

DOWNLOAD PDF DREAM DROP DISTANCE GUIDE

Chapter 1 : Kingdom Hearts 3D: Dream Drop Distance FAQs, Walkthroughs, and Guides for 3DS - GameF

Kingdom Hearts 3D: Dream Drop Distance Wiki Guide. Characters. Dream Eaters. Gameplay. Hints and Tips. Walkthrough. Tutorial. Traverse Town (Sora) Traverse Town (Riku) La Cite des Cloches (Sora).

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For Kingdom Hearts 3D: Dream Drop Distance on the 3DS, GameFAQs has 13 FAQs (game guides and walkthroughs).

There are two kinds of Dream Eaters, benevolent Spirits and malevolent Nightmares, constantly in conflict with each other. As part of their Mark of Mastery exam, Sora and Riku journey into the Sleeping Worlds to awaken them, recruiting Spirits to help them in their quest and battling and destroying Nightmares. Shortly after Sora first meets Neku, the two of them are surrounded by Dream Eaters. Joshua suggests the same to Riku after they meet. Beat summons a Kooma Panda in an attempt to fight Joshua, but it attacks Riku instead. When Sora and Riku return to Traverse Town, they find that their companions have abandoned using Dream Eaters, and have instead simply banded together with their partners. Sora and Riku manage to corner the Nightmare, but it summons several other powerful Nightmares as a diversion, allowing it to escape. However, the Organization had already managed to force Sora into a deep sleep. After defeating Ansem and escaping to the real World that Never Was, Riku finds himself at a dead end, unable to reach the Castle that Never Was, where Sora is trapped. After Sora revives, and Riku is named Keyblade Master, Sora decides to visit the sleeping Traverse Town again, and he is reunited with all of his Spirit friends. The player is able to create Spirit Dream Eaters to do his bidding, though only three may appear in the party at one time, and only two may be active at one time. There are fifty-one varieties of Spirits that can be created by the player and forty-five varieties of common Nightmare Dream Eaters, which spawn in set places throughout the Dream worlds, though there are larger Nightmare Dream Eaters that appear in the form of bosses. Dream Eaters can also be found in dive mode, though this is usually in the form of a large Nightmare and a set amount of lesser Nightmares. As the name suggests, the main aim of the Nightmare Dream Eaters is to send Sora, Riku and the other protagonists into an abyssal Nightmare. As such, they are set on the goal of assaulting any who would dare to venture close to them. Other than this though, they seem to have no obvious, obtainable goal. Even the Anti Black Coat seems to uphold this goal, though it does not appear very much like any other Dream Eater, but rather assumes a more human-like form. The goal of Spirits, on the other hand is to guide and protect the protagonists from Nightmares as they venture on their journey. This is shown by their loyalty to the one that has created them. Also to be noted is the fact that the Nightmares gain strength as the protagonists progress through the Dream Worlds. The differing levels in attack strength from Traverse Town to The World That Never Was are rather large, though the reason for this difference is unknown. The Nightmare Dream Eaters do not appear to have a specific commander, though Young Xehanort, and Spellican are considered an exception to this. In the Country of the Musketeers, Pete is also able to summon Nightmares at his own bidding, just as he is able to summon Heartless in other games.

Kingdom Hearts 3D: Dream Drop Distance Strategy Guide Author(s): Daniel Chaviers Dream Drop Distance Strategy Guide Download PDF Guide Info. Get a.

