

I'm not robot!

Kingdom hearts 2.5 guide reading list printable

Whether you're young or simply young at heart, a trip to Disney's Magic Kingdom is an unforgettable experience. Before you plan your trip, consider how you're going to purchase tickets for your family so there are no surprises when you get to the gate. One-Day Park PassesOne-day park passes allow you access to one Disney park for one day. If you want to visit the Magic Kingdom for a single day, this is the ticket you want to get. You can purchase tickets at the gate on the day of your visit, but this is not the only ticket purchasing option. If you plan to stay on Disney property or visit other parks during your Florida stay, there are other ticket options that allow you access to Magic Kingdom. Park hopper tickets are Disney tickets that allow you to visit more than one park during the day. If you want to visit a few attractions at Magic Kingdom and view a show at Epcot, for example, you may wish to consider a park hopper pass for each member of your group. This pass adds an additional charge per guest per ticket per day, so take this into consideration when planning your budget. Again, you have multiple options for purchasing these tickets, and can even wait until you get to the park to make a decision. Purchasing Tickets OnlineMany Disney guests prefer to plan their trips months and even years in advance, and can do so online. If you choose to purchase online tickets, you can do so directly through the Disney website. This is particularly helpful if you are booking a hotel on Disney property, or are purchasing a meal package, since you can simply book everything at once. Use a Travel AgentIf you'd prefer to leave the details to someone else, consider using a Disney-certified travel agent. These agents are able to book Magic Kingdom tickets for your entire group, and can sometimes help you find arrangements that aren't available directly to the public. 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Square Enix shall have no liability to you or to any third party for any damages caused or injuries suffered by or resulting from any image, gameplay footage, or any other content posted or broadcast online or in any other publicly available location by you or any other person. Page 2 KINGDOM HEARTS III tells the story of the power of friendship as Sora and his friends embark on a perilous adventure. Set in a vast array of Disney and Pixar worlds, KINGDOM HEARTS follows the journey of Sora, a young boy and unknowing heir to a spectacular power. Sora is joined by Donald Duck and Goofy to stop an evil force known as the Heartless from invading and overtaking the universe. Through the power of friendship, Sora, Donald and Goofy unite with iconic Disney-Pixar characters old and new to overcome tremendous challenges and persevere against the darkness threatening their worlds. © 1996-2014, Amazon.com, Inc. or its affiliates This is it, the final world. Head into the Fragment Passing where you will encounter waves of Shadows. In the second portion of this area you'll find two chests, one in each corner, that have a Mythril Stone (1/19) and Mythril Crystal (2/19). Head up the other side to spot two more chests; an AP Boost (3/19) and Orichalcum (4/19) can be found inside. Exit to Memory's Skyscraper where you'll start a scene and a new boss fight to the Final Mix. BOSS - Roxas! Roxas is fast and starts the battle off him, and not too aggressive. He has seven attacks you need to worry about and since this is a solo fight you can only use a Limit Form. At the start of the battle Roxas uses Whirlwind Swing, where he charges his Keyblades and twirls in a wide cross-circle – use Reflect or Dodge Roll to avoid this attack. Roxas also uses a Combo Attack where you can Guard or Reflect to open him up for a counter. Other moves are bound to happen if you use your second Finisher in a combo, so be mindful of how quick you are swinging. There is a Duel Attack similar to a Samurai. If you win the duel then you will steal Roxas's Keyblades temporarily. You can guard against Strike Raid but Dark Power, a version where Roxas warps as well as throws the Keyblade, should be Reflected. Roxas also uses Light Beam, an attack that creates pillars of light; just stay far enough away to avoid this since Roxas does it from the center of the arena. Lastly, as Roxas gets below 40% HP he will use "Magic Hour" to try and burst down Sora. When Roxas moves to the center and creates the pillars you need to start dodging around the outside of the arena or the orbs will track you too quickly and getting hit once usually is to get hit everytime. The Light Pillars can be guarded against or dodged but be careful (left). When