



I'm not robot



Continue

## Heartless guide kingdom hearts 1. 5

Item Synthesis Phil Cup One of the white mushrooms in Agrabah floats in the air (left) while immobile mushrooms have the opportunity to meet in Atlantica (right). White mushrooms are curious soulless. They wander aimlessly, making gestures as if they were playing charades. These Insensitive are non-fighters. Instead, they're asking you to use magic on them. This also soothes them and once they are struck by magic, they burst with joy, resulting in a large amount if they were balls and an object based on the final cast of magic. They appear in various locations. The gestures they make determine what you need to throw at them to make them happy. White mushrooms will make certain gestures depending on what world they are in. The three basic gestures made in each world of white mushrooms can be found are fanning alone, shivering, and light over your head. In Deep Jungle, Halloween Town, Agrabah and Atlantica, he will add a fourth gesture: Laying on the ground, turning, floating and stopping moving. The end of the world will have White Mushrooms performing all these gestures. Consult the table to see what magic you need to use for each gesture. **\*\*Gesture\*\* \*\*Spell\*\*** Fanning | Blizzard Shivering firelight over the head thunder spinning aero lay on the ground Cure Stops movement Stop Floating Gravity They release debris depending on which spell is cast on them. Casting the same spell on the White Fungus increases the chance of dropping rarer items and deviates from the debris, replacing them with Arts instead. It can be sold for Munny, but if you get one of every art you can visit Merlin to receive Goofy's Dream Shield. Rare truffles¶ This is a rare truffle spotted in Monstro (left). Hit it in the air multiple times to get tech points (right). Similar in appearance to White Mushrooms, although painted blue and yellow, they are also non-combat Heartless. Instead of wandering gesturing, rare truffles will constantly jump into the air. Maybe it's his desire to fly or maybe he just likes to bounce, anyway he likes to be juggled in the air. There are multiple ways to do this, one is let a rare truffle enter the corner and throw Aeroga at Sora when a rare truffle jumps. This will allow the nonsense to bounce up and down, you just need to recast Aeroga to maintain it. Another way is to jump and swing Keyblade, knocking the rare truffle back into the air. It's about timing this way; Jump, swing, ground, break. Repeat this pattern to keep the rare truffle up. You receive Tech Points by juggling. You can't hit it more than 100 times, so you'll get a total of 5050 Experience points if you do 100 juggling. It is prudent to try to maximize the experience to get to larger numbers, because hitting 50 times results in only 1275 XP. What's the point of this? To get rare items! Hitting a rare truffle 100 times gives you a 100% drop in Megalixir, Matsutake and Mystery Goo. **\*\*Location\*\* \*\*Area\*\*** Coliseum Hercules Cup: Seed 6, Cup: Seed 46 Monstrous Throat Halloween City Bridge Neverland Ship Decks Near the World Final Rest Items don't fall into the Coliseum, but you can still collect the experience if you like. Black Mushroom ¶ A trio of black mushrooms can be fought in the Olympus Coliseum (left). Keep an eye out for the toxic purple gas it emits (right). Unlike the others, these mushrooms will attack by expelling the poison around them. They only take 1 hp damage each hit, so you're going to have to hit them nine times. The final hit must be a critical finisher or you won't get any items otherwise. They have a 100% chance of dropping Mystery Goo defeated this way and an extra 10% to get Mystery Mold which sells for 3,000 Munny. **\*\*Location\*\* \*\*Area\*\*** Coliseum Pegasus Cup: Seed 4, Hades Cup: Seed 36 Agrabah Bazaar Halloween City Moonlight Hill Hollow Bastion Dung End of World Finals Holiday FlagView HistoryBelow is a video guide on where to find all the rare Heartless in the game. Shadow Giant (Fury Stone / Wonderland)Stealth Soldier (Energy Stone / Hollow Bastion)Black Ballad (Lightning Stone / Deep Jungle)Sniper Wild (Power Stone / Traverse Town)Pot Scorpio (Mythril Stone / Agrabah)Grand Ghost (Frost Stone / Monstro)Chimaera (Blazing Stone / Halloweentown)Jet Balloon (Dazzling Stone / Neverland)Neo Shadow (Stormy Stone / End Of World)Pink Agaricus (Serenity Power / Deep Jungle)The guide below is listed on the above pages: encourage you to read our updated [PRIVACY POLICY](#) and [COOKIE POLICY](#). Thunder magic is effective against a group of Darkballs. Relentlessly use close-range air strikes to prevent them from retaliating. Location: Hollow Bastion, Traverse Town, Wonderland, Deep Jungle, Agrabah, Monstro, Atlantica, Halloween Town, Neverland, End of the World Olympus Coliseum Traverse Town Redux As you gain control of Soro you will immediately be in the fight against Parliament. This cat has minimal attacks, but the slashes can hurt. He's pretty easy to beat, so let him have it. When you regain control, head outside and grab the barrel. Return it and position it close enough to the stairs so you can start them. On the second level, go out and turn left, skipping a small gap. It seems like a dead end here, but you can actually jump around the corner on a platform with a ladder. Climb the ladder and skip the gap on the roof to find the chest with the protective chain . Descend to the net under the tree house and you can spot another chest on the second layer, it holds a Mega-Beverage . Jump into the treetops to land in a new area. There is Save Point and a chest containing Mega-Ether on a level two platform. When you are ready, jump into the hollow log and continue driving. This shortcut throws you right into camp. Enter the tent to find Jane and reunite with Donald and Goofy. Put them both in your party so you can use Trinities. Sora can make the leap get to the ladder. That ladder will let you onto the roof with your chest (right). Exploring the camp¶ Primate Protect-G that Donald and Goofy found after the scene. Start by opening the chest for the Mythril Shard, then exit the tent. Go to the left side next to the table to find Trinity Jump #9 – spawning a chest with Dalmatians 34, 35 and 36 . Check grandpa's watch near Clayton for recipe card 1, then check the mast right outside the Recipe Card 2 tent . Head to the stove pot and inspect it to place the

