= Kingdom Hearts (video game) =

 Kingdom Hearts (Japanese : ???????? , Hepburn : Kingudamu H?tsu) is an action role @-@ playing game developed and published by Square (now Square Enix) in 2002 for the PlayStation 2 video game console . It 's the first game in the Kingdom Hearts series , and is the result of a collaboration between Squaresoft and The Walt Disney Company . The game combines characters and settings from Disney animated features with those from Square 's Final Fantasy series . The story follows a young boy , Sora , as he is thrown into an epic battle against the forces of darkness . He is joined by Donald Duck , Goofy , and other classic Disney characters who help him on his quest .

 The game was a departure from Square 's standard role @-@ playing games , introducing a substantial action @-@ adventure element to the gameplay . Kingdom Hearts has an all @-@ star voice cast and includes 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 praised for its unusual combination of action and role @-@ playing , as well as its unexpectedly harmonious mix of Square and Disney elements . It was a dominating presence in the 2002 holiday season , receiving numerous year @-@ end " Best " video game awards , and went on to achieve Sony " Greatest Hits " status . Since its release , the Kingdom Hearts series has sold over 20 million copies worldwide , and the first game prompted numerous sequels . Kingdom Hearts is the tenth best @-@ selling PlayStation 2 game of all time and the most commercially successful entry in the series to date .

 = = Gameplay = =

 Kingdom Hearts is influenced by its parent franchise , Final Fantasy , and carries gameplay elements over into its own action @-@ based , hack and slash system . The main battle party consists of three characters : Sora , Goofy , and Donald Duck . Sora is directly controlled by the player from a third person camera angle . All other party members are computer @-@ controlled , though the player can customize their behavior to an extent through the pause menu . Donald and Goofy comprise the party in most areas but nearly every level features a character who may replace them . For instance , Jack Skellington can join the player 's party in Halloween Town , but cannot accompany the player elsewhere . In some worlds , the party changes its appearance , has abilities unique to that world , or both ; the party can fly in Neverland , acquire aquatic forms in Atlantica , which enable them to survive underwater , and gain Halloween costumes in Halloween Town to blend in with the locals .

 Like traditional role @-@ playing games , Kingdom Hearts features an experience point system that determines character development . As enemies are defeated , the player characters gain experience and grow stronger , gaining access to new abilities . Unlike other games of its type , Kingdom Hearts allows a degree of character development customization through a short tutorial found at the beginning of the game . The tutorial allows the player to select from one of three main attributes ? strength , defense , or magic ? for Sora to excel in and one to lack in . By choosing certain options , the player may manipulate how Sora learns abilities , grows statistically , and gains levels . Donald , Goofy , and any other additional party members are assigned specific areas of strength from the outset . Donald excels in magic , while Goofy excels in defense and special attacks .

 The game progresses linearly from one story event to the next , usually presented as a cutscene , though there are numerous side quests available that provide benefits to the characters . Players may also choose the order in which they tackle some areas . Most of the gameplay occurs on interconnected field maps where battles take place . Combat in Kingdom Hearts occurs in real time and involves pressing buttons to initiate attacks by the on @-@ screen character . An action menu , similar to those found in Final Fantasy games , found at the bottom left of the screen provides other combat options such as using magic and items , although players can also assign selected magic spells that can be instantly used whilst holding the shoulder button . As players progress through the

game , they can receive certain Disney characters as summons , such as Dumbo and Tinkerbell , each with their own unique abilities . There is also a context @-@ sensitive option at the bottom of the menu , usually used for interacting with the environment or performing special attacks . This menu is manipulated by using the right analog stick or digital pad , while movement is controlled by the left analog stick , allowing the player to navigate the menu while avoiding or approaching enemies .