Complete the game and watch the complete credits sequence. This includes all three new spirits that were included in this remake and the three Spirits that were QR codes in the original version. Watch the secret ending which only unlocks after you get a certain number of in-game trophies 11 for beginner mode, 7 for standard mode, and 5 for proud Critical mode, which is unlocked after you finish the game once, has no additional requirements for the secret ending. To recover something important. Then you must clear a special dive where you must collect gold letters, leading you to the "Secret Message Unlocked". Complete every Dream Piece: Collect every Training Toy, including all of the Paint Guns. Collect every Treasure chest in the game Achieve a cumulative level of Remember, their level numbers must add up to for the trophy. Rack up or more Drop Points in a single turn. You can track how many droplets you have by pressing while not in combat and see it listed at the bottom of the screen. A good place to get this is via the Solar Sailer, which you can board from the Docks or the Rectifier 1F area. You can also earn this trophy at the very beginning of the game, before the Drop Gauge mechanics kick in. Instead, spend as much time as you like grinding out Dream Eaters. For those of you that prefer not to grind, make sure you utilize the Bonus Time that happens just after the Drop Gauge is fully empty. You get a second grace period before being forced to Drop, and Droplets drop again, no pun intended from Dream Eater enemies much more often. Drop or more times. Once the Drop Gauge is empty, you enter a second grace period called Bonus Time see Droplet Magnet for its effects and once that timer runs out, you automatically Drop and, after selecting bonuses from a menu, are switched to the other character. For all purposes time pauses for the Dropped character while playing as the other. You can reset the Drop Gauge with a consumable command item called the Drop-Me-Not which is available in Moogles Shops after you beat Hockomonkey and get access to the first ring of worlds but in order to get this trophy, you must Drop constantly. This number must hit to get this trophy. Luckily, you can actually Drop at will by using the Drop command at a save point or on the World Map. Complete a dive without taking damage. To get this trophy, you must open the ring in a Dive and get to it, thus completing the Dive, without taking any damage. Taking damage involves running into obstacles or getting hit by enemies.

Chapter 4 : Walkthrough - Kingdom Hearts 3D Wiki Guide - IGN

Kingdom Hearts 3D: Dream Drop Distance is the seventh main game in the series, and the first entry in the series for the Nintendo 3DS. It is a direct sequel to the previous games in the series. It is a direct sequel to the previous games in the series.

There are a total of seven playable worlds, most of which are based on various Disney properties, albeit in a "world submerged in sleep" due to being destroyed by the Heartless. The other two worlds, Traverse Town and the World That Never Was, are original to the series and have both been featured in previous games. Characters of Kingdom Hearts The game features Sora and Riku as the two main characters of the game, taking part in a test to improve their skills with their weapon, the Keyblade. For most of the game, the two are depicted as they appear in the original game while also being given new clothes. Their older selves from Kingdom Hearts II also appear during cutscenes, while Sora is briefly playable in this incarnation during the end credits. Like previous games, Dream Drop Distance features various Disney characters, including Mickey Mouse , who is seen in the game in three different incarnations: Donald Duck and Goofy make similar appearances as well. Characters hailing from their respective worlds play a small role in the main story, while Maleficent and Pete reprise their roles as antagonists, and Yen Sid as a supporting character. Unlike the other major installments, which feature an extensive cast of Final Fantasy characters, only a single Moogles appears from the franchise. For the exam, they are sent to worlds that remain trapped in a "sleeping" state after being destroyed by the Heartless. There, they must unlock seven keyholes in order to fully restore them to the realm of light; they are also advised to create benevolent "Spirit" Dream Eaters to guide them and battle the malevolent "Nightmare" Dream Eaters that infest the sleeping worlds. The two are separated at the start of the test, each finding themselves in an alternate version of the first sleeping world, Traverse Town. Throughout the exam, Sora and Riku repeatedly encounter a gray-haired youth who is accompanied by Xemnas and Ansem, respectively. Revealing that he and his associates have lured Sora into a trap, the youth places Sora into a deep sleep, where Sora defeats Xemnas within his own dreams. He is foiled when Sora is rescued by Lea, the revived human form of Axel from the original Organization. Xehanort and his incarnations fade back to their original time periods, assuring that both factions will inevitably clash. After Riku returns to the realm of light and reunites with Sora, Yen Sid commends Riku for braving the realm of sleep a second time to reawaken Sora, declaring him a Keyblade Master; Lea also reveals himself to have become a Keyblade wielder, and intends to become a Master as well. Sora is undaunted by his failure and returns to the sleeping worlds, where he thanks his Dream Eater companions. To this end, he has Riku recruit Kairi to be trained as a Keyblade wielder. Although Tetsuya Nomura admitted the English used was not grammatically correct, the team still decided to use it based on the way it sounded. The new maneuvers employed in Dream Drop Distance are also meant to give a glimpse about how the next game in the series, Kingdom Hearts III , would look like. New worlds were included in the game as a result of multiple requests by fans. However, the setting gave the staff the idea of introducing new creatures, Dream Eaters, who would also join the player in fights. Nomura did not approve of this idea. The idea of Sora going through a dream was inspired by the subtitle of Kingdom Hearts: Birth by Sleep and served as a basis for the game. When starting production, the staff had decided to make the story as complex as possible, leading to the inclusion of several cutscenes which can be viewed by the player anytime they want. In order to make it more accessible, scenario writer Masaru Oka was in charge of the Chronicles feature, which explains events from previous games. Like previous titles, Dream Drop Distance has a secret ending that connects to Kingdom Hearts III although the staff found it unconventional in comparison to previous ones. However, the Mark of Mastery limited edition was made so that English gamers would be able to obtain bonus material that can only be obtained in Japan.