Roxas uses Magic Hour (right), stay on the outside and keep dodging the orbs. The best time to go on the offensive is after Roxas's combo or after a successful Guard. Try not to go full out on your combo because Roxas is great at Guarding the Finishers and will counter himself. Magic isn't the way to go with this fight; stick to Limit Form for the Sonic Blade attack or save the MP for healing. Rewards : HP +5 (Sora), Combo Master (Sora) After the scene you receive the Two Become One Keyblade and Secret Ansem's Report 8. On the right side of the tower you can find an AP Boost (6/19) and in front of the tower you can collect Twilight #35 . Off to the left side are two more chests; a Mythril Crystal (5/19) and Mythril Stone (7/19). Head to the Brink of Despair near where you can obtain the Dark City Map (8/19). Save and visit the Moogle Shop as well, just don't miss the small chest to the left for an Orichalcum+ . You can obtain Final Form at any time after defeating Roxas. Use the new Two Become One Keyblade to increase your chances of this happening since it is random. When you learn Final Form you'll be able to level forms to 7. Skillzkin's Moogle Shop Item Price Wisdom Wand 2000 Knight Defender 2000 Potion 10 Hi-Potion 100 Ether 120 Wait 100 Nobody's Home! Head up to the next area for a quick scene. This area has plenty of Nobodies and one in particular is new and dangerous, the Sorcerer. Monster - Sorcerer! Sorcerers use magic cubes to prevent melee combat, but a well-timed Reflect can cause significant damage and even take out a Sorcerer in a single blow. Magnet works well too, it stuns the Sorcerer allowing for a melee combo. It's also possible to defeat Sorcerers before the cubes are summoned, a preferred method. Open the first chest for an Orichalcum (11/19) then continue up to find Snipers and more Sorcerers. Pick up the Mythril Gem (10/19) and continue into the next area. This platform has just an elevator and at the far end is Twilight #26 . Defeat the Dragoons as you ascend then enter Twilight's View. Collect the Cosmic Belt (12/19) from the chest, save your game, then enter the Hall of Empty Melodies. A lengthy scene occurs and then a boss fight with Xigbar! BOSS - Xigbar! As soon as the battle begins, Xigbar warps to a balcony and begins sniping Sora. Dodge until you receive the Reaction Command "Break" then use "Warp Snipe" a few times to get Xigbar to warp back down and face off like a man. He is still quick and hard to hit, much like the Sniper Nobody. Xigbar does need to reload however and that is a great time to attack. You could close in on Xigbar and be prepared to Guard to reflect the lasers back at him. Throughout the entirety of the battle, Xigbar will change the floor making it more difficult to close in on him. The battle repeats this cycle until Xigbar reaches 35% HP. He shouts, "You're gonna pay!" then turns the room into a tiny square and begins an assault, rapidly firing lasers. An easy tactic is to run in circles and use Reflect if you ever get caught, but just because you dodge the initial wave doesn't put you in the clear. You need to dodge the follow up attack in the same manner or you will likely fall. As with all battles against the great Organization XIII, using forms isn't the best idea since you have a much higher chance to enter Anti-Form. End the battle as soon as you can but keep enough MP to heal just in case. Rewards : MP +10 (Sora), Item Slot (Donald), HP +5 (Goofy) Xigbar will start out by sniping you (left) so keep running and wait for the Reaction Command to stop him. You can also attack Luxord to reduce his Time Meter which is obviously beneficial towards victory. One game you will play is of cards. Press Triangle to accept the challenge, the game is played like the Gambler mini-game. The command menu changes to "X's and O's" and the objective is to choose the "O" so just wait for it along the top when the cycle slows down. Nailing this challenge deals a lot of damage to Luxord, likewise losing drains a lot of Sora's time. When Luxord turns into a card you have to pick him out, easily done by rotating the camera. When Luxord's Time Meter is below 30% he will start to place cards all over the battlefield and slash at Sora. Dodge this long enough and Luxord warps away and positions a wave of cards around Sora where another mini-game ensues. This time the "X's and O's" plays out where you must get an "O" in each command slot so you must be quick! Luxord will lose most of his Time if you win, but Sora can lose a large chunk if you fail. Finish off Luxord with some melee attacks once his time has expired. Rewards : HP +5 (Sora), Magnet Element (Sora) After the battle you receive Secret Ansem's Report 9 . Step