed.



Unsynthesized Rooms

Rooms where Room Synthesis can be performed.

Name of Selected Room

* Only the first room, goal room, and rooms that have been synthesized are shown.

Sora's Current Location



Field Map

In addition to platforms and ladders used to move around the map, there are also objects which Sora can strike with the Keyblade or climb on to uncover prizes. Try interacting with everything!

Heartless

Coming into contact with a Heartless triggers an encounter, and the battle screen appears.

Doors

Press the **△** button to bring up the Room Synthesis screen.

Prizes in the field

- Replenish HP
- Moogles Points



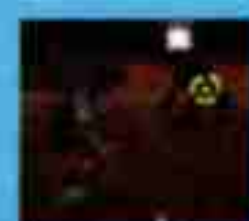
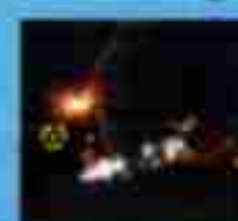
Room Mini-Map

Red Arrows: Doors that have not been passed through.
Yellow Arrows: Doors to Event Rooms.
Blue Arrows: Doors that have been passed through.

Tilting the left analog stick towards a wall and pressing the **○** button to jump will make Sora hang from the edge of high platforms.



Striking enemies with the Keyblade or throwing objects at them will stun all enemies at the beginning of a battle, giving you an advantage.



ADVANCING THE STORY (2)

Room Synthesis

A triangular mark will appear when you walk up to a door in the field. Pressing the  button opens the Room Synthesis screen (press the  button to return to the field map).

Room Synthesis Criterion

Map Cards in
Your Possession

Name of Selected Map Card



Number of Selected Map
Card in Possession

Press the  button at doors that have already been opened to create a new room. Create new rooms with many enemies to level up, or rooms with save points to save your game!

Criteria

- Normal doors require you to use cards of equal or higher value to the criteria shown to open them.
- But if the criterion required is “0”, only a 0 card can be used.
- A door with a criterion of “9 or higher” can be opened with either a 9 or 0 card.
- 0 cards can also be used to meet the criteria for any doors other than special doors.
- The criterion for opening any normal room adjacent to your current room will have a value of +1 based on the value used to enter the current room.



A card of matching color



A card with the value shown or lower



A card with the value shown or higher



A card matching the one shown



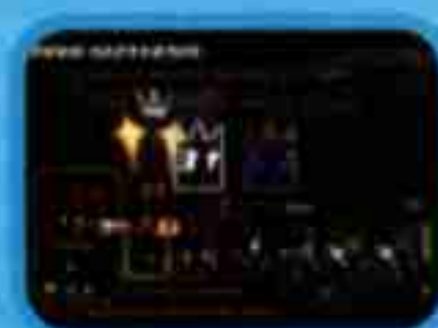
Multiple cards totaling a value above the one shown



A card of equal value

“Special Doors” have set criteria. There are rooms such as the one shown to the right that require several criteria to be met.

* Criteria that have been met will not reappear after returning to the field (the criteria will reappear if you leave the world).



World Select

Select the world you would like to proceed to next.





Hallways

There are hallways between each floor where you can save your game.

* When you proceed onto the next floor, the previous floor's room synthesis criteria will be reset.

Save Point

Bring up the
save menu.

Warp Point

Bring up the World
Warp menu.



A triangular mark will appear when
you approach Donald or Goofy.
Press the button to talk to them.



World Warp

This is a screen where you can warp back to
any floor you have previously gone through.
Move the cursor to a world you would like
to revisit and press the button to confirm.

Current Floor

Destination Floor



Menu

Pressing the START button on the field map will bring up the menu screen, where you
can check Sora's deck, save your progress, and more.

* See the specific pages for details.

Current Level
Current HP/Max HP

Current Moogles Points
Play Time



Friend Cards That Can
Appear in Battle

Friend Cards That Can
Appear in the Field

Equipped Card Deck

View Deck

(See P.14)

Customize a card deck.