Sora , along with his allies , both possess a HP meter and an MP meter , which increases as they gain experience and level up . The MP meter is divided into various sections that are used up whenever that character performs magic , with more powerful magic using more MP . MP can be replenished by performing melee attacks or using items such as ether . The HP meter determines the character 's health , reducing whenever a character takes damage , although it can be replenished by using potions or healing spells . If one of Sora 's allies run out of health , they will be knocked out for a while until someone heals them . However , if Sora loses all of his health , the game ends and the player must resume play from the beginning of an area or boss . Defeating enemies causes various orbs to fall ; green orbs which replenish health , blue orbs which restore MP and yellow orbs which represent Munny , the game 's currency , which can be used to purchase new items .

= = = Gummi Ship = = =

The Gummi Ship is the mode of travel between the various worlds in Kingdom Hearts . The gameplay for piloting the vessel is very different from the rest of the game as it switches to a rail shooter format . The player controls the Gummi Ship from a rear third @-@ person perspective as it travels in an outer space setting . While traveling , the player must avoid obstacles and defend against enemy ships that attempt to destroy the player 's vessel by firing missiles or ramming it . Surviving the route allows access to the next world . At the beginning of the game , there are few options available to customize the vessel , but as the game progresses , new weapons , engines , and armor become available . Different pre @-@ designed blueprints can be found throughout the game that can be used to quickly construct Gummi Ships . Geppetto also gives the player different Gummi Ship designs based on the number of Heartless defeated . From the start , the player can travel between worlds by using " Normal Drive " , which initiates the rail shooter @-@ like minigame . Later in the game , Sora can acquire a " Warp Drive " , which allows instant travel between previously @-@ visited worlds without having to play the minigame . However , worlds that have not been visited cannot be accessed with Warp Drive , and must be discovered first normally .

= = Plot = =

= = = Setting = = =

The universe of Kingdom Hearts is a collection of various levels , referred to as " worlds " , through which the player must progress . Thirteen can be accessed in the game and one , Disney Castle , is shown in cutscenes . Additional worlds are mentioned by various characters , but are inaccessible because they have been destroyed by the Heartless , beings of darkness . Ten of the worlds are based on Disney fiction , primarily from the Disney animated features canon , and the other four were created by Square specifically for the game .

The graphics and characters of each world were designed to resemble the artwork style of its respective Disney film . Each Disney world is inhabited by characters from their respective film ; Hercules and Philoctetes inhabit Olympus Colosseum , while Aladdin , Princess Jasmine , and Jafar inhabit Agrabah . Each world is disconnected from the others and exists separately . Most characters in the worlds are unaware of the other worlds ' existence , with few exceptions . Players travel from one world to another via Gummi Ship .

The worlds created specifically for the game mirror the overall appearance of the other worlds and

feature either new characters or characters from several Final Fantasy games . The new worlds include : Destiny Islands , where the story opens ; Traverse Town , which serves as a launching point for most of the game ; Hollow Bastion , which many of the Final Fantasy characters call home ; and End of the World , a large , dark world created from the remnants of various worlds consumed by the Heartless . The main characters travel from world to world to seal each " Keyhole " ; this protects the world from the Heartless and ultimately from destruction . They also try to minimize their interaction with characters of other worlds to maintain a balance of separation . This sometimes requires Sora , Donald , and Goofy to blend in with the world inhabitants by changing their physical appearance .