into the next area to find Saix. Watch when Luxord changes to know which card he is or swing the camera around where they are stood up to find him (left). You must get all Os at the end (right) and you must be fast or you will lose a lot of time. BOSS - Saix! Saix doesn't have tricks up his sleeve like Xigbar and Luxord but he is the Organization's No. 2 for a reason. Take note of the Berserk Bar in the upper left because when filled Saix will go Berserk like the Berserker Nobody. Dodge these attacks and collect the claymores that are left behind. From here it is simple to use "Eclipse" then "Magna Storm" to connect with Saix and revert him to his normal state where he is much more susceptible to damage. With Donald and Goofy both present to aid Sora, the battle shouldn't be too difficult. Occasionally Saix will look to the moon and attempt to go Berserk quickly by charging the gauge so simply break his concentration. Do not attempt Drive Forms during this battle for fear of going into Anti-Form unless you are daring enough to reach Final Form. Rewards : HP +5 (Sora), HP +4 (Donald), Item Slot (Goofy) When Saix throws out the claymore, grab it (left) and then wait for the Reaction Commands to appear (right) to deplete his Berserk gauge. After the battle you'll receive Secret Ansem's Report 12 and another Final Mix exclusive scene. Return to the Proof of Existence then head up to the next area for a lengthy scene, after which you receive Secret Ansem's Report 11 . Fight through this area and into Ruin and Creations Passage. Head up to the first platform and collect a Mythril Stone (16/19). The next platform has some Snipers and Assassins and an AP Boost (17/19) too. The third platform has a Mythril Crystal (18/19) and the final platform has an Orichalcum (19/19). You can reach Twilight #17 if you use Glide from the top platform. Enter the last area to fight Xennas. BOSS - Xennas! At the start of the battle Sora becomes ensnared as Xennas warps to the top of Memory Skyscraper. Rush to the tower and use the Reaction Command "Facedown" then follow up with "Clash" then "Breakthrough" to get a hit on Xennas. Just don't miss "Finish" or you'll take damage. Xennas uses a few attacks like Thunder Guard that summon a barrier that damages Sora and Slice Barrage, a long combination that can be guarded with Reflect. He often warps around, moving close to Sora for a quick slash with his Ethereal Blades. You can parry this with Guard and go on an assault of your own, but just shy away from Magic in this fight. You will get caught in the Invitation to Nothingness again during the battle, so just remember to charge the tower and use "Facedown" again to start the trio of Reaction Commands. Rewards : HP +5 (Sora), MP +10 (Sora) You will get a trio of Reaction Commands (left) after you head up the tower. Be sure to get them all to avoid damage. Xennas has some attacks (right) but most are easy to dodge. After the battle you receive Secret Ansem's Report 13 . New chapters are unlocked at the Olympus Coliseum and it's possible to collect everything in the game now. Be sure to check out the Side Quests section for details on how to complete Item Synthesis, grab all the Puzzle Pieces, and defeat the hardest enemies! When you are ready to take on Xennas, open the Door. Collect all Ansem Reports in Jimmy's Journal. FINAL BOSS - Xennas! This is a multi-stage battle, as expected of the final boss. Start off by dodging the buildings and using the "Slider" Reaction Command to break through. As you rise, use the "Sky Scraper" Reaction Command a few times to reach the platforms. Defeat the numerous Bomb Bell B Nobodies to knock them into the power generator of the ship. With it destroyed, use the "Stunt Dodge" Reaction Command to leap to the other generator, performing the same actions. After both are destroyed, Sora is onto the core where you face numerous spawning Nobodies that attempt to stop the group from destroying the core. You'll need to defeat them all each time to continue attacking and destroying the core so you may "Proceed" to the next area. Armored Xennas! Xennas sits on a throne with his Keyblade Armor donned. You can get a few shots in but will likely be knocked back. Xennas uses many attacks from the fallen Organization XIII members so stay on your toes. Riku's Limit Break is great for this portion of the battle and, should you fail, Mickey is oddly available to revive Sora (even though he was locked out with Kairi). Keep up the pressure and deal as necessary to take out Xennas in this phase of the battle. Dragon Form! The next phase is against Xennas's Dragon Form. Riku and Sora are both on a little ship chasing after him and you can't heal. Be sure to use Circle