

Disney  SQUARE ENIX

KINGDOM HEARTS



SQUARE ENIX™

**WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER
ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

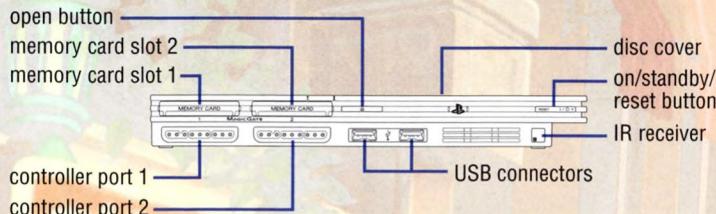
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **KINGDOM HEARTS™II** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers to the controller ports. Follow on-screen instructions and refer to this manual for information on using the software.

START MENU

Press any button during or after the title sequence to proceed to the Start menu. To play the game from the beginning, select New Game. To continue a saved game, select Load.

When playing a new game, you'll be able to select a game mode, turn the vibration function on and off, and select the audio type. Be careful—once you select a game mode at the start of a new game, you can't change it later. You can change the vibration and audio settings in the Config section of the main menu.

SAVING AND LOADING DATA

Each save file for this game uses at least 90 KB of space on a memory card (8MB)(for PlayStation®2). Insert a memory card (8MB)(for PlayStation®2) in MEMORY CARD slot 1 or 2 to save or load data. For more details on save points refer to page 10.

CONTINUING AND LOADING DATA

If the active character runs out of HP or fails a mission, the Continue screen appears, with Continue and Load Game options. Continue allows you to replay from the point where the character entered the field where he was defeated. For some battles, you'll begin slightly earlier. Load Game allows you to resume play from a save file.



BASIC CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



This game uses the DUALSHOCK®2 analog controller. This game may be incompatible with controllers other than the DUALSHOCK®2 analog controller. During play, the ANALOG mode button and mode indicator are always set to ON. The vibration function may be turned on or off at the start of a new game and in the Config section of the main menu.

L1 button	Opens and closes the shortcut command. Under Customize in the main menu, you can assign various magic spells and items to the ○ button, △ button, □ button, and × button for convenient one-touch operation.
L2 button	While pressed, the right analog stick switches from camera control to command control (same as the directional buttons). Press the R3 button to confirm (same as the × button). Can be reassigned under Config.
R1 button	Engages / disengages target lock. To switch targets, hold down the R2 button and use the right analog stick while locked on.
R2 button	If the Field Camera is set to Auto under Settings, pressing this will freeze the camera. (If the Field Camera is set to Manual, pressing this will set the mode to Auto.)
R3 button	Moves view behind the currently active character. While locked on, centers the camera on the target. While the L2 button is pressed, the R3 button confirms a command. Can be reassigned under Config.
directional buttons	Moves the cursor on the screen and changes command selections.
left analog stick	Moves the currently active character. The further you tilt it, the faster the character will move. Also moves the cursor on the main menu.
right analog stick	Rotates the camera. While the L2 button is pressed, the right analog stick changes command selections. Can be reassigned under Config.
START button	On the field: Opens and closes the main menu. During battle: Pauses the game. During mission battles: Allows you to check your mission objectives. During events: Pauses the game and provides an option to skip the current cutscene.
SELECT button	Toggles first-person perspective.
×	Confirms a selection. Can also be used for a shortcut command (in combination with the L1 button).
△	Activates a Reaction Command when it's displayed at the top of the command window. Can also be used for a shortcut command (in combination with the L1 button).
□	Uses an equipped ability. Can also be used for a shortcut command (in combination with the L1 button).
○	Cancel / Jump / Let go (when hanging from a ledge) / Use an equipped ability. Can also be used for a shortcut command (in combination with the L1 button).

AUDIO SETUP

AUDIO TYPES

You can choose from monaural, stereo, and Dolby Pro Logic II audio profiles. Kingdom Hearts II is fully compatible with the Dolby Pro Logic II format.



