***Wild Hearts*** is an [action role-playing](https://en.wikipedia.org/wiki/Action_role-playing) [video game](https://en.wikipedia.org/wiki/Video_game) developed by [Omega Force](https://en.wikipedia.org/wiki/Omega_Force) and published by [Electronic Arts](https://en.wikipedia.org/wiki/Electronic_Arts) under its [EA Originals](https://en.wikipedia.org/wiki/EA_Originals) label. The game tasks the player to hunt massive monsters in Azuma, a fantasy world inspired by feudal Japan. The game was released on February 17, 2023, for [PlayStation 5](https://en.wikipedia.org/wiki/PlayStation_5), [Windows](https://en.wikipedia.org/wiki/Windows), and [Xbox Series X/S](https://en.wikipedia.org/wiki/Xbox_Series_X/S).

Gameplay[[edit](https://en.wikipedia.org/w/index.php?title=Wild_Hearts_(video_game)&action=edit&section=1)]

Players assume the role of a nameless hunter, who must embark on quests to hunt down massive monsters known as Kemono in the world of Azuma. Azuma is not an [open world](https://en.wikipedia.org/wiki/Open_world), but instead, several large areas that players can freely explore. The game features eight different weapon types, including the likes of [*wagasa*](https://en.wikipedia.org/wiki/Wagasa) and [*katana*](https://en.wikipedia.org/wiki/Katana). In addition to using weapons to defeat enemies, players can also build items to assist combat through the [Karakuri](https://en.wikipedia.org/wiki/Karakuri_puppet) mechanic. For instance, players can build crates which can be leapt off of to perform powerful attacks, or a torch which can be used to ignite enemies. These items can be combined to form larger machines, such as a [bulwark](https://en.wikipedia.org/wiki/Bastion) that blocks an enemy's path. Constructed items are permanent until they are destroyed by Kemono. Players can also build Karakuri to aid transversal. Building Karakuri consumes thread, which can be acquired through simply attacking enemies. As the player progresses in the game, they will unlock new weapons and armors, allowing players to hunt more challenging monsters.[[1]](https://en.wikipedia.org/wiki/Wild_Hearts_(video_game)#cite_note-IGN_preview-1) The team estimated that players can complete the game's narrative campaign in about 30 hours. Players can team up with two other players as they progress in the game.[[2]](https://en.wikipedia.org/wiki/Wild_Hearts_(video_game)#cite_note-length-2)

Development[[edit](https://en.wikipedia.org/w/index.php?title=Wild_Hearts_(video_game)&action=edit&section=2)]

The game was developed by Japanese developer [Omega Force](https://en.wikipedia.org/wiki/Omega_Force). Development of the game started in 2018.[[2]](https://en.wikipedia.org/wiki/Wild_Hearts_(video_game)#cite_note-length-2) According to game director Kotaro Hirata, the team learned from their experience developing the [*Toukiden*](https://en.wikipedia.org/wiki/Toukiden) series, and intended to create a modern Japanese monster-hunting game. To stand out from other monster hunting games, the team introduced Kemono, monsters which were described as "a fusion of nature and animals", and Karakuri, a building mechanic which supplements the game's melee combat.[[3]](https://en.wikipedia.org/wiki/Wild_Hearts_(video_game)#cite_note-IGNRev-3) Monsters and creatures were designed to be threatening and challenging, so that players would not feel "guilty" about killing them.[[4]](https://en.wikipedia.org/wiki/Wild_Hearts_(video_game)#cite_note-4) The team did not make *Wild Hearts* an installment in the *Toukiden* series because they felt that the game had its own distinct presentation and combat mechanics. The game world was inspired by feudal Japan, and it features four different biomes, each based on one of the four seasons.[[5]](https://en.wikipedia.org/wiki/Wild_Hearts_(video_game)#cite_note-5) Originally the game supported four-player multiplayer; this was later altered as the team believed that it would create imbalanced gameplay.[[3]](https://en.wikipedia.org/wiki/Wild_Hearts_(video_game)#cite_note-IGNRev-3)

