

3:10 Kingdom Hearts 3: Ending Explained

Kingdom Hearts III

December 18, 2019. Retrieved February 24, 2022. "Kingdom Hearts 3 ending explained

What do all those endings really mean for the future of the series? - Kingdom Hearts III is a 2019 action role-playing game developed and published by Square Enix for the PlayStation 4, Xbox One, Windows, and Nintendo Switch. It is the third main installment in the Kingdom Hearts series and the twelfth game overall, and serves as a conclusion of the "Dark Seeker Saga" story arc that began with the original game. Set after the events of Kingdom Hearts 3D: Dream Drop Distance, returning protagonist Sora is joined by Donald Duck, Goofy, King Mickey, and Riku in their search for seven guardians of light as they attempt to thwart Xehanort's plan to bring about a second Keyblade War. Their journey has them cross paths with characters and visit worlds based on different Disney and Pixar intellectual properties (being also the first game in the series to include content based on Pixar productions).

Concepts for Kingdom Hearts III began as early as 2005 after the release of Kingdom Hearts II in Japan, with the game's development not being officially announced until 2013, following years of rumors and speculation. The game features recurring gameplay elements from the series, while expanding parties to five characters total, introducing new "Attraction Flow" attacks that incorporate various Disney Parks attractions, and including minigames inspired by classic Mickey Mouse cartoons in the style of 1980s LCD games.

Kingdom Hearts III was released worldwide in January 2019 and received generally positive reviews from critics. Critics praised its visuals, soundtrack, art style, gameplay, and variety of combat options, while reception towards its plot and presentation was more mixed. It sold over five million copies within its first week of release, becoming both the fastest-selling and best-selling game in the series' history in North America. A downloadable content expansion of the game titled Kingdom Hearts III Re Mind was released on January 23, 2020, for PlayStation 4, and on February 25, 2020, for Xbox One. A version of the game bundled with the DLC titled as Kingdom Hearts III + Re Mind was released on Windows via Epic Games Store and Steam on March 30, 2021, and June 13, 2024, respectively. The same version was released on the Nintendo Switch via cloud streaming on February 10, 2022.

Kingdom Hearts IV

25, 2022. Retrieved April 10, 2022. Ferguson, Liam (February 18, 2021). "Kingdom Hearts 3 Ending and ReMind DLC Explained". Game Rant. Archived from

Kingdom Hearts IV is an upcoming action role-playing game by Square Enix. It will be the fifteenth installment in the Kingdom Hearts series, beginning the "Lost Master" story arc. Set after the events of Kingdom Hearts III and Kingdom Hearts: Melody of Memory, returning protagonist Sora has become trapped in the life-like world of Quadratum, while his companions Donald Duck and Goofy try to find and rescue him.

Development on the next mainline entry after Kingdom Hearts III had begun by January 2020, with Kingdom Hearts IV formally announced in April 2022.

Kingdom Hearts Coded

Kingdom Hearts Coded is an episodic action role-playing puzzle video game developed and published by Square Enix, in collaboration with Disney Interactive

Kingdom Hearts Coded is an episodic action role-playing puzzle video game developed and published by Square Enix, in collaboration with Disney Interactive Studios, for mobile phones. Coded was a Japan-only release announced at the 2007 Tokyo Game Show. A Nintendo DS remake, titled Kingdom Hearts Re:coded, was released in Japan, North America, Europe, and Australia. A cinematic remake of the game was included in the Kingdom Hearts HD 2.5 Remix video game compilation for the PlayStation 3, PlayStation 4, Xbox One, Windows, and Nintendo Switch.

The gameplay is centered mostly around puzzle solving, with action role-playing elements, similar to previous Kingdom Hearts games. Mini-games and platforming are also featured, with three dimensional backgrounds and two dimensional characters. In mid-2007, game director Tetsuya Nomura decided to create a Kingdom Hearts spin-off for mobile phones that would have a different gameplay style than previous titles and allow players to explore the game like a playground. The game was originally released in eight parts and one preview to mobile phone gamers from June 2009 to January 2010. To reach a wider audience, it was remade for the Nintendo DS and released internationally.