You can also enjoy surround sound by connecting the DIGITAL OUT (OPTICAL) connector or the AV MULTI-OUT connector to a compatible system (such as an AV amplifier). If your audio equipment features a Pro Logic II decoder, you can enjoy five-channel sound; with a Pro Logic decoder, you will be treated to four channels. The audio is also compatible with conventional two-channel stereos.

Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.



This game incorporates "S-FORCE" ATRAC3 Decoding Middleware of Sony Corporation. ATRAC3 is a Sony's audio compression technology that achieves high compression rate yet maintaining its soundquality. "S-FORCE" is a trademark of Sony Corporation.



PROLOGUE

One stormy night, a terrible darkness invaded the Destiny Islands, transporting Sora to another world far away from his friends.

There he met Donald and Goofy who told him of a mysterious threat on many worlds. The three of them set off on a journey to find their missing king and Sora's friends. Their adventure led them to meet new people, overcome great ordeals, and finally to reunite with the ones they had been searching for.

But, in order for them to save the worlds, a special door would have to be locked, once again separating Sora, Donald, and Goofy from their friends. Once the door was closed, they would never see each other again...

Sensing Sora's hesitation, the King said: "Don't worry. There will always be a door to the light." Thus the three heroes departed on yet another journey...

TIME PASSES QUICKLY...

In their search for the door to the light, Sora, Donald, and Goofy meet many new people and reunite with old friends. But theirs is a perilous path, fraught with enemies that attack them relentlessly. Heartless, Nobodies, and Organization XIII...

Each group has its own agenda. What will remain for Sora and his friends after they've all had their say?



CHARACTERS

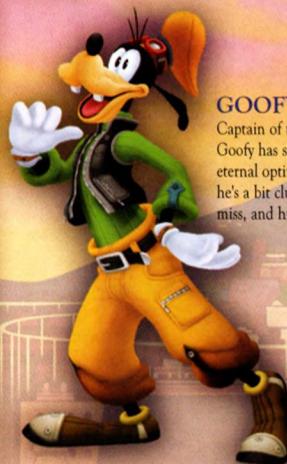
**SORA**

The hero of this story. Chosen by the Keyblade, this 15-year-old is on a journey to reunite with his friends. His best friend Riku has gone missing, while Kairi has been left behind in their homeland of Destiny Islands. He has a cheerful disposition, and while a little naïve, his sense of justice is extraordinary.

**DONALD DUCK**

Disney Castle's Royal Court Magician. Donald embarks on a journey with Sora and Goofy to search for their missing king.

Always impatient, Donald is never at a loss with an opinion.

**GOOFY**

Captain of the Royal Knights at Disney Castle, Goofy has set out with Sora and Donald. He is an eternal optimist, who takes life in stride. Although he's a bit clumsy, he still notices things that others miss, and his intuition is surprisingly accurate.

**KING MICKEY**

The King of Disney Castle. King Mickey was one of the first to recognize the mysterious threat. Left behind in the realm of darkness with Riku, he continues his investigation apart from Sora and friends.



CHARACTERS

**ROXAS**

A boy who lives in Twilight Town, where our story begins. He and his friends Hayner, Pence, and Olette are enjoying what's left of their summer vacation, but mysterious events unfolding around them are making Roxas anxious.

**HEARTLESS**

Mysterious beings that attack relentlessly. Sora and friends encountered several types of these creatures on their previous adventures.

**NOBODIES**

"Nonexistent beings" under Organization XIII's control. Another powerful force, separate from the Heartless.

**ORGANIZATION XIII**

An inscrutable black-coated organization that makes its appearance with Nobody underlings. As their name implies, they were comprised of 13 members, but Sora and friends have practically reduced their members to half.



PLAYING THE GAME

THE GAME SCREEN

Reaction Command
A Δ appears when you can execute an ability in battle, when there's something that may be worth examining, or when there's someone onscreen you can talk to. Press the \triangle button to perform the command.



Navigational Map
A simple map.
(See page 10 for details.)

