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## Kingdom hearts 2. 5 trophy guide

Enemies R - Z game related to warning trophies: possible spoilers ahead. If you haven't finished the story yet, it's best to come back here later. The name of the trophy details Summer's chapter. An eternal world to complete the eternal river park. Above honor to complete the land of dragons episodes. A budding novel to complete the castle chapters of the beast. Hail the complete hero of the Olympus Colosseum. Lifting the curse completed the episodes of Port Royal. What friends are completing the Agarba chapters. The gift of love complete the city Halloween episodes. The return of the king to complete the chapters of the lands of pride. Electric spark complete the paranoid episodes in space. Always together to complete the chapter Tree 100 Acre. Twin spirits complete the chapters of Atlantica. A taste of the past to complete the chapters in Twilight City. For this trophy, each of Ansan's reports must be collected. All these reports come naturally to you as you progress through the story, so that during the completion of the game and entry after the game, go to Ansan's reports in Jimmy's diary and the trophy will open. Collect all the Essam reports in Jimmy's diary. Critical competitor ¶ This trophy will open up about defeating the game's final boss and watching the finishing cuts in at least critical condition. Unlike previous Games Hearts Kingdom, it can be pieced up with the low difficulties so that you can potentially earn a critical competitor, a proud and ambitious player in one onslng if you start the first playthrough of the game in critical condition. In critical condition, the differences from normal are as follows: enemies face double damage and AP increases in increments of 2 instead of 3 HP and MP increases are halved and Roxas starts with 50 AP EXP and is accumulated at 3/4 of the normal amount that will become critical to a fairly challenging situation. However, the game shoots itself in the foot by offering these bonuses to the player on the third day of the prologue: Response Boost (increased action command damage) Finish Plus (adds more combined finishing moves) draw (more balls are drawn to you faster) 2x Lucky (increases the rate of decline) MP haste (MP resumes at a much faster rate) The game also gives you with EXP Zero, Which stops enemies from releasing any EXP. This, however, is only for those who want to challenge themselves to the 1 run level of the game. All of these prove to be very useful abilities, some of which are not learned until much later in the game about lower difficulties. A critical situation will still be challenging, but these abilities can really break the difficulty and quiet the frustration that may come. Proud player ¶ This trophy will open up about defeating the game's final boss and watching the finishing cuts on the least proud situation. Unlike previous Kingdom Hearts games, this can be stacked in critical condition so read the critical competitor for more details. This trophy-ambitious adventurer will open with defeat in the final Of the game and watching the finish cutter. The level of difficulty you play on doesn't matter, and you'll get it from your first fly through. Clear the game and watch the finish sequence. My hero for this trophy, you must have the King save you among bosses. This is only possible during ten specific boss fights, but it cannot be missed, as the tenth boss fight can return indefinitely. The king appears only after SORA's HP is completely depleted. On the screen continue, choose don't give up! And King Mickey will reappear in battle. You must then revive Sora with the order given. Once her quarters are renewed, the trophy will open. You'll probably develop it naturally, if not in your first game, then certainly during your critical game. The ten plot battles in which Mickey's rescue can happen are listed below: \*\*Shan Yu\*\* - Dragonland \*\*Threshold and Hold\*\* - The Beast's Castle \*\*Shadow Stalker\*\* - The Beast's Castle \*\*Dark Pain\*\* - Beast Castle \*\* Corberus\*\* (First Fight) - Olympus Coliseum \*\*Vulcan Lord and Bl Lordizard \*\* - Agarba \*\*Storm Rider\*\* - Land of Dragons \*\*Xaldin\*\* - Beast Castle \*\*Angel of Death\*\* (Battle One) - Port Royal \*\*Xemnas\*\* (First Fight) - The world that was never (can be repeated after the game indefinitely) Reunion after boss battle with Xigbar you must go through a few more areas Full of melodies, the grail will open after the cuts at the Empty Melody Hall. Reunite with Rico and Kairi. Kingdom of Hearts II Final Remix Cup Guide. Difficulty: \*\*\* Action RPG and remastered from the original 2005 PS2 version, which combines characters and worlds from disney's franchise with the final fantasy series. Platinum requires a little skill and patience, and a lot of time. Name of difficulty game trophies country bronze silver gold online DLC kingdom hearts II final remix \*\*\* 51 Square Enix Japan 40 8 2 0 Kingdom of Hearts II Final Remix Kingdom of Hearts II The final remix is an action RPG that combines characters and worlds from Disney movies as well as the final fantasy series of Square Enix. The game was first released in 2005 on PlayStation 