Kingdom Hearts coded is the fourth installment in the Kingdom Hearts series and is set after Kingdom Hearts II. Jiminy Cricket's journal, chronicling Sora's fight against the Heartless and Organization XIII, is found to have two secret messages written by persons unknown, and after the journal is digitized for further analysis, the contents become corrupted. This leads King Mickey Mouse and his friends to make a digital Sora to enter and repair the journal so that the meaning of the hidden messages can be deciphered. The game received mixed reviews, with critics praising the graphics and gameplay variety, but panning the story, camera, and controls.

Kingdom Hearts II

part of the Kingdom Hearts HD 2.5 Remix collection for the PlayStation 3, PlayStation 4, Xbox One, Windows, and Nintendo Switch. Kingdom Hearts II is the

Kingdom Hearts II is a 2005 action role-playing game developed and published by Square Enix in collaboration with Buena Vista Games for the PlayStation 2 video game console. The game is a sequel to Kingdom Hearts, and like the original game, combines characters and settings from Disney films with those of Square Enix's Final Fantasy series. An expanded re-release of the game featuring new and additional content, Kingdom Hearts II Final Mix, was released exclusively in Japan in March 2007. The Final Mix version of the game was later remastered in high definition and released globally as part of the Kingdom Hearts HD 2.5 Remix collection for the PlayStation 3, PlayStation 4, Xbox One, Windows, and Nintendo Switch.

Kingdom Hearts II is the third game in the Kingdom Hearts series, and takes place one year after the events of Kingdom Hearts: Chain of Memories. Sora, the protagonist of the first two games, returns to search for his lost friends while battling the sinister Organization XIII, a group of antagonists previously introduced in Chain of Memories. Like previous games, Kingdom Hearts II features a large cast of characters from Disney and Square Enix properties.

Concepts for Kingdom Hearts II began during the end of development of Kingdom Hearts Final Mix, with the game entering full development in 2003 and being announced at Tokyo Game Show 2003. Most of the first game's development team returned, including director Tetsuya Nomura, with the game being developed concurrently with Chain of Memories. In developing Kingdom Hearts II, the development team sought to address user feedback from the first game, give the player more freedom and options in combat and present a deeper and more mature plot.

The game was released to a very positive reaction from critics; earning several awards upon release. Reviewers praised the visuals, soundtrack, voice acting, and emotional weight, but assessments of the gameplay and narrative were mixed. In both Japan and North America, it shipped more than one million

copies within weeks of its release, with over four million worldwide by April 2007. It has been cited as one of the greatest video games of all time.

Baldur's Gate 3

Developers Explain Its Controversial Endings, Beloved Characters, and Making the Best RPG of 2023 ". IGN. Retrieved 3 July 2025. Gould-Wilson, Jasmine (3 August

Baldur's Gate 3 (also known as BG3 and Baldur's Gate III) is a 2023 role-playing video game by Larian Studios. It is the third installment in the Baldur's Gate series. The game's full release for Windows was in August, with PlayStation 5, macOS, and Xbox Series X/S later in the same year. In the game's narrative, the party seeks to cure themselves of a parasitic tadpole infecting their brain. It can be played alone or in a group.

Adapted from the fifth edition of tabletop role-playing game Dungeons & Dragons, Baldur's Gate 3 takes its mechanics and setting, the Forgotten Realms, from the tabletop game. Players create a highly customisable character and embark on quests with a party of voiced companions. Alternatively, they can play as a companion instead. The gameplay comprises real-time exploration of large areas, turn-based combat, and narrative choices which impact the party and the wider world. Outcomes for combat, dialogue and world interaction are generally determined by rolling a 20-sided die.

Baldur's Gate (1998) and Baldur's Gate II: Shadows of Amn (2000) were developed by BioWare. A third game, subtitled The Black Hound and developed by Black Isle, was cancelled in 2003 following a licensing dispute. Dungeons and Dragons owner Wizards of the Coast (WotC) declined Larian's first pitch to make the game following the release of Divinity: Original Sin (2014). Impressed by pre-release material for Divinity: Original Sin II (2017), WotC welcomed a new pitch and eventually greenlit Larian's development. The company grew considerably in the six-year production. In August 2020, Larian released the game's first act in early access, providing them with player feedback and revenue. After the full release, Larian added free new content to the game until the final patch in April 2025.

