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Birth by sleep command board guide

1: Ragnarok then zero gravity, if you already have 2: Treatment / Magnet 3: Strike Raid / Poison Edge 4: Blizzard / Aero 5: Slow / Confuse In Mirage Arena, there is only zero gravity. Rivals: Terra, Ventus, Aqua (minus what you play as) Special: Keyblade Glider - You can move to the square of your choice. Royal Command Board 1: Stun Edge 2: Focus Block (Terra, Ventus) or Focus Barrier (Aqua) 3: Meteor Shower then Fire Dash if you already have it 4: Fire/Thunder 5: Stop/Bind In the Mirage Arena, there is no command square. Opponent: Cinderella Special: Bibbidi-Bobbidi-Boo - Roll a dice and get your 200 GP x roll. Spaceship Command Board 1: Firaga 2: Aerora / Thundara 3: Ignite / Blackout 4: Lightning Ray then Zero Gravia if you already have it 5: Sonic Blade / Thundaga 6: Storm Limit (Terra) / Mini At Mirage Arena, there is only zero Graviga. Opponents: Experiment 626, Gantu Special: Gigawatt Jolt - Surround the player with a magnetic field steals GP from opponents less than four blocks away, diagonally included. Toon Command Board 1: Blizzard 2: Deep Freeze then Freeze Raid if you already have it 3: Blizzard, but will not appear if you already have Deep Freeze 4: Cure / Zero Gravia 5: Confusion Strike 6: Stopra / Bind At Mirage Arena, there is only Freeze Raid. Opponents: Minnie, Captain Justice Special: Fantasia - GP Awards based on the number of panels you control. Skull Command Board 1: Quick Blitz 2: Photon Charge then Magnega if you already have 3: Poison Edge/Munny Magnet (Aqua only) 4: Binding Strike 5: Aerial Slam/Blitz 6: Mine Square/Firaga 7: Zero Gravira/Aerora At Mirage Arena, there is only Magnega. Opponents: Peter Pan (will use double dice if he can), Captain Hook Special: Pixie Dust – Allows you to move the opponent of your choice to any square on the board. Honey Pot Command Board 1: Fira/Fire Wave 2: Sacrifice (Terra only) / Confused Strike 3: Thunder Roll (Ventus only) / Thundara (Terra, Aqua) 4: Zero Gravira/Mine Square At Mirage Arena, there is only Thundara. Opponent: Winnie the pooh, Tigger (will use double dice if she can) Special: Honey Hunt - Pots with honey appear randomly on the board. Those with bees will make you miss GP, those who don't give 500 GP. A container also lands on you when the add-on is used. (Note that this special also unlocks the rabbit's character file in the reports) Secret Management Board To unlock this board, you need to win a game on every other board. It's also already unlocked at the Mirage Arena, even if you haven't unlocked out of it. 1: Lightning Ray then Thunder Surge if you already have it 2: Magnega 3: Zero Grariga 4: Sonic Blade (Terra) / Zero Grariga / 5: Ragnarok if you don't have it, and if you do square it won't appear 6: Fire Dash This is the only board that has more commands at the Mirage Arena than outside it. From From down and from left to right, here are the commands: 1: Aerial Slam 2: Thundara 3: Magnera 4: Cura 5: Blitz 6: Fire Surge 7: Aerora 8: Thundara 9: Confusion Strike 10: Fire Dash Opponents: Terra, Ventus, Aqua (minus what you're playing) Special: Keyblade Glider - You can scroll to the square of your choice Of Hand Tips & Combos There are four types of cards you can have at hand: Attack, Magic, Miscellaneous and Joker. You can combine these cards before rolling to get a special effect. Stunning: Make an opponent bypass a turn. Double dice: you can roll two dice. GP Protector: prevents the next GP loss, from any source (damage table, walking on someone's panel, Gigawatt Volt, Captain Dark). Navigator: allows you to go in any possible direction. Triple Dice: You can roll three dice. Confusion: your opponents will go in a random direction when there is an intersection, for three turns. Double toll: for 5 turns, your toll panel doubles. GP Magnet: you receive GP based on the number of panels your own opponents. Joker Luck: any of the above or Panel capture (claims a random group). Golden Property: any of the above or Zone capture (claims a random zone). Captain Dark/Captain Justice Special Committee After visiting Disney Town, all special panels can start any of the three events: original, Captain Dark, Captain Justice. Captain Dark will follow the player around the board for several turns and steal GP from them. It can also buy expensive panels (with your GP). You can get rid of him by passing through another player. Captain Justice is the exact opposite: he will give you a GP or buy panels with his own GP. But be careful as you can also lose him to another player if you walk through them. Pete's D-Link After visiting Disney City, you may meet Captain Dark/Justice while playing if someone lands on a special panel. If