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### Dive into the heart kh3

The tradition of Kingdom Hearts is to start every numbered title with a dip in the heart. Here Sora is asked to make several decisions that will figure out how it will grow during the game. In The Kingdom of Cup 1 it has affected his abilities and experience curve, and that's what people assumed x3 diving in the heart would affect. It turns out, however, that the curve of experience is in stone this time. Instead, your choices affect your statistics and the abilities you learn over the course of the game. Your first choice – your desire you want determines both your initial statistics and the speed at which your statistics will grow as your level increases. Wisdom Starting HP - 90 Initial MP – 120 Attack Growth - Slow Magic Growth – Quickly Many of these choices are self-explained. The choice of Wisdom will start you with a lower HP, higher MP, and will generally cause your magic to grow faster than your attack. If you want to focus on magic, that's the choice. Vibrancy Starting HP – 120 Starting MP – 100 Attack growth – Fast magical development – Slow vitality is, of course, the opposite of wisdom. Start with a higher HP, lower MP, and your attack grows faster than magic. Keep in mind that this is actually the only choice in the game that will regularly allow your

attack to overtake its magic, so if you really want to play Sora as a raging beat cull, this is your choice. This is your choice if you don't plan to block a lot as it gives sora the highest starting HP. Hp starting balance - 105 Starting MP - 110 Attack Growth – Medium Magic Growth – Medium Magic Balance is the middle base between wisdom and vitality, but what the game doesn't tell you is that this choice still favors magic. You start with more bootable MP than HP, and although your attack and magical stats grow at a similar rate, your magic will still prove to be higher than your attack for most of the game. Your second choice - your strength determines the abilities with which you start the game and what abilities you will learn and in what order. Note that Sora will eventually learn all the possibilities available in the game. This choice affects only the order in which it learns them, and thus has a real impact only for the first few levels. Guardian Power's power will give you extra damage control capability, causing you to absorb only a quarter of the damage you'll normally do when HP is low. The Guardian also allows you to learn a good combination of skills. You will learn most defensive skills very early, and then alternate between attack and magically oriented skills. However, you will usually learn damage enhancing skills of any kind later in the game. Warrior Power Choosing the Power of the Warrior will start you with an additional ground Combo Plus, allows you to do additional damages with your physical attacks right to to let go. As you may suspect, this time allows you to learn physical abilities such as Combo Boost, Combo Plus, as well as various abilities that improve command situations. What you may not know is that you also get offensive magical abilities faster than you would in the guardian's way, as you will learn defensive abilities last. Mystic's power, and of course, the power of mystique will drive you down the path of the mags. Your startup ability is Magic Combo Thrift, which reduces the cost of any sequential magic spell that runs in combo to one. You will also learn abilities like MP Haste, and elemental increases far before you learn anything else, as well as powerful protective abilities like Leaf Bracer that help casting healing magic. Which one should you choose? Obviously, there's no right choice here. You have to choose to play the game you want to play. But in my personal experience, some choices are better than others, largely because of the way the game works. Let's start with HP and MP. The desire for vitality will give you thirty extra hp than the desire for Wisdom. This sounds like a lot, but many enemies of the final games will do more damage than that in a combo. The only time it actually makes a difference is the early game, when enemies do less damage, but the enemies of early games are easy to kill and dodge, making this less of a bonus than you think. The difference between the original MP for Vitality and wisdom, on the other hand, is only 20, which makes it as if Vitality is the better choice, but it is a trap. While hp's 30 launch isn't even a hit from a late enemy of the game, 20 additional MP is a potential 20 extra spells with the power of Mystic magic Combo Thrift's ability. That's huge! Probably