World Map

(See P.9)

See Sora's current location and room synthesis criteria.

Map Cards

(See P.15)

Check map cards in your possession.

World Cards

(See P.15)

View the current floor and those you have cleared.

Status

(See P.15)

Check Sora's status.

Journal

Read a record of your travels in Jiminy's journal.

Config

Change the game settings.

BATTLE GUIDE (1)



Viewing the Battle Screen

Touch a Heartless on the field to enter a battle (sometimes the battle screen will come up after events). You can obtain prizes and cards during battle.



Basic Controls

While in battle, press the **X** button to use a card and the **Y** button to jump. Press either the **L1** or **R1** button to scroll through the Card Reel to select a card you would like to use (hold down either the **L1** or **R1** button to rotate the reel quickly).

* The button settings can be changed in the Config menu.



Cards used in battle do not disappear from your deck, but "Friend Cards" and "Gimmick Cards" disappear after battle.

Reloading Cards

Reload cards in your deck by selecting the Reload Card (shown to the right) and holding down the **X** button.

* One strategy is to reload cards even before you run out of cards (keeping the first stocked card and some special cards). Hold down either the **L1** or **R1** button to rotate the reel quickly. The reel will stop at the Reload Card and you can reload your deck effectively. You can also press the up directional button to automatically go to the Reload Card as well.



Changing Categories

Change to the enemy cards in your deck by pressing the SELECT button.

Dodge Roll

Press the **Y** button to have Sora roll and evade an attack (use in conjunction with the left analog stick to roll in specific directions).

Escaping

Head to the border of a battle map to reach an escape zone and tilt the left analog stick in that direction. When the gauge fills up, Sora will escape from battle.

* Some boss and event battles cannot be escaped from.



Stocking Cards

Stock cards by pressing the  button. To use the cards, press the **L1** and **R1** buttons simultaneously, or press the  button when you have three stocked cards. If Sora has not learned any sleights, the three stocked cards will be used in succession in a combo attack. However, if Sora has learned a sleight, a sleight will be unleashed depending on the type and total value of the stocked cards (the total value will be shown to the right of the stocked cards; the sleight name will be shown above the cards). Sora can learn sleights through story events, leveling, and opening treasure chests.



*Enemy Cards and Gimmick Cards cannot be stocked.

Card Breaks

Cards are numbered between 0 and 9. By using a card of a higher value than cards played by enemies, you can nullify an attack from that enemy and counterattack. This is called Card Break. However, if an enemy uses a card of a higher value than the one you play, your attack will be nullified and the enemy will attack.

* When a 0 Card is played after an opponent has played their card, the 0 Card will break that card regardless of its value. But, if a 0 Card is played and then the enemy plays a card, the 0 Card will break.



Prizes and Cards

A variety of prizes and cards will be obtained when you defeat enemies. The number of EXP gained will depend on the color and shape of the prize.

<Prizes>

 ➔ Replenish HP    ➔ EXP

 ➔ Moogles Points  ➔ Premium Prize

 ➔ Roulette Prize

* You have a better chance of obtaining Roulette Prizes after battles in Roulette Rooms. They are rarely obtained in other rooms.

<Cards>

Enemies will drop Map or Enemy Cards.



Premium Bonus

Either obtain the premium prize an enemy drops on occasion, or create a Premium Room, to increase your chances of obtaining a premium prize. When you obtain a premium prize, the Premium Bonus screen will be shown after battle. At this screen, one of the battle cards in your deck will be made into a premium battle card, which has a lower CP value.

*Premium battle cards cost less to have in your deck, but will no longer be available to you in battle when you use that card once (excluding times when you use special cards). However, if you use a premium battle card as the 2nd or 3rd card in a sleight, the card will be reloaded.



Leveling Up

Sora will level up when he obtains a set number of EXP from collecting prizes. You can choose from one of three bonuses when Sora levels up after a battle.

