Disney SQUARESOFT

# Kingdom Hearts

## 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.

Disney SQUARESOFT

# Kingdom Hearts

The Destiny Islands are a beautiful paradise where children's laughter abounds. Day after day, Sora, Riku, and Kairi talk and dream of new places, new worlds beyond their islands. They ponder the usual questions that adolescents do—about the world outside, about their own existence. Little do they know a great destiny awaits them. One stormy night, a terrible darkness invades the Destiny Islands.

Thus does their journey begin...

Sora awakens in another world, in a place called Traverse Town. His hopes of seeing new worlds are realized, but his friends Riku and Kairi are nowhere in sight.

Meanwhile, Donald and Goofy have also arrived in Traverse Town. They have come from Disney Castle in search of a "key" and its owner. Their king, who has mysteriously disappeared, has left them a cryptic message:

*"Now, there's somebody with a 'key'—the key to our survival... We need that key."*

What is happening to this world?

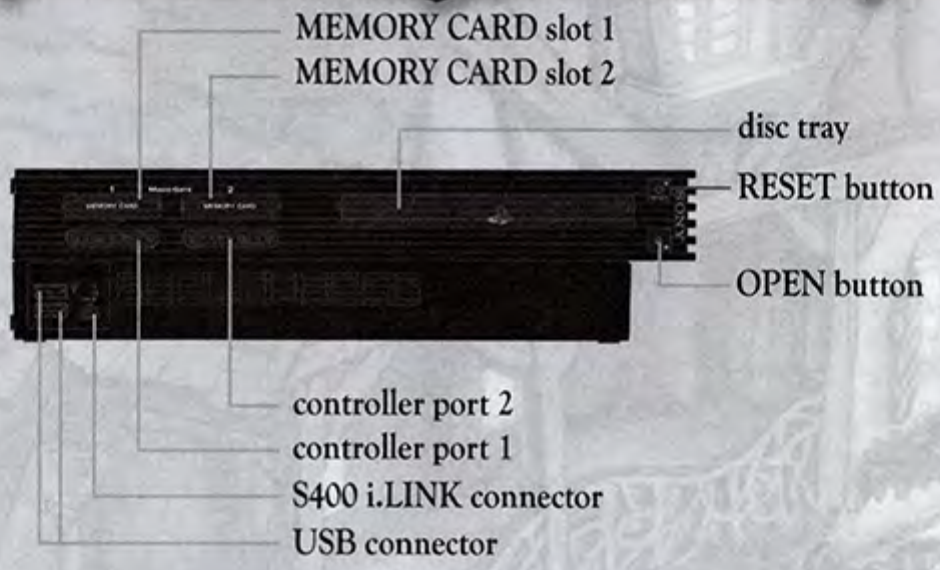
The "somebody" mentioned by the missing king turns out to be Sora. To find Kairi and Riku, Sora joins Donald and Goofy and embarks on an epic journey.

---


Getting Started ..... 2
Controls ..... 3
Characters ..... 4
Game Screen ..... 6
Playing the Game ..... 7
Environment ..... 9
Magic ..... 10
Summon Magic ..... 11
Abilities ..... 12
Equipment & Status ... 13
Items ..... 14
Gummi Ship ..... 16
Theme Song ..... 20
Credits ..... 22
Limited Warranty ..... 29


**Notwithstanding any other credit references in the game, Square Enix U.S.A., Inc. is the publisher of Kingdom Hearts.**

# 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** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach a DUALSHOCK®2 analog controller. Follow on-screen instructions and refer to this manual for information on playing the game.

## START MENU

The Start menu will appear after the opening demo or when any button is pressed. To play the game from the beginning, select "NEW GAME." To continue a saved game, select "LOAD."

Note: Hereafter, to "select" something means to select it using the directional buttons or analog sticks, then pressing the ⊗ button to confirm your selection.

## SAVING AND LOADING DATA

Each save file for this game uses at least 132KB of space on a Memory Card (8MB) (for PlayStation®2). Insert a memory card into either MEMORY CARD slot to save or load data. For more details on save points and the save menu, refer to page 9.

## CONTINUING AND LOADING DATA

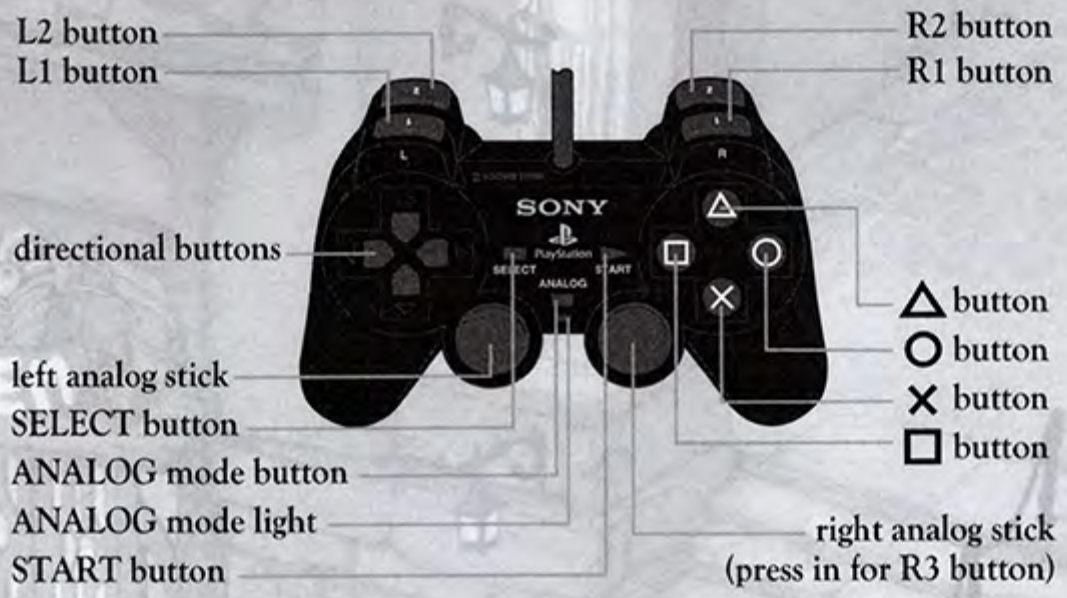
If Sora runs out of HP, the Continue screen appears, with "**Continue**" and "**Load Game**" options. Select "**Continue**" to resume from the area where Sora was knocked out. Select "**Load Game**" to resume play from a save file.

