

= The World Ends with You =

The World Ends with You , known in Japan as It 's a Wonderful World (????????? , Subarashiki Kono Sekai) , is an action role @-@ playing game with urban fantasy elements developed by Square Enix 's Kingdom Hearts team and Jupiter for the Nintendo DS handheld console . Set in the modern @-@ day Shibuya shopping district of Tokyo , The World Ends with You features a distinctive art style inspired by Shibuya and its youth culture . Development was inspired by elements of Jupiter 's previous game , Kingdom Hearts : Chain of Memories . It was released in Japan in July 2007 , and in PAL regions and North America on April 22 , 2008 . An enhanced version for iOS devices , titled The World Ends With You -Solo Remix- , was released in August 2012 (pulled in February 2015 due to incompatibility with iOS 8 ; restored in June 2015) and for Android devices in June 2014 . A social network spin @-@ off game titled The World Ends With You -Live Remix- was released in May 2013 for Japan 's Android and iOS Stores developed by Square Enix in collaboration with GREE . The spinoff was shut down in February 2014 due to an increasing lack of interest .

In the game , Neku Sakuraba and his allies are forced to participate in a game that will determine their fate . The battle system uses many of the unique features of the Nintendo DS , including combat that takes place on both screens , and attacks performed by certain motions on the touchscreen or by shouting into the microphone . Elements of Japanese youth culture , such as fashion , food , and cell phones , are key aspects of the missions .

The World Ends with You received positive reviews , which praised the graphics , soundtrack , and integration of gameplay into the Shibuya setting . The few common complaints were related to the steep learning curve of the battle system as well as the imprecise touch @-@ screen controls . In the week of its release , the game was the second best @-@ selling DS title in Japan , and the top selling DS title in North America . Shiro Amano , writer and artist of the Kingdom Hearts manga , later created a manga based on the video game .

= = Plot = =

= = = Setting = = =

The game takes place in a fictional version of the Shibuya shopping district in Tokyo , Japan . While everyday life goes on in the Realground (RG) , the chosen dead are brought to an alternate plane of existence called the Underground (UG) . The UG is also the venue for the Reapers ' Game . By offering their most treasured possession to enter the Game , the dead (players) gain the chance to contest for the prize : to be brought back to life or to transcend to a higher form of spiritual existence . Most of those who choose to transcend become Reapers , the opponents of players in future Games . Lasting a week , each Game is a contest to judge the worth of humanity . Players set out to accomplish objectives under the rules created by the Composer , who is a god @-@ like entity who maintains Shibuya . Another Reaper , the Conductor , tasks other Reapers to obstruct the players ' efforts . Failure to complete a mission will disperse the mind and spirit of the player or Reaper , thus erasing his or her existence .

A player in the UG is invisible to the living in the RG , though one can sometimes read and influence their thoughts . The UG is frequented by creatures called " Noise " , which are attracted by the negative feelings of the living . To progress in the Reapers ' Game , players are often required to defeat Noise by killing or " erasing " them . However , each Noise exists in two parallel universes (or " zones ") simultaneously , and can only be defeated by two players simultaneously fighting and defeating the Noise from these separate zones . In order to do this , Players are required to form a pact with another Player to survive the Noise . Players receive assignments via text messages sent to their cell phones , and their right hands are imprinted with a countdown indicating the time left in the mission . After a day 's mission is complete , the remaining players find themselves at the start of the next day 's mission , having no sense of the time that has passed in between .