2, then remastered in HD as part of the Kingdom Hearts HD 2.5 Remix collection for PlayStation 3 in 2014, and again on the PlayStation 4 in 2017. The game can be played in the first or third person, where players attack enemies in hack and slash style games, while upgrading and accessing new capabilities by accumulating experience points. A year after the events of the original Kingdom Hearts, where Sora, Donald, and Goofy were in stasis to achieve their lost memories. They soon find themselves in the city of Twilight, where they are sent on their next voyage by King Mickey. Original Kingdom Hearts II received critical acclaim with an average score of 89%, praised for its fascinating story, immersive worlds recreate realistically from their respective Disney films, graphics, and About his predecessor. While the game can be challenging at times, especially at the beginning of the critical difficulty playing, as well as some mini-games and boss battles, platinum is still very doable for any average gamer. However, it will take a long time. Platinum can earn in Plytheater through one on critical difficulty, or split in two, making things easier but longer. No trophies to miss worrying about. Watch anywhere from 75 to over 100 hours, depending on whether you choose to play one or two games, as well as having some previous experience in the game. NOTE: PS4 y'all have a separate list than those in PS3. Critical mode, the most difficult mode of the game, is available from the beginning. So if you want to open the platinum in plythea, you can. However, it is warned that some trophies can be quite frustrating about critical mode, especially for starting players. If this is your first time, we recommend splitting your playthrough in half: one-on-start (or regular) difficulty and open to almost all trophies, then second on critical just to clear the game. No trophies to miss worrying about, so just play through the story and enjoy the game. You will open some trophies related to the story as well as some others naturally along the way. Next, it's time to put more time and effort into opening up all these different trophies. These can be done in any order you want, although we recommend starting with completing all the puzzles, collecting all the maps, and completing the mission entries in Jimmy's log, constantly getting sura up to level 99 for the Master Cup level. Once Sura's level has been maxed out, you can start going after more challenging trophies, such as those related to optional boss battles. Be sure to check out the final remix cup guide links of the hearts of the kingdom under our Links tab to see what you still need and their requirements. If you have chosen to play on critical difficulty, then you need the platinum after eliminating all these different trophies. If not, then now is the time to start your critical run. Since you already need all the other trophies, then you just have to play through and complete the game to open the critical competitor trophy, which will also automatically open up any other trophy related to difficulty you still need. So there are 51 trophies and they've been officially announced and translated into the English version of Kingdom Hearts 2: The Final Mix, but I'm not going to consider it final until after I have time to check it all out. For now, please consider these loose guidelines! I appreciate the patience &t;3All the spoils can be done with one game in critical condition, but I strongly suggest going with two: One on beginners/regular for bosses and one on critical. Kingdom Hearts II Master - PlatinumObtain All Trophies. Competitor - GoldClear game in critical condition. Good luck. Enemies do double damage, you get half the HP and MP boost from bonus levels, and EXP is cut by 1/3. Please do it last. I want you to enjoy the game a little bit. Note: Clearing game on critical does, definitely stack! If you want to play the game only once, do critical! If you want to enjoy the story (which I recommend), play on beginners/regular and then once on critical once you get the hang of it Proud player - SilverClear plays in proud mode. It's not so bad if you've made a proud situation before. You do half the damage while enemies do double. It's a butt-in-the-ass, but I'm sure you can do it! Ambitious adventurer - SilverClear game and watch the end. It could be about any difficulty and with or without the secret ending. Level Master - Money get Sura to level 99. I suggest doing it during a regular run or for beginners if you do it. Wait to grind until you're in a world that never was, because these enemies are stuffed to the brim with EXP's Skyway. Naught's Skyway has the potential of giving 25,000+ per run through, as long as you defeat everything. Using your forms will speed things up quite nicely. Make sure you have an attempt to step up equipped with capabilities and use an even more EXP seagull wing! To get the boost, you need your HP under 50% so let the enemies hit you for a while and then start attacking. Remove all attack capabilities from your teammates as their kills don't get the push! If you do this, keep in mind that your drive forms cure you, so forms first of all use this method! Special note! If you do this strategy, you can double