Hirata, mentioned in an Interview with [*The Verge*](https://en.wikipedia.org/wiki/The_Verge), that [*Dynasty Warriors*](https://en.wikipedia.org/wiki/Dynasty_Warriors) had become a pillar franchise for Omega Force, and that with *Wild Hearts*, they hoped to have another strong pillar franchise.[[6]](https://en.wikipedia.org/wiki/Wild_Hearts_(video_game)#cite_note-6)

Publisher [Electronic Arts](https://en.wikipedia.org/wiki/Electronic_Arts) announced its partnership with Omega Force and its parent company [Koei Tecmo](https://en.wikipedia.org/wiki/Koei_Tecmo) on September 14, 2022. The game would be published under its [EA Originals](https://en.wikipedia.org/wiki/EA_Originals) label, which had previously released smaller, independent video games such as [*It Takes Two*](https://en.wikipedia.org/wiki/It_Takes_Two_(video_game)) and [*Unravel*](https://en.wikipedia.org/wiki/Unravel_(video_game)).[[7]](https://en.wikipedia.org/wiki/Wild_Hearts_(video_game)#cite_note-7) The game was officially announced on September 23, 2022. *Wild Hearts* was released for [PlayStation 5](https://en.wikipedia.org/wiki/PlayStation_5), [Windows](https://en.wikipedia.org/wiki/Windows), and [Xbox Series X/S](https://en.wikipedia.org/wiki/Xbox_Series_X/S) on February 17, 2023, with support for [cross-platform play](https://en.wikipedia.org/wiki/Cross-platform_play).[[8]](https://en.wikipedia.org/wiki/Wild_Hearts_(video_game)#cite_note-8)

Reception[[edit](https://en.wikipedia.org/w/index.php?title=Wild_Hearts_(video_game)&action=edit&section=3)]

**Reception**

|  |  |
| --- | --- |
| **Aggregate score** | |
| **Aggregator** | **Score** |
| [Metacritic](https://en.wikipedia.org/wiki/Metacritic) | (PC) 78/100[[9]](https://en.wikipedia.org/wiki/Wild_Hearts_(video_game)#cite_note-MCPC-9) (PS5) 79/100[[10]](https://en.wikipedia.org/wiki/Wild_Hearts_(video_game)#cite_note-MCPS5-10) (XSXS) 76/100[[11]](https://en.wikipedia.org/wiki/Wild_Hearts_(video_game)#cite_note-MCXSXS-11) |