== = Characters = = =

The player assumes the role of Neku Sakuraba (?? ?? , Sakuraba Neku , ?? Neku) , an anti @-@ social teenage boy who claims he does not " get " people , and rarely interacts with others . Computer @-@ controlled characters make up the rest of the cast , which includes Players who are paired with Neku . In the first Game , Neku is paired with Shiki Misaki (?? ?? , Misaki Shiki , ?? Shiki) , a teenage girl who takes on the form of her best friend , as her physical appearance was her price of entry for the Game . In the second Game , Neku 's partner is an intelligent and sly teenage boy , Yoshiya Kiryu (?? ?? , Kiry? Yoshiya) , who prefers to be called Joshua (???? , Yoshua) . Neku 's final partner is Daisukenojo Bito (?? ???? , Bit? Daisukenoj?) , an ex @-@ Reaper who calls himself " Beat " (??? , Biito) . Beat became a Reaper to find a way to bring his younger sister , Raimu Bito (?? ?? , Bit? Raimu) (nicknamed " Rhyme " (??? , Raimu)) , back to life . Rhyme had sacrificed herself to save her brother from a Noise attack . Sanae Hanekoma (?? ?? , Hanekoma Sanae , ???? Hanekoma) , the Producer , bound her soul to a pin from which her Noise could be summoned , and gave it to Beat . The final Game Master , Mitsuki Konishi (?? ?? , Konishi Mitsuki , ??? Konishi) , crushes her Noise form and transformed it back into a pin .

Besides the Composer and the Conductor , there are other high @-@ ranking Reapers . For each week of the Game , Game Masters are assigned by the Conductor to lead the opposition to the Players . Of the Game Masters opposing Neku , Sho Minamimoto (?? ? , Minamimoto Sh? , ????? Minamimoto) is the most dangerous . He willingly circumvents the rules in an attempt to supplant the Composer . Participating in the Games with the aim of earning promotions for their performance , the Reapers ' goal is to ascend to the highest form of spiritual existence , the Angels . Angels supervise the Games and if the stakes of a Game are particularly high , they send down one of their own to serve as the Producer . For the three weeks of the game 's story , Sanae Hanekoma is the Producer . Disguised as a Shibuya cafe owner , he guides new players and narrates the " Secret Reports " that are obtained by completing additional missions after completing the game .

== = Story = = =

The game 's story follows Neku over the course of the three weeks that he plays the Game , paired with partners Shiki , Joshua , and Beat for each week , respectively . Neku is confused at first , lacking knowledge of how he died or how he arrived at the UG . As he develops friendships with his partners , he starts to understand the rules of the Game . After the first week , only Shiki is allowed to return to the living , and she promises to meet Neku at the statue of Hachiko . He also recovers his entry fee , which was his memories , except for the events leading up to his death . However , Shiki has become what Neku values most , and she is used as his new entry fee for the second week . During the second week he recalls small details of his death ; eventually , he recognizes that he was shot at by Sho Minamimoto , one of the Reapers he faced during the Game . At the end of the second week , Joshua seemingly sacrifices himself to save Neku from an explosion created by Minamimoto .

However , because Joshua did not actually die , the Game was nullified and Neku is forced to replay the game a third time . His entry fee this time is all of the other players , meaning Neku cannot form any pacts and stands no chance against the Noise . However , Beat immediately defects from the Reapers and rejoins Neku . Neku and Beat find that the Reapers and the entire population of Shibuya are wearing special red pins that cause them to think the same harmonious thoughts . Without any missions to complete , the two venture to the fabled " Shibuya River " , which Joshua was looking for during the second week . At the river , they find Megumi Kitaniji (?? ? , Kitaniji Megumi , ???? Kitaniji) , the Game 's Conductor . Kitaniji explains that he created the red pins in an attempt to remake Shibuya , which the Composer challenged him to do . If he fails , both he (as his price for losing the Game) and Shibuya will be erased .

At that moment , Joshua reappears and reveals himself to be the Composer . Joshua returns the missing part of Neku 's memory of death : Joshua himself shot Neku , choosing him to be his proxy

in his challenge with Kitaniji . Minamimoto , who had been trying to usurp the position of Composer , was trying to kill Joshua in his weakened state as a human . After failing to defeat Neku by using his friends against him , Joshua gives Neku one last challenge : To fire upon Joshua to determine the fate of Shibuya . Neku is too conflicted to make a choice , and is shot down by Joshua . Neku finds himself once again at the scramble crossing , confused by events , but alive this time .