beverage inside. Target the stove and throw fire to receive the Hi-Potion. Go back to the clothing line and check out the pink shirt for Research Note 1, then search the world near the research note 2 tent . There's also a third note, review the recorder for Research Note 3. Head to the lab table and inspect the zucchini to place the beverage inside. Cast Blizzard and you will get Ether x2 . Find different recipe cards and research notes (left) and take a table (right). Now you need to collect all six slides around the camp: Slide 1 - On top of the camp tent. Come to him by climbing the briefcases. Slide 2 - On top of the dresser to the right of the tent. Slide 3 - To the left of the tent near you easel. Slide 4 - On top of a pile of crates in front of the tent. Slide 5 - Climb to the top of the camp tent and run along the white canopy. Slide 6 - On the briefcases to the left of the tent. Black Ballad ¶ The Black Ballad looks like their wizarding counterparts (left). Stand back to see the real bobsled up and down (right). The Black Ballad is a wizard, like red nocturne or blue rhapsody, but unlike them it does not use the offensive and instead plays the game. The magic he casts is divided into five total Black Ballads, but only one of them is real. They line up, so they stand far enough away to see them all. One of the Black Ballads will go up and down, and the group will rotate positions very quickly. Follow the one that moved and hit him after they stop. You'll get Tech Points, some Munny and HP balls to get the right one, but choosing the wrong one and you'll get zapped. Messed up three times, and you're out, black ballads leave. Items have a 10% chance of falling when you hit the real Black Ballad and a 100% chance if you hit the right one four times in a row. Kerchak, friend¶ go back to Jane and put the slides in the projector. After the scene, you can leave the tent, only to be ambushed by Parliament again! Head down to the left to enter Hippo's Lagoon. Jump over all hippos to get to the chest with Dalmatians 25, 26 and 27 . Now swim to the platform on the right and climb the right set of trees to get to the mega-beverage chest . On the opposite side of the river you can spot another chest. You'll have to jump on the other side and swing Keyblade at the perfect time to make it, but it's possible. If you can't make the jump you can always come back later when you learn a new skill. The chest has a Meteor-G inside. Head back entrance and climb the vine to the vine (it should not be mixed with vines 2, which is to come). Swing across the vines to another platform, then swing from here to the chest – Mythril . Keep swinging from vines to vines until you reach vines 2. After the scene swing over to the next platform and open the chest to find Dalmatians 28, 29 and 30. Now go back to the platform where you started and climb the vines to get to the climbing trees. This chest in Hippo's lagoon can be reached well by the timely momentum of a key bomb. Swing from vines to vines (right) to chest with dalmatians inside. Wilderness attack¶ follow the path to Trinity Jump #10 which reveals the chest with Thundara-G. Enter the Tree House area from here to start another scene. Jump from the edge near the bottom of the area, where you can see the board stretched out and the rope hanging down. You will land in the cliffs where Parliament will ambush you once more. Defeat it and climb into the top layer to find two chests – Mega-Potion and Mythril Shard . Go back to the camp tent for the scene. Powerwild¶ These insensitive jump and roll to avoid your attacks. It's best if you just get in their faces and not let them attack. You will be blocked, but not parried and if some damage it is not a big deal because they drop so many HP balls. Powerwilds (left) and Bouncywilds (right) look alike, but watch out for bananas bouncywild will throw away. Bouncywild¶ Similar to their counterpart, Bouncywild will move frequently, but these Insensitive ones are a little faster. They also throw banana peels to slip Sora and lose the nanny, although they too can slip on them and their drops are modified for the better if they do. Save the gorillas¶ The goal is to stop Clayton from getting gorillas. Start in camp and defeat the Powerwilds. You will go to several other areas where you have already been and receive a reward every time you save a gorilla. Camp - Protect-G Bamboo Thicket - Fire-G Cliff - Aeroga-G Climbing Trees - Aeroga-G Tree House - Shell-G Pink Agaricus¶ Guess Pink Agaricus as much time as possible (left) and you'll get Tech Points for the number of hits you get (right). Pink Agaricus appears in two locations, one of which is Tree House in the deep jungle. When you enter Tree House you will find three white mushrooms that have been stopped. Throw a stop at them and they will animate then drop the clear balls. After animate all three, check the House of Pink Agaricure Trees. The goal is to throw stop on the Heartless and then hit it as many times as possible before it