Welcome to another one of my guides. This one covers the new Nintendo 3DS title Kingdom Hearts 3D: Dream Drop Distance. It's been a while since we got an actual addition into the series, eh?

The game is split into two scenarios, each fulfilled by one of the two protagonists: Unlike in previous games, however, the scenarios are not played separately, but are instead played concurrently in a linear fashion. This is achieved through the use of the drop system, and acts toward maintaining story continuity between Sora and Riku. Whenever play as one character is taking place, the Drop Gauge counts down towards the drop time. Once thirty seconds remain, a time counter becomes visible, alerting the player of the impending drop. Once a character has dropped, then play switches to the other character. The player can manually force a drop at times during gameplay. Abilities Edit Kingdom Hearts 3D: Dream Drop Distance features both old and new means to act within the game. The Command Deck system originally introduced in Kingdom Hearts Birth by Sleep is reintroduced for the use of active commands. These must be installed and feature a cool-down timer once used. Passive commands, however, must be installed through the Abilities menu, and can be obtained only from Spirit Ability Links. Flowmotion is a new gameplay mechanic which provides ease of movement and a new method with which to strike at enemies. Reality Shift is a feature unique to each game world, with uses differing between each. Spirit Linking allows the protagonists to link with their Spirits to combat the enemy. Dive Mode Main article: Dream Drop Distance introduced the Dive Mode gameplay system for the first time. This mini-game system is a free-fall into each game world where the protagonist must complete objectives, often having to defeat Nightmare Dream Eater bosses in addition to lesser enemies. Forecast A new gameplay element introduced in this game is that of the Forecast. Unique to each world, it alters each time the player drops. The Forecast affects the enemy difficulty of that particular world, among other things. Dream Drop Distance features the introduction of a new enemy to the Kingdom Hearts series. Dream Eaters, the embodiment of dreams in the Realm of Sleep, come in two varieties: Nightmare Dream Eaters act as opposition to the protagonists throughout the game, and play a role in the story on multiple occasions as well as acting as world bosses. Nightmares range in size from the lithe Toximander to the gigantic Skelterwild. As in previous games, the Nightmares increase in strength as the protagonists advance from world to world in the Realm of Sleep. Both feature new clothing designs which appear similar to their Kingdom Hearts attire. This would be used in instances such as "falling from high places" and "flying far distances". The game also has the keyword of "drop", as in something falling. The 3D effect of the Nintendo 3DS will be used more for "going into the screen" rather than things popping out, as well. A secret movie was confirmed, along with new characters that would appear in Traverse Town. When the Drop gauge empties, the player will switch from Sora to Riku or vice versa, depending on which character is in use at the time. During Jump Festa, a playable demo and an eight-minute trailer were shown. A world based off Tron: The Keyblade Graveyard was also shown. Reception Edit Kingdom Hearts 3D: Dream Drop Distance was well-received by fans of the game, more so in Japan than in other regions. It sold 1,000,000 units in Japan and 1,000,000 units in the United States of America immediately after its release. However, reviewers also praised the high quality of gameplay, boss fights, and relation of the plot to previous Kingdom Hearts games.

Chapter 6 : Kingdom Hearts 3D: Dream Drop Distance Treasure Chest Guide for 3DS by DBM - GameFAQ

Welcome to Kingdom Hearts Dream Drop calendrierdelascience.comally released on the Nintendo 3DS, this is the last Kingdom Hearts tale in the franchise to be given a HD remaster.. Story wise Dream Drop Distance's events are set after Re:coded and lead into the opening scenes of Birth by Sleep - A Fragmentary Pa.