down on peeling off your forms! You can maximize your heroism, limitation, and final form by switching to Naught's Skyway (though this is not the most ideal for Valor). Starting from the top (the area before the last fight), go down and beating whoever you want. Know how much time you have left on our form because before you return, you need to get to the next guard point (the room where you enter the Luxord and Saix battles) and wait to the world map while you're still fit and warming back to the top, where you started! Doing this will make you keep your drive meter back where it was! I don't know if I can do this, but I can do it. My hero - BronzeGet saved by King Mickey. Mickey shows up in certain fights if you're dead. It's guaranteed the first time it happens, but the odds are significantly diminishing if it continues. Choose I won't give up! And he'll come and do the ass. The battles in which he will appear are: Shan-yu, Thresholder &mp; Possessor, Shadow Tracker/Dark Koch, Cerberus (w/Auron), Hydra, Lord Vulcan &mp; Lord Blizzard, Storm Rider, Xaldin, Angel of Death (First Battle), and Xemnas (First Armored Battle). Will's ongoing - money has longed and he's dead. Poor Tara Ba. I (in order to fight it, you need to see the secret end of Kingdom Hearts 2, which only requires you to lock down all worlds (yes, Atlantica too). Any situation will be Then, you must save your game and return to Disney Castle and go to Cornerstone Hall. The gate to Yalldabe Cemetery will be there. Strategy: Tara's armor fights in a very similar way to a keyblade user, like Sora. The suggested level is about 80+ when your drive forms are reasoned. Use as many integrated capabilities as you can, as combos will be the only way to deal with good chunks of damage, and don't forget the guard. Also, remember that it does not have a specific pattern of attacks like most other bosses; All his combinations are random. His most common attack is to knock Sura into the air for multiple hits. Either he'll get up and knock on you or turn his female into his deodo and rush in. This can be blocked using Guard or Reflect, so make sure you can schedule the right. If you pay him too much, he'll start matching the problem with his bump. Get as far away as you can. Sometimes it will summon a rainbow to shoot you, makes your commands go crazy and forces you to choose the right response from constantly changing options otherwise you just don't get to use your command list at all. And you lose HP's if you're wrong NBD. His orbs attack will surround Sura in a red or blue bubble; If it's red, Sura can't attack and if blue, Sora can't use magic. Form your limit counts as magic, so if you're stuck in a red ball, break into the border. Otherwise, hit it until hp's smaller stripe is emptied, berying the way. When he starts summoning a giant ball of energy, try to get close to him and prepare to save/reflect. The energy ball follows Sura no matter what, but if you keep you can send it back to him. If it doesn't get hurt, it'll come back for you. If you're not close enough to hit it, dodge rolling into it to avoid any damage. His latest and most common attack can and will kill you immediately if you don't know how to deal with it. First, it will charge and speed you up with combos. Tap Square repeatedly to protect against everyone. If then goes into warp mode and the best way to avoid these attacks is to jump and slide to safety. Finally, he'll launch himself into the air and come down Sura. Immediately finish your slide and carnade. If you don't have the military police for that, tap Guard and pray. If you manage the binoculars, the armor will be knocked back and open to some revenge combos. Doing this will give you proof of connection and put you one step closer to a golden crown! One-Winged Angel - Silverdefeat Spheres. No, no, I don't think so. Like it's that simple. You'll hear all about Seleroth MacLeod and the man himself as you pass through The Hollow Garden in Stillon/Radiant. After defeating mcp in paranoid space, you will fight it in the dark depths.Strategy: You are alone in this battle. There's no Donald or Goofy and no forms either. It's necessary to at least be level 60 but if you can get up to 70 or 80 it will be a lighter ton. Not easy yet, but... The capabilities heavily offered are Trinity Limit and Slash for massive damage and counter-terrorism. Reflection is a must alongside Keur to bounce back his onslng. At first, Sepothy will launch an undeniable attack, but response orders are coming here. The RUN combo combo will basically be your order at first. And for Kairi's infatuation to pay attention to his sword and where it is because it's very easy to forget how ridiculous it is. You may think you're safe, but you're not. If he manages to get combo on you, I strongly suggest punching your [quadrule] to try to get away with revenge slash, otherwise you might die or die. When he punches you in the air, recover and attack quickly. If he starts his hellfire, don't let it suck you in. Run or bleed away! If you can't escape, accept your destiny and just keep beating it up and heal yourself to stay alive. Sifi won't attack while she's hot. When he starts summoning dark tantrums to surround and attack Sura, this