## DUALSHOCK®2 ANALOG CONTROLLER

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

# CONTROLS

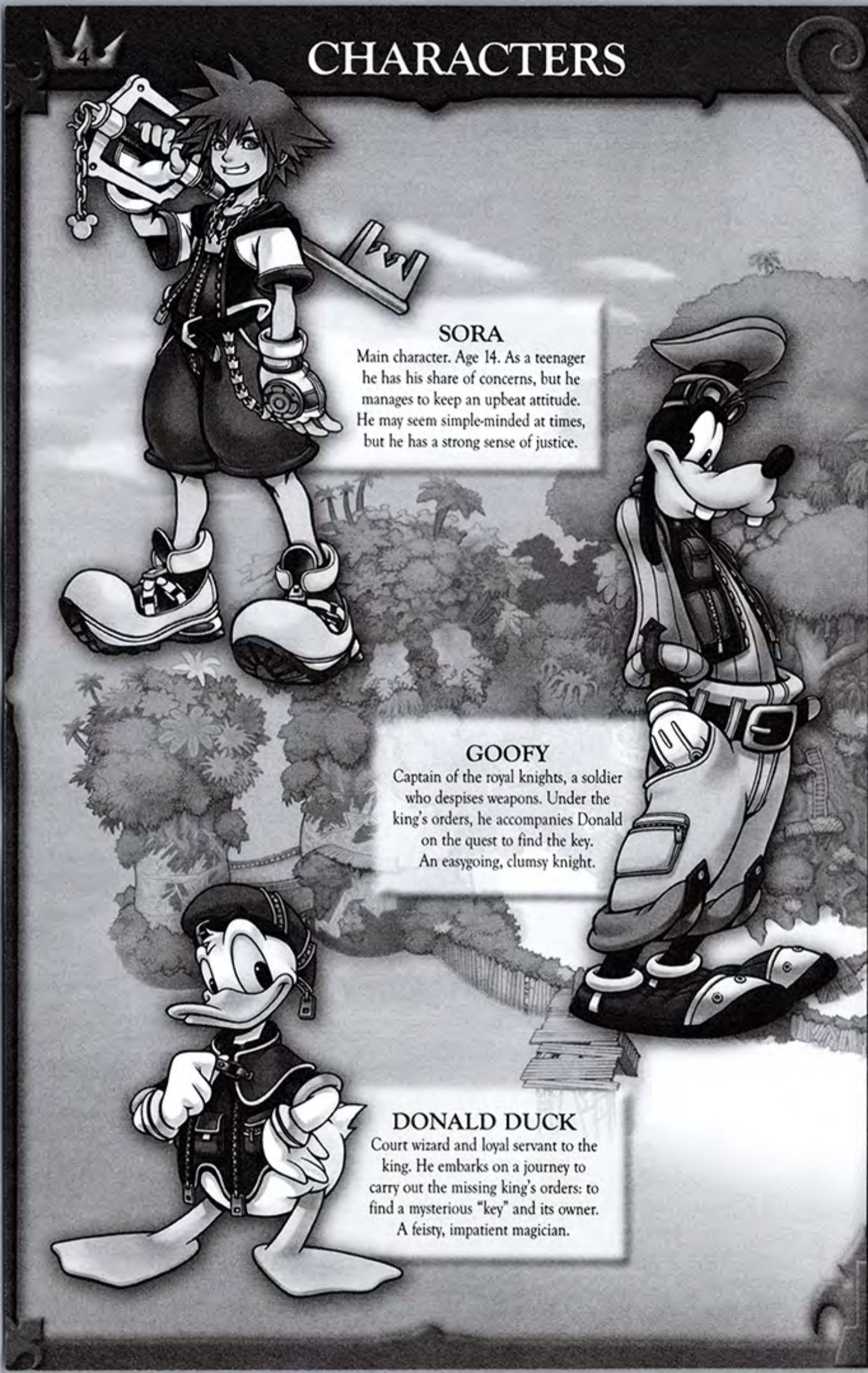
## DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION




| | |
|---|---|
| L1 button | Hold down to display magic shortcut menu |
| L2 button | Rotate camera counterclockwise (disabled when target lock is engaged) / Press simultaneously with the R2 button to revert the camera to default frontal view / Cycle through available targets while locked on |
| R1 button | Engage or disengage target lock |
| R2 button | Rotate camera clockwise (disabled when target lock is engaged) / Press simultaneously with the L2 button to revert the camera to default frontal view / Cycle through available targets while locked on |
| R3 button | Confirm (disabled in menu screen) |
| directional buttons | Move cursor |
| left analog stick | Move character (walks or runs depending on how far the stick is tilted) / Move cursor in menu screen |
| right analog stick | Move cursor in command menu |
| START button | Display main menu / Pause (during battle and cut scenes) / Display special menu during mini games |
| SELECT button | Toggle first-person view on and off |
| ◉ button | Cancel / Jump / Let go / Swim fast / Ascend when flying or swimming |
| △ button | Command party members to attack a locked target / Press while holding the L1 button to cast assigned spell |
| ▣ button | Use special abilities / Descend when flying or swimming / Press while holding the L1 button to cast assigned spell |
| ⊗ button | Confirm / Press while holding the L1 button to cast assigned spell |

Press the L1, L2, R1, R2, START, and SELECT buttons together to perform a Soft Reset, returning the game to the Start menu. Pause and Soft Reset are disabled during certain scenes.

# CHARACTERS



## SORA

Main character. Age 14. As a teenager he has his share of concerns, but he manages to keep an upbeat attitude. He may seem simple-minded at times, but he has a strong sense of justice.

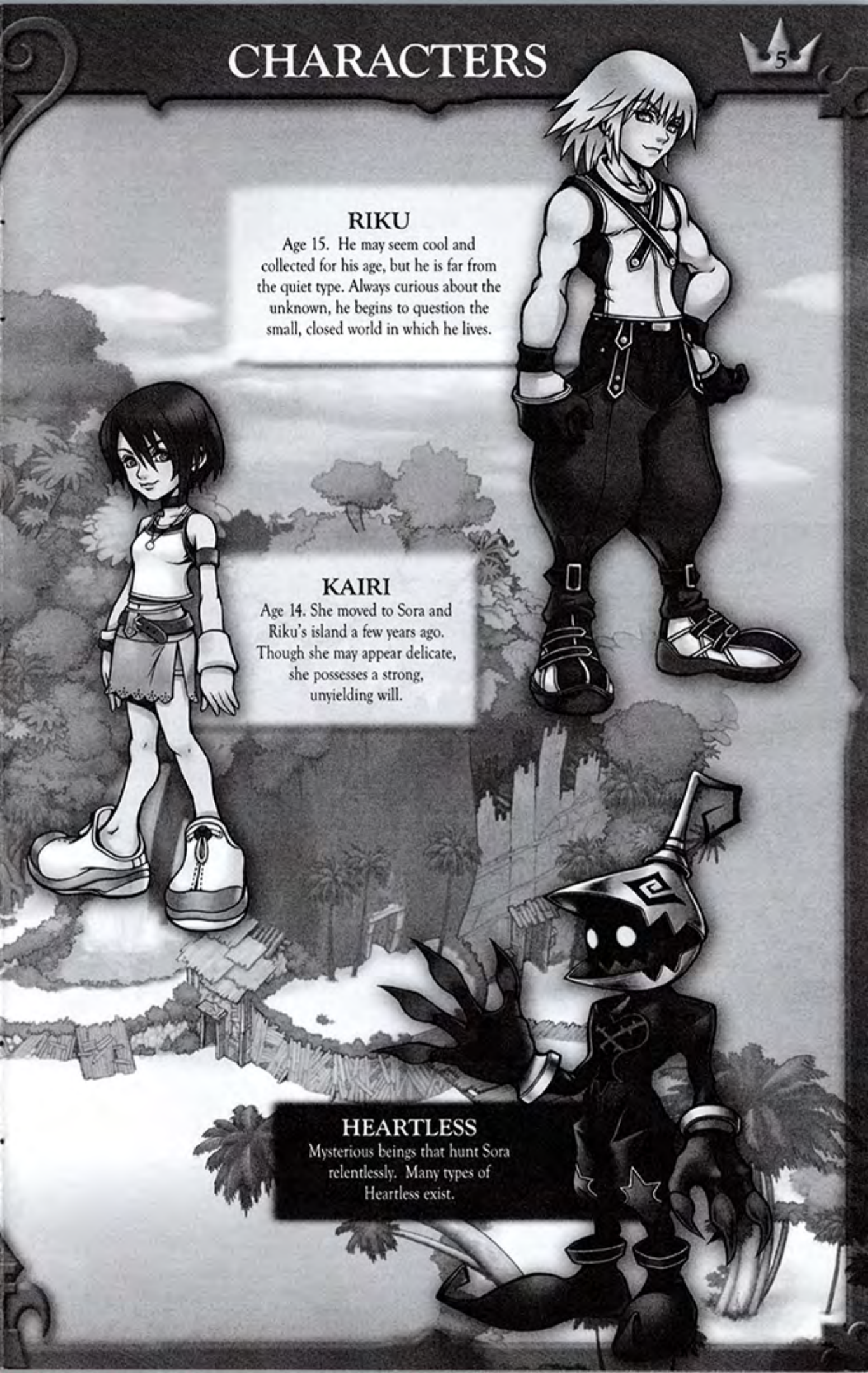
## GOOFY

Captain of the royal knights, a soldier who despises weapons. Under the king's orders, he accompanies Donald on the quest to find the key. An easygoing, clumsy knight.