Commands
Depending on what you select, you can carry out various actions. Reaction Commands are displayed at the very top. (The command at the bottom may also change with certain Combination Attacks and Summons in battle.)

Party Gauges
Gauges showing the condition of each party member.

Controlled Character Gauge
A gauge showing the condition of the currently active character.
(See page 9 for details.)

GAUGES

The green gauge displays your Hit Points (HP), or health. Once it falls below a certain level, a warning alarm will sound and the gauge will flash red. If HP drops to zero, it's game over. The blue gauge shows your Magic Points (MP). These are used to cast magic spells or perform Limits. If MP drops to zero, the gauge will turn pink, and no MP-based abilities may be used. During this time, however, your MP will recover slowly.



The orange gauge is the Drive Gauge. When it reaches a certain level, you can perform Drives and Summons (after obtaining summon magic). Different Drive forms require different Drive Gauge levels.
(See page 12 for details on Drives.)

Each gauge can be replenished in different ways.

HP Gauge: HP recovery orbs or items / Recovery magic / Save points (full recovery) / During Drives

MP Gauge: MP recovery orbs or items / Save points (full recovery) / During Drives / Over time

Drive Gauge: Drive recovery orbs or items / Attacking and defeating enemies

COMMANDS

Depending on what command you select, several actions are possible. Some commands may not be available, depending on your remaining MP or your Drive Gauge level. Unavailable commands will be displayed in gray. Press the left directional button to cycle command lists.

Attack	Brandish a weapon.
Magic	Use magic. (See page 14.)
Summon	Call on mighty friends for help. (See page 14.)
Items	Use an item. (See page 16.)
Party	Swap out party members.
Drive	Transform for new abilities. (See page 12.)
Limit	Team up with your party members to unleash combination attacks. (See page 13.)

Reaction Commands

At certain times, a Δ will appear automatically on screen and a special action will appear at the top of the command list. This means there's something that may be worth examining, someone's onscreen for you to talk to, or another action has suddenly become available, maybe even while fighting. Press the \triangle button at just the right time and you can execute various actions which might be especially advantageous in battle.



TARGETING AND LOCKING ON

When a yellow target appears on an enemy (see graphic to the right), the controlled character will direct his or her actions toward that enemy. The target will appear on the enemy closest to the controlled character. You can also press the R1 button to lock on to a particular enemy and cause the camera to automatically follow it. Press the R1 button again to release the lock.



* To switch targets, hold down the R2 button and use the right analog stick while locked on.

THE MAIN MENU

Press the START button to display the main menu. (There are times when the menu will be unavailable, such as during battle.) The main menu is where you can use and equip items, swap weapons and armor, equip abilities, and more. See the in-game help messages for more information about each menu item.



Jiminy's Journal

This journal is Jiminy Cricket's record of your adventure. As Royal Chronicler, Jiminy takes an abundance of notes during the course of the game.



Config

Change various gameplay settings.

MOVEMENT AND ACTIONS

Apart from moving around as usual on the field, you can also jump to some areas. While jumping, you can grab onto ledges, then tilt the left analog stick forward to pull yourself up onto the ledge (or press the **B** button to let go).

You can enter some doors and gateways on the field, but not all. If you approach a door, a subtitle appears showing your destination. Areas not yet visited will be displayed as “???” to start, and then replaced by the destination after your first visit there. There are also places you can't enter initially, but will be able to access later in the game.



Treasure Chests

Treasure chests are scattered throughout the game. These can contain recovery items, synthesis items, and navigation maps. You can even open treasure chests in battle.

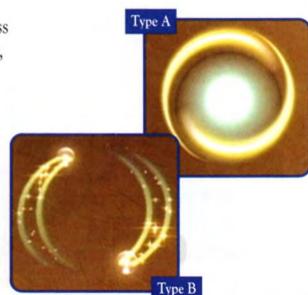
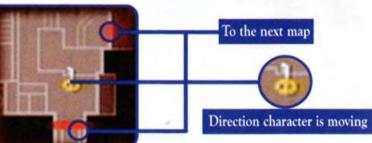
Navigational Maps

The navigational maps you obtain from events and treasure chests will be displayed in the upper right corner of the screen. Use these to check out the terrain, where the active character is headed, and how to move on to the next section of the map.