one of the best bonuses in the game. Even if you don't choose the power of Mystic, it's at least an extra spell in a combination of spells, which makes a lot more difference than 30HP. At low levels of play, it really doesn't matter what you choose. Enemies melt and you will almost never end up in trouble. Normally or higher, however, I would say that your only choice is between Balance and Wisdom. Sora will be a good enough physical fighter, regardless of your other data. Yes, it can strike a little weaker depending on your choice, but your magic literally manages the damage to any other ability in your repertoire, including some key shapes. Investing in magic makes these more useful at the expense of the tank of physical damage a little. On the other hand, investing in physical damage makes these abilities almost useless, as you need to spend a resource to do less damage than in any case you will need to do less damage than your physical blows. I personally Wisdom is the best choice here, but if you want to have a little edge in physical struggle, the balance is also valid (given that it also favors favors growth). Vitality's choice, by contrast, actually makes the game a little more difficult, as late enemies of the game can simply teleport from physical combinations. Select it only if you want a challenge. The choice of your power falls along similar lines. The power of a warrior gives you an early Combo Plus game, but increasing combo strings doesn't actually do much until you get a combo boost, and even then, remember, the game's late enemies can just beam from your strings. Not to mention, it's just an extension of the ground combo and most of your battle will take place in the air. Many of your early game options will focus on combination extensions and again, it makes the game something of an easy meat celebration, but doesn't do anything close enough to increase your strength. The power of the Keeper and the power of Mystic both have incredible early game abilities. Reducing the damage done to a quarter of its normal value actually makes a semi-decent argument for choosing Vitality as your wish. However, it's an ability that only works if you get hit, which really shouldn't be, especially late in the game. Which brings us to the power of Mystic, which has the incredible ability of the Magic Combo Treft. Magic Combo Thrift reduces every subsequent magic you perform in one combination. Eventually you will get an ability that allows your combinations to last indefinitely, and these two abilities together completely break the game. You can spam Fire while all your magic is worth 1 MP, and then spam the most dangerous spells from a safe distance, making every battle in the game of cakewalk. Honestly, Wisdom/Mystic is the most overturned combination in the game, and if you want to speedrun or start the game in proud mode, it's probably what you need to choose. Which choice did you make? Let us know in the comments. Heart Diving is a place that appears in the Hearts Kingdom, Kingdom Hearts Final Mix, Kingdom Hearts II, Kingdom Hearts II Final Mix, Kingdom Hearts II Final Mix, Kingdom Hearts Coded, Kingdom Hearts Re: Encoded, Kingdom Hearts Birth by Sleep, Kingdom Hearts Birth by Sun Final Mix, Kingdom Hearts 3D: Sleep Drop Off and Kingdom Heart III. It is shaped like a world in a dream, and its essence as the dreamer's heart is reinforced by background music, gameplay tutorial, and the strange way of speaking used by those in it (a way also used by the remembered heroes of Kingdom: Hearts Chain of Memories). However, the events that occur in it have a real effect on the waking world, and in two cases they are actually observed by external forces. [1] In terms of gameplay, the goal of Diving in the Heart is to serve as a level of lesson, where the player will learn the controls of the game, choose how their character will grow and fight their first boss. through Dive to the heart by an unproduced, un misled voice whose Uncertain. [2] To enhance the dream as the setting of Dive to the Heart, Sora, Roxas and Enthus, everyone can reach it by falling into the ocean. However, instead of drowning, they found they could breathe and land on an ocean floor that erupted into pigeons, revealing dives into the heart. In Roxas' case, this first dive to the heart is just a memory of Sora, and he enters his real dive three days later. Diving to the heart consists of several huge, illuminated columns of vicarage, known as Stations rising from unwary depths. Each station has a unique shade, depicts a certain set of symbols and has its own specific part in the lesson. In the first game there is an additional area