The game 's credits show scenes seven days later in the RG . As Neku walks from Udagawa to Hachiko to meet Beat , Rhyme , and Shiki , he discusses how the past three weeks have changed him for the better . In a statement directed at an absent Joshua , Neku says that although he will not forgive him for what he has done , he trusts him . Neku then asks if Joshua will be present at Hachiko as well . Secret reports that can be obtained by completing additional missions after beating the game reveal that Joshua , after seeing the change in personality of Neku over the weeks of playing the game , decides to spare Shibuya , now believing the city to be ideal . The game ends with Neku abandoning his headphones , before a title card appears entitled " The World Begins with You " .

= = Gameplay = =

The World Ends with You is an action role @-@ playing game , arranged into three chapters based on the three weeks that Neku is involved in the Reaper 's Game , with each chapter further divided by each day of the week . The player controls Neku and his partner as they explore Shibuya to complete each day 's mission . Although most missions require completion within a certain time for Neku and his partner , this timer is not correlated to the passage of time for the player .

Shibuya is divided into several districts , some of which may be inaccessible on certain days or blocked by a wall that can only be removed by satisfying the request of a nearby Reaper , such as erasing Noise symbols , putting on a certain brand of clothing , or bringing an item . Neku can scan the area by activating a special pin . This scan reveals the thoughts of the non @-@ player characters in the Realground and memes , which may help to progress the plot . The scan also reveals random Noise symbols that drift about the area , or in some cases , float around a specific character . The player initiates a battle by touching Noise symbols ; each symbol constitutes one round of battle . Selecting more than one Noise symbol at a time results in a multi @-@ round battle (referred to in @-@ game as multiple noise " reductions ") that gradually increases in difficulty with each round , but conversely leads to greater rewards upon success . Altering the difficulty of the Noise and the amount of health for Neku and his partner also alter the benefits conferred .

Each district has fashion trends that affect gameplay . By wearing pins or clothing from the more popular brands in that district , items ' effects will be improved ; wearing the least fashionable items will do the opposite , and items from brands in between are not affected . However , the player can increase a brand 's popularity in one district by repeatedly fighting battles in that district while wearing items of that brand . The player can enter shops to buy new pins , clothes , and food items that are gradually consumed during battles to improve the characters ' basic attributes .

After completing the game , the player can return to any day in the story and play those events again , keeping the characters ' current statistics and inventory . " Secret Reports " , written segments that reveal background elements of the story , can be unlocked through this mode by completing specific missions during each day . Completing the game allows the player to access " Another Day " from the game 's menus , an additional day of missions that explains certain events related to the main storyline . The World Ends with You has one minigame called Tin Pin Slammer (or Marble Slash) that can be played against computer opponents or with up to 3 others via a wireless connection . Tin Pin Slammer is similar to the marble game ringer in that each player attempts to use their pins one at a time to knock the other players ' pins off the gameboard .

= = = Pins = = =

The World Ends with You features " psych pins " , decorative pins which possess powers that only Neku can activate while wearing them . Psych pins are used for combat , for " Tin Pin Slammer /

Marble Slash ", or as trade value for money or equipment . Most pins , particularly those used in combat , can become more powerful as the player accumulates " Pin Points " (PP) which can also lead to evolution of the pins into more potent versions . Pin Points are commonly earned through battle , but can also be earned through a period of inactivity with the game , or by interacting with other DS players or randomly if none are found . Each of these methods influences the growth of pins within the game .