= = = Characters = = =

 The collaboration between Disney and Square resulted in a mixture of familiar Disney and Square characters , as well as several new characters created and designed by Tetsuya Nomura . The primary protagonist of the game is Sora , a 14 @-@ year @-@ old boy chosen to wield the Keyblade , a large key @-@ like weapon for battling darkness . The game also features two friends from his home world , Riku and Kairi . For most of the game , Sora is joined by Donald Duck and Goofy . Donald , the court wizard , and Goofy , captain of the royal guard , were sent from Disney Castle to find the Keyblade . The three join forces to search for King Mickey Mouse , Kairi , and Riku . The primary antagonist is Ansem , who seeks power and knowledge by using dark beings called the Heartless . The Heartless , hearts corrupted by darkness , serve as most of the enemies encountered in the game and come in a variety of shapes and sizes .
 As a game meant to explore the fictional universes of various Disney films , over one hundred Disney characters are featured in various capacities . While many serve as major characters in the story , others appear in cameo roles , such as the One Hundred and One Dalmatians playing a part in a side @-@ quest . Most worlds also feature a Disney villain whom the player must defeat . The player can summon various Disney characters to fight alongside Sora in battle , causing Donald and Goofy to withdraw from the battlefield for the duration of the summon . Available summoned characters include the Genie from Aladdin , Tinkerbell from Peter Pan , and Simba from The Lion King , among others .
 Square also incorporated several characters from the Final Fantasy series into the game , though the characters were slightly altered to fit the game 's back @-@ story . On Destiny Islands , the player meets younger versions of Tidus and Wakka from Final Fantasy X and Selphie from Final Fantasy VIII . In Traverse Town , the player encounters Squall Leonhart (known in the game as " Leon ") from Final Fantasy VIII as well as Aerith , Cid , and Yuffie from Final Fantasy VII . Rikku from Final Fantasy X was originally set to appear , but was replaced by Yuffie . Cloud and Sephiroth , both from Final Fantasy VII , make appearances in Olympus Coliseum , where the player can fight them in tournaments . The emphasis on characters from later Final Fantasy installments stems from Nomura 's hesitation to use characters he did not design . The game also uses other Final Fantasy icons such as the Moogles who mediate item synthesis .

= = = Story = = =

 Kingdom Hearts begins on the Destiny Islands , where Sora , Riku and Kairi live . The three friends want to leave the islands to explore new worlds and have prepared a raft for this purpose . One night , the islands are attacked by the Heartless , and Riku and Kairi disappear . At the same time , Sora obtains the Keyblade , a weapon effective against the Heartless . However , the islands are destroyed and Sora drifts into space . Meanwhile , King Mickey has left his own world to deal with the increasing number of Heartless , and leaving instructions for Donald and Goofy to find the " key " that will protect the worlds from the encroaching darkness .
 Donald and Goofy use the Gummi Ship to reach Traverse Town , where Sora has drifted . After Sora meets Donald and Goofy , the three decide to travel together ? Donald and Goofy to find King Mickey , and Sora to find Kairi and Riku . The three go to various Disney @-@ inspired worlds ,

finding that the Keyblade also locks " Keyholes " in the worlds that , when sealed , prevent the " heart " of those worlds from being consumed by the Heartless . Meanwhile , a group of Disney villains led by Maleficent seeks out the seven Princesses of Heart to unlock the final keyhole that leads to " Kingdom Hearts " , a repository of knowledge and power and the source of all hearts . This group includes Riku , whom Maleficent convinces has been abandoned by Sora for new friends and the Keyblade , and promises that she will help him find Kairi in exchange for his support . An increasingly antagonistic Riku finds Kairi 's body , but cannot find her heart .

Sora and his friends eventually arrive at Maleficent 's headquarters in Hollow Bastion . Riku takes the Keyblade from Sora , claiming to be the Keyblade 's intended wielder , and that Sora only received it in his absence . Donald and Goofy , having been explicitly ordered to follow the " key " , reluctantly leave Sora for Riku . Sora challenges Riku , stating that his heart derives strength from his friends ; his friends return to him , as does the Keyblade . After the three defeat Maleficent , Sora finds Kairi 's body and confronts Riku , who has become possessed by Ansem , a figure who has been manipulating Maleficent and the Heartless from the beginning . Ansem explains that Kairi is a Princess of Heart , and that her heart has been hiding within Sora 's body since Destiny Islands was destroyed . After defeating the possessed Riku , Sora impales himself with Ansem 's Keyblade , which is designed to unlock hearts , releasing both his and Kairi 's heart . Kairi 's heart returns to her body , in turn completing the final Keyhole , while Sora becomes a Heartless . Kairi recognizes Sora 's Heartless and the light in her heart restores him to human form .