is where I suggest using Reflect. You can hit them with your kibblede, too, but who wants to do it. The meteor shower would be a similar attack, but you can save your MP here by just running around evading. His glory is, of course, a fallen angel. Let this attack hit you and you will be left with 1 HP &mp; MP. Almost certain death. To stop it, you must hit it immediately. You can tell he starts this attack when his hand goes through the air as he just doesn't care (similar to KH2 remember?). Keep in mind that you must finish it with an end move. Such as Trinity Limit, Fresque, Horizontal Slash, etc. Defeating it will get you a drive boost and after talking to Cloud, then counts, then finally Tifa will torment the Fenrir keyblade. To control them all - GoldDefeat all the replica data of the thirteenth organization. After the explosion from the castle in a radiant garden, where Sura is interested in a pigeonhole, Riccio, and Payne fly out. Donald tells him they can check it out later. And you'll do it (if you want that trophy). After entering assemblage's garden, after switching to some annoying areas (which need Glide, Flash Step, and Dodge Air all in LV3 btw) and heartless, you'll see the 13 portraits that will lead you to any data friends. There should be symbols of the friends' weapons of choice on their gates, but if there isn't then you must go defeat the real one first. In conclusion, win the game and come back. You should be at a high level anyway. Defeating Xemnas' data will give you Power Boost, although you can't use Donald or other member bodies to come help. Xigbar gives you protection boost, Xaldin push protection, Vexen lost illusion, Lexus lost illusion, Zexion lost illusion, Saix defense boost, Axel magic boost (no friends help here), Demyx AP Boost, Luxord AP Boost (no friends help here), Lost Illusion Marloxa, Larxene Lost illusion, and Roxas Magic Boost (no friends help here). Defeating everyone will give you this trophy. The none existing proof brings you one step closer to the golden crown. Xill Shadow Enterprise and Replica Data Strategies here! Mushroom Locations and Strategies Here! Rookie - Bronzewin Cup pain and panic. To access this trophy, you must clean disney castle for the first time. All enemies are set to level 20 and drive forms are not changed, but your limitations take less MP than usual. There are 10 seeds and you get a lucky ring, defend a belt, and a peaceful stone for victory. Leon and Yuppie are the last and nostalgic seed and, as usual, defeat Leon first, so you can take yuppie as she twitches around in her ninja ways. Rookie hero - Bronzewine Cerberus Cup. To access this trophy, you must clean agarba, Halloween, and pride lands for the first time. Sura will be alone, but you can use your drives this time. And the dimension fills up a lot faster. There are 10 seeds and you get the Rising Dragon team for Donald and Belt to defend winning. Cerberus is your last fight. Each round is scheduled but you get time for each completed round. Art Hero - Titan Cup Bronzewyn. To access this trophy, you must clean up the Olympus Colosseum for the second time (win the Myrtle Cup). Sura's alone again and the drives are gone, but the subpoena's up. There are 10 seeds and you get a Genji shield and a skilled ring for victory. The trick in this is also to have a damage gauge with 300 key points. Giving HP pressure or key points to 0 means the game is over. It basically means not getting it much. Rounds 5-10 release large rocks to avoid on top of enemies. Fighting Hercules is quite similar to the KH1 version, avoiding his eventual punch and golden glowing powers. A true hero - Bronzewin the God of Destiny Trophy. To access this trophy, you must clean all the other mugs and win Xemnas for the first time. There are 10 seeds and you get a deadly crest keyblade (my favorite) and Orichalcum+ for completing it solo. This one is very simple and you allowed friends, so go crazy and kill everything! Competing in the Coliseum - BronzeWin Cup The Paradox of Pain and Panic. To access this trophy, you need to clean up the God of Destiny trophy. Talk to Hades in his room (through the Valley of the Dead) to get in. There are 10 seeds and all enemies are capped at level 60. Colosseum Star - Bronzewine Trophy Paradox Orchestra. To access this mug, you need to get all your drive forms (except Final) to Level 5 and complete the God of Destiny Trophy. Talk to Hades in his room (through the Valley of the Dead) to get in. There are 10 seeds and all enemies are capped at level 70. Hero of the Colosseum - Bronzewin Cup Paradox Titan. To access this trophy, you need to get a summons to Level 5 and complete the God of Destiny trophy. Talk to Hades in his room (through the Valley of the Dead) to get in. There's 10 seeds. Coliseum champion Silverwyn Cup Paradox Hades. To access this mug, you must make room the second time, clear all previous mugs, and invite your summons and drives (limit not included) to level 7. It is recommended to be level 99 for this trophy. Talk to Hades in his room (through the Valley of the Dead) to get in. There are 50 seeds with rule change every 10 matches. Rounds 1-10 have no restrictions and you have access to drives, summonses, and friends. Rounds 