you turn it on yourself, there's a good chance you'll unlock the D-Link after the game. When you have it, in Final Mix, use it 10 times to get a PSN Trophy! This website is not affiliated with Square Enix nor the Walt Disney Company 🇯🇵 Kingdom Hearts Realm 2018-2021 Kingdom Hearts Birth by Sleep Composer: Takeharu Ishimoto The Board of Directors (OJ)J♠, Komando Bôdo?) is the board game level-up system in Kingdom Hearts Birth by Sleep and Kingdom Birth Hearts by Sleep Final Mix. It can be used to feed up your deck commands used in battle by obtaining command panels and leveling them up. You can Dice and move towards your goal by earning Game Points (GP) along the way. The player will also have the opportunity to steal GP from their opponents and use certain panels and command cards to their advantage. When it's your turn you have the option to roll the dice, use one or more of your Command Cards as part of a hand, check the status of the game, or choose different options to customize the game and help. After you dice, you can go any direction on the board, except the direction you just came from. There is no specific route you need to take to win the game. There is a certain number of total GP that a player must have before winning the game. Once you have reached back to the starting point and have the required number of total GP, you have finished the game. The winner will receive medals to be used at the Mooglee Store if the Management Board meeting is played as an event at the Mirage Arena. Even if you didn't win, your commands will still be flattened and any new commands purchased from bonus panels or opponents will be received (except at the Mirage Arena). Playable Terra, Aqua and Ventus tables on the land of the departing board. Here is a list of playable tables in the game. Each Board of Directors is based on one world and has a different panel formation to represent this world. The tables are available to play once the adventures in the respective world are completed, except for honeypot council (unlocked by looking at winnie the pooh book at Merlin's house) and the Secret Council (unlocked by winning a game on each of the other boards). The maps of the Board of Directors. Departure land: Keyblade table (7*♠ズボ°C, Kiburêdo Bôdo?) The formation of the table forms the shape of a Keyblade. Castle of Dreams: Royal Council (2TY♠♠°C, Roiyaru Bôdo?) The formation of the table forms the shape of the glass slipper. Deep Space: Spaceship Table (B♠a,Suphisushippu Bôdo?) The formation of the table forms the shape of a spaceship. Disney Town: Toon Board (♠°C, Tûn Bôdo?) The panel formation forms the shape of a parfait ice cream. Neverland: Skull Board The panel formation forms the shape of a skull. Not available in the Japanese version of Kingdom Hearts Birth by Sleep. 100-acre wood: Honeypot Table (JF*♠♠♠°C, Haniptotto Bôdo?) The panel formation forms the shape of a honey jar. Departure Land: Secret Table (82D♠°C, Shikuretto Bôdo?) [1] The panel formation forms the shape of the mark of mastery found in ven, terra, aqua and main erasus attire. Character Tracks Playing Series Will control Terra, Aqua, or Ventus based on the story of which you play through. Universal characters In addition to your own character piece, you will play the game along with some Disney characters. The Disney characters shown on the board will only appear on the board for their respective worlds. You can play with two players or only one. You can choose from a specified order of who goes first or and the other characters will roll a die to see what the series will be. Below is a list of characters. Each of them has its own strategy on the board. Show GP meter The GP meter is in the lower right corner and monitors all current and and GP. The above number is your current GP Wallet, which you can spend as cash and use to buy panels or pay for panels of another character when you stop at them. The bottom number is your total GP Wealth which is the total of your current GP and the points you have used on your own panels. The GP counter also shows which character is which character and how many of the control panels the character has passed. Map In the upper right corner, there is a map of the current game table. Shows you the location of character tracks, which command panels are supported by some characters, which are still available, where the four checkpoint tables are located, and where the Start panel is located. Player command cards are cards that represent deck commands or action commands that you have. The AI representative prioritizes the commands you still have to master, but if you use your non-mastered commands, you will start dealing from your mastered deck. The cards are given to you at the beginning