Sora , Donald and Goofy battle Ansem outside the door to Kingdom Hearts , which Ansem believes to be the ultimate reservoir of darkness . Upon opening the door , however , it reveals its light , overwhelming and destroying Ansem . Beyond the door are King Mickey and Riku , and they help Sora and the others close the door , as there are many Heartless beyond it . Mickey and Sora use their Keyblades to lock the door . The worlds lost to the Heartless reconstruct themselves ; as the Destiny Islands reform , Kairi returns there while Sora is forced to part with her . The game concludes as Sora , Donald , and Goofy resolve to find Riku and Mickey .

= = Development = =

The initial idea for Kingdom Hearts began with a discussion between Shinji Hashimoto and Hironobu Sakaguchi about Super Mario 64 . They were planning to make a game with freedom of movement in three dimensions like Super Mario 64 but lamented that only characters as popular as Disney 's could rival a Mario game . Tetsuya Nomura , overhearing their conversation , volunteered to lead the project and the two producers agreed to let him direct . A chance meeting between Hashimoto and a Disney executive in an elevator ? Square and Disney had previously worked in the same building in Japan ? allowed Hashimoto to pitch the idea directly to Disney . Nomura struck down a number of proposals from Disney in order to pursue his own concept featuring an original character not based on a Disney property . The production team consisted of over one hundred members from both Square and Disney Interactive . The game began development in February 2000 and originally focused more on the gameplay with a simple story to appeal to Disney 's target age range . After executive producer Hironobu Sakaguchi told director Tetsuya Nomura the game would be a failure if it did not aim for the same level as the Final Fantasy series , Nomura began to develop the story further . When choosing the Disney worlds to include in the game , Nomura and his team tried to pick worlds that had distinctively different looks . They also tried to take into account worlds with Disney characters that would be interesting . Thanks to support from Disney 's then @-@ president and current chairman and chief executive Bob Iger , the team had few restrictions on which worlds they could use from the Disney franchises . However , they tried to remain within each character 's boundaries set by their respective Disney films . In June 2013 , Nomura stated the name of the game came from him thinking about Disney Theme Parks , especially Animal Kingdom . However , Nomura could not get the IP with just Kingdom , so the development team began to think about " heart " as a core part of the story , so they decided to combine the two to form Kingdom Hearts .

Additional content was added to the North American release that was absent in the initial Japanese

release : new optional bosses , one of which was named after the winner of the official website 's " Name @-@ In @-@ Game " sweepstakes , an extra difficulty level , and a teaser of Kingdom Hearts II accessible by meeting certain criteria . Nomura included the teaser in order to gauge fan reaction to the possibility of a sequel ; he felt that if the idea was unpopular , then it would be best to leave certain events in the game unexplained . The new content was later added to the Japanese re @-@ release titled Kingdom Hearts Final Mix . Final Mix also included additional content such as new items , cut scenes , and enemies . The new content further hinted at plotlines that would be explained in sequels . Some content omitted from Kingdom Hearts was later added into Kingdom Hearts II . A world based on The Lion King , for instance , was unfeasible because an additional program was required to process movement on four legs ? a necessity since Sora would become a lion in that world . Due to time constraints , the developers left out an optional boss battle , similar to the Sephiroth battle , against Tifa Lockhart . She was later included in Kingdom Hearts II as a more developed character .

= = = Audio = = =

= = = = Musical score = = = =

Yoko Shimomura composed and produced the music of Kingdom Hearts . While there are arranged melodies derived from previous Disney films , most of the soundtrack consists of original themes written specifically for the game by Shimomura . The opening orchestration and ending credits theme were arranged and orchestrated by Kaoru Wada and performed by the New Japan Philharmonic Orchestra . The main vocal theme for the original Japanese release is titled " Hikari " (?) . The English version of " Hikari " , " Simple and Clean " , was used in the Western releases and the Japanese re @-@ release , Final Mix . Both versions were composed and performed by Hikaru Utada . Her involvement , along with the Japanese song title , was announced in January 2002 . Utada was the only singer Nomura had in mind for the Kingdom Hearts theme song . This marked the first time Utada had produced a song for a video game . The single , " Hikari " , was released in Japan on March 20 , 2002 and proved to be very popular ; by August 2002 , it had sold over 860 @,@ 000 copies in Japan . The Kingdom Hearts soundtrack was released on a two CD set on March 27 , 2002 in Japan and a year later in the United States . The soundtrack was later included in the Kingdom Hearts Original Soundtrack Complete , which was released in Japan on March 28 , 2007 . Music from Kingdom Hearts was also included in Shimomura 's best works compilation album Drammatica .