SAVE POINTS

Save points are scattered throughout the field. When you press the **A** button, not only can you save your game at save points, but you can also go to the World Map. Your HP and MP will also be restored.

* There are two kinds of save points. Type A save points provide all the facilities mentioned above, but you will be unable to access the World Map from type B save points.



The battles in Kingdom Hearts II take place on the Field Map. All battles are real-time; therefore, the party is susceptible to damage at all times, even while selecting items and spells. Commands glow yellow in battle. They glow red for certain bosses and other battles from which you can't escape.

COMBOS

With the Attack command selected, press the **X** button at the proper timing to link attacks together into Combos. You can generally link up to three attacks together—more may be available depending on the equipped abilities.



EXPERIENCE POINTS AND ORBS

Earn experience points by defeating enemies. After earning a certain number of experience points, you will gain a level. The number of points received appears above the enemy, and the number of points needed to reach the next level will be displayed at the top left of the screen. Winning certain battles can provide bonuses, which will increase characters' stats, or allow them to learn new abilities. The amount of munny you were able to collect is also displayed at the top left of the screen.

Orbs

Defeated enemies leave behind more than just experience points—orb will also appear. There are some items you can only obtain this way. The size of the orb indicates how effective or valuable it is.



Restores HP.



Restores MP.



Restores the Drive Gauge.



Munny. (Your total munny reserves are displayed at the bottom left of the main menu.)



You never know what's inside! Comes in several varieties.

BATTLE

DRIVES

When the Drive Gauge reaches a certain level, the Drive command will become available. Execute a Drive and you can take on a form that not only looks different but also has different abilities. After transforming, the Form Gauge gradually begins to wind down. When it reaches zero, you'll revert to your standard form. Since Drives depend on your friends for extra power, one or both of your allies will disappear while in your enhanced Drive form. You can change into different forms depending on who is in your party, and certain commands become unusable depending on the form you take.

Abilities that level up with your form level (Advancing Form Abilities) can be equipped even without changing form. Furthermore, while changed into a different form, a weapon equipped in your left hand (your sub-weapon) will become usable for twice the attack power and abilities.

* Sub-weapon abilities are only available while changed into that form.

MP CHARGE

MP Charge will completely recover your spent MP. It can even be used when you don't have enough MP remaining to carry out an attack. The Drive Gauge also fills up faster when you've used all of your MP and the gauge is pink. Learn how to use this feature to your benefit! You can select MP-charging attacks in the Customize section of the main menu at any time.



PARTY MEMBERS

Fellow party members move and act automatically. You can use the Customize feature in the main menu to adjust their behavior. Use the Change command to swap out party members whenever there's another ally waiting in the wings.

* You can also use the Party command in the main menu to swap party members.

BATTLE

LIMITS

If Donald, Goofy, and the characters from each world that can join your party have enough MP, the Limit command will become available. (If you have the Auto Limit ability equipped, Limits will also be available as a Reaction Command.) The Limit will depend on the characters involved, but in most cases the Attack command will turn into the Limit command, a Reaction Command triggered by the **A** button will appear, and you can unleash the attack at will. With some Limits, you can finish off with a final blow by pressing the **A** button at the proper timing. The command on the very bottom may also change to an attack.



IN-BATTLE REACTION COMMANDS

Various Reaction Commands are available during battles. Some can be executed with a single press of the **A** button, while others (such as those available during boss battles) depend on additional button input to unleash an attack that, if successful, can deal out some major damage.



MAGIC AND SUMMON MAGIC

MAGIC

Learn magic spells through certain actions, such as clearing events. Your magic spells will automatically become selectable under the Magic command, and can also be assigned to a shortcut with the L1 button. Set up shortcuts under the Customize section of the main menu.