## DONALD DUCK

Court wizard and loyal servant to the king. He embarks on a journey to carry out the missing king's orders: to find a mysterious "key" and its owner. A feisty, impatient magician.

# CHARACTERS



## RIKU

Age 15. He may seem cool and collected for his age, but he is far from the quiet type. Always curious about the unknown, he begins to question the small, closed world in which he lives.

## KAIRI

Age 14. She moved to Sora and Riku's island a few years ago. Though she may appear delicate, she possesses a strong, unyielding will.

## HEARTLESS

Mysterious beings that hunt Sora relentlessly. Many types of Heartless exist.

# GAME SCREEN

**Field Icon**
A field icon appears when there are objects or people in Sora's vicinity with which he can interact.

**Commands**
Depending on the situation, the "Attack" command may change into another command such as "Talk." This first command will often change when a field icon appears.

**Party's Gauges**
They display your party members' current condition.

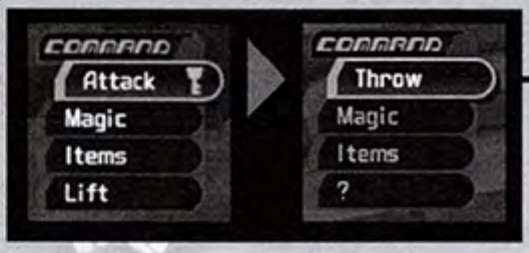
**Sora's Gauges**
They display Sora's current condition.

## GAUGES

The green gauge displays your **Hit Points (HP)**, or health. Once it falls below a certain point, a warning alarm will sound off, and the gauge will flash red. The blue gauge shows your **Magic Points (MP)**. MP decrease when spells are cast. Some abilities consume MP as well. The orange bar is the **charge gauge**. Once it fills up to a certain point, it is converted to MP. Spells with low MP cost draw from the charge gauge first.

## TARGETING AND COMMAND CHANGES

Sora can automatically target enemies, people he can talk to, and objects he can pick up or examine, such as crates and paintings. Certain commands may change into new ones when something is targeted. Turn automatic targeting on and off in the **Config** menu.

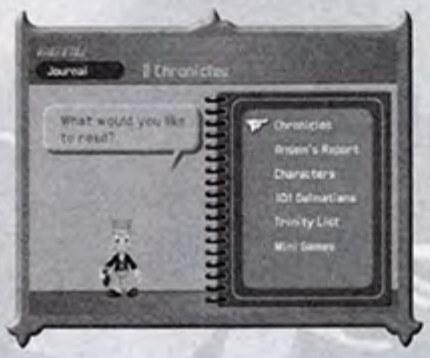


**Targeting:** Auto Lock Target Lock

Press the R1 button to lock on to a target.
Press the L2 or R2 button to cycle through available targets.

## MAIN MENU

Press the START button to display the main menu. (It cannot be accessed during battle and certain other situations.) Here, you can do many things such as use items, equip abilities and items, and customize controls and settings. For more details, refer to the help message for each submenu.




| | |
|---|---|
| Jiminy's Journal | Jiminy Cricket records many things in his journal as you progress through the game. |
| Config | The Configuration menu allows you to change game settings. |

## SORA'S ACTIONS

Sora can perform various actions in different situations. He can hang on to ledges, climb ladders and trees, swim, and so forth.

## BATTLE SYSTEM

Battles take place right on the field map (the same environment you travel through). All battles are real-time; therefore, Sora is susceptible to damage at all times, even while selecting items and spells. The command menu turns red during battle.

## COMBINATION ATTACKS

While attacking, press the ⊗ button at the right time to trigger a combo attack. Besides the basic three-hit combo, there are combination attacks that deal even more blows.

# PLAYING THE GAME

## PARTY MEMBERS' BATTLE ACTIONS

The game system controls your party members. However, you can adjust each member's fighting style in the **Customize** menu, found within the main menu. Press the △ button to call your friends for help in battle. This feature only works in certain situations.

## EXPERIENCE POINTS AND REWARDS

Earn experience points by defeating enemies. The screenshot at right shows Sora earning 7 experience points. Executing certain actions, like parrying an attack, also yields experience points, in the form of tech points. For details on leveling up, refer to page 13.

### Rewards

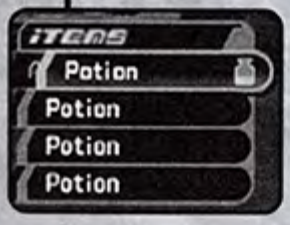
Enemies leave various items behind when they are defeated. Some items can only be acquired this way. A few items come in different sizes, with the bigger ones having more value or greater effect.

Restores HP

Munny (currency used to purchase items)

Refills charge gauge

Contains various items, and comes in different colors




## HP AND MP RECOVERY

Certain items, rewards, and magic restore HP. For all party members except Sora, HP are also replenished over time; so if Sora's allies are knocked out (KO'd) in battle, they automatically revive after a while. MP can be restored by using certain items or by filling the charge gauge (by attacking enemies and obtaining rewards). You can completely restore HP and MP by touching save points.

## SAVE POINTS

Save points allow you to save your progress and restore HP and MP, and can be found in many places. There are two types of save points.
All Type A points can teleport you to the gummi ship, and they never disappear. Some Type B points cannot teleport you to the gummi ship and may disappear.

Type A

Type B

## SAVE MENU

You can access the save menu at save points.
The menu lists the following options:

| | |
|---|---|
| Save | Save your progress onto a memory card. |
| Party | Switch party members when there are more than two available to accompany Sora. |
| Gummi Ship | Board the gummi ship. (See pages 16-19 for more details.) This option does not appear initially, or at all Type B save points. |
| Menu | Open the main menu. |

## EXPLORING

When you stand before a door or passage, a subtitle showing your destination appears. Some doors cannot be opened, while some are simply locked. You cannot exit an area while you have a target locked.

## TREASURE CHESTS

Treasure chests can be found in many places. Most are easy to find, some are not. There are a few that cannot be opened until certain conditions are met. Chests cannot be opened during battle.

## TRINITY MARKS

Keep your eyes open for Trinity Marks on the ground. There are blue, red, yellow, green, and white ones. Touching the mark will prompt the Trinity ability in the command menu if that ability has been attained. (Sora, Donald, and Goofy must all be in the party to use Trinity.)

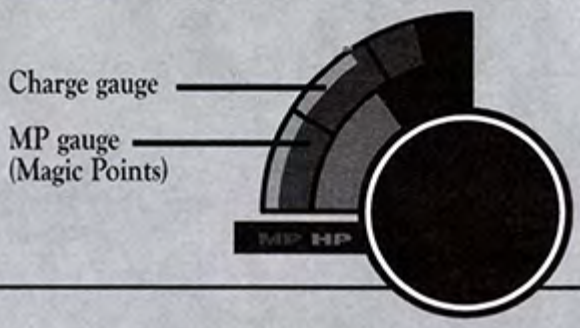
# MAGIC

## LEARNING SPELLS

Learn new spells by clearing stages or completing certain tasks. Learned spells can be viewed by selecting the "**Magic**" command.