of diving in the heart, based on Destiny Islands. Background music Immerse yourself in the heart (Destati), initially begins quietly and hard to hear, but grows with intensity as Sora or Roxas approach the last pillar, where they struggle with a manifestation of the darkness inside them. At the end of their battle with the creature, the Flood in the Heart is consumed by the darkness that came out of it, dragging Sora or Roxas with him, but either waking up or being saved. Conception and design Early photo of Sora in the heart in the kingdom Hearts: A chain of memories. Sora's dive into the heart was originally set to return as part of Hearts Kingdom: A Chain of Memories, but was removed from the final game for unknown reasons. It is also used as a tutorial for the player, which includes how to jump, move and attack an enemy. In the first kingdom, Hearts, the stations Sora visited depicted the Seven Princesses of the Heart, including Snow White, Belle and Cinderella. Starting from Kingdom Hearts II with Roxas Diving to the Heart, but the projects shown represent the person experiencing the diver, with Roxas showing an image of Sora, this design of the station also appears when Riku plunges into the heart of Sora in Dream Drop Distance. Initially, Enthus showed his image, but in the last battle with Vannity, he showed both. In addition, Sora is shown to depict elements of destiny during his youth. This section is empty or needs to be expanded. You can help Wiki Kingdom Hearts by writing it. History Kingdom Hearts Union ø This section is empty or needs to be expanded. You can help Wiki Kingdom Hearts by writing it. During the Union of Hearts, the player will see Dive in the heart when he first joins the Union at the start of the game and when he decides to change the Union. When a player decides to join another Union, he will have to leave his party if he is in one. The cost of transferring syndicates will be 100 jewelry, and the number of varnishes will be reset to 0, another warning that the game will give you is that you cannot transfer the Union the day before the ranking is announced. Kingdom Heart Birth Sleep chronologically, Enthus Diving to the Heart, here called the Mind of Enthus, is the first to be seen, seems incomplete due to its broken heart. Here, Enthus comes into contact with the heart of newborn Sora and his station is restored. Vantus did not return to the Flood of the Heart until he melted down with Vanitas, his column changing appearance with the sudden presence of darkness in his heart, and was renamed the Soul 界 World (Seishin Sekai?). The station of Enthus is quite similar to that of Roxas, but it has a sleeping Enthus, without a wayward wind, at keyblade cemetery, not Sora, with its Kingdom Key, on the Destiny Islands. The inner circle of emblems, which usually contains images of the relatives of the sleeper, contains only stylized Fleur-de-lis, which also appears on the edges of a ladder. When Vantus was teamed up with Vanitas, The Vantus station changed - Vanitas himself now appears against Vantus, and both have their Ki blades. Half of the outer ring of symbols is replaced by an unversed emblem, while the other half is replaced by a stamp of the Master Emblem. The cemetery field is full of abandoned Kables. The inner circle of emblems is replaced by silhouettes of the key barge, for directions and blank gear. After Vann defeated Vanitas, his station changed into a shape similar to its original appearance, with some modifications. Enthus now holds Wayward Wind and wears both the Keychain's armor and his silver medal for cheerleading, while the outer circle of emblems is filled with the Emblem of Master and the inner circle of emblems is filled with the Waifeiders of his friends, indicating that he has regained control of his finished heart. After Enthus's body is placed in the House of Awakening, his heart is connected to that of young Sora, who appears in his own dive into the heart called Sora's Mind. Its station shows the landscape of Destiny at the bottom, with Paopu Fruits and various elements found on or around the island, surrounded separately at the top. Kingdom Hearts In Sora dream, he falls from heaven into the sea under closed eyes and slowly descends to the ground with the abyss surrounding him. When he steps on the ground, the darkness under his feet begins to turn into birds and casts away, showing a radiant light that slowly forms in a circle. Each of the stations in his later Dive to the Heart illustrates one or more of the princesses of the heart, as well as the characters associated with them. The four, which are clearly depicted, are asleep, perhaps