

Kingdom Hearts Birth By Sleep Final Mix Guide

By: [KaiLyoko](#)

[Introduction](#)

[Controls](#)

[Timeline](#)

[Terms and Menu Commands](#)

[Command Deck](#)

[Command Melding](#)

[Shotlocks](#)

[D-Links](#)

[Unversed](#)

[Mirage Arena](#)

[Finish Commands](#)

[Secret Reports](#)

[Action Commands](#)

[Ice Cream Beat](#)

[Fruitball](#)

[Stickers](#)

[What is a "Final Mix"?](#)

[The Kingdom Hearts Games with Final Mixes](#)

[Stickers](#)

[Sticker Prizes](#)

[Birth By Sleep](#)

[Birth By Sleep Final Mix](#)

[Keyblades](#)

[All Playable Keyblades \(LEGEND: V=Ventus, A=Aqua, T=Terra, All=All](#)

[Characters\)](#)

[What is a "Final Mix"?](#)

[Games with Final Mixes](#)

[Trophies](#)

[PSP BBS/BBS FM Trophies](#)

[2.5 HD ReMIX PSN Trophies](#)

[Abilities](#)

[All Abilities and Their Functions](#)

Introduction

Kingdom Hearts Birth By Sleep Final Mix was created by Square Enix, and released for the PSP, and just recently ported for the PS3 as part of "**Kingdom Hearts 2.5 HD ReMIX**". This game follows Three Main Characters, with 4 Stories in total (5 If Playing Final Mix) it is unlike any other game in the series. This game covers **2.5 HD ReMIX**, **Birth By Sleep**, and **Birth By Sleep Final Mix**. Sections for Final Mix will be marked as (Final Mix Exclusive) to avoid confusion for users who are just playing Birth By Sleep.

Controls

Controls for all consoles are same, or at least Similar.

- 'X' To Attack/Select/Activate (Jump For Final Mix Users on the PSP)
- 'O' To Jump (Attack/Select/Activate for Final Mix Users on the PSP)
- 'Square' To Block or Dodge
- 'Triangle' To Use a Command or D-Link
- 'Control Stick' to Walk/Run (Left Analog Stick for PS3 Users)
- 'D-Pad Up' to change commands on the commands list
- 'D-Pad Down' To Change commands on the Commands List
- 'D-Pad Right' To go to the D-Link Menu
- 'D-Pad Left' to go back from the D-Link Menu
- 'Right Analog Stick' Move Camera (PS3 USERS ONLY)
- 'R/R1' Lock On
- 'L/L1' Camera Options 'L+R/L1+R1' Use a Shotlock Command.
- 'Start' Open Menu/Pause
- 'Select' Nothing

Timeline

The Kingdom Hearts Timeline goes as shown below, in the same order as below:

Kingdom Hearts Birth By Sleep/Final Mix, Kingdom Hearts/Final Mix, Kingdom Hearts Chain of Memories(Re:Chain of Memories)/358, Kingdom Hearts II/Final Mix, Kingdom Hearts Coded/Re:Coded, Kingdom Hearts 3D: Dream Drop Distance, Kingdom Hearts III. If this is the first time playing the series, this is the prequel to the entire story, so you should start with this. However, if you are to play Kingdom Hearts/Final Mix on the PS2/PS3, get ready for a huge Control Change.

Terms and Menu Commands

Kingdom Hearts Birth By Sleep introduces many different Commands and Terms, that are rarely used later on in the series. So some of these Commands may not even appear in another Kingdom Hearts Game.

Command Deck

The Command Deck is where you set-up your 'Triangle' Commands, Action Commands, Shotlocks, and Finishers. When you start the menu, You will see "**Command Deck**" at the top.

Command Melding

FOUND IN **Command Deck < Command Melding***

Command Melding allows you to fuse together Two commands and/or a Synthesis Material. This Function is extremely vital for completion, as some of the commands you meld cannot be bought, and some commands you meld will appear in the shop **AFTER** Obtaining it by Melding. Melding will also give you Special Abilities depending on the Synthesis Material used.

Shotlocks

Shotlocks are a Lock-On system which renders you Invincible whilst using them. There are different Shotlocks for each character, and each is unique, whether it's shooting [Fire](#), [Poisonous Shots](#), to [Creating a Tornado](#).