## CASTING SPELLS AND MP

Spells can be cast any time as long as there are sufficient MP. Casting spells with low MP cost decreases the charge gauge before the MP gauge. Casting spells with high MP cost decreases the MP gauge first.




## BASIC SPELLS

| | |
|---|---|
| Fire | Unleashes a fireball. |
| Blizzard | Unleashes ice crystals. |
| Thunder | Calls down lightning. |
| Cure | Restores a character's HP. |

## UPGRADING SPELLS

Spells grow more powerful once you've cleared key events or defeated certain enemies. Their MP cost remains the same, however.

## CUSTOMIZING THE MAGIC SHORTCUT MENU

In the main menu, select "**Customize**" to assign spells to shortcut buttons. Press the shortcut button while holding down the L1 button to cast the assigned spell. This makes casting much quicker and easier.

## LEARNING SUMMON SPELLS

Learn summon spells by clearing a stage or giving a summon gem to the Fairy Godmother. Each summoned character holds unique powers. Summon Dumbo and other friends in battle and see for yourself.

## CALLING SUMMONED CHARACTERS

Learned summon spells can be viewed during battle by selecting the "**Magic**" command, then "**Summon.**" To access the Summon menu, both of Sora's allies must be conscious. You can summon them as long as there are sufficient MP. Each summon spell can only be used once per battle.

Summoned characters provide great support in battle, both offensively and defensively.

## SUMMONED CHARACTERS IN BATTLE

There are many different summoned characters. Each performs a unique action in battle. Below are just two examples.

### Dumbo

To summon Dumbo, select his name from the Summon menu during battle. When he appears, Sora's allies temporarily disappear. The "**Attack**" command changes to "**Splash**" while Sora and Dumbo act as one. Fighting together, they are invulnerable to enemy attacks.

Dumbo's MP gauge appears in the upper right corner of the screen. The gauge decreases with time, and when it reaches zero, Dumbo leaves. You can also send him away sooner by selecting the "**Dismiss**" command in the Magic menu.

### Bambi

When Bambi is summoned, Sora's allies temporarily disappear. The young prince scatters various items about as he prances around the battlefield. The more enemies Sora defeats, the more Bambi's charge gauge increases, resulting in better items. The type of items Bambi drops varies by area.

# ABILITIES

## LEARNING ABILITIES

Abilities allow you to do various things. Learn them by clearing a stage or leveling up your characters. There are both individual and shared abilities.

## EQUIPPING ABILITIES

To use learned abilities, you must first equip them in the **Abilities** menu. Some abilities require Ability Points (AP) in order to be equipped. Leveling up your characters or equipping certain items raises max AP.

## TYPES OF ABILITIES

There are several types of abilities: those that remain active at all times, those that become active only in battle, and those that become active only under certain conditions.

| | |
|---|---|
| Combo Plus | Extends ground combo attack by one step. |
| Scan | View an enemy's HP gauge during battle. |
| High Jump | Powers up your jump, allowing you to reach higher places. (Shared ability.) |
| Sonic Blade | Slash an enemy while rushing past. Select follow-up attack at right time for a combo. |

## SPECIAL ABILITIES

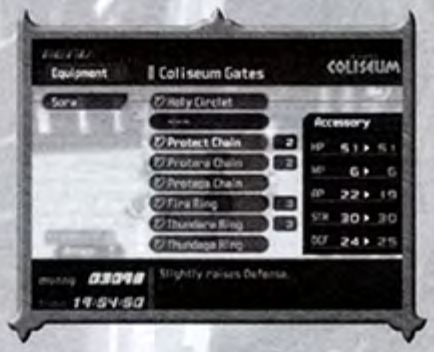
Some abilities cannot be used until certain conditions are met during battle. For more details on special abilities, refer to the help messages in the Abilities menu.

## EQUIPPING WEAPONS

To change weapons, access the **Equipment** menu. Visit shops, unlock treasure chests, or clear a stage to obtain various weapons. Sora's Keyblade is unique, the only weapon of its kind. However, it can be modified with key chains acquired through certain events.

## EQUIPPING ACCESSORIES

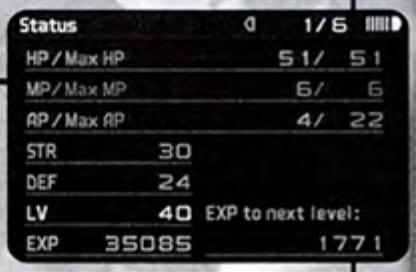
Equipping accessories can raise a character's defense, HP, MP, and so forth. Find them in treasure chests and at shops. Clearing a stage may yield accessories, too.




## STATUS AND LEVELING UP

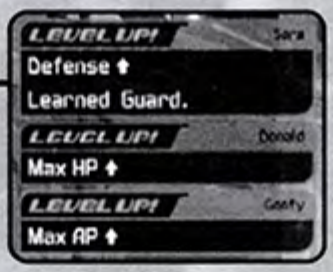
### Status Screen

The status screen displays a character's statistics, equipment, items, abilities, and summons.




### Leveling Up

Characters gain a level after earning enough experience points in battle. The points are distributed to all party members, regardless of whether they are currently in the active party. Characters' statistics—such as max HP, max MP, max AP, strength, and defense—increase as they level up.



# ITEMS

## OBTAINING ITEMS

You can obtain all sorts of items by unlocking treasure chests, picking up rewards from defeated enemies, or buying them at shops.

## EQUIPPING AND USING ITEMS

To use or equip items, access the **Items** menu from the main menu. Equipped items like Potions and Ethers can be used in battle by selecting the Items command. Characters besides Sora will use these equipped items automatically during battle. All items acquired outside of battle go into the **Stock** menu.

## BASIC ITEMS

| | |
|---|---|
| Potion | Restores some HP. |
| Hi-Potion | Stronger version of Potion. |
| Ether | Restores some MP. |
| Elixir | Fully restores a character's HP and MP. |
| Tent | Fully restores the party's HP. |

## SHOPS

There are a few shops where you can buy and sell items. Some shops may be closed at the beginning of the game.

## SYNTHESIZING ITEMS

At some point in the game, you can visit the **Item Workshop** on the second floor of Traverse Town's accessory shop. Here, you can synthesize items to make unusual new items.

# GUMMI SHIP

## WORLD SELECTION SCREEN

From this screen, you can select your world destination and access the Gummi Garage menu. Choose your destination with the left analog stick, then press the ⊗ button to depart. Press the △ button to view a selected world. Press the ◎ button to cancel. Press the ▣ button to access the Gummi Garage menu.

## FLIGHT SCREEN

**Item**

**Obstacle**

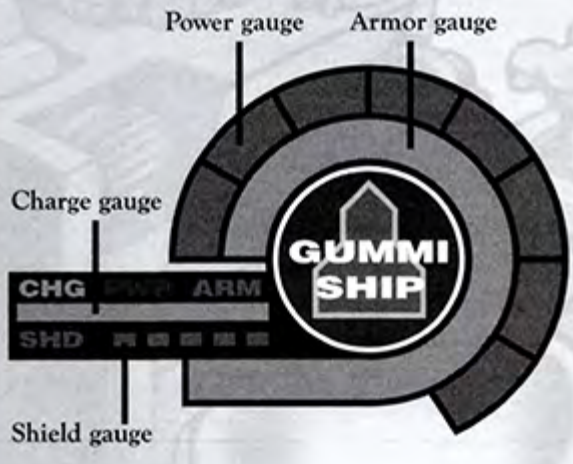
**Gummi Ship**

**Radar**
The radar is displayed when the ship is equipped with a Scan-Gummi. The better the Scan-Gummi, the larger the area covered by the radar.