= = = = Voice cast = = = =

Kingdom Hearts featured well @-@ known voice actors for both the Japanese and English versions . The Japanese version featured Miyu Irino as Sora , Risa Uchida as Kairi , and Mamoru Miyano as Riku . Other notable voice actors included K?ichi Yamadera , Hideo Ishikawa , and Maaya Sakamoto . A special effort was made to preserve the official voice actors of characters from the Disney movies used in Kingdom Hearts . Some of the voice actors from the related television series or direct @-@ to @-@ video sequels were chosen over the original voice actors from films , where applicable (e.g. Dan Castellaneta as Genie , rather than Robin Williams) . The English version featured Haley Joel Osment as Sora , David Gallagher as Riku , and Hayden Panettiere as Kairi . Other notable voice actors included Billy Zane , Christy Carlson Romano , David Boreanaz , James Woods , and Mandy Moore .

= = = Promotion = = =

Kingdom Hearts was announced at the Electronic Entertainment Expo in May 2001 . Initial details were that it would be a collaboration between Square and Disney Interactive and would feature

worlds developed by both companies and Disney characters . New characters were designed by Nomura and included Sora , Riku , Kairi , and the Heartless . A playable demo was available at the Tokyo Game Show in 2001 . The gameplay of the demo showcased many action role @-@ playing game elements that would be included in the final product . To help market the English release of the game , Square launched the official website in April 2002 , which featured trailers , a " Name @-@ In @-@ Game " sweepstakes , and other Internet content . On May 14 , 2002 , a press release announced a list of the English voice actors . The list included Haley Joel Osment , David Gallagher , and Hayden Panettiere as the three new characters introduced in the game . It also announced that many of the Disney characters would be voiced by the official voice actors from their respective Disney films . Other marketing efforts included auctions of the game and related items before the North American release and a Consumer Demo Day in San Francisco , California .

= = Reception = =

Kingdom Hearts received positive reviews and sales figures . During the first two months of its North American release it was one of the top three highest @-@ selling video games and was among the top selling titles during the 2002 Christmas and holiday season . In November 2002 , UBS Warburg listed it as the 6th highest console game in terms of sales during the week of November 5 . At the end of April 2003 , Square announced that Kingdom Hearts had sold its millionth copy in the United States , which made it eligible for PlayStation 's " Greatest Hits " status , and over 3 @.@ 0 million worldwide . Sales reached 1 @.@ 2 million in Japan in the first quarter of 2004 , and broke 4 @.@ 0 million worldwide . In December 2005 , the NPD Group listed it as " one of the top ten best @-@ selling PlayStation 2 titles of all time in North America " . As of December 2006 , Kingdom Hearts had shipped over 5 @.@ 6 million copies worldwide with 1 @.@ 1 million in PAL regions , 1 @.@ 5 million in Japan , and 3 @.@ 0 million in North America . By October 2013 , the series had sold more than 20 million units worldwide .