to absorb enemy attacks and then use Triangle to blast parts of the Dragon up. Since you can't heal, be sure to dodge all of the attacks. Usually a full powered blast is enough to take out a single part. You will need to repeat the dodging and attacking sequence until all portions of the Dragon Form are defeated. You can get in a ton of shots right from the start (left) before he gets a chance to attack. The Dragon Form requires absorption of energy so you can unleash the Mega Laser (right). Armored Xennas! With the Dragon defeated, Xennas returns to his Keyblade Armor. Donald and Goofy aren't here to help this time, it's just Riku and Sora. Like last time, you'll get knocked back so Glide back to Xennas and use Final Form if you need to. At times you'll need to use "Riding Shot" to come back and use "Meteor Rain" to damage Xennas. The Nobody symbols link up in the back and fire lasers throughout this phase, but as Xennas's HP gets lower they will shoot more frequently and even during a grapple. Make sure to leave it all out there on this fight so you may reach the Final Form. Final Form! This is it, the Final Form of Xennas. Sora is tossed into the air right from the start and starts firing energy beams. Use the "Reversal" Reaction Command to constantly dodge; attacking is futile during this onslaught. Xennas is fast and leaves images of himself in his wake, so you will be constantly locking back onto the real Xennas. Guard the melee attacks and start a combo to get some decent damage in because Xennas isn't good at breaking the combos. As his HP is lowered, Xennas begins shooting energy balls that explode even when blocked. Reflect or a Limit Break like Sonic Blade is useful in this situation. Further down the line, Xennas begins to warp and fire lasers in a circle as he encompasses Sora – again use Reflect and dodge as best you can. With two bars or less, Xennas will use an ability to trap Sora and you gain control of Riku. Use Dark Aura to stun Xennas then take three steps, no more and no less, then use Dark Aura again. Repeat this until you can reach Sora and free him to deal a lot of damage to Xennas. From here you'll be back to the start with dodging repeatedly. Take his HP to 1 and you'll have to mash Cross and Triangle repeatedly to dodge attacks and keep Sora and Riku alive. Use a Combo Finisher once you survive to end the battle. Rewards : Drive Gauge +1 (Sora), HP +10 (Riku) You need to be able to dodge well (left) during the initial onslaught and throughout the battle. Xennas is relentless at this time. In the final phase, you will have to mash Reflect (right) to avoid the oncoming lasers. After the battle you will get the final scenes of the game, including the additional endings if you meet the requirement. Be sure to save after you are done, there is still more content to be played! Clear the game and watch the ending sequence. Reunite with Riku and Kairi. Page 2 After the initial trip into 100 Acre Wood you'll find Torn Pages in the game, the first one unlocks Piglet's House. On the right side is a chest, with a Defense Boost (4/6) and nearby is Dawn #26 . Near the tree is an AP Boost (5/6) in the chest and the nearby stump hides a chest with a Mythril Gem (6/6) inside. Now "Rescue" Piglet who is stuck on a branch in the tree. The minigame starts after this scene. You are tasked with defeating objects that fly at Sora and Pooh while you ride the winds using the balloon. You can move around in any direction, just use X to smash them and Triangle on whirlwinds to destroy many objects. Honey coins in subsequent plays, but not the initial one. Tree stumps and honey pots are worth the most so be sure to break them whenever you get the chance. At the end you'll have to rescue Piglet once more. Rabbits House! After collecting another Torn Page, return to 100 Acre Wood to find Rabbit's House has been restored. After the scene is over, turn around and loot the three chests for a Draw Ring (7/9), a Mythril Crystal (8/9), and an AP Boost (9/9). The puzzle piece in the field is Dawn #19 ; grab it and move towards the group to trigger another scene. A game of Hunny Slider starts up after the scene. This is basically a race course where the objective is to collect a bunch of honey. If you get hit then Pooh is dropped and you lose a life. Pick Pooh back up with Triangle and just avoid the obstacles along the way. There are chances to pick up Gopher along the way. Just press Triangle at the right moment and if you get with him then Pooh isn't dropped! Kanga and Roo's House! After you get another Torn Page make your return. By now you should have High Jump Lv2 so head to Pooh's House and grab Dawn #7 from behind the tree. Visit Kanga and Roo. Tigger