**Enemy Gummi Ship**

**Weapon Sights**
The point at which equipped weapons are aimed. Hold down the R1 button to lock the target point.

**Gummi Ship's Gauges**




## GUMMI SHIP'S GAUGES

Firing lasers, using a net, and so forth all consume power, which decreases the gummi ship's **power gauge** (PWR). The **armor gauge** (ARM) decreases when the ship crashes into obstacles or enemy ships, or when it's hit by enemy fire. If the gauge reaches zero, the world selection screen appears. The **charge gauge** (CHG) appears when the ship is equipped with a Haste-Gummi. It falls to zero when boosters are engaged, and then recharges over time. The **shield gauge** (SHD) appears when a Shield-Gummi is equipped. When the Shield-Gummi deflects attacks, the shield gauge decreases instead of the armor gauge. However, the armor gauge decreases if a ship equipped with only a frontal shield takes damage from behind.

## ENEMY GUMMI SHIPS

Some enemy gummi ships will attack your ship. Evade or destroy them as you advance. Enemy ships drop items when they are destroyed.

## OBTAINING ITEMS

Destroying obstacles and enemy ships yields items. Simply touch them to acquire them. To pick up items out of reach, equip the ship with a mechanical arm (Drain-Gummi) or a net (Osmose-Gummi).

- Replenishes the power gauge
- Fully replenishes power, armor, and shield gauges
- Replenishes the armor gauge
- Gummi block (There are various types)
- Replenishes the shield gauge
- Ship's blueprint* (You can follow it to build a ship)

* Some ships must be modified in order to fly.

## SELECTING LANDING POINTS

Upon arrival at your destination, you can choose different landing points. (This option is not available on your first visit to each world, however.) Press the up or down directional button to choose a location, then press the ⊗ button to disembark. Each world's list of landing points will grow as you find certain save points throughout the world.

## GUMMI GARAGE MENU

At the world selection screen, press the ▣ button to access the Gummi Garage menu. Here, you can build or remodel gummi ships. Details of each submenu are as follows:

| | |
|---|---|
| Garage | Build a gummi ship by following a blueprint. |
| Gummi Ship | Fly a different gummi ship, and customize the button configuration of the ship's controls. |
| Inventory | Gummi block inventory. |
| Help | General gummi-related information. |
| Tutorial | Quick tutorial on building a gummi ship. |
| Exit | Exit Gummi Garage menu. |

# GUMMI SHIP

## THE FOUR MODES IN THE GUMMI GARAGE MENU:

In the Garage menu, press the SELECT button to display the help screen. Each mode has its own help screen.

### Select Mode

In this mode, select the gummi blocks you want to attach to your ship.

**Next block**
Press the down directional button to select it.

**Selected block**
Rotate the block with the left analog stick. Rotate it in the direction you want to see it attached. Press the ⊗ button to confirm the selection and switch to build mode.

**Next block**
Press the up directional button to select it.

**Gummi class associated with the selected block**
Press the left or right directional button to change classes. Press the up or down directional button to change blocks within the class.

Selected block's name and its function.

Press the R1 button or the ⊗ button to attach the selected block in build mode.

Ship being built. Rotate it with the right analog stick.

If you have spray paint, press the ● button to switch to paint mode.

### Build Mode

Assemble the gummi blocks to build a gummi ship in this mode.

Selected block to be attached to the ship.

Press the ● button to select the entire ship. Rotate the selected ship with the left analog stick. Delete it with the △ button.

Press the L1 button to move the block above the ship. Press the L2 button to move it below.

Press the R1 button to switch to select mode. Press the R2 button to switch to inspect mode.

Cursor showing the position of the selected block. Move it with the directional buttons, and press the ⊗ button to attach the block.

Construction area. Rotate the construction area with the right analog stick.

## Inspect Mode

Check your work in progress in this mode.

Rotate the ship with the right analog stick.

Press the L1 button to zoom in. Press the L2 button to zoom out.

Press the ■ button to display the ship's specifications. Press the △ button to display its features and controls.

Press the R2 button to switch to build mode.

Press the ✕ button to test the ship's engine, weapons, and so forth.

## Paint Mode

Change the color of gummi blocks in this mode once you've acquired spray paint. If you obtain a color palette, you will have more colors to choose from.

# THEME SONG

Simple And Clean
written by Utada Hikaru

*You're giving me too many things*
*Lately you're all I need*
*You smiled at me and said,*

*Don't get me wrong I love you*
*But does that mean I have to meet your father?*
*When we are older you'll understand*
*What I meant when I said "No,*
*I don't think life is quite that simple"*

* *When you walk away*
*You don't hear me say please*
*Oh baby, don't go*
*Simple and clean is the way that you're making me feel tonight*
*It's hard to let it go*

*The daily things that keep us all busy*
*Are confusing me*
*That's when you came to me and said,*

*Wish I could prove I love you*
*But does that mean I have to walk on water?*
*When we are older you'll understand*
*It's enough when I say so*
*And maybe some things are that simple*

repeat *

** *Hold me*
*Whatever lies beyond this morning*
*Is a little later on*
*Regardless of warnings the future doesn't scare me at all*
*Nothing's like before*

repeat *
repeat **
repeat **

# CREDITS

## SQUARE ENIX CO., LTD.

| | |
|---|---|
| DIRECTOR - CONCEPT DESIGN | Tetsuya Nomura |
| MAIN PROGRAMMERS | Hiroshi Harata |
| | Kentarou Yasui |
| MAP PLANNING DIRECTOR | Takeshi Endo |
| EVENT PLANNING DIRECTOR | Jun Akiyama |
| BATTLE PLANNING DIRECTOR | Yuuichi Kanemori |
| TECHNICAL ART DIRECTOR | Akira Fujii |
| CHARACTER MODELING DIRECTOR | Tomohiro Kayano |
| ANIMATION DIRECTOR | Tatsuya Kando |
| BACKGROUND MODELING DIRECTOR | Masahide Tanaka |
| ART DIRECTOR | Takayuki Odachi |
| MENU DIRECTOR + VFX SUPERVISOR | Tomohiro Ishii |
| TEXTURE DIRECTOR | Takeshi Arakawa |
| VFX DIRECTOR | Syuuichi Sato |
| MUSIC | Yoko Shimomura |
| SOUND PROGRAMMER | Hitoshi Ohori |
| SUPERVISING DIALOGUE EDITOR | Teruaki Sugawara |
| SOUND EDITOR | Chiharu Minekawa |
| MOVIE DIRECTOR | Takeshi Nozue |
| CO-PRODUCER | Yoshinori Kitase |
| PRODUCER | Shinji Hashimoto |
| SCENARIO SUPERVISOR | Keiko Nobumoto |
| SCENARIO WRITERS | Jun Akiyama |
| | Daisuke Watanabe |
| | Kazushige Nojima |
| MAIN CHARACTER DESIGNER | Tetsuya Nomura |
| LEAD CHARACTER DESIGNER | Fumi Nakashima |
| CHARACTER DESIGNERS | Tomoyuki Sato |
| | Takuya Iwasaki |
| | Mihoko Ishii |
| STORYBOARD DESIGNERS | Hiroyuki Shimazu |
| | Tetsuya Nomura |