HP Boost: Sora's Max HP increases. **CP Boost:** Sora's Max CP increases.

Sleights: Sora learns a new sleight.

HP: Sora's vitality; CP: (See P.14)



BATTLE GUIDE (2)



View Deck

Edit Deck

Edit the contents of a selected deck.
(*see details below)

Equip Deck

Select a deck to equip.

Clear Deck

Clear all cards from the selected deck.

Deck Name

Change the name of a deck.

Delete Card

You can delete cards in your possession (Some Enemy Cards and cards currently equipped in a deck cannot be deleted).



Number of Equipped Battle Cards/Number of Total Battle Cards

Equipped Deck

Expended CP/Max CP

Number of Cards in Deck/
Max Number of Cards

* There is a maximum limit to the number of battle cards you can have in your possession. In order to obtain new battle cards, you may have to make room by disposing of unwanted cards, or exchanging them for points at a Moogles Shop.



Editing a Deck

You can edit the cards in your deck here. Create an effective battle deck without exceeding your max CP or 99 cards. You can increase Sora's Max CP when he levels up.

CP refers to the cost of a card. You can have more cards in your deck by increasing Sora's Max CP when he levels up.

L1 button	Add Card Menu
R1 button	Remove Card Menu
L2 / R2 buttons	Switch between decks
SELECT button	Card Order
□ button	Show Sleights

The card reel will show cards in order from the card in the upper left. You can change the order of your cards to make your deck easier to use in battle.

Add Cards

This adds a card to your deck. Press the **R1** button to switch to the Remove Card menu.

CP of the Selected Battle Card

The Number of Copies of the Selected Battle Card for Each Value

Description of the Selected Battle Card



Remove Cards

This removes a card from your deck. Press the **L1** button to switch to the Add Card menu. Press the **△** button to change the order of your cards.



* You can view the details of a card in the Journal menu.

CARDS AND STATUS



Map Cards

You can see which map cards are in your possession here.



Number of Map Cards in Possession/Total Number of Cards That Can Be Held

The Number of Copies of the Selected Map Card for Each Value

Description of the Selected Map Card

Total Number of Map Cards Per Color

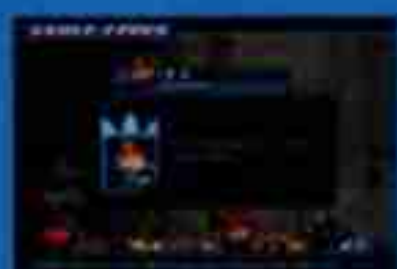
* You can hold a maximum of 99 cards. Enemies will not drop cards once you have reached a total of 99 cards, so if there is a card you would like to obtain, be sure to dispose of any unwanted cards (to delete a card, place the cursor over an unwanted card and the card value you would like to delete. Then press the $\times$ button to bring up the delete screen).



World Cards

See the current world or worlds you have cleared.

Current World



Place the cursor over a world and press the $\odot$ button to bring up the description.



Currently Selected World Card

Worlds you have visited will be shown as "1F", "2F", etc. Worlds you have not visited will not be shown as "1F".



Status Menu

Here, you can check Sora's stats, sleights he has learned, and how much experience he needs to level up. You can also select a sleight to see how to use the sleight and its effects.



Level: Sora's current level
EXP: Current experience points
Next LV: Experience needed to level up
HP: Current HP/Max HP
Max CP: Max CP
Equipped Deck:
Name of equipped deck
Friends: Friend Cards available in that world

TYPES OF CARDS



Battle Cards



Attack Cards

Standard cards used to swing the Keyblade and attack.
Use attack cards in succession to string a combo together.



Friend Cards

Sora can use these cards to borrow the help of a friend in battle.



Magic Cards

These cards summon characters or cast magic.



Item Cards

These cards allow Sora to use an item.
* Once used, these cards do not reload until after a battle is completed.