of the game. You can hold up to five cards in your hand at a time. You can use them after you purchase command panels to set a specific deck command or action command to level. You can also activate different results by spending them before you roll the dice. The different types of command cards and effects are: Card card description attack card a card representing an attack command. Marked with a Keyblade. Magic Card A card that represents a magic command. Scarred with a magician's hat. Miscellaneous Card A card that represents power commands and Shotlock commands. Marked with a crown. Joker Card A random card marked with a question mark. Effects Effects Description Stub Requirements Causes an opponent to lose their next series. Navigator Allows the player to move in any direction in their order + Double Toll Doubles the value of the player's panels for 5 turns. ++ Two dice Allows the user to throw two dice for this turn. Three dice Allows the user to throw three dice for this turn. + GP Protector prevents the player from losing GP. Confusion Causes all opponents to move without control. This, however, does not work with Ai's opponents. + Fortune Jokers Activates a slot roller that can be stopped to activate various effects, including a Panel Capture, where you can claim a random group on the board. Golden Fortune activates a socket cylinder that can be stopped to activate various effects, including a Zone Capture, where you can an entire color zone in the table. ++ GP Magnet Get GP based on the number of panels owned by opponents, the more panels that hold the more GP is acquired. ++ There are a few command cards that can protect you from special tables. If you run out of command cards, you can no longer purchase command tables. If you reach a control panel, you will receive a command card and, if you reach the start panel after passing all the control panels, you will as many command cards as you can hold. Panels There are many different kinds of panels found on the game board that each has its own purpose. Start Panel The splash screen is a gold panel with a keyhole on it. You start the game here and once you do it back on this panel with the required GP Goal, the game will be over. If you simply pass over this panel after reaching all four Control Panels, you will be rewarded with a GP from round bonuses, bonus panels and card bonuses. If you happen to get to the GP goal after landing on the starting table, you need to land on it again (and not lose a GP in the process) to secure victory. Check panels There are four control panels throughout the board that act as checkpoints. They come in four colors; blue, red, green and yellow. Although you don't have to go through all four panels to end the game, you'll be rewarded with an extra GP if you go through all of them and pass the Start Panel if you haven't reached the amount needed to win. Command tables There are white command panels that can become yours after landing on them, paying a certain amount of GP, and selecting one of your command cards. After you purchase a command table, it is colored to represent that you have purchased it and shows what level the order is at. If someone stops at one of your purchased command panels, they get a GP from their Wallet (as well as their Gol), but if they land on another character's command committee, you'll have to pay them GP. The number on the panel is the amount the GP who lands on it has to pay if it is not theirs. You also have the option to steal the panel from them, but you have to pay a large amount of GP. If you've stopped at one of your command tables, you can spend your current GP to level them. You can also level them by landing on a control panel and selecting any command table you want. If you flatten them, you can get more GP than other players when they land on your panel and your deck commands will receive more CP in normal combat. You can flatten your command panels all the way until they are conquered. The amount of how much GP you get from the game is decided by various things, such as the location and value of the table. If you purchase an opponent's command panel, you will receive this command at the end of the game, unless it is a command that your character is unable to equip. In case you lose so much GP from your Wallet that its amount ends up as negative, you will have to sell Command Panels to value to a positive. Bonus Panel Since the beginning of the game, some command committees are set as Bonus Panels and represented by a gold star. Landing on the bonus board allows the player to receive a new deck command without using a command card while still having to pay for it. Please note that if you play at Mirage Arena, there will be fewer bonus bonuses and