Baldur's Gate 3 received critical acclaim and had record-breaking awards success, with praise directed at its cinematic visuals, writing, production quality, and performances. It became the first title to win Game of the Year at all five major video game awards ceremonies and received the same accolade from several publications. It was financially successful, generating significant profit for both Larian Studios and WotC's parent company Hasbro. It has been regarded as one of the greatest video games ever made.

Characters of Kingdom Hearts

being introduced in Kingdom Hearts Birth by Sleep, cameoed in the secret endings of Kingdom Hearts II and its re-release, Kingdom Hearts II Final Mix, which

Kingdom Hearts is a series of action role-playing games developed and published by Square Enix (formerly Square). It is the result of a collaboration between Square Enix and Disney Interactive Studios, and is a crossover of various Disney settings based in a universe made specifically for the series. The series features Disney, Final Fantasy, The World Ends with You, and Pixar characters, as well as several original characters designed by Tetsuya Nomura. In addition, it has an all-star voice cast which includes many Disney characters' official voice actors.

The series centers on Sora, his friends, and their encounters with various Disney and Final Fantasy characters along the way. Players primarily control Sora, though there are numerous characters that join his party as computer controlled members. Most characters were introduced in the original game Kingdom Hearts, with subsequent installments featuring new original, Disney, and Final Fantasy characters. Dream Drop Distance introduces characters from Square Enix's The World Ends with You, while Kingdom Hearts III introduces characters from Pixar franchises.

Various types of merchandise modeled after the characters' likeness have been produced, including figurines and jewelry. The characters have garnered praise from several video game websites and magazines for the quality of their voice acting and visual style. Comments have focused on the accurate presentation of Disney characters, the unique visual style of Square Enix characters, how well all the characters blend together, and the consistent quality performances from voice actors.

Riku (Kingdom Hearts)

character in the Square Enix video game series Kingdom Hearts. Debuting in the original Kingdom Hearts, Riku is introduced as a teenager who wishes to

Riku (Japanese: ??) is a fictional character in the Square Enix video game series Kingdom Hearts. Debuting in the original Kingdom Hearts, Riku is introduced as a teenager who wishes to visit other worlds with his friends Sora and Kairi. After their home world of Destiny Islands is destroyed, Riku meets Maleficent, whose manipulation causes him to oppose Sora and fall into darkness, being possessed by Ansem, Seeker of Darkness. However, he is freed by Sora and returns as a protagonist in subsequent games.

Riku was created and designed by Tetsuya Nomura, who wanted him to be a foil for Sora's character and his character arc to represent the series' main theme of being able to choose between light or darkness, with his design and story paralleling Terra. He is voiced by Mamoru Miyano and Eiji Shima in Japanese and David Gallagher and Ty Panitz in English.

Critical response to Riku has been widely acclaimed, particularly for his redemption arc and David Gallagher's performance.

Kingdom Hearts: Chain of Memories

game in the Kingdom Hearts series, it is a direct sequel to Kingdom Hearts whose ending is set about a year before the events of Kingdom Hearts II. Chain

Kingdom Hearts: Chain of Memories is a 2004 action role-playing video game developed by Square Enix and Jupiter and published by Square Enix in collaboration with Disney Interactive for the Game Boy Advance (GBA). The second game in the Kingdom Hearts series, it is a direct sequel to Kingdom Hearts whose ending is set about a year before the events of Kingdom Hearts II. Chain of Memories follows Sora and his friends as they explore Castle Oblivion while battling Organization XIII, a new group of antagonists. The game uses a new card-based battle system rather than its predecessor's real-time combat system, and it was one of the first GBA games to incorporate full-motion video (FMV).

Though it was not as successful as the other Kingdom Hearts games, Chain of Memories received positive reviews and sold well. It was praised for its story, graphics, and FMVs, but its card-based battle system was criticized. When it debuted in Japan, the game sold over 100,000 units in 48 hours. Chain of Memories was remade for the PlayStation 2 as Kingdom Hearts Re:Chain of Memories, which was packaged with Kingdom Hearts II Final Mix and released in Japan in March 2007. The remake was released in North America on December 2, 2008, and was remastered in high-definition (HD) and included in the Kingdom Hearts HD 1.5 Remix collection—released in 2013 for the PlayStation 3 (PS3) and later for PlayStation 4 (PS4), Xbox One, and personal computer (PC).