Enemy Cards

These cards have unique effects during battle. The effects last for varying times depending on the card. Multiple enemy cards cannot be used simultaneously (if you use an enemy card while the effects of another are in effect, the effects of the second enemy card will override the effects of the first).

Gimmick Cards

These are special cards that can only be obtained during certain boss battles.

Premium Cards

You can make a card in your possession into a premium card during a Premium Bonus after battle, or you can obtain them from shops or treasure chests.



Field Cards



Map Cards

These cards are used when creating a room.



World Cards

These cards are used to select a world to go to.



Moogles Shops

Use a map card with a moogles design to enter rooms with Moogles Shops, where you can trade in your Moogles Points for card packs. You can also trade in cards in your possession for Moogles Points to buy more card packs as well.



When selling cards for Moogles Points



Total Moogles Points

Moogles Points You Can Earn by Trading in the Selected Card

Using Moogles Points to buy cards



Rare Cards Are Easier to Get from Pricier Card Packs

Red: Attack Card Packs Blue: Magic Card Packs
Green: Item Card Packs
Red/Blue/Green: An assortment of the 3 colors

RIKU'S STORY



Reverse/Rebirth

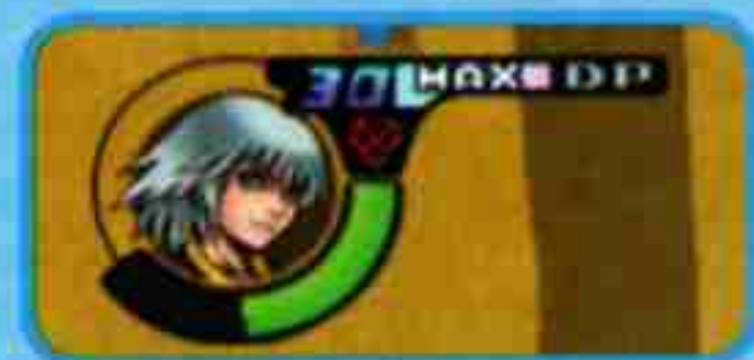
“Reverse/Rebirth” will be unlocked once you complete Sora’s story. (Start this mode by selecting “New Game: Riku” from the title screen.)



* Some aspects of the game system are different for Riku’s story. For example, Riku uses a closed deck with fixed cards by floor.

Battles

Riku will be able to transform as the story progresses. DP (Dark Points) will be shown in the upper left of the screen, and when this reaches a certain value, Riku will go into D-Mode. When in D-Mode, Riku’s stats such as attack power will increase.



Earning and Losing DP

<Before D-Mode>

DP will increase with each successful card break or rapid break. DP will decrease when Riku’s cards are broken.

<During D-Mode>

DP will decrease when Riku’s cards are broken or when he receives damage. DP will not increase during D-Mode. You can increase Riku’s Max DP when he levels up.

Leveling Up

The Level Up Menu is also different from the one in Sora’s story.

Riku’s Attack Increases

Riku’s Dark Points Increases



Card Duel

Press the  button when your card matches an enemy’s card to enter a one-on-one Card Duel with that enemy. As the enemy displays one card after another, you must break each card as they are shown. When you successfully break the set number of cards within the time limit, Riku unleashes a special attack. If you are too slow to show your cards, the duel is over.



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OPENING THEME

Simple And Clean
-PLANITb remix-
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Produced and Remixed by
Russell McNamara
All Vocals: Utada Hikaru

Licensed by
TOSHIBA-EMI LIMITED

ENDING THEME

Simple And Clean
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Arranged by Kawano Kei and
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Basic Programming:
Utada Hikaru
Synthesizer Programming:
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Acoustic Guitar:
Akiyama Hironori
All Vocals:
Utada Hikaru

Recorded by Ugajin Masaaki at
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Mixed by Goh Hotoda at
Bunkamura Studio

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