Basic Magic

- | | |
|----------|---|
| Fire | Shoots flames all around you. |
| Blizzard | Shoots a wave of cold air in front of you. |
| Thunder | Lightning strikes within a set area. |
| Cure | Restores your HP and that of nearby allies. |

Upgrading Spells

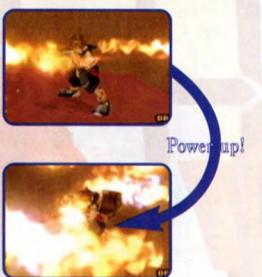
Spells grow to more powerful ranks once you clear certain events and battles. Their MP cost remains the same, however.

SUMMON MAGIC

Learn summon spells through certain actions, such as clearing events. Summon magic allows you to call allies with mystical powers to come help you in battle.

Using Summon Magic

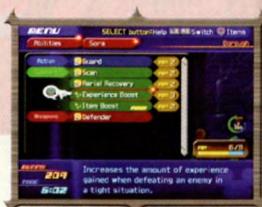
After obtaining a summon spell, the Summon command will become available when your Drive Gauge is at a sufficient level. Select the Summon command and the other members of your party will make way for a special character to come lend a hand. Each summon spell calls a different character. The available commands also vary according to the spell used. Give them a try!



EQUIPMENT

ABILITIES

Abilities belong to each individual character. They are obtained from events or by leveling up.



Equipping Abilities

To use learned abilities, you must first equip them. Select which abilities to equip on each character under the Abilities section of the main menu. It's easy—just press the **A** button next to the abilities you'd like to equip. A character's maximum AP indicates how many abilities he or she can equip. Abilities require different amounts of AP. Leveling up your characters or equipping certain items raises maximum AP.

Types of Abilities

Some abilities work just by being equipped, while others require you to fulfill various requirements before they activate. Some are active only during battle, and others are always active.

WEAPONS, ARMOR, AND ACCESSORIES

Each character can equip and change his or her weapons, armor, and accessories under the Items section of the main menu. This equipment can be obtained through events, from treasure chests or at shops. Each piece of equipment has various effects: boosting your defense, raising your AP, and more.



ITEMS AND SYNTHESIS

OBTAINING ITEMS

Both recovery items and synthesis items can be obtained from treasure chests or as orbs dropped by enemies. In battle, move your character near a dropped orb to pick it up. Many items can also be purchased in shops.



EQUIPPING AND USING ITEMS

Items can be used and equipped from the menu. You can use items even when you can't open the menu (such as during battle) if the character has that item equipped. (Other party members not under your control will use their equipped items automatically.) If you can't equip any more, items you obtain outside of battle will go into the Stock menu and will reload automatically. However, reloading is only done after a battle. Set up Auto-Reload under Customize or Items. Select the character you'd like to use Auto-Reload, then select the items to be automatically reloaded. You can also use the quick-set function by pressing the **A** button. You can assign items to shortcuts under Customize, too.

Basic Items

Potion	Restores 40% of one person's HP.
Hi-Potion	Restores 60% of one person's HP.
Ether	Restores one person's MP.
Elixir	Completely restores one person's HP and MP.



SHOPS

A variety of shops can be found in certain worlds. Speak to a shopkeeper to buy and sell items and equipment. As the game progresses, new shops may open, and existing shops may expand their inventories. You can also buy from the moggles in each world.



SYNTHESIS

You can create unusual new items by synthesizing certain special items. Start the synthesis process by speaking to a moogle. Select Free Development to display a synthesis recipe. If you have all the necessary ingredients, you can synthesize the item shown. Once you've successfully synthesized a recipe, it will be added to your Item Synthesis list. As you gain experience points, the mogles' levels will increase, allowing you to synthesize new and improved items. You can also obtain new recipes over the course of the game.