## MOVIES

| | |
|---|---|
| ASSOCIATE DIRECTOR | Hideki Mizoguchi |
| SET & PROPS SUPERVISOR | Kazuyuki Ikumori |
| VISUAL EFFECTS SUPERVISOR | Hiroyuki Seshita |
| CHIEF SETUP SUPERVISOR | Taiji Okusawa |
| SETUP SUPERVISOR | Kei Miyamoto |
| PRODUCTION MANAGER | Norimichi Kurosawa |
| VISUALWORKS DIRECTOR | Hiroshi Kuwabara |
| VISUALWORKS PRODUCER | Satoshi Tsukamoto |

## SOUND

| | |
|---|---|
| SOUND TOOL PROGRAMMER | Satoshi Akamatsu |
| SOUND EDITOR | Ryo Inakura |
| SYNTHESIZER PROGRAMMER | Ryo Yamazaki |
| PRODUCTION MANAGER | Kensuke Matsushita |

## QUALITY MANAGEMENT DIVISION

| | |
|---|---|
| QUALITY ASSURANCE PRODUCER | Akihito Shoji |
| QUALITY ASSURANCE DIRECTOR | Kenichi Miyake |
| QUALITY ASSURANCE COORDINATORS | Nagako Ikuta |
| | Tetsuya Hiraoka |

## LOCALIZATION TEAM

| | |
|---|---|
| GENERAL MANAGER | Akira Kashiwagi |
| LOCALIZATION DIRECTORS | Kazuyoshi Tashiro |
| | Ichiro Nonaka |
| LOCALIZATION SPECIALIST | Amanda Jun Katsurada |

## MANAGEMENT

| | |
|---|---|
| PRODUCTION MANAGER | Koji Nonoyama |
| PRODUCTION ASSISTANT | Eri Morimoto |
| PRODUCTION EXECUTIVES | Hisashi Suzuki |
| | Youichi Wada |
| EXECUTIVE PRODUCER | Hironobu Sakaguchi |

## THEME SONG

Simple And Clean
Written by Utada Hikaru
Licensed by TOSHIBA-EMI LIMITED

## CAST

| | |
|---|---|
| SORA | Haley Joel Osment |
| RIKU | David Gallagher |
| KAIRI | Hayden Panettiere |
| ANSEM | Billy Zane |
| SQUALL (LEON) | David Boreanaz |
| AERITH | Mandy Moore |
| CLOUD | Steve Burton |
| YUFFIE | Christy Carlson Romano |
| TIDUS | Shaun Fleming |
| WAKKA | Dee Bradley Baker |
| SELPHIE | Molly Keck |
| SEPHIROTH | Lance Bass |

Featuring the Disney Character voice talents of:

Seth Adkins
Wayne Allwine
Tony Anselmo
Sean Astin
Kathryn Beaumont
Jeff Bennett
Jodi Benson
Robby Benson
Susanne Blakeslee
Brian Blessed
Corey Burton
Eddie Carroll
Pat Carroll
Dan Castellaneta
Bobby Costanzo
Jim Cummings
Bill Farmer
John Fiedler
Jonathan Freeman
Tony Goldwyn
Gilbert Gottfried
Jess Harnell
Naia Kelly
Linda Larkin
Eli Linnetz
Tress MacNeille
Ken Mars
Mark Mosley
Ken Page
Tony Pope
Kevin Michael Richardson
Chris Sarandon
Kath Soucie
Chris Steele
Russi Taylor
Audrey Wasilewski
Scott Weinger
James Woods

## DISNEY CHARACTER VOICES

Rick Dempsey
Susie Lum
Susan Ryan
Randy Coppinger
Ben Hoppe
Brian Monroe
Renée Johnson

# CREDITS

## WALT DISNEY IMAGINEERING SOUND DEPARTMENT

John "JK" Kestler
Lisa Beckwith
Greg Lhotka
Greg Krueger
Sam Buckner
Steve Litten
Melissa JL Smith
Jon Fisher
Cindy Crocco
Kelly Barker

## DISNEY INTERACTIVE

| | |
|---|---|
| SENIOR PRODUCER | Peter Wyse |
| ASSOCIATE PRODUCER | Pat Larkin |
| LOCALIZATION MANAGER | Sonoko Ishioka |
| U.S. VOICE DIRECTOR / CASTING DIRECTOR | Ned Lott |
| SENIOR ARTISTS | Mary Ann Ramirez<br>Ken Christiansen |
| CONSULTING ARTIST | John Loter |
| VICE PRESIDENT, CONSOLE | Dan Winters |
| MARKETING MANAGER | Stephanie Yoshimoto |
| MARKETING DIRECTOR | Bob Picunko |
| VICE PRESIDENT, INTERNATIONAL | Sanjeev Lamba |
| SR. VICE PRESIDENT & GENERAL MANAGER | Steve Finney |
| PRESIDENT | Jan Smith |

## DISNEY INTERACTIVE JAPAN

| | |
|---|---|
| SENIOR PRODUCER | Emiko Yamamoto |
| GENERAL MANAGER | Shuji Utsumi |

## SQUARE ENIX U.S.A., INC.

| | |
|---|---|
| LOCALIZATION | Ryosuke Taketomi<br>Jennifer L. Mukai |
| QUALITY ASSURANCE | Jonathan Williams<br>David "Ribs" Carrillo<br>Jaime J. Bencia<br>Mohammed A.C. Wright<br>Jesse Cheek<br>Jared Ellott<br>Dana Kwon<br>Kenji Nakamura<br>Edward J. Chua<br>Joel G. Clift<br>Jonathan Cooperson<br>Matt Hilton<br>Keith Martz<br>Viet Nguyen<br>James P. Wong<br>Kevin Yomchinda |
| SENIOR VICE PRESIDENT | Yuji Shibata |
| CUSTOMER SUPPORT | Alaine C. Deleon<br>Ryan Riley<br>Arec Nevers |
| MARKETING COMMUNICATIONS | Kyoko Yamashita<br>Sonia Im |
| MARKETING | Kenji Mimura<br>Keiko Kato<br>Fernando Bustamante<br>Patrick H. Cervantes |
| SALES | Sean Montgomery<br>Ken Berry |
| SENIOR VICE PRESIDENT & CFO | Kenzo Nogimura |
| PRESIDENT | Jun Iwasaki |

## SPECIAL THANKS

Fritz Bronner
Chris Nicholls (Disney Interactive)
Utada Skingg Teruzane (U3 MUSIC)
Akira Miyake (TOSHIBA-EMI LIMITED)
Hidenobu Okita (TOSHIBA-EMI LIMITED)
The Kenwood Group
Ruder Finn
Saatchi & Saatchi Los Angeles
Virtual Interactive, Inc.
"KINGDOM HEARTS: Name-In-Game" Sweepstakes Winner, Kurt Zisa

# YOUR KEY TO UNLIMITED ADVENTURES...

## THE KINGDOM HEARTS OFFICIAL STRATEGY GUIDE.

Comprehensive Walkthrough • Bestiary • Mini-Game Coverage
Detailed Item, Weapon, and Accessory Lists

Signature Series Guide Features Bonus Content and More!

SQUARE ENIX™

BRADYGAMES®
TAKE YOUR GAME FURTHER

© 2002 Disney. Tarzan™ Owned by Edgar Rice Burroughs, Inc. and Used by Permission. Copyright © 2002 Edgar Rice Burroughs, Inc. and Disney Enterprises, Inc. All Rights Reserved. © Touchstone Pictures. All Rights Reserved. The SQUARESOFT logo is a registered trademark of Square Enix Co., Ltd. SQUARE ENIX is a trademark of Square Enix Co., Ltd.

