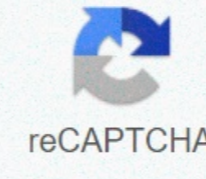




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Chain of memories bosses

* Just so you all know, the boss fights that appear between worlds are lumped together in the world that came before them.* Traverse Town: Guard Armor: Guard Armor is basically a 2D version of your 3D colleague Kingdom Hearts. Don't waste your cards on sleights like you have limited supply cards at this point. Focus on one piece of armor at a time, and if you break the card guard armor you will get a green card with the Mickey logo on it. Throughout the game you get these cards during boss fights, which signal the end of every world. They have a negative impact on bosses, which gives you the opportunity to inflict major damage while the impact lasts. For Guard Armor it breaks the armor onto and causes it to lose the ability to move in a short period of time. This is your chance to do as much damage as possible. Use green cards as soon as you get them in this fight. Guard Armor drops fast, all you have to do is go crazy when attacking. Axel: Axel is a fair amount harder then Guard Armor. You don't get green cards when you fight him, and he's capable of using sleights. Just keep the attack up and don't waste all your cards sleights. When Axel uses sleights he will either create walls of fire or attack combo. Beware of his ability to teleport around, he tends to bounce around the area and then either unleash a sleight or throw your chakrams at you. Just be sure that you heal yourself if you have treatment cards, and keep your attacks as constant as possible. When Axel's down, you'll see a scene when it's up the stairs. After the second scene, you can be in a room with a big door, save a point and a bluish black orb, allowing you to return to the previous level. Talk to Donald and Goofy if you want and go to the door. You have to give a choice of worlds to choose from. Let's go to Wonderland first. You don't have to go to Wonderland first, but I'm going to keep doing it in this walkthrough. Wonderland: Trickmaster: Like Guard Armor, Trickmaster is very similar to the boss of Wonderland Kingdom Hearts. If you break him, he'll be knocked down for a few seconds, making him easier. Also, when you card break him sometimes he releases a green Mickey card. This map does nothing quite, it makes the table appear in the center of the battle scene. It should open the boss up with more attacks, but the odds are by the time you get the card you'll already have pounded a hole in your HP so big that using it would be almost pointless. Agrabah: Jafar: This battle is basically a 2D version of the battle of Genie Jafar Kingdom Hearts. You're on three platforms that happen to rise and lower as the battle progresses. Iago flies around the arena and wears a Jafari lamp. You have to attack him, so dodge and card break Jafar attacks up the platforms you have lamp range. When the green Mickey card appears it will lift all platforms up to the highest position giving you full destructive access to the lamp. Make sure you have some treatment cards as you need them if Jafar lands too many of your attacks on you. He is also easy to dodge fire breath attack, just roll your way. Jafar's last attack is where he throws you a giant rock. This attack is hard to dodge when there is no lower platform than what you are. Throw that platform down when he throws a rock to evade it. He also tries to punch if you stay too close to him, so try to stay back and center on the platforms. It also tends to swap sides every once in a while to avoid being surprised it kept in the middle. Just keep your attacks constant and your HP up and Jafar drops fast enough. Olympus Coliseum: Cloud: Cloud is very similar to its Kingdom Hearts incarnation. He mainly just moves around the arena to attack, but he is also able to use flight-based attacks and heavy sword swing sleights. He is extremely dangerous and damages a great deal unprepared. Keep your HP up, never stop moving and keep a couple of zero cards handy for breaking your sleights and you should win in the end. Hades: Hades has a similar attack and strategy to his Kingdom Hearts partner, except for that flaming spin move. He's not lucky to have it this time. This is probably your toughest fight yet because Hades is not only a hard hitter, but moves fast as well. Hades tends to circle around, and then either captures short-range flames or long-range fireballs. He has more than a little trigger satisfied with his sleights, so keep a few zero cards handy. Keep your HP up, keep moving and make sure you don't waste too many cards on sleights, as you haven't really any good yet, and Hades will eventually fall. Halloween Town: Oogie Boogie: Oogie is very similar to his Kingdom Hearts partner except for the facts that you don't have a spinning surface and you