THE GUMMI SHIP

THE WORLD MAP

This screen allows you to select your destination world. Move the Gummi Ship with the left analog stick and choose a world or Gummi Route. You must follow a connecting Gummi Route on your first visit to a world. Clear Gummi Routes to create pathways from world to world. New worlds will be revealed as you progress through the game.



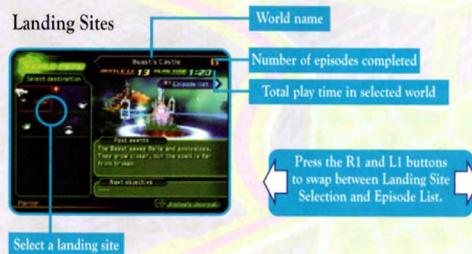
- START button** Check Jiminy's Journal / Save the game.
- R1 button** Lock on.
- right analog stick** Change locked-on target (within a certain radius).
- © button** Speed boost / Warp to locked-on area.

Gummi Routes

Press the **A** button on a Gummi Route and select Proceed to access the Gummi menu.

The World Menu

Once you've visited a world, you can go there directly by pressing the **A** button. Press the **A** button while at a world and select Land to access the World menu.



Episode List

GUMMI MENU

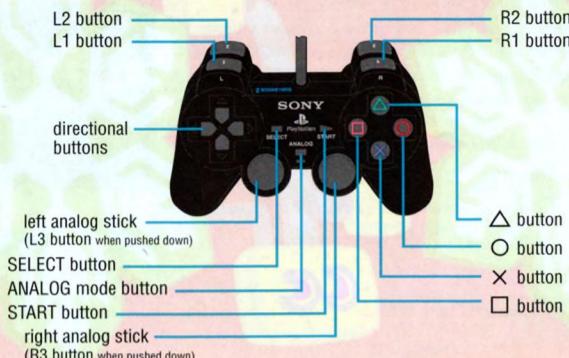
Press the **A** button on a Gummi Route to access the Gummi menu. Here you can start a Gummi Route or create a Gummi Ship.

- Start** Choose your Gummi Ship and set out on a Gummi Route. (As the game progresses, you'll also be able to select various missions. See page 20 for more information.)
- Gummi Editor** Build and remodel Gummi Ships. See page 21 for more information.
- World Map** Return to the World Map.



THE GUMMI SHIP

GUMMI SHIP CONTROLS



L1/R1 buttons	Rotate camera (executes a 180-degree rotation when pressed simultaneously). Only available in Mission Level 3.
L2/R2 buttons	Change Teeny Ship formation. (Teeny Ships can be added to fly along both sides of your Gummi Ship.) Only available with Formation Change equipped.
START button	Access the Pause menu (view settings and mission advice).
left analog stick	Steer the Gummi Ship. You can invert the up/down controls in the Pause menu.
✖ button	Shoot / Hold to lock on (with Lock-On Gummi installed), and release to fire a Lock-on Gummi (in Semi-Auto mode). * You can switch between Semi-Auto and Full Auto mode in the Pause menu. In Full Auto, you'll continue to fire as long as the ✖ button is held down, and will automatically lock on when the ✖ button is released. Press the ✖ button while locked on to fire a Lock-on Gummi.
✖ button	Slash (with a Slash Gummi equipped).
▣ button	Change Teeny Ship EX-Formation. Only available when Active Formation is equipped. This makes the Teeny Ships more aggressive.
○ button	Roll (rotate the Gummi Ship). * Use in combination with the left analog stick to perform a high-speed rotation in any direction.

The Gummi Ship moves forward automatically. It will even keep moving forward through and past enemies—there's no going back.

Please note that the controls can vary by mission level or with the types of Gummi blocks installed. See the in-game Gummi Battle Tips for more details.

THE GUMMI SHIP

THE GUMMI SHIP SCREEN PART 1



HP Gauge

When this reaches zero, the Continue screen appears, displaying Continue, Return to Gummi menu, and Return to World Map selections.

Lock-on Gummi charge gauge

Hold down the ✖ button to charge the yellow gauge, then release the button to fire a Lock-on Gummi. The charged amount indicates the number of locked-on enemies.