= = = Combat = = =

The game 's combat system is called the Stride Cross Battle System . The combat takes place across both screens on the DS , with Neku on the touchscreen and his partner on the top screen , representing the different " zones " of the same local area ; the two characters battle the same enemies that exist in both " zones " simultaneously . Neku and his partner are synchronized during battle ; they share the same health bar so that even if one character does not take any damage , the pair can fail in battle if the other takes too much . A green " light puck " will pass between the characters during battle ; by alternating battle between the character who possesses the puck , damage is increased . The movement of the light puck is determined by the " sync ratio " between Neku and his partner ; the puck stays longer with the character with higher ratios . The player can equip Neku and his partner with clothing that can alter the light puck 's speed . The light puck also has the ability to magnify Neku and his partner 's attacks as long as when they hold the puck , they are not attacked by an enemy and can continue this in a volley .

The player controls Neku by performing touchscreen actions based on the currently equipped pins . These actions may include slashing across an enemy , tapping the screen rapidly to fire bullets , holding down on an enemy to inflict damage or shouting into the microphone to cause a full screen attack . Other pins need to be touched to activate them , such as for health restoration . Each pin has a limited number of uses before it must recharge for a certain time . Other pins may only be used a fixed number of times during a series of battles , and do not recharge until the battle sequence is over . Neku can only be equipped with a maximum of two pins at the game 's start ; this can eventually be upgraded to a maximum of six .

Neku 's partner on the top screen can be controlled by the player using the face buttons , although players can use options to have the computer assist them . Each of Neku 's partners has a card game @-@ based mechanic ; for example , Shiki 's card game requires the player to match face @-@ down Zener cards . The partner can make a basic attack after the player navigates through a pathway of arrows to select one of several shown cards using the directional pad or face buttons . By navigating to a card that fits within the card game rules , the player earns a star . Once enough stars are collected , the player can launch a powerful " Fusion " attack using both Neku and his partner through the " Harmonizer Pin " that appears on the upper right of the touchscreen (assuming that the player has not rearranged where it 's displayed) . The player can also help the partner character dodge attacks .

= = Development = =

The World Ends with You was developed by the same team that created the Kingdom Hearts series , with input from Jupiter , the company that developed Kingdom Hearts : Chain of Memories . The development of the game started two and a half years before its Japanese release , during the development of Kingdom Hearts II and the end of development of Kingdom Hearts : Chain of Memories . At that time , Nintendo had announced the DS , but it was not yet on the market ; Square Enix asked the team to make a game specifically for the handheld system . The creative team ? consisting of Tetsuya Kando (director) , Tomohiro Hasegawa (co @-@ director) , Takeshi Arakawa (planning director) , and Tetsuya Nomura (character design) ? were able to experience the DS during the " Touch DS " event in November 2004 . From this demonstration , they had envisioned a version of Chain of Memories in which the card game aspects would be present on the bottom screen and an action role @-@ playing game on the top . As they continued to work on the

game , the developers realized that they wanted to use the touchscreen more , to make " a game that can only be played on the DS " . However , they also encountered the problem that by focusing heavily on the touchscreen , the top screen would be ignored . From this , the idea of the dual screen battle system arose . Several other options were explored for the top @-@ screen game , including command @-@ based battles or a music game , but once they reviewed the game from the eyes of the player , they ultimately settled on the card @-@ game approach with the player having the option to control the game if they wanted to . Even with the completion of the Japanese version of the game , the team felt the dual screen system was too much for overseas audiences , and attempted to change the card @-@ game mechanic into a special meter that would fill up with normal attacks from Neku , but this was not completed in time for release . However , the team was able to alter the " information overload " of the numerous tutorials at the start of the game in the North American release , reducing the amount of text presented as well as allowing the tutorials to be skipped . The " Active Encounter " system , the ability for the player to select when and how to go into battle , was developed specifically to avoid the issues of " grinding " that are common with most standard RPG systems . While they included the mechanics of being able to scan non @-@ playable characters to see their thoughts , the team was not able to integrate this mechanic more into the game .