swipes the medicine! Pick up Dawn #13 and loot the three chests to find a move it until you have the Magnet spell. Head on over to Port Royal through the Floating Island course. The first song simply asks you to press X when the meter has almost emptied. Get it as close in the yellow as you can for the best score. Part of Your World! Return once you have obtained the Magnet spell. Head into Triton's Throne and you'll spot two puzzle pieces, Edge #11 and Edge #12 . Talk to Flounder and agree to move the statue to start the next song. In this song you will have to hit Triangle and X. Score five or more Excellents in a row to pass the challenge so be on point! You can't move on to the next song yet. You'll have to come back when you have a Drive Gauge of 5 or higher. For the second song you will be pressing Triangle and X but the objective is still the same as before. Under the Sea! After you have your Drive Gauge to 5, return to Sebastian. The key to this song is to hit Square to score at least Good, but obviously Excellent is better. When Ariel is present you can score points but when Sebastian is present don't hit Square! The meter on the right will push Ariel up; keep her at the highest point to clear the song. You'll need Magnera to play the next song. When you see Ariel on the meter (left) press Square. But when Sebastian is present (right) ignore him. Ursula's Revenge! With Magnera you can start the next song by talking to Ariel then Sebastian. The battle with Ursula is rather simple. You will get the normal time "X" cues but also ones where you can just smash "X" to deal a lot of damage quickly. In the end, you defeat the Sea Witch and receive the Mysterious Abyss Keyblade . A New Day is Dawning! The Ursula battle consists of mashing X (left) and timing X right like you were doing. The final song combines all previous ways into one song (right). The next challenge is to mix all of the previous gauges into one song. It isn't difficult, just make sure to combo as many as possible to score the most points. For clearing this song you receive a Blizzard Element and an Orichalcum+ . Complete the Atlantica episodes. Page 4 The battle starts off with Xexion showing off his ability to trap one of your teammates in his book, the Book of Retribution. You can free your friend by breaking the book but it's best to just try and lock Xexion down with combos. He will eventually get both your teammates and at 75% health he will get Sora. This is when the battle becomes interesting. During this phase you need to free yourself from Xexion's Book of Retribution. To do this you must target the Lexicon that is hiding Xexion and drain its HP (it has 60) then use the Reaction Command "Dispel" to be returned to the island. Unfortunately, it's not that simple. The other books will be flying around dealing damage to you and Xexion can trap Sora limiting his commands. This is both a blessing and a burden because you cannot attack but the commands will let you Heal, reap Treasure, Recover your drive meter, and Erase the other books allowing you to target the true one. Release will set the commands free and let you pummel Xexion. Once you are free the battle continues until 50% health to which you repeat the cycle once more. At 25% health you are taken to the Book of Retribution area but then are taken into a new room. In this new room are three spots that light up; two will be red, one blue. They will alternate rapidly then a ring will appear around the blue one to indicate it is locked in. You need to get to that circle very quickly or be hit with Shadows Recipe. Lost Illusion When you get swallowed by the book (left) fight your way through until you get the option to Dispel. After returning to the island, trap Xexion in a corner and spam Firaga (right) to avoid any other phases of the fight. BOSS - Absent Silhouette Larxene! At the start of the battle Larxene will charge up and surround herself with lightning, using her Lightning Dash attack where you'll need to leap over or Guard against her copies. When the copies vanish you'll have the chance to unload on Larxene a little bit but just refrain from Aerial Combos since Larxene can counter with a Sky Dive. When clones are active you'll get the chance to use "Other Break" which will toss the clone into Larxene dealing damage and stunning her, thus allowing for easy damage. At 66% HP Larxene will begin to use Teleport Rush with her copies where they race at Sora repeatedly. This attack is devastating and the best way to avoid damage is to cast Reflect. Larxene often follows this up with her Angry Rush where the screen goes dark and her clones surround Sora before rushing in to damage him then ending with a leaping lightning