= = = Critical response = = =

The game received critical acclaim among reviewers . In IGN 's Best of 2002 awards , it was nominated for " PS2 's Best Game of 2002 Editor 's Choice Award " and was a runner up for " PS2 's Best Game of 2002 Reader 's Choice Award " . In 2007 , the website listed Kingdom Hearts as the 22nd best PlayStation 2 game of all time . Critics commended the visuals , orchestral score , voice acting , and hybrid action @-@ adventure and role @-@ playing feel to the game . IGN named it " Best Art Style / Direction " , runner @-@ up for " Best CG Graphics " , and honorable mention for " Best Animation " in IGN 's 2003 list of " Best Looking Games on PS2 " . GameSpy listed Kingdom Hearts twice in its " Top 25 Video Game Cinematic Moments " . GamePro stated that the graphics were " gorgeous " , giving them high marks . The audio was also praised , particularly the quality of the voice @-@ overs and musical score . GamePro had positive comments on the overall audio and gave that aspect a perfect score .
Criticism about the gameplay was mixed . Many reviews complained that the camera was at times frustrating and the Gummi Ship portions were out of place . GameSpot cited " tedious " gameplay and Gummi Ship sections as " pale imitations of the Star Fox series " , but stated that the combat was fun , particularly the boss fights . Dengeki Online commented on the camera controls , saying that the camera would often run into objects while being rotated by the player . GamePro compared the battle system to " old N64 Zelda games " and had positive comments about Donald and Goofy 's artificial intelligence .
GameSpot commented that the concept of mixing the serious elements of Final Fantasy with the lighter elements of Disney seemed impossible , but was pulled off quite well . Because of that they awarded Kingdom Hearts " Best Crossover Since Capcom vs. SNK " in their 2002 Best and Worst of the Year awards . GameSpy noted that the periodic departure from the main plot into the Disney side stories was disappointing , and when the original plot builds to a climax , " the story fails to gel thanks to a confusing mish @-@ mash of vague terms and symbolism that probably made more

sense in the director 's head than in this final product . " Aside from the plot , they stated that the overall package was worth playing through to the end . G4TV awarded it " Best Story " at their 2003 G @-@ Phoria awards show . Fan response was also positive ; Kingdom Hearts was voted as the 19th best game of all @-@ time by readers of the Japanese magazine Famitsu , 16th by the users of website GameFAQs , and 92nd by IGN users . Kingdom Hearts ranked ninth on IGN 's most recent " Top 25 PS2 Games of All Time " list . It was also a nominee for the Best Game Award from the CESA Game Awards for 2001 @-@ 2002 .

= = Versions and merchandise = =

 Multiple versions of Kingdom Hearts have been released . The first was the original Japanese release , followed by the North American and PAL releases , which includes additional content . The game was later re @-@ released in Japan as Kingdom Hearts Final Mix , which features the content of the North American / PAL release , as well as more new content .
 Both Square and Disney also released numerous types of merchandise before and after the release of the game . Merchandise ranged from toys and figurines to clothing items and books . Like the Final Fantasy games , Square released an Ultimania book on Kingdom Hearts in Japan following the release of the game and a revised edition following the release of Final Mix . In North America , a strategy guide was released by Brady Games . It featured a comprehensive walkthrough and a sticker activity journal . A manga series based on the game was released in Japan and the United States . A novel series also based on the game was released in Japan . It was authored by Tomoco Kanemaki and illustrated by Shiro Amano . The novel series consists of two volumes and was released in North America on March 25 , 2008 .

= = = Final Mix = = =

 Originally released only in Japan , Kingdom Hearts Final Mix has several events and a number of gameplay tweaks that are not in previous releases . Spoken dialogue is in English , with Japanese subtitles . New scenes , clarifying certain plot points , such as Riku 's journey and foreshadowing of Kingdom Hearts II , were included . A gameplay option allows the player to skip cut scenes after seeing them once . The optional bosses first included in the English version were introduced to Japanese players for the first time , along with a new fight against " Unknown Man " , in an attempt to raise interest for the sequel .
 In another attempt at foreshadowing , a video titled " Another Side , Another Story ? deep dive ? " plays at the ending if the player accomplishes certain tasks . New music tracks incorporated were " Disappeared " and " Another Side " . The " Night on Bald Mountain " and " One @-@ Winged Angel " tracks from the English version were included as well . Other changes include new abilities , new weapons , new items , additional and recolored enemies , and gameplay tweaks to make the game easier for the player , along with two new levels of difficulty . When first released , Final Mix included either a deck of Kingdom Hearts cards or special music CD . A limited " Platinum Edition " version of Kingdom Hearts Final Mix was later released with an action figure of Sora , a sticker set , and sketches of some of the main characters .
 It was released for the first time in North America , Europe and Australia as part of Kingdom Hearts HD 1 @.@ 5 Remix .