In addition to creating unique gameplay , the designers wanted to build the game around a real location . Initially , they had planned to use a large number of locations across the entire world as the setting . They narrowed down the settings to specific cities due to practicality issues . Ultimately , Kando selected Shibuya as the main setting within the first year of development , despite concerns that overseas players would find the setting unfamiliar . The team wanted to make sure the city was represented accurately within the game , and went on " location hunts " onto building rooftops without permission to get photographs . The layout of Shibuya was duplicated for the game , retaining the real @-@ world landmarks while rebranding the names of stores and buildings for copyright reasons ; for example , the 109 Building was renamed to be the " 104 Building " , while one of the busiest Starbucks , adjacent to the scramble crossing , was renamed " Outback Cafe " . The success of the game has led to fans going on tours of the district to match physical locations in Shibuya with those in the game . The selection of Shibuya led to the incorporation of much of the game 's other features , including food , clothing , and cell phone usage . The team initially thought of the idea of using graffiti around Shibuya as the source of the player 's power in the game but had difficulty representing it ; this led to the creation of the psych pins used in the game .

The team decided to stay with two @-@ dimensional graphics instead of three @-@ dimensional graphics , believing it would help differentiate themselves from other Square Enix titles as well as better represent their vision for the game . When first approached with the task of creating the art for the game , background art director Takayuki Ohdachi thought the modern @-@ day setting would be too boring , and opted to use highly skewed and angular images of Shibuya to avoid this ; the rest of the creative team found this approach to fit the game quite well . For combat , the background of the top screen was selected for visual interest , while the bottom touchscreen background was designed to emphasize the gameplay . Ohdachi was also responsible for the artwork for the psych pins , and used a mix of pop art and tribal designs for the various graphics . Character designs were handled by Tetsuya Nomura and Gen Kobayashi . Character designs were made to match with the real @-@ world Tokyo setting , after which their outfits were designed based on the character 's personality . Kobayashi was also in charge of designing the game 's non @-@ player characters and noted how most designs made it to the final product . Hasegawa was responsible for creating the designs for the Noise creatures , and wanted to have them recognizable as creatures before they decay into skeletons . In keeping with the theme of human emotion in the game , Hasegawa selected creatures that conveyed such feelings , such as wolves and crows . Representation of the Noise in the game required drawing the 2D sprites from several angles to match the action on screen as well as using rotoscoping on pre @-@ rendered sprites , and took several iterations between Square Enix and Jupiter to make sure that the sprites ' art matched the style of game , with Kando making the two @-@ hour trip between Tokyo and Kyoto weekly to check on the progress .

The developers knew that for the story they wanted to " throw the player right in the action , with things he had to do without explanation " in addition to creating a sense of urgency and mystery for the player . They developed an initial draft of the game 's plot and gave it to script writer Sachie Hirano and scenario event planner Yukari Ishida to expand on . The returned version was very close to the initial vision for the game 's story . However , there were still difficulties in filling out the story , only achieving some smooth development about halfway through the process , and even then , there were still changes made just prior to creating the master image for the game . Several inconsistencies with the game 's story were found in the final quality checks that had to be resolved . The Square Enix localization team , while translating most of the dialog and interface items into English and other European languages , preserved many Japanese elements to avoid losing the culture of the game . The team was also limited by the size of the dialog balloons used within game , and took several steps to avoid losing the meaning of the story within the game .

As *The World Ends with You* focuses on the character of Neku Sakuraba , in order to create a believable story the developers put a lot of focus on his development , such as how he would feel , what thoughts lie behind his actions , how he interacted with other characters , and how the people around him feel about him . The developers included aspects and daily concerns , hoping that they could be things that players would have to deal with their personal lives and therefore would let them relate with Neku .

The Japanese title , translated as *It 's a Wonderful World* , was not used internationally due to copyright issues . Instead , the game was released in North America and Europe under the name *The World Ends with You* . The game was officially announced on September 13 , 2006 by Square Enix , and premiered at the 2006 Tokyo Game Show two weeks later . On December 5 , 2007 , Square Enix announced that the game would be released for Europe and Australia in April 2008 , while a similar announcement was made for a North American release on December 17 , 2007 .