D-Links

D-Links are a special type of Command. These can be used by pressing 'Right' on the D-Pad, and selecting them with the 'Triangle' Button. These are essentially replacements of the Summons from **Kingdom Hearts**, **Kingdom Hearts Chain Of Memories/Re:Chain Of Memories**, and **Kingdom Hearts II**. D-Links supply you with different commands, which replaces your Command Deck until the D-Link Gauge runs out, and will restore all of your Health. There are also [Finishers](#) for each D-Link, so try them out!

Unversed

The Unversed are the main enemies in this game, and you will find them in almost every world you visit (whether or not you're Terra, Aqua, or Ventus).

Mirage Arena

The Mirage Arena is a world in **Kingdom Hearts Birth By Sleep**, and **Kingdom Hearts Birth By Sleep Final Mix**, and serves no Purpose in the Story what's-so-ever. If playing any Version of this Game on a PlayStation Portable (PSP) you may battle unversed, play a game of what is

essentially Monopoly, but with your commands, Battle your friends, or even race against them. This world was essentially stripped to a completely Single-Player experience on **Kingdom Hearts 2.5 HD Remix**. This is also how you get the [Ultima Weapon](#) and [Royal Radiance](#) (for Final Mix Players).

Finish Commands

Finish Commands are a new feature to Kingdom Hearts, and the only other game besides this one to use a type of “Finish Command” is **Kingdom Hearts Re:Code**. Above your Commands during battle, you will see a Gauge, this gauge fills up whenever you successfully land any attack. Once filled up you may execute a “Finish” which can vary from Healing Yourself while Attacking an Enemy, to gaining munny whenever you land a successful move.

Secret Reports

Secret Reports are hidden throughout the Kingdom Hearts Series. In **Kingdom Hearts Birth By Sleep** and **Kingdom Hearts Birth By Sleep Final Mix** Secret Reports are used for unlocking the [Final Episode \(Click for Spoilers\)](#). In **Kingdom Hearts 2.5 HD ReMIX** collecting all of the Secret Reports will give you a bronze PSN trophy for each character, as well as the Final Episode.

Action Commands

Action Commands are commands that involve blocking, Dodge-Rolling, Jumping, Counter-Attacking, Reversals, Air-Slides, and Gliding. Nearly all Action Commands have a stronger counterpart.

Ice Cream Beat

Ice Cream Beat is a Rhythm Mini-Game, in which you must tap the 'X' button at certain times, and move the cursor around with the Control-Pad/Control Stick/Left Analog Stick.

Fruitball

Fruitball is a Minigame that is similar to Volleyball. Press 'X' to do a normal hit, 'Square' to curve the hit, and 'Triangle' to spike the hit. Move by using the 'Left Analog Stick' or the 'Control Stick'.

Stickers

*FOUND IN “**Reports < Sticker Album**”*

Stickers are found in every version of **Kingdom Hearts Birth By Sleep**, they are used to give you Prizes, such as Commands, and FM ONLY a Command Style. You can find these in every

playable world (except for the Land Of Departure). You get Sticker Points by Placing these stickers in the Sticker Album.

What is a “Final Mix”?

A ‘**Final Mix**’ is a version of a Kingdom Hearts Game with extra content. These were originally released OUTSIDE of North America. Thanks to the Kingdom Hearts HD ReMIX games, they’re now available in North America, in HD. Tetsuya Nomura has stated that he will no longer have Final Mix Versions of any more Kingdom Hearts Games.

The Kingdom Hearts Games with Final Mixes

- **Kingdom Hearts**
- **Kingdom Hearts II**
- ***Kingdom Hearts Birth By Sleep***

Stickers

*FOUND IN “**Reports < Sticker Album**”*

Stickers are found in every version of ***Kingdom Hearts Birth By Sleep***, they are used to give you Prizes, such as Commands, and FM ONLY a Command Style. You can find these in every playable world (except for the Land Of Departure). You get Sticker Points by Placing these stickers in the Sticker Album.