don't have to line yourself up in certain areas to attack him. He throws dice that either explode or invite the heartless, various blades, or etc. to attack you. To attack oogie, you have to go dice first. Of the three dice he throws is a green Mickey card. Use it to lower the fence, blocking you from attacking oogie and letting him go. He's going to throw you down and attack you a lot because of the rake fence. Just rinse and repeat until you shoot him. Monstro: Parasite Cage: Parasite Cage... Parasite Cage was easy for Kingdom Hearts. In the chain of memories... It's like trying to climb a mountain thing with floss and one of those hammers doctors use to control your reflexes. For starters, you're spinning platforms, the floor under the platforms is acidic, so you can't Survive and attack, so you're limited in how often you can attack. When you card broken you sometimes get a green Mickey card. It removes platforms and allows you to walk with acid without getting burned. There are certainly a lot of healing cards because platforms sometimes fall below acid if you've had one too long. Keep your HP up, keep moving platform platforms to keep platforms from falling, and you should finally break the Cage. Be careful of the cage bounce and the attacks. Besides that your biggest problem is acid. This woman is cheap. He attacks quickly, attacks often, moves quickly, does great damage, and has no qualms about silks sleighting crap out of you. Make sure your HP is always high, have lots of zero cards to fight your attacks and a good supply of healing cards, and you'll make it fine. Its main sleights are the lightning bolt that sucks you and stuns you, lightning from above, and a series of energy blasts. Don't take thunderboards into battle, he's a thunderous element, so he absorbs his damage and his health is restored. I suggest limiting Donald's cards you use because his spells are randomly cast and you never know when he'll pull out a thunderous spell. Atlantica: Ursula: Ursula is absolutely nothing like her Kingdom Hearts incarnation. His attacks are simple enough to evade. He has a lightning attack that is easily dodged by rolling both sides and he spits at the sight of bubbles that die in a few moments. He likes a flame breath attack that is hard to dodge, but he uses it much less than others. To beat him you need to attack tentacles near his face either to reveal a green Mickey card or to allow the target lock to go to his face. Just dodge his attacks as best as possible and keep pounding him, and he falls quite easily. If you use a Mickey card he'll lower your attack level, but he tends to move toward health. At this point pay attention because it can be wasted on perfectly good attack maps. Ruin I: Fighting Ruin is very much like fighting Ansem-Riku from Kingdom Hearts. It has basic sword attacks as well as the ability to launch energy balls for you. His two-step attack can numb you, so try to make sure you card to break him before he gets a chance to do so. Keep your HP in your mouth, move on and don't waste too many cards on sleights because you need them to keep him a secret. It's not a tough fight, so just keep attacking and he's going to go down soon. * Note: If you're going through a game in the same order I did then 100 Acre Woods is the last level you finished and since there are no bosses there I didn't mention it. So if you go in the second order, there would be a world. This is very similar to your previous meeting, but it is more HP and is stronger. He sleights more often so make sure you have zero cards to fight them. Furthermore... It's the same as before. Easy. Neverland: Hook: If you have a weak blanket, Hook is hell. If you have a strong blanket with very harmful keyblades it goes down in about thirty seconds. Be careful with his sword sleights and even more careful when the ship begins to run out to one side of the arena. He's more likely to release his explosive sleight. The higher the card combo the more severely damaging the explosives it throws. Have a good supply of powerful keyblade cards and a good amount of treatment cards and it goes down hard. Hollow Bastion: Mallicent: Mallicent is a very difficult boss when your deck is poorly set. He spits huge amounts of flames, bites when you get too close, and crushes the earth, damaging everything. If he's on fire, the green flames are still there. Attack the flames to uncover the green Mickey card. Use it to become a platform to stand and attack it more easily. The platform will fall apart slowly as it digs up the floor, so make the best of it. Vexen: Vexen is almost the most annoying boss in the game. He's a simple opponent with weak attacks, but he's got a shield that protects all front-end attacks. What makes it worse is that if you're not in a hurry, he'll turn around before you can play one