|  |  |
| --- | --- |
| **Review scores** | |
| **Publication** | **Score** |
| [*Destructoid*](https://en.wikipedia.org/wiki/Destructoid) | 8/10[[12]](https://en.wikipedia.org/wiki/Wild_Hearts_(video_game)#cite_note-12) |
| [*Game Informer*](https://en.wikipedia.org/wiki/Game_Informer) | 8/10[[13]](https://en.wikipedia.org/wiki/Wild_Hearts_(video_game)#cite_note-13) |
| [*GameSpot*](https://en.wikipedia.org/wiki/GameSpot) | 8/10[[14]](https://en.wikipedia.org/wiki/Wild_Hearts_(video_game)#cite_note-14) |
| [*GamesRadar+*](https://en.wikipedia.org/wiki/GamesRadar%2B) | [[15]](https://en.wikipedia.org/wiki/Wild_Hearts_(video_game)#cite_note-15) |
| *Hardcore Gamer* | 4/5[[16]](https://en.wikipedia.org/wiki/Wild_Hearts_(video_game)#cite_note-16) |
| [*IGN*](https://en.wikipedia.org/wiki/IGN) | 8/10[[17]](https://en.wikipedia.org/wiki/Wild_Hearts_(video_game)#cite_note-17) |
| [*PC Gamer* (US)](https://en.wikipedia.org/wiki/PC_Gamer) | 63/100[[18]](https://en.wikipedia.org/wiki/Wild_Hearts_(video_game)#cite_note-18) |
| [*Push Square*](https://en.wikipedia.org/wiki/Push_Square) | [[19]](https://en.wikipedia.org/wiki/Wild_Hearts_(video_game)#cite_note-19) |
| [*Shacknews*](https://en.wikipedia.org/wiki/Shacknews) | 8/10[[20]](https://en.wikipedia.org/wiki/Wild_Hearts_(video_game)#cite_note-20) |
| [*The Guardian*](https://en.wikipedia.org/wiki/The_Guardian) | [[21]](https://en.wikipedia.org/wiki/Wild_Hearts_(video_game)#cite_note-21) |
| [*Video Games Chronicle*](https://en.wikipedia.org/wiki/Video_Games_Chronicle) | [[22]](https://en.wikipedia.org/wiki/Wild_Hearts_(video_game)#cite_note-22) |
| [*VG247*](https://en.wikipedia.org/wiki/VG247) | [[23]](https://en.wikipedia.org/wiki/Wild_Hearts_(video_game)#cite_note-23) |
| [[icon]](https://en.wikipedia.org/wiki/File:Wiki_letter_w_cropped.svg) | This section **needs expansion**. You can help by [adding to it](https://en.wikipedia.org/w/index.php?title=Wild_Hearts_(video_game)&action=edit&section=). *(February 2023)* |

**Critical reception**[[edit](https://en.wikipedia.org/w/index.php?title=Wild_Hearts_(video_game)&action=edit&section=4)]

*Wild Hearts* received "generally favorable" reviews, according to [review aggregator](https://en.wikipedia.org/wiki/Review_aggregator) [Metacritic](https://en.wikipedia.org/wiki/Metacritic).[[9]](https://en.wikipedia.org/wiki/Wild_Hearts_(video_game)#cite_note-MCPC-9)[[10]](https://en.wikipedia.org/wiki/Wild_Hearts_(video_game)#cite_note-MCPS5-10)[[11]](https://en.wikipedia.org/wiki/Wild_Hearts_(video_game)#cite_note-MCXSXS-11)

[*Rock Paper Shotgun*](https://en.wikipedia.org/wiki/Rock_Paper_Shotgun) enjoyed the title's building mechanics, saying it made the player feel "less of a mythical superhero and more of a desperate inventor", but critcized how poor performance was on [Windows](https://en.wikipedia.org/wiki/Windows).[[24]](https://en.wikipedia.org/wiki/Wild_Hearts_(video_game)#cite_note-24) [*Eurogamer*](https://en.wikipedia.org/wiki/Eurogamer) praised the game's feudal Japan-inspired world, "it's beautiful stuff – and even more impressive once rampaging Kemono start smashing it to bits".[[25]](https://en.wikipedia.org/wiki/Wild_Hearts_(video_game)#cite_note-25) [*The Verge*](https://en.wikipedia.org/wiki/The_Verge) liked the music and the scope of the fights, writing "The sweeping orchestral score and the sheer size and power of the monsters make even the one-star hunts feel like an epic battle".[[26]](https://en.wikipedia.org/wiki/Wild_Hearts_(video_game)#cite_note-26) [NPR](https://en.wikipedia.org/wiki/NPR) praised the game's monster appearance and power design, saying "stunning and enormous animals superpowered by primal nature".[[27]](https://en.wikipedia.org/wiki/Wild_Hearts_(video_game)#cite_note-27)

**Sales**[[edit](https://en.wikipedia.org/w/index.php?title=Wild_Hearts_(video_game)&action=edit&section=5)]

The PlayStation 5 version of *Wild Hearts* was the second bestselling retail game during its first week of release in Japan, with 26,905 physical copies being sold across the country.[[28]](https://en.wikipedia.org/wiki/Wild_Hearts_(video_game)#cite_note-28)