Introduction and Version History 2. Contact Details and Copyright Stuff 3. If you have any comments on this FAQ or suggestions on how to improve it, please let me know contact details are in the next section. Currently, this walkthrough is written during a Proud play-through. Particularly the following; - The exact HP numbers for bosses, rather than my own estimations - Confirming the elemental attributes of enemy attacks, like those of the first boss - The point borders for achieving an "A" Rank in the Dive sections - What abilities are unlocked on the Link Ability grids through affection etc. Also added all of the reports, Spirit data and treasure locations available at that point. You cannot take anything from this guide without my express permission. Also, you cannot try to make any kind of financial profit from this guide. All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders. Notably, Disney and Square-Enix. For more about the Mementos, see the corresponding section. As boss fights go, this is pretty easy but still be cautious if you are playing on Proud! Phantom Ursula has a few attacks at her disposal, but none of them are that threatening if you know how to avoid them; 1. Grab I find that Ursula generally opens with this attack, but not all the time. She leans back before she does this and the attack can be avoided if you get to the back of the raft fast enough. She always uses this attack when coming in close after using the Bubbles attack. This is best avoided by air dashing or rolling away. Bubbles Ursula moves off into the distance and shouts "To the depths with you! These move fairly slow and you can easily roll away from them or block them. Use this information to avoid and attack. After that, you are thrown straight into a Dive! As the help messages explain, the objective of this mode is to accomplish a set objective before reaching the goal ring! Compared to some of the Dive levels, this is pretty easy to "A" rank. Use the Diving Strike and Dodging Deflect commands to gather prize points and avoid obstacles. Now then, after that guy! When ready, head towards the north exit to learn about Save Points, then head through the exit. Mess around with it using the barrels if you need the practice before heading north for another cutscene. Personally, I would save resources and create low rank Meow Wow for now and save up for a higher rank later, but the choice is yours. Also, consider putting Spark Dive in your deck if you managed to get it since it hits a fairly large area. Anyway, time to go after Neku! Before that though, time for some more treasure hunting. If you want to practice more with your new Spirits, feel like farming for items or just want to gain a few levels, Nightmares can now be found in the First District. If playing on Proud, you might find the next section a bit easier if you have the Cure spell. Keep switching between the two Districts until you are satisfied, then head towards the south-east exit in the Second District. Use magic when needed and when you find obstacles with prize points on them, get as close as you can and dodge out of the way to safely nab the points. When you clear the goal, you will find yourself in As usual, explore the area and take on the Nightmares. If you managed to get Cure as suggested, use that from now on in place of Potions, which might be running low at this point. When you are finished, head out into the Second District. Following the battle, Riku will black out like Sora did See the Drop System section for more details. From now on, I will cover each world one at a time, with Sora first and Riku afterwards. Use the contents so find the world and character you want to go through. Any other origins have yet to be revealed. All Keyblades have one of three natures: No lock can withstand a Keyblade, nor can any non-agent of light. Through the "Bequeathing," they choose the next generation of Keyblade wielders, training their bodies and tempering their hearts so that they, too, might one day be Keyblade Masters. While the word "master" might be tossed around, only an existing Keyblade Master can pass on the title and its associated powers. They often elect to test candidates for the Mark of Mastery. Among the Keyblade Masters is one true "Successor" who is tasked with protecting a hallowed ground known as the Land of Departure. In his thirst for knowledge, he allowed his heart to succumb to the darkness. While attempting to reproduce the Keyblade War, he was thwarted by three young Keyblade wielders, and his body was seemingly destroyed.