Sticker Prizes

Birth By Sleep

Sticker Points Needed	Aqua	Ventus (Ven)	Terra
20	Ignite	Wellspring Crystal	Pulsing Crystal
40	Shimmering Crystal	Hungry Crystal	Fireworks
60	Stop Barrier	Fireworks	Limit Storm
80	Deep Freeze	Collision Magnet	Sonic Blade
100	Secret Gem	Salvation	Secret Gem

Birth By Sleep Final Mix

Sticker Points Needed	Aqua	Ventus (Ven)	Terra
20	Ignite	Wellspring Crystal	Pulsing Crystal
40	Shimmering Crystal	Fireworks	Fireworks
70	Stop Barrier	Collision Magnet	Limit Storm
110	Deep Freeze	Salvation	Sonic Blade
140	Rhythm Mixer	Rhythm Mixer	Rhythm Mixer

Keyblades

The Keyblade is the main weapon that is playable. You get different Keyblades (or Keychains if you are talking about *Kingdom Hearts* and *Kingdom Hearts 2*).

All Playable Keyblades (LEGEND: **V=Ventus**, **A=Aqua**, **T=Terra**, **All=All Characters**)

- **Wayward Wind (V)** Obtained by Default
- **Rainfell (A)** Obtained by Default
- **Earthshaker (T)** Obtained by Default
- **Treasure Trove (All)** Obtained by Completing 'Dwarf Woodlands'
- **Stroke Of Midnight (All)** Obtained by Completing 'Castle Of Dreams'
- **Fairy Stars (All)** Obtained by Completing 'Enchanted Dominion'
- **Victory Line (All)** Obtained by Completing the 'Rumble Racing' Mini-Game
- **Hyperdrive (All)** Obtained by Completing 'Deep Space'
- **Mark Of A Hero (All)** Obtained by Completing 'Olympus Coliseum'
- **Sweetstack (All)** Obtained by getting all flavors of Ice-Cream.
- **Void Gear (All)** Obtained by Defeating Vanitas's Remnant
- **Pixie Pedal (All)** Obtained by Completing 'Neverland'
- **Ultima Weapon (All)** Obtained by Completing the 'Villains' Vendetta' Mission in the Mirage Arena
- **No Name (All)** Obtained by Defeating the Unknown Figure in The Land of Departure
- **Royal Radiance *Final Mix Exclusive (All)** Obtained by Completing all Mirage Arena Missions
- **Frolic Flame (V)** Obtained By Meeting Lea in 'Radiant Garden'
- **Lost Memories (V)** Obtained By Completing the 'Destiny Islands' story.
- **Ends Of The Earth (T)** Obtained By Completing the 'Destiny Islands' story.
- **Master Xehanort's Keyblade (T)** Only available with the fight as the Lingerin Spirit
- **Darkgnaw (T)** Obtained By clearing the 'Dead Ringer' Mission in the Mirage Arena

- **Chaos Ripper (T)** Obtained By defeating Master Eraqus
- **Stormfall (A)** Obtained By Completing the 'Destiny Islands' Story.
- **Destiny's Embrace (A)** Obtained By meeting Kairi in 'Radiant Garden'
- **Master's Defender *Final Mix Exclusive (A)** Obtained By starting the 'Secret Episode'
- **Brightcrest (A)** Final Episode Only

What is a “Final Mix”?

A '**Final Mix**' is a version of a Kingdom Hearts Game with extra content. These were originally released OUTSIDE of North America. Thanks to the Kingdom Hearts HD ReMIX games, they're now available in North America, with HD graphics. Tetsuya Nomura has stated that he will no longer have Final Mix Versions of any more Kingdom Hearts Games.

Games with Final Mixes

- **Kingdom Hearts**
- **Kingdom Hearts II**
- ***Kingdom Hearts Birth By Sleep***

Trophies

Trophies are earned throughout any version of this Game, this also includes PSN Trophies, which will be Marked.

PSP BBS/BBS FM Trophies

These are the In-Game trophies for the original Birth By Sleep game on the PSP, things shown in Parentheses are the Items obtained after earning the select trophy. These are Included in ***Kingdom Hearts 2.5 HD ReMIX*** but, no prizes are obtained after earning the trophy.