Disney SQUARESOFT

# Kingdom Hearts

## ACTION FIGURES

SERIES ONE 1

Collect All 12 Two-Paks!

Sora

Jack Skellington

Kairi

Maleficent

Captain Hook

Riku

Air Soldier

Donald Duck

Goofy

Guard Armor

Darkside Heartless

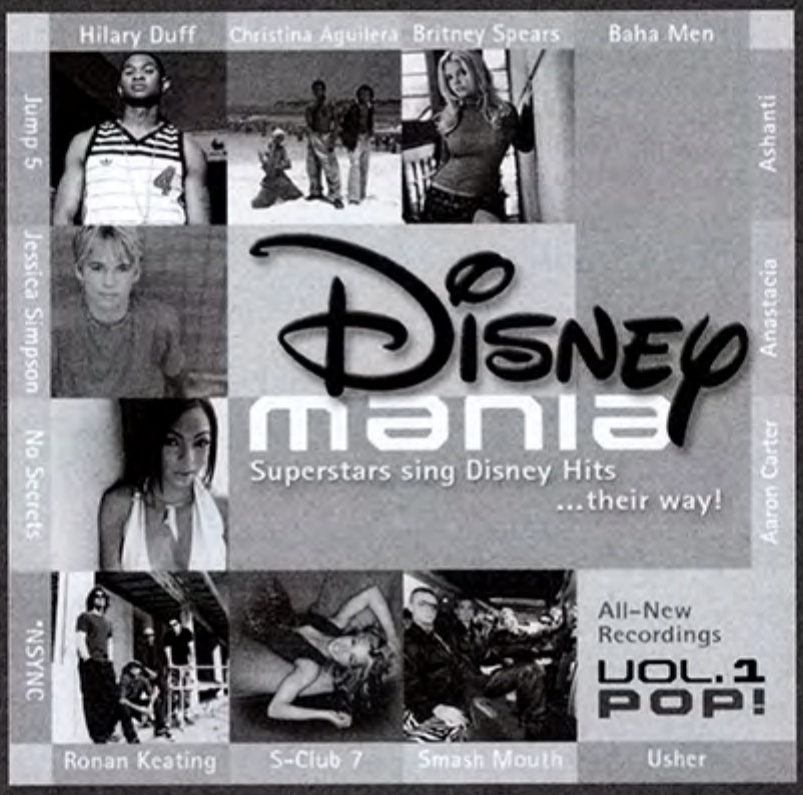
Pluto

In Stores Now!

Mirage Toys

© 2002 Disney.
Developed by SQUARE ENIX.