A special " *Wonderful World* " edition of the " *Gloss Silver* " Nintendo DS Lite was created and sold as a bundle with the game as part of its Japanese release . The game 's early plot was adapted into a two @-@ chapter one @-@ shot manga by Shiro Amano , published over two issues of *Monthly Shōnen Gangan* . In North America , the manga has been released online via the Square Enix Members website , along with mobile phone ring tones . Both Nomura and Tatsuya Kando stated that they hoped they would be given the opportunity to create a sequel to the game . Neku , Shiki , Joshua , Beat , and Rhyme appear in the video game *Kingdom Hearts 3D : Dream Drop Distance* as non @-@ playable characters who are challenged to a task similar to the *Reapers ' Game* . The cameos are the first non @-@ Disney and non @-@ Final Fantasy characters to appear in the *Kingdom Hearts* franchise .

= = = Soundtrack = = =

The soundtrack to *The World Ends with You* was composed and produced by Takeharu Ishimoto . The game 's music encompasses many genres , combining rock , hip hop , and electronica and was designed to fit the various moods of Shibuya . The song appearing during the credits of the game is " *Lullaby for You* " by Japanese pop artist , Jyongri . Vocal artists featured in the game include Sawa Kato , Makiko Noda , Leah , Ayuko Tanaka , Mai Matsuda , Wakako , Hanaeryca , Cameron Strother , Andy Kinlay , Nulie Nurlly , and Londell " Taz " Hicks . The developers used CRI Middleware 's *Kyuseishu Sound Streamer* , a compression algorithm normally used for voice @-@ overs , to compress the soundtrack and fit more songs on the game media , while replacing full motion video cutscenes with Flash @-@ style animations to save more space . The ADX @-@ compressed soundtrack and cutscene audio on the final version of the game take up approximately one @-@ fourth (42 of 128 total MB) of the game media .

The official soundtrack of the game , *The World Ends with You Original Soundtrack* (?????????? ORIGINAL SOUNDTRACK , *Subarashiki Kono Sekai Original Soundtrack* , meaning " *It 's a Wonderful World Original Soundtrack* ") was released in Japan on August 22 , 2007 and is on sale in most English @-@ language iTunes Stores . This release , however , does not include the four tracks unique to localizations outside Japan and is simply a digital version of the Japanese

soundtrack . Three of the tracks , " Someday " , " Calling " and " Twister " , were later remixed for the 2012 Nintendo 3DS title , Kingdom Hearts 3D : Dream Drop Distance . " Calling " and " Twister " were also remixed for downloadable tracks for Theatrhythm Final Fantasy : Curtain Call .

A revised soundtrack , The World Ends With You - Crossover , was released on September 20 , 2012 . It includes the original tracks from the DS game , remixes of " Calling " , " Someday " and " Twister " from Kingdom Hearts 3D : Dream Drop Distance , and the remixes from the iOS version .

Square Enix , however , released the digital 6 @-@ track EP Subarashiki Konosekai + The World Ends with You (?????????? + The World Ends with You , Subarashiki Kono Sekai + The World Ends with You , meaning " It's a Wonderful World + The World Ends with You ") on June 25 , 2008 through the Japanese iTunes Store . This release contains the four songs unique to the international version of the game , along with the English version of " Owari @-@ Hajimari " and a remix of " Twister " . A 19 @-@ track version of the album was given a physical CD and iTunes release on July 30 , 2008 .

= = = Solo Remix = = =

A port for mobile devices , entitled The World Ends With You -Solo Remix- , was released on iOS on August 27 , 2012 , and on Android on June 26 , 2014 . The Solo Remix version of the game for iOS and Android systems maintains much of the core game features , but modifies the combat system for the single screen . Both Neku and his partner battle on the same screen . The player does not have direct control of their partner , but still must work with the sync puck between the two . As the two attack , the Fusion meter will build up , and eventually reveal a Fusion attack button . Upon striking this , the player is then given a mini @-@ game based on their partner that 's similar to the card @-@ matching game in the DS version : for example , with Shiki , the player is briefly shown the faces of several cards , and then must make matches as fast as possible . The success rate of the mini @-@ game influences the power of the subsequent Fusion attack .