Gummi Ships and Teeny Ships

As the game progresses, you will be able to add small ships (Teeny Ships) along each side of your Gummi Ship. These will both attack enemy craft and protect your Gummi Ship.

SCORING



The total score consists of the points earned by obtaining medal orbs and by defeating enemies. Medal points are earned by collecting medal orbs. After collecting a certain amount, your medal level will increase, and the icon and number will change. The number of points added to your score changes depending on your medal level. Taking enemy damage lowers your medal level, so be careful! You can connect routes even without much of a score as long as you don't lose all of your HP. However, you'll need a high score if you're looking to clear a mission.

THE GUMMI SHIP

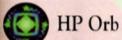
THE GUMMI SHIP SCREEN PART 2

When an enemy approaches your Gummi Ship from the sides or from behind, an alert will appear on your screen as shown. Usually you'd automatically turn in the direction of the alert to counterattack; however, in Mission Level 3 you can use the full camera control feature to brace yourself for the enemy's attack.



OBTAINING ORBS AND ITEMS

You can get orbs and items by defeating enemies while piloting the Gummi Ship.



HP Orb

Refills your HP Gauge.



Medal Orb

Gives you additional medal points.



Special Orb

Contains Gummi blocks and other goodies. Earn these by defeating rare enemies.

MISSIONS

If you come back to a Gummi Route you've already flown, you'll be presented with a mission. There are various types of missions, and you can obtain items and new missions by completing them.



GUMMI EDITOR

Select Gummi Editor from the Gummi menu to enter the Gummi Garage. Here you can build a Gummi Ship with the Gummi blocks you've collected. Press the L1 and R1 buttons to select Original Blueprints, Sample Blueprints, and Special Models. To use an existing Gummi Ship, select Sample Blueprints; to build a Gummi Ship from scratch, select Original Blueprints.

On the Edit screen, you can choose the Mode Select button in the lower left or press the **A** button to switch between Material Gummies and Deco-Gummies.



Material Gummies are Gummi blocks used mostly to build Gummi Ship bodies, while Deco-Gummies are Gummi blocks used to add attack power and other features to a Gummi Ship.

EDIT (BUILDING)

Each Gummi block has a set cost. Try to build your Gummi Ship without going over the maximum cost specified. Since the number of Gummi blocks in inventory is used by both the Gummi Ship and any Teeny Ships, if the same kind of block is installed in each ship and goes over the total block limit, you will be unable to use the Teeny Ships for offense.



Press the SELECT button on the Edit screen to view the Gummi Guide. The Guide is chock-full of useful advice on Gummi Ship building, so be sure to turn to it whenever you're stuck. Just press the SELECT button to read various tips on how to get the most out of your Gummi experience.

* Designing a Gummi Ship and selecting Save Blueprint will not automatically save your design on the memory card (8MB)(for PlayStation®2). Make sure to save your game at a save point or on the World Map.

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Akihiko Maeda

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Mihiko Ishii

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Mamiko Fukuda
Daiju Komatsu
Kaoru Kawaguchi
Chiharu Tsutsui
Fumi Minagawa

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Yoshihiro Hirota
Yuusei Iwasa