Kingdom Hearts (video game)

of the Kingdom Hearts HD 1.5 Remix collection for the PlayStation 3. The game was later ported and released as part of the bundled Kingdom Hearts HD 1.5

Kingdom Hearts is a 2002 action role-playing game developed by Square for the PlayStation 2 video game console. It is the first game in the Kingdom Hearts series and is the result of a collaboration between Square

and The Walt Disney Company. An expanded re-release of the game featuring new and additional content, Kingdom Hearts Final Mix, was released exclusively in Japan in December 2002. The Final Mix version of the game was later remastered in high definition and released globally as part of the Kingdom Hearts HD 1.5 Remix collection for the PlayStation 3. The game was later ported and released as part of the bundled Kingdom Hearts HD 1.5 + 2.5 Remix collection for PlayStation 4 in March 2017, Xbox One in February 2020, Windows in March 2021 and Nintendo Switch in February 2022.

The game combines characters and settings from Disney animated features with those from Square's Final Fantasy series, in addition to original characters and worlds created for the game. It follows the adventures of Sora, a cheerful teenager who fights against the forces of darkness alongside his allies, including Donald Duck, Goofy and other Disney characters. The game was a departure from Square's standard role-playing games, introducing a substantial action and hack and slash element to the gameplay. The score was composed by Yoko Shimomura, with an all-star voice cast including many of the Disney characters' official voice actors. It was longtime Square character designer Tetsuya Nomura's first time in a directorial position.

Kingdom Hearts was a critical and commercial success and received praise for its unusual combination of action and role-playing elements, its unexpectedly harmonious mix of Square and Disney elements, and Shimomura's music. It is considered to be one of the greatest video games of all time, and was a large presence in the 2002 holiday season, receiving numerous year-end game awards, and went on to achieve Sony "Greatest Hits" status. The game's success spawned a franchise and numerous sequels, with the Kingdom Hearts series going on to ship over 36 million copies worldwide and becoming one of Square's most popular franchises. Kingdom Hearts is the tenth best-selling PlayStation 2 game of all time.

Kingdom Hearts Birth by Sleep

Kingdom Hearts Birth by Sleep is an action role-playing video game developed and published by Square Enix in collaboration with Disney Interactive Studios

Kingdom Hearts Birth by Sleep is an action role-playing video game developed and published by Square Enix in collaboration with Disney Interactive Studios for the PlayStation Portable, serving as the sixth installment in the Kingdom Hearts series. The game was released on UMD in Japan on January 9, 2010, in North America on September 7, 2010, and in PAL regions on September 10, 2010. An international version of the game titled Kingdom Hearts Birth by Sleep Final Mix was released in Japan in January 2011, featuring the changes made in the non-Japanese versions. A direct sequel, Kingdom Hearts 0.2: Birth by Sleep - A Fragmentary Passage, was released in January 2017 as a part of a bundle of games called Kingdom Hearts HD 2.8 Final Chapter Prologue.

The game utilizes an overhauled battle system different from previous games in the series which features new elements. It is a prequel to the original Kingdom Hearts, taking place ten years before its events. The game centers on the journeys of Ventus, Terra, and Aqua, characters briefly featured in Kingdom Hearts II, in their quest to locate the missing Master Xehanort and protect the worlds from creatures known as the Unversed. The player has access to the three characters' different scenarios when playing.

Development of the game began in June 2005, with parts of the game Kingdom Hearts II Final Mix meant to hint at Birth by Sleep. The game was directed by Tetsuya Nomura and co-directed by Tai Yasue. Nomura has referred to the game as "Episode 0", as well as "Episode 0.1" following the release of Kingdom Hearts II, stating that it is on the same scale and plays as large a role in the series as Kingdom Hearts and Kingdom Hearts II. The game has been well-received, selling 1.27 million copies worldwide as of November 2010, and received positive comments from video game publications. Critics praised the game's gameplay, graphics, music, and storyline, but criticized the level design and characters. A high definition version of the Final Mix edition was released for the PlayStation 3 in 2014, PlayStation 4 in 2017, Xbox One in February 2020, Windows in 2021, and Nintendo Switch as a part of the Kingdom Hearts HD 2.5 Remix collection.

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