- Power Walker- Walk 99,999 Steps (Break Time)
- Keyslinger- Defeat 9,999 Unversed (Aerial Slam)
- Clockwork- Play the game for at least 80 Hours (Stopga, Slow)
- Arena Sweeper- Complete all Arena Missions in “The Mirage Arena” (1000 Medals to all Characters)
- Dairy Devotee- Get all of the flavors of Ice Cream (Deep Freeze)
- In the Munny- Have 33,333 Munny (1000 Munny to all Characters)
- One Down- Clear Story Mode on any difficulty with any character (FM Only: Rhythm Mixer)
- Trinity Trophy- Clear the Story on Critical or Proud Mode (Trinity Limit)

2.5 HD ReMIX PSN Trophies

These are the PSN Trophies you gain While playing Birth By Sleep Final Mix on 2.5 HD ReMIX. You will not get any rewards from these trophies, however, you may Level your PSN Profile Up with these trophies!

- Collector- Collect all Stickers
- Critical Competitor- Clear the Game on Critical Mode
- Savage Slayer- Finish all Unversed Battle Missions with the Highest Rank
- The Adventurer: Aqua- Collect all Secret Reports With Aqua
- The Adventurer: Terra- Collect all Secret Reports with Terra
- The Adventurer: Ventus- Collect all Secret Reports with Ventus
- Perfect Shot- Use any Shotlock Command At least 50 Times
- Justice & Dark- Use Pete's D-Link 10 Times
- D.J.- Activate the Rhythm Mixer Command Style 20 Times
- The Warrior: Aqua- Collect all of Aqua's Finish Commands
- The Warrior: Terra- Collect all of Terra's Finish Commands
- The Warrior: Ventus- Get all of Ventus's Finish Commands
- B-Boy- Use Break-Time as Ventus
- Majorette- Use Break-Time as Aqua
- Musclehead- Use Break-Time as Terra'
- Pâtissier- Collect all of the Ice Cream Flavors
- Command Board Conqueror- Win on every Command Board
- Maestro- Get Fantastic Ratings on every song in Ice Cream Beat's Master Mode
- Rapid Racer- Win on all Rumble Racing Courses

Abilities

Abilities are obtained from Command Melding, and some Boss Fights. All abilities are the same, no matter which version you may play.

All Abilities and Their Functions

- HP Boost- Increases Max HP
- Cure Boost- Increase HP Healed when using Cure, Cura, or Curaga
- Fire Boost- Increases Damage Dealt when using a 'Fire' Command
- Blizzard Boost- Increases Damage Dealt when using a 'Blizzard' Command
- Thunder Boost- Increases Damage Dealt when using a 'Thunder' Command
- Item Boost- Increases Effects of Items used
- Attack Haste- Decreases Command Reload Time for Attack Commands
- Magic Haste- Decreases Command Reload Time for Magic Commands
- Finish Boost- Increases Damage Dealt when using a Finish
- Combo F Boost- Increases Damage Dealt by the Last Attack of your Combos
- Fire Screen- Decreases Damage Taken by 'Fire' Commands
- Dark Screen- Decreases Damage Taken by 'Dark' Commands
- Blizzard Screen- Decreases Damage Taken by 'Blizzard' Commands
- Thunder Screen- Decreases Damage Taken by 'Thunder' Commands
- Reload Boost- Decreases Command Reload Time when HP is under 25%
- Defender- Increases Defense when HP is under 25%
- Treasure Magnet- Get Prizes from Farther Away
- HP Prize Plus- Increases the amount of HP Prizes dropped by enemies
- Link Prize Plus- Increases the amount of D-Link Prizes dropped by enemies
- Lucky Strike- Increases the amount of Prize Boxes dropped by enemies
- Zero EXP- No EXP will be Gained
- Air Combo Plus- Increases the amount of strikes in an Air Combo
- Combo Plus- Increases the amount of strikes in a Ground Combo
- EXP Chance- Doubles the amount of EXP Received when HP is under 25%
- EXP Walker- Gain 1 EXP for every step you take
- Damage Syphon- Regain Focus Points for each hit received
- Second Chance- Stay alive with 1 HP after a blow that would kill you if at 2 HP or up.
- Once More- Keep 1 HP throughout a combo that would finish you off
- Leaf Bracer- Take No Damage, and no Interruptions when using 'Cure', 'Cura', or 'Curaga'
- Scan- Displays HP For enemies