11-20. Sora fights alone, has no drives (other than limitation), has a subpoena, and uses the same point-damage system as the Titan Cup. Rounds 21-30 don't have drives, summonses, and members available and limits use fewer MP. Circles 31-40 have drives available, but there's a 10-minute timer. Rounds 41-50 no summons, no drives (except limit), and no members. End of summer - a whole episode of Roxes. Wow, come on. That trophy name. Eternal World - Bronze Complete the Eternal River Park. Above Honor - Bronze Complete the Dragonland Chapters. Budding Romance - BronzeHeim the Parkes of the Beast Castle. Hail the Hero - Bronze Complete the Colosseum chapters of Olympus. Lifting the Curse - Bronze Complete the Port Royal chapters. For what there are friends - bronze complete the Agarba chapters. Gift of Love - Bronze Complete the Halloween episodes. The Return of the King - Bronze Solomon's Parkes of The Pride Lands electric spark - bronze completed the paranoid chapters in space. Always together - Bronze Complete the chapter Tree 100 Acre. Twin Spirits - Bronze Complete the Atlantica episodes. Favorite World &t;3 Taste of the Past - Bronze Complement the Twilight City episodes. Reunion - Bronze Union with Rico and Keary. And let the tears fall. Looking - Bronze collecting all the rapist reports in Jimmy's diary. Most of these are obtained by defeating the XIII members. 1 organization - coming from winning the Battle of 1000 Heartless2 - once you see Mickey outside Twilight Town's train station - from defeating Xigbar in a world that never was4 - from defeating Xaldin at Beast Castle5 - what? Defeating Demyx in Colossium Olympus6 - what? Defeating the Grim Reaper in Port Royal7 - from defeating the Novods and attacking the gate at Hollow Bastion8 - from defeating Luxord in a world that never was9 - from defeating Sykes in a world that has never been 10 - from the last visit of Twilight Town11 - from the world that never was when Rico joins you12 - from the world that never there was no after fighting Roxas13 - from defeating the first form of Xemnas in a world that never was. Professor - Bronze collects all the character values in Jimmy's diary. It should be able to be done after completing the game and fighting all bosses, including secret bosses. The only character who might miss out is Setzer in Twilight City, which forces you into a fight like Sora. Have fun! Heartless High - Bronze collects all the heartless entries in Jimmy's diary. Enemy guide here! It also includes Mushroom 13, whose guide is here! No one knows everything bronze to collect anyone's records in Jimmy's diary. Enemy guide here! Hunter - Bronze collecting all the treasures in Jimmy's diary. Location guide here! Puzzle - Bronze complete all the puzzles in Jimmy's diary. Puzzle guide here! Navigator - Bronze collects all the maps in Jimmy's diary. Map guide here! Conqueror - Bronze Collects all mission values in Jimmy's diary. Mission/Mini Game Guide here! Crazy Mini-Game - Bronze collecting all minigame entries in Jimmy's diary. Mission/Mini Game Guide here! Limit Master - Bronze collects all limit values in Jimmy's journal. Donald and Abobo have two, and then every party member in the world has one. Sura has a Trinity border and your summons has one as well, Gini's got four! Artisan - Bronze collects all the synthesis note entries in Jimmy's diary. Synthesis guide here! Looking for - Bronze Collects all character link values in Jimmy's journal. You'll get most of these through regular play. However, this includes all members of the Thirteenth Organization (and missing silhouette battles) and the XIII mushrooms. And secret bosses. Professional skater - BronzeObtain 5,000 points with skateboarding tricks. Be Tony Hawk. Is he still relevant? Anyway, it's one of those trophies you're killing me. There are two easy ways to do this, one being a survivor in the game. The first is to talk to Scrooge in a radiant garden and just go back and forth to win between two burnout points, as shown here. You can screw up a lot here, so it's not the best practice. I got to 3900 half an hour later and the Aseguisurge afterwards, desperately looking for another way and finding a dirty, cheap survivor! Yes! Sorry, guys. By talking to Luke (Red Boy) on Christmas Hill on Halloween, you'll make Trix sick at Santa's workshop. The goal is to jump and fly to the current emitter wall and just keep squashing [square], as shown here. It shouldn't take you more than 3 attempts to get the hang of it and you finish it in less than 30 seconds. Everybody makes a profit! Champion of the bowing of the opponent. You can do it as sura in Twilight City. Go to the sand stretch and kick the place out! Rusty by darkness - BronzeActivate anti-shape 13 times. For help with forms, click here! Veteran pilot - BronzeObtain Class S on a rubber ship mission. Ace Pilot - BronzeObtain Grade S on a rubber ship mission to all runways. Don't do this to me. Gummi ship guide here! Upper Gun - BronzeObtain Grade S on rubber ship EX mission to all runways. No, you can't make me. Gummi ship guide here! Rubber ship collector - moneyin all blueprints. I don't know what that means. Gummi ship guide here! Here!

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