In addition to combat changes , the Solo Remix includes redrawn high @-@ definition sprites and is optimized for the Retina display of iOS devices . The original soundtrack and additional remixes of these songs are included . Wireless and social media features are also included : the Tin Pin Slammer can be played with other players via wireless connections , and the game can connect with the player 's social media applications to display these as scanned thoughts from non @-@ player characters within the game . The Solo Remix version features a remixed soundtrack from the original DS release . New assets at the conclusion of the iOS game hint at a possible sequel , but no confirmation has been made by Square Enix . The iOS version of the game was pulled from the iOS App Store in February 2015 due to an issue that prevented the game from working with the iOS 8 operating system launched in September 2014 , though the Android version remains available . It has returned to the App Store in June 2015 .

= = Reception = =

The World Ends with You received positive reviews and has been commercially successful . Game Informer named the game its Handheld Game of the Month award for May 2008 . IGN gave The World Ends with You its Editors ' Choice Award , and named it the DS Game of the Month for April . In Japan , the game premiered as the second @-@ best selling DS title during the week of July 27 , 2007 . Nearly 193 @,@ 000 units were sold in Japan by the end of 2007 . The World Ends with You sold 43 @,@ 000 copies during April 2008 in North America . The first shipment of the game sold out mid @-@ May and a second shipment was made in mid @-@ June 2008 . The game was the top @-@ selling DS title the week of its release and again two weeks later . As of September 30 , 2008 , The World Ends With You has sold approximately 140 @,@ 000 copies in North America and 20 @,@ 000 copies in Europe .

Critics praised the departure from other popular titles such as Square Enix 's Final Fantasy and Kingdom Hearts series . Both the graphical presentation and the soundtrack were very well received . Reviews also commented that , initially , the character designs were too similar to previous Square

Enix titles and may be off @-@ putting to some though in the Shibuya setting they were " absolutely in their element . " Some reviewers also complained that the Stride Cross Battle System was too complex for new players ; Eurogamer 's review felt the " sink or swim " reliance on learning the complex battle system was a significant stumbling block for the game . GamePro noted that the stylus input was imprecise , often mistaking movement and attack actions . On the other hand , the system was praised for its approach , and for the ability to alter the difficulty of the system within the game . Neku Sakuraba 's character arc was praised by several reviewers , such as G4TV editor Jonathan Hunt , who praised his growth from a " mute teenager " to a " civil human " . 1UP.com 's review summarized that the game is much more than the sum of its parts : " By all rights , The World Ends With You should be an annoying disaster , a bundle of tired gimmicks and trite clichés . Yet somehow all the things that should be unbearable fall into place and create a game that 's far more unique , interesting , and addictive than it has any right to be . "

The World Ends with You won several awards from IGN.com , including best Nintendo DS role @-@ playing game , best story for a Nintendo DS game , best new IP for the DS , as the best Nintendo DS game of the year . It was also nominated for other awards , including best original score for a Nintendo DS game and best artistic design for a Nintendo DS game . It was ranked as the tenth best game of the 2000s released on a Nintendo system by Nintendo Power .

The World Ends with You -Solo Remix- received a score of 9 @.@ 5 and an Editor 's Choice from IGN , who praised the port and its additions , although criticized its price point and lack of universal compatibility (the iPhone / iPod Touch and iPad versions of the game must be purchased separately .) Kotaku also criticized the high price and lack of universal compatibility as ' indefensible ' , though it praised the port for its controls , saying " in many ways , it feels more suited to (the iPad) than it ever did on the DS . "