meaning their coma state in Kuch Bastion. The first pillar, shaded in green, depicts Snow White, the Seven Dwarfs, the Forest Animals and the Queen in her staff. While Snow White is asleep, all the other characters are depicted as awake. a second pillar, shaded violet, depicts the sleeping Cinderella, the castle, one of the mice turned horses, the chariot of the pumpkin, the silhouettes of her and the prince dancing together, and the glass slipper. The third pillar, shaded pink, depicts three silhouetted princesses representing the three free princesses of the heart, Alice, Jasmine and Kairi. The fourth pillar, shaded in red, depicts a sleeping Aurora holding a rose surrounded by thorns and silhouettes of flora, fauna and Vesela, and the Malefise silhouette does when it disappears into a green fire. This station is called Awakening. The last pillar, shady yellow, depicts Belle, the Beast, his servants and the rose with its petals at the bottom. On the first pillar, Sora is asked to walk, then three weapons are displayed that affect his path: Dream Sword (the warrior's path), the Dream Shield (the Keeper's path), and the wand of sleep (mystic's path). He is directed to choose one and reject another, and his choice determines his specialy, initial statistics, and the growth of abilities during the game. After the election, the station breaks down and Sora falls to the second pillar, where he first stands shadows, and learns about wrestling and his rewards. The station then sinks into darkness, and Sora wakes up on the third pillar, where he learns how to explore and interact with objects. Opening a crate of treasure, moving the crate and destroying a barrel, he materialized a door that led to the dream version of The Vascular Islands, where Sora encountered facsimiques of his friends, Tidus, Waqka and Selfie, who asked him enigmatic questions that defined how he gained experience throughout the game. On the fourth pillar, Sora is again attacked by Shadows, but after beating them the first Point of Preservation is revealed, as well as floating steps to the last pillar. However, the steps disappear as he climbs them, holding it on the fifth pillar. As he approaches a strange light, his shadow grows and becomes His Dark Side: although he struggled with it, darkness consumed him, and he again shoved himself into the Isles of Judgment. The door reappears, this time on the Islands of Destiny, when the island is attacked by the Heartless, revealing that it is actually the lock of the world. He reappears with the false Fate of the 20 days at the end of the world, but this time contains the final confrontation with Enchm, the Seeker of Darkness, and the very hearts of the Kingdom. Interestingly, the order of stations of the first three princesses sleep reflects the order that Enthus visits his respective worlds at BBS. On the third day of its history, Roxas encounters twilight at Sandolo and is sucked into his dive into the heart. Like Sora, Roxas diving in the heart consists of five stained glass, but each of them are the same image of Sora, Riku, Kairi, Donald Duck and Goofy on the Islands of Destiny, and of are divided only between three stations. Sora's eyes are closed, showing that he sleeps while Kaeri and Rigku are open, indicating that they are awake; Strangely, Donald and Goofy's eyes are still open, even though they're asleep, too. Roxas wakes up at the station of calm (やすぎ園, Yassaraghi not Sono?), where he chooses between Dream Sword, Dream Shield and Dream Rod. While this choice determines the order in which he learns abilities as before, the weapon he chooses is immediately transformed into the kingdom key (This is different than in the original Kingdom of Hearts Dive in the heart, since he does not have to give up anything in exchange for his weapon). It passes through a door to the station of vocation (ご Issanay園, Sono?), consisting of three pillars shaded in blue, green and red and connected by floating stairs. Here, he encounters twilight and learns about Response Commands and Treasures. Passing through another door, he enters the station of awakening (めざめ園, Mesme not Sono?), and finds his phenomenon in his black coat, which soon becomes his Twilight Thorn. Like Sora's dive into the heart after beating a Twilight tornado, Roxas and his dive into the heart are engulfed in darkness, but unlike Sora, Roxa was saved by Amine at the last minute. Much later, as Sora approaches the skyscraper of Remembrance, Roxas wakes up inside and takes him to the station of awakening, where they fight and come to peace with each other. This arena has been replicated in the Garden of Assembly for the fight against