# Your Favorite Superstars sing Disney Hits....their way!



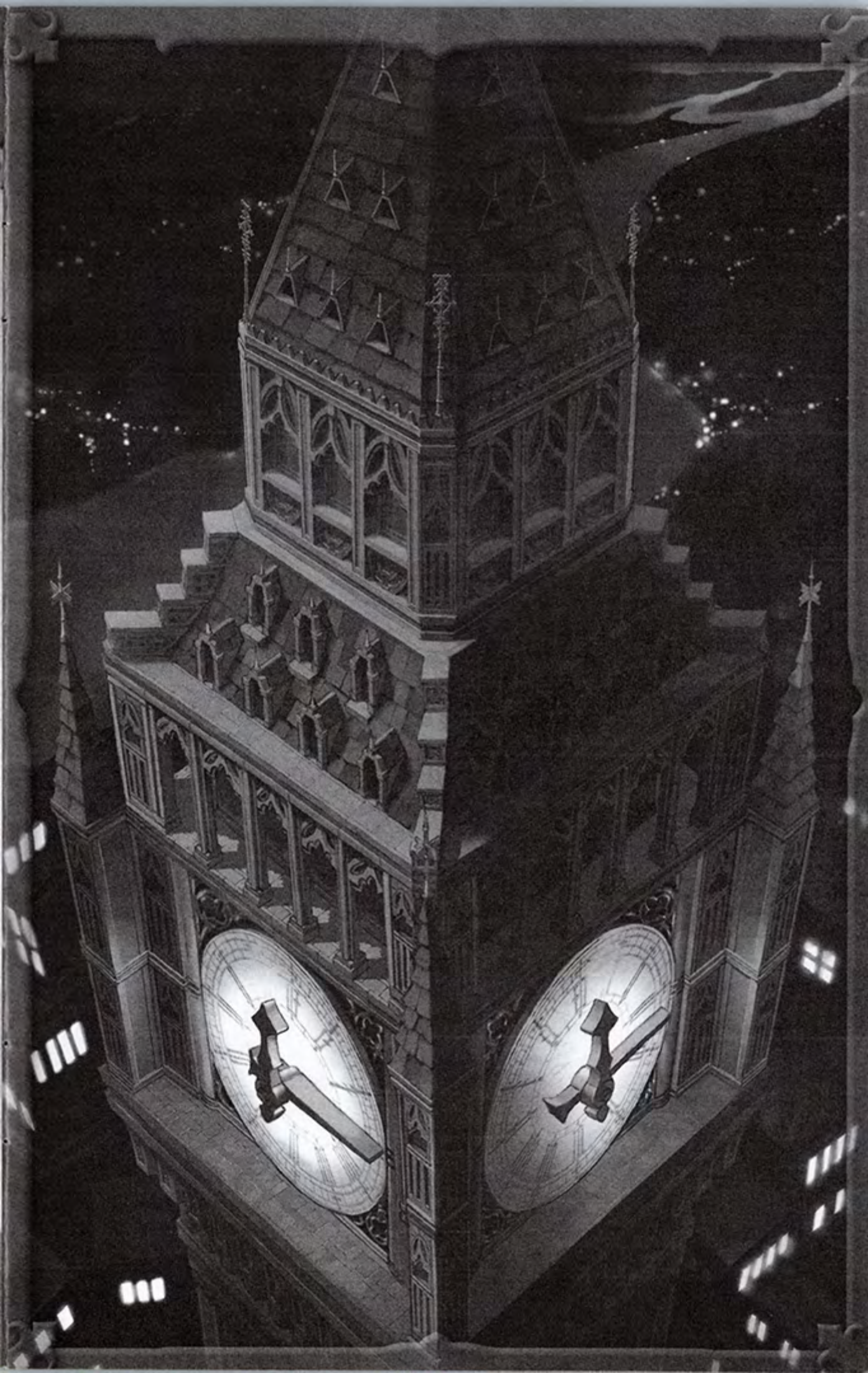

## All-new recordings like:

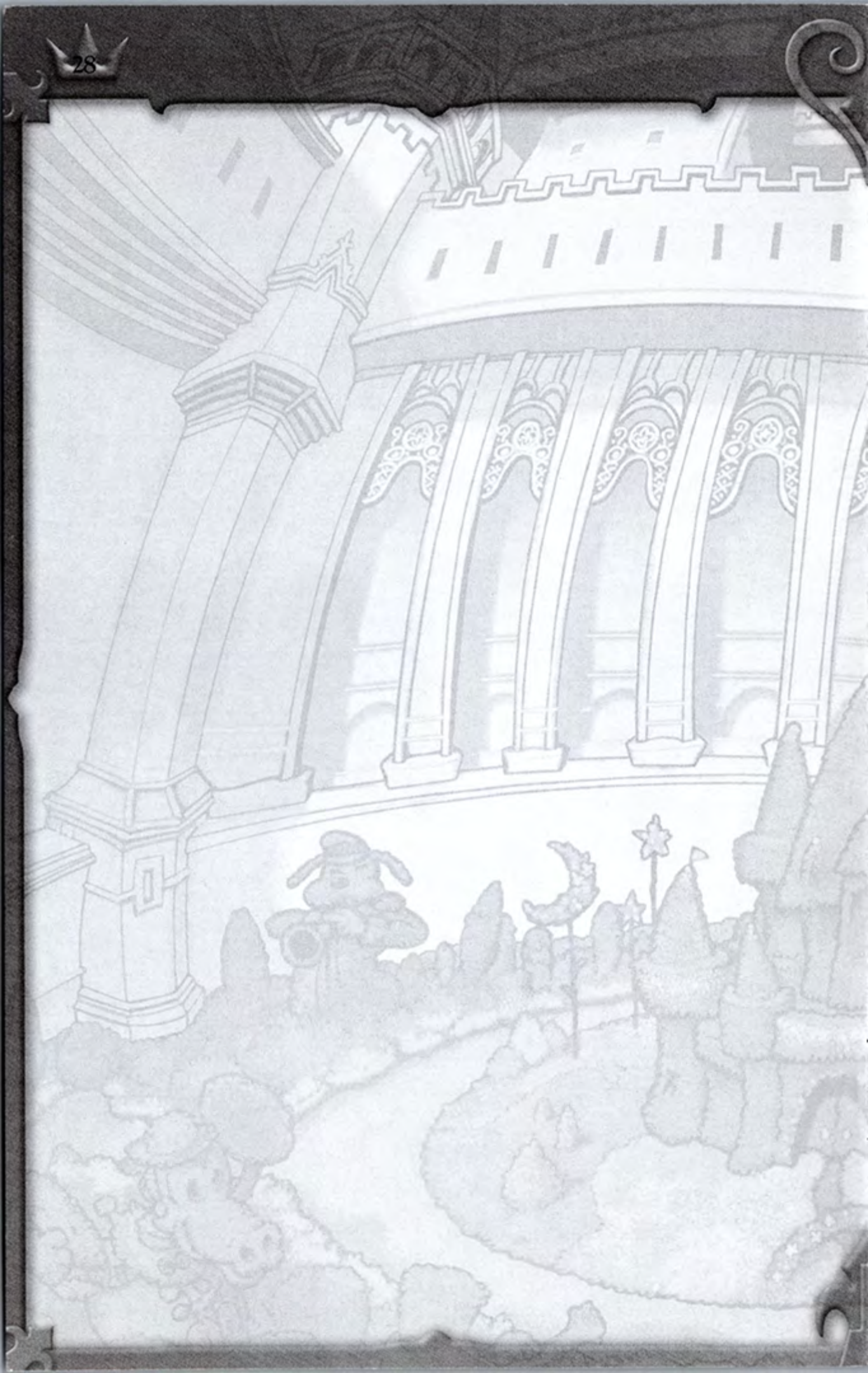
*NSYNC-"When You Wish Upon A Star"
Aaron Carter-"I Just Can't Wait to be King"
Ashanti-"Colors of the Wind"
Baha Men-"Hakuna Matata"
Jessica Simpson-"Part of Your World"
Smashmouth-"I Wanna Be Like You"
Usher-"You'll Be in My Heart" and many more!

This album is *out of control!*
**Disneymania**, in stores now.

Check it out at www.disney-mania.com!
Available wherever music is sold.

© Disney





# LIMITED WARRANTY

The following warranty and support information applies only to customers in the United States and Canada, and only to original consumer purchasers of products covered by this warranty.

**LIMITED WARRANTY**
Square Enix U.S.A., Inc. ("**SEUI**") warrants to the original purchaser of the enclosed product (the "**Product**") that the media containing the Product (which includes any replacement media provided under this warranty) will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase (the "**Warranty Period**"). SEUI's entire liability and your exclusive remedy under this limited warranty shall be, at SEUI's option, repair or replacement, without charge, of all or the affected portion of any Product that proves to be defective in material or workmanship during the Warranty Period.

**EXCLUSIONS FROM WARRANTY**
This warranty applies only to defects in factory materials and factory workmanship. Any condition caused by abuse, unreasonable use, mistreatment, neglect, accident, improper operation, destruction or alteration, or repair or maintenance attempted by anyone other than SEUI is not a defect covered by this warranty. Parts and materials subject to wear and tear in normal usage are not covered by this warranty.

**IMPLIED WARRANTIES AND INCIDENTAL AND CONSEQUENTIAL DAMAGES**
Under state law, you may be entitled to the benefit of certain implied warranties. ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, WILL CONTINUE IN FORCE ONLY DURING THE WARRANTY PERIOD. Some states and provinces do not allow limitations on how long an implied warranty lasts, so the above limitation may not apply to you.

NEITHER SEUI NOR YOUR RETAIL DEALER HAS ANY RESPONSIBILITY FOR ANY INCIDENTAL OR CONSEQUENTIAL DAMAGES RELATING TO YOUR USE OF THE PRODUCT, INCLUDING, WITHOUT LIMITATION, ANY DAMAGES FOR LOSS OF DATA OR LOSS OF PROFIT, OR FOR ANY INCIDENTAL EXPENSES, LOSS OF TIME, OR INCONVENIENCE. As some states and provinces do not allow the exclusion or limitation of incidental or consequential damage, the foregoing limitation or exclusion may not apply to you.

**HOW TO OBTAIN WARRANTY SERVICE**
To obtain warranty service, please send the defective Product, together with a copy of your original sales receipt, your return address, name and telephone number , should contact be necessary, and a brief note describing the defect to SEUI at the following address: Square Enix U.S.A., Inc., Customer Warranty, 6060 Center Drive, Suite 100, Los Angeles, CA 90045. THE DEFECTIVE PRODUCT MUST BE POSTMARKED WITHIN NINETY (90) DAYS FROM THE DATE OF PURCHASE. PROOF OF PURCHASE IN THE FORM OF A DATED RECEIPT MUST BE INCLUDED TO OBTAIN WARRANTY SERVICE. The shipping costs for sending the defective Product to SEUI is a sole responsibility of Customer. SEUI will not be liable for any loss or damage that occurs during shipping.To reduce loss during shipping, you may opt to use a trackable shipping method.

If you have warranty questions, you can also contact our Customer Warranty department at (310) 846-0345 during its hours of operation, Monday – Friday, 8:00 am – 12:00 pm and 1:00 pm – 5:00 pm, Pacific Standard Time.

**CUSTOMER SUPPORT**
For customer support and technical support questions, please call (310) 846-0345 during the following hours of operation: Monday-Friday 8:00 am – 12:00 pm and 1:00 pm – 5:00 pm, Pacific Standard Time.

**For information and services by Square Enix, go to www.square-enix-usa.com**

NOTICE: The Product, this manual, and all other accompanying documentation, written or electronic, are protected by United States copyright law, trademark law and international treaties. Unauthorized reproduction is subject to civil and criminal penalties. All rights reserved.

Square Enix U.S.A., Inc. – 6060 Center Dr. Suite 100, Los Angeles, CA 90045

© 2002 Disney. Tarzan™ Owned by Edgar Rice Burroughs, Inc. and Used by Permission.
Copyright © 2002 Edgar Rice Burroughs, Inc. and Disney Enterprises, Inc. All Rights Reserved.
Developed by SQUARE ENIX.
Characters from FINAL FANTASY video game series: © 1990, 1997, 1999, 2001, 2002 SQUARE ENIX CO., LTD. All Rights Reserved. The SQUARESOFT logo is a registered trademark of Square Enix Co., Ltd. SQUARE ENIX is a trademark of Square Enix Co., Ltd.

Licensed for play on PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

Disney INTERACTIVE

SQUARE ENIX

www.kingdomhearts.com

Published by Square Enix U.S.A., Inc.