may have different commands. If you are looking to complete the exhibitions, it is recommended to play command tables through the menu instead of going to the Mirage Arena. Damage tables and prize cube The prize cube table used to navigate to the damage tables. Damage panels are table spaces that are flat squares instead of cubes. If you land on one of these, you will lose the GP amount from both your current and total GP shown in the table. There is a way to avoid these panels and this is a panel that looks like a gift called the Prize Cube and can be rolled around to travel over the damage panels safely. The GP taken from the damage panels will be given to the Prize Cube. However, there is a limit to how many panels the Prize Cube can go to and once the meter reaches zero, the Prize Cube disappears and gives you the GP inside and all the GP taken by the players on the damage committees. It then pops up again and if the player has not yet finished his move and they are in the middle of the Damage Table area, they will continue to travel to the Prize Cube. If another player manages to get into the Prize Cube while another is in it, if the Prize Cube can be moved, they will move with the new player, dropping the old one into the Damage Table below, where they lose the GP to the Cube. Special Ventus panels using Gigawatt Jolt Special Committee. If you land on a special panel that is gold and purple in coloring, a unique event will occur. These events are performed by other characters depending on the Command Committee. These events may help and others may hinder your progress as well. Here are the characters, the board where each event can be found, and their facts: Terra, Ventus, or Aqua: Keyblade Glider: Allows the player to move anywhere on the game board. It can be used on the keyblade board and the secret board. Experiment 221: Gigawatt Jolt: Allows the player to steal GP from nearby characters when either the player or opponent finishes their turn at least three panels from each other. It can be used on the spaceship board. Fairy godmother: Bibbidi-Bobbidi-Boo: Gives the player the value of a single roll dice times 200 GP. It can be used in the Royal Council. Rabbit: Honey Hunt: Awards player 500 GP and places pots of honey over the board game that can either give you GP or, if they have bees, take away GP. It can be used in the Honeypot panel. Chip and Dale: Fantasia: Rewards 300 GP plus an extra 300 GP for each space owned. It can be used in the toon panel. Bell: Pixie Dust Allows you to move an opponent to any panel you want. It can be used on the skull board. Captain Justice: Captain Justice: You will follow a player, either rewarding GP every turn or buying a square cheaper than his normal cost by placing a card on it for free. He will follow a different player if they get in touch with him first. This eventually fades. It can be found on any board and western releases unlocks Pete as a D-Link. Captain Dark: Captain Dark: You follow a player, either stealing GP from them every turn or buying a square and paying more than his normal cost. They will follow a different player if they come into contact with the first. This effect eventually fades. It can be found on any board and western releases unlocks Pete as a D-Link. GP Up Panel The GP Up Panel is a black panel that increases the percentage of GP you receive when people land on your panels, when you land at the checkpoint and start screens and if you successfully use the prize cube in the damage tables. Wireless gameplay multiplayer command board selection screen As tactical combat has Common Multiplayer Gameplay match with the world Mirage Arena, the Game Board Management has its own wireless multiplayer game option that allows you to play on all different world game boards. You can play either Terra, Aqua, and Ventus and they will appear as they do in their armor. The rules are the same as a player's command panel and you can still win GP to level deck commands. Trivia Tetsuya Nomura explains that it included a board game item because he enjoyed board games as a child in elementary school, and even used to make his own. In Kingdom Hearts Birth by Sleep Ultimania, there is artwork and images from a Neverland Command Board. It is unknown why it was downloaded from the Japanese version of the game as it is available in the international version. The gameplay of the Board is very similar to Itadaki Street, a popular video game series also created by Square Enix in Japan, known to the rest of the world as Fortune Street and Boom Street. Notes and references 1 Unlocked after winning in all previous tables. See also link dimension style command shotlock connection deck

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