Roxas' replication data. The kingdom heart-encoded Sora collides with the hooded number in the Kingdom heart Re: encoded data-Sora manifests in a digital version of Dive to the Heart, which is almost the same as the real diving of Sora. He spotted Data-Roxa, but didn't recognize him until he disappeared, and later confused him with Data-Riku. Sora is given a choice between The Sword of Dreams, Dream Shield or Dream Shield and who is the one he is willing to give up. However, thanks to Chip and Dale's reprogramming, Dream's weapons immediately became Keyblade, as in Roxas diving. After struggling with the ambush of a swarm of shadows, Data-Sora enters the same door that Sora did in her own dive, but this door leads directly to the data islands of Destiny, not to sleep. Kingdom hearts 3D: Dream Drop Distance After succumbing to the deepest dream of darkness, Sora's mind arrives at his own station. The heart of Enthus follows him, giving the armor of The Sorata to Sora Enthus to protect him from darkness. However, as Riku embarks on the heart of Sora to wake him from his sleep, the armor turns into a nightmare riku fights before causing him to crash with the sora of darkness. Intent to find Sora, then Riku uses Kingdom Key can dive deeper into Sora's dream and find himself in a projection of data about destiny islands, where he meets The Enthus, Roxas, Xion, and spear Ensham Wise, who reveals that the defeat of Armored Enttu Nightmare and Riku answers the questions asked to him by Roxas, Enthus and Xion, have regained Sona. Kingdom Hearts III Sora falls into the Dive to the Heart with the appearance he had during the events of the Kingdom hearts and kingdom hearts: Chain of Memories. The mirror appears, and Sora sees himself as he is during the events of the Kingdom of Heart II. The variety goes through the mirror and becomes her present self. The mirror disappears and a series of screens begin to float around the platform representing Sora's memories. Three screens, in particular, float in front of Sora: one of his battles with Riku owned by Ensham, another from the appearance of King Mickey behind the door of darkness, and another from Sora's first encounter with Donald and Goofy. The voice asks Sora what she wants, the screens representing vitality, wisdom and balance, respectively. After Sora chooses one, three more screens appear, illustrating the struggle between Sora and Roxas, his promise to Amineu and his meeting with the dreamers. Each of them represents power, that of the keeper, of the warrior, and of a mystic. After making his choice, Sora sees all the screens disappear. Sora looks down and notices that the platform is covered in water, which appears to come from light beyond diving into the heart. Sora moves towards the light like a tidal wave wash, taking it to the Last World. Sora enters the dive into the heart to awaken Enthus and save Aqua from Vanitas. Calling the power of awakening with all his heart, as he never lost it, Sora was able to transform the image of his own pillar into that of Enthus, saying that The Heart of Enthus had gathered with his body and woke from his condition into a coma. During the events at Keeblade Cemetery, after returning from the Final World, Sora enters a different dive using the power of waking up. The stations covered by darkness serve as portals to the worlds of the Kingdom of Hearts Hearts III, where Lych holds the hearts of Sora's friends captive. Treasures kingdom hearts type items found Places Notes Regular potion Open the chest to appear the box. After pressing the box, destroy it with your weapon and potion is inside. Kingdom Hearts II Items found Locations Notes Regular Potion x 2 Serenity Station, Station of Conversations Notes and References ˆ In The Kingdom of Cups II, the Organization also notes comments about Sora's battle with Roxas on the station of awakening. In The Kingdom of Heart, Date-Roxa appears before Data-Sora at the awakening station. ^ Throughout the Kingdom Hearts series, there are only four characters who have spoken like the mysterious voice: Mickey Mouse, Ensem, and DeeZ. However, every time Ensem speaks this way, he insults or criticizes Sora, and during Sora's dive into the heart, DiZ still did not know that Sora was the locksmith. In Final Mix, Riku encounters a similar voice after his body is taken from Ingham, and he identifies it as belonging to Mickey. It is also confirmed that the heart of Sora is the voice that speaks to Enthus in his own dive into the heart; it may be possible that the heart of Enthus is the voice that speaks to Sora and Roxas. Rojas.

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