= = = Manga = = =

 The game was adapted into a manga by Shiro Amano . The story follows the events that took place in the game with a few minor differences to account for the loss of interactivity a video game provides . Some events that took place in the Final Mix version were also included . The manga was originally serialized in Japan by Enterbrain 's Famits? PS2 , but has since been released worldwide in four volumes . The volumes have been published in English in the United States by Tokyopop . The first volume was released on October 11 , 2005 , and the fourth volume was released on July

10 , 2006 . The entire series was later released in a boxed set on October 10 , 2006 .

The manga series has had moderate success . The first volume was ranked 95th in USA Today 's " Top 150 best sellers " during the week of its release . IGN praised Amano 's artwork and commented on wanting to replay the game after reading . They criticized the lack of new content and stated the transition from game to print lost most of the story 's appeal . The series was followed by others based on the game 's sequels : Kingdom Hearts : Chain of Memories and Kingdom Hearts II .

= = = HD 1 @.@ 5 Remix = = =

During August 2011 , Nomura expressed desire to release a high definition rerelease of the game though he had yet to confirm such plans . In September 2012 , Square Enix announced Kingdom Hearts HD 1 @.@ 5 Remix , a compilation for the PlayStation 3 , that includes both Kingdom Hearts Final Mix and Kingdom Hearts Re : Chain of Memories in HD and trophy support . The character models from Kingdom Hearts 3D : Dream Drop Distance are being used as a base for the game 's characters . The gameplay of the original Kingdom Hearts was modified to play more like Kingdom Hearts II . Additionally , the collection includes HD cinematic scenes from Kingdom Hearts 358 / 2 Days . It was released in Japan on March 14 , 2013 , in North America on September 10 , 2013 , on September 12 , 2013 for Australia , and September 13 , 2013 for Europe .

In June 2013 , Nomura stated that the original game assets for Kingdom Hearts had been lost some time ago . He explained , " [The game data] was lost , so we had to research , and we had to dig out from the actual game what was available and recreate everything for HD . We had to recreate all the graphics and it was actually not that easy . "

= = Sequels = =

Kingdom Hearts was followed by several sequels , becoming the first game in the Kingdom Hearts series . It was followed by a direct sequel , Kingdom Hearts : Chain of Memories , on the Nintendo Game Boy Advance , which was released in Japan on November 11 , 2004 . Kingdom Hearts II is the third game in the series , set one year after Chain of Memories , and was released in Japan on December 22 , 2005 for Sony PlayStation 2 . Like the first game it was re @-@ released as Kingdom Hearts II Final Mix alongside a PS2 remake of Chain of Memories . A Kingdom Hearts game was developed exclusively for V CAST , Verizon Wireless 's broadband service , and was released on October 1 , 2004 in Japan and on February 4 , 2005 in the United States . In November 2008 , Kingdom Hearts coded was released for mobile phones in Japan , the game takes place after the events of Kingdom Hearts II . A followup , Kingdom Hearts 358 / 2 Days , was developed for the Nintendo DS and released in Japan on May 30 , 2009 and in North America on September 29 , 2009 . A prequel was released in Japan on January 9 , 2010 , entitled Kingdom Hearts Birth by Sleep , for the PlayStation Portable , which takes place 10 years before the events of Kingdom Hearts . The following title in the series was Kingdom Hearts 3D : Dream Drop Distance for the Nintendo 3DS , released in 2012 . At E3 2013 , Kingdom Hearts III was announced to be in development for the PlayStation 4 and Xbox One .