However, Keyblade Masters have the power to remove hearts and transfer them to other "vessels. It erupted over a sacred place known as "Kingdom Hearts"-the source of all light. Legend has it that the fragmented worlds we know today survived from the last glimmers of light within the hearts of children. Although they originate in our hearts, they have no hearts of their own, hence their name. They instinctively hunt for hearts, and survive and reproduce by stealing them. They have no leaders or heirarchy, least of all the chaotic "Purebloods" which arise spontaneously. One was made from the hearts of worlds, and the other from the hearts of people. The Kingdom Hearts made from the hearts of worlds had a door that led to the realm of darkness; its depths were never fully charted. The Kingdom Hearts made from the hearts of people was believed to have the power to recomplete someone whose heart had been lost. It could be argued that without the X-blade, the Keyblade War might never have been waged; after all, you cannot possess what you cannot find or unlock. It is clear the blade was the inspiration for the human-wrought Keyblades. The letter X can be pronounced both "key" or "kye" leading to some confusion and symbolizes the perfect crossing of light and darkness. The X-blade can be forged via a high-dimensional clash between those two poles. He has used its power to save the worlds from crisis more than once. Now, he has agreed to take the Mark of Mastery examination in order to retrieve a new power. His battles to save the worlds have often pitted him against the darkness in his own heart. Now, he is braving the Mark of Mastery examination to find out if he is still worthy of the Keyblade. Sora encountered him in the Destiny Islands right before his first journey began. Riku has seen him as well, though neither of them ever found out for certain who he was. He became a Nobody during a certain experiment. S - Starting Point? These noctilione nuisances boast quite the repertoire. Potion - Alleyway in the First District 3. Balloon - Southwest rooftop in the Second District 5. Confetti Candy - Eastern alleyway in the Third District 8. I will be updating this a lot more very soon. If you can help me in any way, please feel free to e-mail me! Big thanks to Disney and Square-Enix for continuing to make this awesome series. Also huge thanks for GameFAQs for giving me chance to try out this little project of mine. Also, thank you for reading!

Chapter 7 : Kingdom Hearts 3D: Dream Drop Distance | Kingdom Hearts Wiki | FANDOM powered by Wiki

Dream Drop Distance Master Obtain all trophies. You will obtain this trophy by obtaining all the rest! (Obviously!) Record Keeper Achieve % completion in Combat, Story, Items, and Game Records.

Obtained by Sora during the La Cite des Cloches story. Charge into enemies to deal heavy damage. Riku rides a surfboard and uses it to strike enemies. Juggle Pup The token circus seal of the game, Juggle Pup tosses playing dice about. If you see some doubles flying at you, watch out. Can also be won in a Link Portal challenge. Sora and Juggle Pup each roll a die. Every pair of sides has a different effect. Halbird A beefy bird of the sky, Halbird will dominate the air in any fight. Can be purchased from Moogle Shops once you reach Symphony of Sorcery. Sora glides around the battlefield with Halbird on his back. Charge into enemies to deal damage and use the Fly-by Knight command for extra impact. Riku attacks with fast light-based strikes. Found by Riku in a chest atop a wooden platform in the central-eastern section of the Backstage in the Country of the Musketeers. Aim your crosshairs to damage enemies, and use the Trap Shot command for more damage. Riku battles with a variety of flame-based attacks. Can be purchased from Moogle Shops once you revisit Traverse Town. Aim the water jet at enemies to deal damage. Riku attacks with claws on his hands and feet. Won in a Portal Link challenge. Sora Rides Yoggy Ram around the battlefield, damaging enemies as he runs into them. Use the Whirling Bronco command to spin attack for extra damage. Riku battles with a variety of electricity-based attacks. Chef Kyroo Chef Kyroo is a frog that battles with a frying pan. Found by Sora in a chest behind a breakable pile of crates in the northern section of the Dungeon in the Country of the Musketeers. Sora and Chef Kyroo go back to back. Tap the Decussation command to deal damage to targeted enemies. Lord Kyroo Possibly the toughest Spirit out there, Lord Kyroo will fight by your side more fiercely than most other Spirits. He appears in three places: Just be sure to ignore the other Nightmares that clog the battlefield and focus on taking him down. Sora and Lord Kyroo go back to back. Use the Fire Blaster command to shoot fireballs at enemies.

Chapter 8 : Kingdom Hearts 3D Wiki Guide - IGN

Chef Kyroo is one of Dream Drop Distance's several frog-based enemies. This one uses Fire attacks and a frying pan to face off against foes. The pan is a useful short-ranged weapon and doubles as a shield.

Chapter 9 : Kingdom Hearts 3D: Dream Drop Distance - Wikipedia

Kingdom Hearts 3D: Dream Drop Distance has 50 Spirits ripe for collecting. These little guys can aid Sora and Riku by attacking in battle and granting special abilities. Using the Link command.