strike. Use Reflect or a perfectly timed Guard to avoid damage; Dodge Roll is also an option if you're fighting her later in the game. At 33% HP Larxen will use her ultimate attack, Lightning Barrage , where she hovers in the center of the ring and fires lightning in a circle as she spins around. Larxene normally follows up this deadly attack with Teleport Rush so you must be ready to cast Reflect. She will go into her normal attacks after this and usually cast Lightning Barrage again. A Thunder Trinket, Petit Ribbon or Highest Ribbon is recommended for this battle. Rewards : MP +10 (Sora), Item Slot (Donald), HP +5 (Goofy), Secret Thunder Recipe, Lost Illusion In the beginning you can use the command Merge (left) to return a clone into Larxene. Towards the end of the fight, the clones constantly bombard you (right) with powerful attacks. BOSS - Absent Silhouette Lexaeus! Lexaeus deals a lot of damage quickly so you need to learn to parry his attacks and when to use Reflect. It is imperative to Shortcut the Reflect spell in order to avoid the heaviest damage that Lexaeus can deal out. At the start of the battle he will use Power Up to increase his Power Level. The higher this number, the more damage Lexaeus deals. The trick to the battle is to get close to Lexaeus and wait for him to perform a very slow uppercut slash to which you can Guard. This opens Lexaeus up for the "Mega Counter" Reaction Command which deals moderate damage and stuns Lexaeus. That part is easy, but dodging attacks can be hard. When he uses Quake try to avoid the rocks with Quick Run or Dodge Roll then get close to Lexaeus. As the battle continues, he will start using Tomahawk Shot where he will grab Sora if you are too close. Nearing the end of the battle you will be subject to Impact Quake, a move where Lexaeus leaps then shatters the ground like Quake. It's best to use Reflect on this attack since it's hard to dodge. Finally, after Lexaeus reaches 25% health he'll begin to use his ultimate attack, Ground Impact . This move has Lexaeus zoom way out then launch himself directly at Sora causing a large Quake across the entire arena – use Reflect to avoid this damage completely by casting it quickly several times. Rewards : Accessory Slot (Sora), HP +4 (Donald), Item Slot (Goofy), Exceeding Power Recipe, Lost Illusion Ground Impact is signified by Lexaeus disappearing and then rushing at Sora (left). He will also continually use Quake (right) in various ways. BOSS - Absent Silhouette Marluxia! The battle with Marluxia is a bit different in that you have a counter above your head and any time you get hit the counter goes down by 1. Throughout the battle you can dodge the attacks of Marluxia and use the Reaction Command "Restore Count" to steal some back or use "Air Trample" to damage him. You'll need to be quick and able to avoid his attacks or you'll never win this fight. Marluxia uses a vicious combo with his scythe but if you dodge it you'll get the aforementioned Reaction Command. Reflect works well here. His normal attacks can be parried to leave him vulnerable, just time your Guard as the scythe comes around. Marluxia also uses an attack where he flips toward Sora like a wheel; Guard or Reflect this to get him open for an attack. As the battle goes on, Marluxia can use Deathscythe from the middle of the arena. This attacks summons black circles that will kill anyone who touches them, so be sure to stay at the edges and block the Scythe Wheel. Altogether, Marluxia is quite a formidable opponent because of his speed and the mechanics by which you must survive. Just remember that after you combo you'll need to use Reflect or perfectly time your Guard. Fighting this Absent Silhouette after you obtain Glide makes the most sense since it is easiest to keep up your speed and avoid numerous attacks. Rewards : Drive Gauge +1 (Sora), HP +4 (Donald), HP +5 (Goofy), Full Bloom Recipe, Lost Illusion Look out for Reaction Commands during the fight (left) to damage Marluxia. Deathscythe (right) requires you to glide and dodge the circles until Marluxia throws a scythe wheel at you which you can block. Fail, and you will instantly die. BOSS - Absent Silhouette Vexen! This battle is one of the easier ones out of the Absent Silhouettes. At the start of the battle Sora will be frozen, so mash Triangle to break free. From here you have to break Vexen's shield in order to hurt him, so short combos work best since Finishers break the shield. You'll have some time to hurt him now before the shield returns to let him have it. Vexen will use his data circle to collect data then make an Anti-Sora . Stay out of the circle as best you can, but when Anti-Sora is created be sure to take it out immediately