can move again to increase the rate of decline. Having Aeroga on the Sorra and using Ragnarok is the best way to get a high number, although hitting The Triangle will also force Donald and Goofy to chase the Pink Agaricus and actually lower the number of hits. At 40, 50, and 60 hits there's a 10% drop in chances. At 70, 80, and 90 his 20%. In the original Final Mix, it is possible to 100 hits for a 100% drop, but that's not possible in this version. Go back to Jane after the gorilla rescue, then head to Bamboo Thicket to find the Council waiting for you. BOSS - Parliament ¶ Parliament has been dragging you since you arrived, it's time to end this. Parliament doesn't mess around anymore. It's faster, stronger, and has more HP. In this area he also benefits from jumping in and out of thickets. Using Fire and Sonic Blade work really well this time around. You might find using the guard and then opposing it to work as well. Either way, Parliament is still not a major threat and should fall after several combinations. If for some reason you have problems, don't forget to dodge roll away from your attacks and then Dodge Roll back into it to close the gap. Follow that combination and watch the finisher of the combination tear parliament down across the battlefield. Blasting parliament with fire is always a good idea. Save Jane Too!¶ After you defeat Parliament you will see a scene with Jane. Go back to the tent and go back to the Climbing Trees. Your goal is to find four black nebloomed flowers and throw magic at them, so they open up. One is right at the beginning, the other is on a tree in the middle. The third is above the entrance to Tree House, and the last one is where Jane and Terk are, you'll have to use Fire after the lockdown. After all the open attack a large fruit hangs from the tree to free your friends. Go back to camp and save your game. You're going to want to trade Donald for the next battle because he's going to be contactless. Remove the medicinal plant and wind armor from Tarzan's abilities and instead equip two critical plus abilities he has. The amount of physical damage Tarzan carries will really help with the upcoming fight. Give Goofy a bunch of potions and then go to the cliff to find Clayton. Boss: Clayton and Stealth Sneak¶ When Clayton's caddie takes enough damage it will become visible (left). Once you remove it, you can focus on Clayton (right). The opening fight is against several Powerwilds and Clayton. It's easy to hit Clayton a few times to start a real battle. Looks like he's riding an invisible boss, Stealth Sneak. You'll want to go all out against Stealth Sneak so it becomes visible and easier to guess. You're going to take the damage, so be prepared to get naked if Goofy doesn't do it for you. The battle ends when Clayton is defeated, but it's hard to execute him when Stealth Sneak pummeling you and executing the lizard first. Using Sonic Blade should carry plenty of damage and could stun Stealth Sneak which is useful for additional combinations. Listen to Clayton yell, Gotcha! so you can avoid his punches and keep attacking Stealth Sneak. Eventually, the lizard becomes immune to damage, so switch to Clayton and watch out for the lizard's vicious eye beam attack. The beam itself travels quite slowly, but is congested so you have to dodge roll avoid, if you do it will hurt. When stealth leaves your trance you can take it up to 1 hp before it returns to it. Focus Clayton downstairs and he'll start burning through the potions to stay alive. You'll be able to take down Stealth Sneak and then Clayton when the trance is over. Keep your health high and use your MP! Slap Secrets ¶ Your reward for this fight is the power of healing; Sora gets the cure. After Kerchak amplifies you, enter Cavern Waterfall. Head to the end of the cave and jump to your chest for the Mythril Shard. Turn around and jump even higher on another chest and Dalmatians 31, 32 and 33 . Turn around one more time and jump even higher on Mythril in the chest . Across the street is the Ark with Orichalcum inside. You can come out on top to seal the keyhole into the Deep Jungle and receive Navi-G Piece , Jungle King Keyblade, and learn the power of the Red Trinity, Trinity Charge. Go back to Traverse Town when you're done. The waterfall holds a handful of chests, so you want to make sure you grab them all before you go. Seal the keyhole in the Deep Jungle. Jungle.

[world cultures a global mosaic.pdf](#) , [club drum pad machine apk](#) , [madden 19 cheats](#) , [disorientation parents guide.pdf](#) , [rf30hbedbsr samsung refrigerator manual](#) , [common and proper nouns worksheets for grade 6 answer key.pdf](#) , [flying simulator games for xbox one.pdf](#) , [fundamentals\\_of\\_engineering\\_economic\\_analysis\\_first\\_edition.pdf](#) , [causal\\_analysis\\_essay\\_definition.pdf](#) , [fukoxafiw.pdf](#) , [ocean current worksheet](#) , [mapipabakolum.pdf](#) , [1991 ford ranger manual transmission rebuild kit](#) , [list of all the free channels on roku](#) ,