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Hiromichi Morita

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Hidetoshi Takata
Yusuke Takano
Takaharu Oora
Takaho Aono
Ryohei Sakai
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Hiroyuki Yamaji
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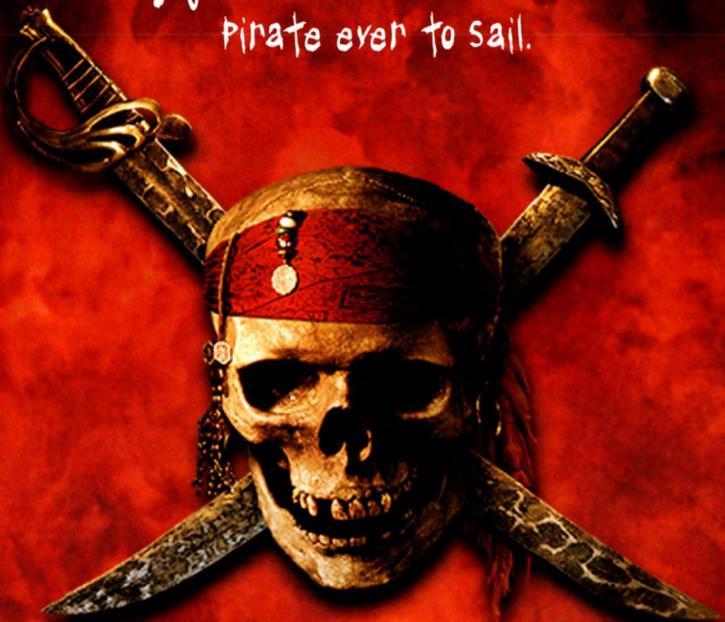


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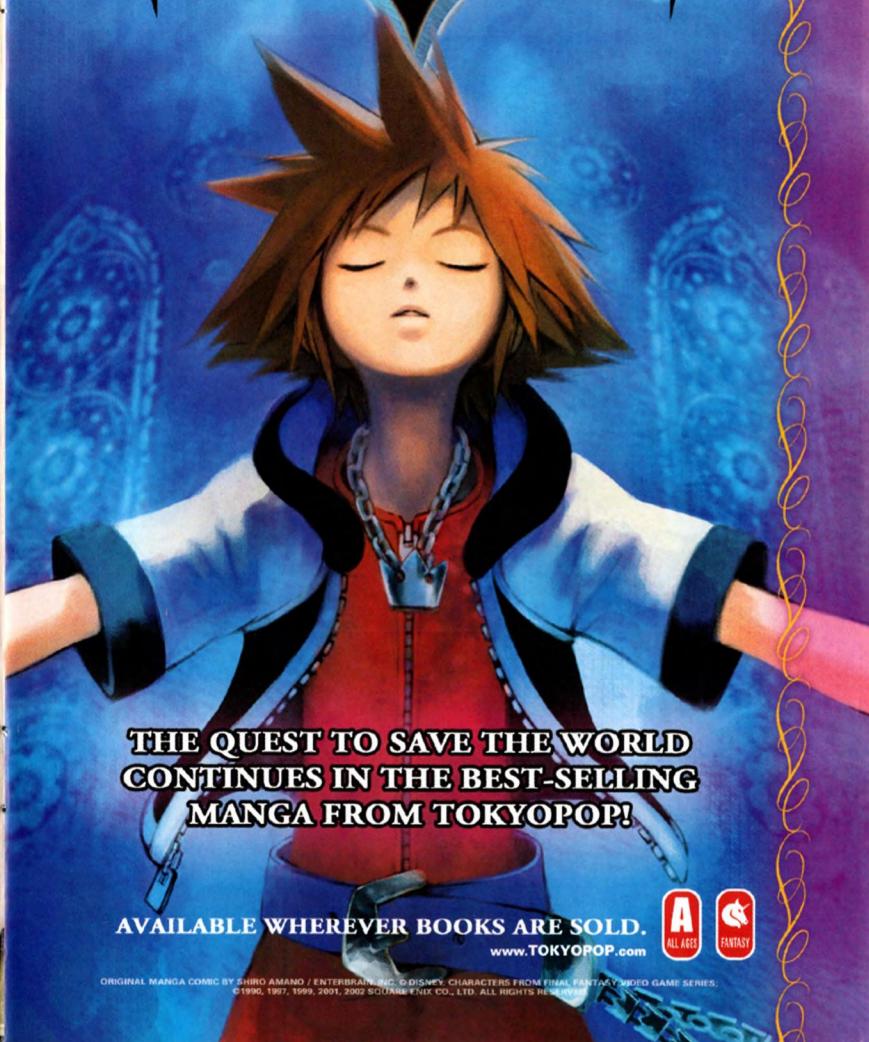
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