shot. His attacks are ice-based, he uses a blizzard and an iceberg that jumps out of the ground so you have to go to dodge. He's got some physical attacks to go with these specials. Keep some zero cards handy to break your sleights and try to land several hits on your back at once because his defense is low and once you hit him you'll probably be able to finish the combo on him. Twilight Town: Vexen II: It's Vexen again. He's the same as before, but a little stronger. Just move on and have a good margin of zero cards because he's a lot more sleight-happy. He also has two new attacks, the first of which is sleight, which causes ice spots to pop up on the ground. They make you slip and leave you open for attack, so be careful. As soon as he uses the first ones often. It's a wave with an ice that spins out of its current position and can only really escape. If you're lucky, there's no ice ding place on your way, if not... Goodbye a good piece of your HP. Ruin III: This is a Ruin ... for the third time. Is it me, or are the bosses going to be repetitive? He's like before, but stronger. Destiny's Islands: Darkside: Well, this is the first boss with a Kingdom Hearts colleague for a while. Darkside is very, very similar to his Kingdom Hearts form. This is basically a 2D version of Kingdom Hearts fights. He's got the same moves and everything. Ok, he has chest energy shockwaves that are dodgeable by running and rolling and ground punch that sends out a blast. You have to To evade it. He calls Shadow Heartless which reveal green Mickey cards and he has an energy rain attack that can be dodged by running and rolling. When you get Mickey's card, use it to reveal the platform you can ride on his face. This allows for constant damage instead of just when he has his hands down. Use it when you get it. There's a lot of wind in this battle. The wind blows you back from time to time, and when you hit him down, the wind becomes constant. Keep your HP up and attack as best you can, and he'll be down soon. And don't waste your time sleights. It's a bad use of cards because it can be a very long battle. Ruin IV: This is Ruin ... for the fourth time. He's like before, but stronger, and he's got another attack. He can now fire Ansem-Riku from The Kingdom Hearts. He fires at the scene in a hard-to-swerve attack, which he ends with a randomly placed explosion of energy. Besides, and his newly extreme HP and offensive power levels... He's as simple as he was before. A good offer of zero cards would be a good idea though. Larxene II: This is Larxene again. He's as cheap as before and waaaaay stronger. After a series of simple battles in a row and a little tricky rehash of previous fights ... we're going to get a challenge! Larxene's attacks are all the same, but he's a lot more sleight-happy and they do a lot more damage. He's attacking even faster than he was before. Powerful blanket, proper ability maps and good healing cards will make this fight easier. I'd go so far as to call it the toughest boss in the game. It's crazy. He's attacking so fast, you're having a hard card break. One minute he uses three cards, the next he uses the 9th. It's crazy. Castle Oblivion: Axel II: Axel has a pumped-up version of his previous encounter with him. He's got another shot he's going crazy with. He's going to throw you two fireballs that revolve around you, get closer and closer until they hit you. The only way to evade it is by a well-timed jump or a zero card. That's about everything is in it. Marluxia: Finally, a member of an organization you've never fought before. Marluxia is the one behind this mess that happened when Sora was at Oblivion Castle. He is high in HP, high strength, defense, etc. He has a good selection of normal attacks, as well as some powerful combos and sleights. Its two main sleights are the undodgeable rose petal attack, the only counter that has zero card, and a great energy scythe. The energy scythe is very harmful, and it drops easily enough. Final Boss - Someone Marluxia: This latest battle is almost ridiculous. After you destroy his two swords, you might find yourself wondering why you can't hit him. It's because you're going to have to break him. So you have a good amount of high-level cards. If you break him, he'll be open for damage in a short time. Cause as much damage as possible quickly. His attacks are few and they are as follows: a flying dash attack that is undodgeable, calling three bits to shoot lasers at you, and a jump attack that causes shock waves and can jump. He still has his petal-busting attack from the last fight, but that's not a real concern. Just keep breaking the card, keep your HP up, and it falls after a long but easy fight. And don't waste your cards sleights. Back to the top (c)2006 RPGClassics.com. 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