and doing so releases MP bubbles. Vexen does not have too many attacks; he uses normal slashes and Snowflake to toss a few ice attacks across the ground. He also uses Ice Storm but you can use Reflect to avoid that. A simple way to get in a lot of damage for this battle is to use Limit Form then Sonic Blade to break Vexen's shield almost instantly. Then you can get a few more Sonic Blades in to deal a ton of damage. Rewards : Armor Slot (Sora), HP +4 (Donald), HP +5 (Goofy), Guide to Experimentation, Lost Illusion Try to avoid the circle (left) so Vexen cannot collect data. Once the shield is broken, select a Form (right) to finish him off quickly. Page 5 Sephiroth is available to fight after you've restored Hollow Bastion to its rightful self, the Radiant Garden. Approach Sephiroth to start the battle. Recommended Equipment/Abilities! Equipment : Ultima Weapon, Highest Ribbon, Ribbon x2, Cosmic Chain Accessories : Cosmic Ring x2, Cosmic Arts x2 Abilities : Guard, Counterguard, Aerial Recovery, High Jump, Aerial Dodge, Glide, Slide Dash, Combo Boost, Air Combo Boost, Finishing Plus, Leaf Bracer, Defender, Second Chance, and Once More. If you are at a higher level, MP Haste, MP Rage, Berserk Charge, and Retaliating Slash are also helpful. BOSS - Sephiroth! Sephiroth starts the battle with Flash, an attack that darkens the screen and is also indicated by the command "That's enough!" Sephiroth then dashes past Sora and hits him multiple times, but you are prompted, albeit shortly, for a Reaction Command to counter this attack but just note that you cannot use it while in mid-air. The Cut Combo is used when you are too near Sephiroth; it's a flurry of slashes that are easy to dodge or Guard which can allow for a follow-up combo. It's best to not use a Finisher because Sephiroth will just use Cut Combo again, allowing you to get past the first phase by repeating this simple tactic. Sitting too far back from Sephiroth will cause him to use Upward Slash, a move where Sephiroth warps behind Sora and knocks him high into the air. It is a hard move to dodge but if you can get Reflect or Guard up quick enough it's possible. Failing to Guard this knocks Sora into the air where the One-Winged Angel will unleash Aerial Cut Combo that should be evaded with Aerial Dodge – you can counter from this position. Continue to avoid Sephiroth's assault and counter until he loses 4.5 bars of health. Look for the opportunity to use the Reaction Command during Flash (left). Sephiroth's sword strokes can be blocked (right) pretty easily. Phase 2! The command "Know your place" is called out, signifying the next phase where Sephiroth uses Shadow Flare . This attack can be brutal unless you use Reflect so be sure to guard with that spell. Sometimes Flash is initiated right after Shadow Flare, making it easy to dodge with the Reaction Command. His attacks reach a little further and deal a little more damage in this phase, making you pay for mistakes. The other mainstay of this phase is the Firaga Wall , an attack that draws Sora into the flaming pillars – use Quick Run to avoid taking damage. In addition to all this, Sephiroth begins using his most deadly attack, Heartless Angel , indicated by the words "Descend... Heartless Angel!" A quick High Jump and Aerial Dodge will allow you to reach Sephiroth quickly and interrupt the casting of this attack. Should you get hit you need to use an Elxir immediately since you'll be at 1 HP and 0 MP. Keep up through this phase and you'll see Sephiroth use Meteor after losing nearly 10 bars of health. Shadow Flare (left) can be reflected but beware of Flash during this attack too. When Sephiroth starts glowing red and rising up (right) he is about to use Heartless Angel. Meet him up there to prevent this. Phase 3! Meteor is the first attack and it can be avoided with Aerial Dodge, Reflect, and some skilled Quick Run but if you have trouble, switch to Limit Form to use Sonic Blade where you are invulnerable (you won't do damage). In fact, the entire last phase can be beaten easily with Sonic Blade if you have enough MP to do it since it deals heavy damage and makes you unable to take damage. Sephiroth doesn't really change tactics, he's just a little faster from Phase 2 and uses Meteor now. Reward : Drive Gauge +1 (Sora) The Firaga Wall (left) is used from Phase 2 onwards and isn't as difficult as Sephiroth gets near to death. Meteor (right) is used a lot in the final phase. Aerial dash from side to side of the arena to avoid it. After defeating Sephiroth, head back to the Marketplace to speak with Cloud. Return to the Dark Depths to view an awesome scene and receive the Fenrir Keyblade.

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