

= Kingdom Hearts Coded =

Kingdom Hearts Coded ( ?????? ??? ?????? ) , stylized as 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 , its Nintendo DS remake entitled 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 .

The gameplay is centered mostly around puzzle solving , with action @-@ RPG gameplay 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 . And after some consideration of a third remake , a movie version of the game was created for the PlayStation version .

Kingdom Hearts coded is the fourth installment in the Kingdom Hearts series and takes place after the events of 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 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 .

= = Gameplay = =

Kingdom Hearts coded is a puzzle game with action elements mixed into the gameplay , which is similar to the action @-@ RPG style of the previous titles in the series . It also features a similar interface with fight , item , and " magic " in the command window . There are also minigame and platforming elements . The game features a mix of different graphic styles , with three @-@ dimensional backgrounds and two @-@ dimensional characters . The initial trailer showcased the main character , Sora , in dungeons with floating red and black blocks . Battles feature a " debugging " mode to remove the blocks in order to progress towards enemies . Blocks are also used to solve puzzles or reach higher ground .

Kingdom Hearts Re : coded has an added system to incorporate multiplayer experiences called " tag mode " . If other Nintendo DS players are nearby , they do not need to be playing the game and they will be registered in the game as " ghosts " .

= = Plot = =

= = = Setting = = =

The game takes place after the events of Kingdom Hearts II and follows the story of Jiminy Cricket , Mickey Mouse , Donald Duck and Goofy in Disney Castle . In the game , players progress through a series of levels which are virtual representations of worlds contained within the digitized version of Jiminy 's journal from the first Kingdom Hearts game , and are arranged according to the order in which Sora visited the worlds originally in Kingdom Hearts . These virtual worlds are based on various locales from many Disney animated films as well as original worlds seen in the first game of the series , including Destiny Islands , Traverse Town , Wonderland from Alice in Wonderland , Olympus Coliseum from Hercules , Agrabah from Aladdin ; and Hollow Bastion . Castle Oblivion

from Kingdom Hearts : Chain of Memories also returns as the game 's final level .

### == = Characters == =

The main protagonist and sole player character of the game is an artificially intelligent virtual avatar of Sora , occasionally referred to in @-@ game as " Data @-@ Sora " , created from the data from Jiminy 's journal entries . Because the game 's setting is based on the first game , Data @-@ Sora resembles the original Sora in his attire from the same game . Three other original Kingdom Hearts characters ? Riku , Naminé , and Roxas ? similarly appear as virtual avatars of themselves . Like previous Kingdom Hearts titles , coded features numerous Disney and Final Fantasy characters who have appeared in the first game . Some characters include King Mickey , Pluto , and Jiminy Cricket , as well as Donald Duck and Goofy , who briefly reprise their roles as computer @-@ controlled partners of Sora in one of the game 's levels . The main antagonists of the game are software bugs that corrupt the data of Jiminy 's journal , which take the form of red @-@ and @-@ black blocks and Heartless that Sora had encountered in the first game . Other antagonists include Maleficent and Pete , who return in a continuation of their roles from previous games .

### == = Story == =

Jiminy Cricket organizes his journals chronicling Sora 's journeys when he discovers a line he does not remember writing : " We must return to free them from their torment " ( rewritten as " Their hurting will be mended when you return to end it " in Re : coded ) . King Mickey digitizes the contents of the journal to investigate this message , only to find the datascape has been corrupted with bugs , which take the form of red @-@ and @-@ black blocks and Heartless . Mickey creates a virtual Sora named " Data @-@ Sora " to guide him through the datascape 's multiple worlds and debug the journal by destroying the blocks and digitized Heartless that appear .

While this happens , Mickey , Donald , Goofy , and Jiminy are imported into the datascape by an avatar of the journal 's uncorrupted data , which takes the form of a virtual Riku , to better assist Data @-@ Sora in debugging the journal . They discover that Pete and Maleficent have also entered the datascape to use it in their latest attempt at world domination . After Data @-@ Sora has made significant headway into his mission , Maleficent destroys his Keyblade and kidnaps Data @-@ Riku , but he continues through the datascape with the help of Donald and Goofy until he regains the ability to conjure the Keyblade . He then confronts Pete at the top of Hollow Bastion .

When he proves unable to defeat Data @-@ Sora himself , Pete infects Data @-@ Riku 's code with bugs and forces him to fight , putting the Datascape in danger of being totally corrupted . Seeing no alternative , Data @-@ Sora chooses to debug Data @-@ Riku from inside , an act which will cause the Datascape to reset if he succeeds , wiping his memories . The debugging process also activates the bug responsible for the data 's corruption , which takes the form of Sora 's Heartless . Data @-@ Sora destroys the bug while Mickey and the others are returned to their world by Data @-@ Riku before the reset occurs . In a scene exclusive to HD 2 @.@ 5 ReMix , after Maleficent and Pete take their leave , Maleficent speaks with Pete about the Book of Prophecies , an ancient artifact capable of transcribing events that have yet to take place and even conjuring them , including entire worlds , and resolves to find it , believing it may hold a connection with the Datascape and the journal .

With the journal debugged , Data @-@ Riku uncovers extra data that contains the secret to the journal 's message . Mickey guides the reset Data @-@ Sora to the extra world where he is tested by a virtual Roxas to endure the pain of having forgotten his friends as a result of being reset . Data @-@ Sora defeats Data @-@ Roxas and is allowed access to the deepest portion of Castle Oblivion . There he and Mickey encounter a virtual Naminé , who reveals the real Naminé as the one who left the message after discovering a set of memories relating to the people tied to the real Sora 's heart ? Roxas , Axel , Xion , Terra , Aqua , and Ventus ? while restoring his lost memories ; the bugs are also revealed to have been an unintentional side effect of her message . Before disappearing , Data @-@ Naminé explains that it is the real Sora 's duty to save these people .

Mickey relays this message to Sora through the bottled letter shown at the end of Kingdom Hearts II .

In a secret ending exclusive to Re : coded , Mickey and Yen Sid discuss the location of Terra , Aqua , and Ventus . During their conversation , however , Yen Sid reveals that the destruction of Xehanort 's Heartless and Nobody has brought about the eventual return of Master Xehanort . To prepare for this new threat , Yen Sid orders Mickey to bring Sora and Riku to him , intending to examine them for the Mark of Mastery . In a second secret ending exclusive to Kingdom Hearts HD 2 @.@ 5 Remix , a resurrected Braig meets with the time @-@ traveling Young Xehanort . With the plot to summon the thirteen incarnations of Xehanort to gather for Master Xehanort 's own reconstruction already underway , Braig and Young Xehanort discuss the latter 's eventual inheritance of a Keyblade from his elder self . Braig surmises the entire plan relates to the Keyblade War , and debates which of the reconstructed members of Organization XIII will be the " poor soul " he chooses for his own unknown agenda .

= = Episodes = =

Kingdom Hearts coded consists of eight episodes , released monthly between June 2009 and January 2010 , as well as a preview episode released November 2008 .

= = Development = =

In mid @-@ 2007 , Nomura mentioned a desire to create a spin @-@ off Kingdom Hearts game on a mobile platform and wanted it to play slightly different than other titles in the series . The game 's concept was devised by Nomura , who wanted to make the game feel like a " playground " for fans . Tabata originally thought the plan was terrible , but still interesting .

The story was initially supposed to be " fluid " and did not fit into the chronology of the Kingdom Hearts series , but later developers tied the games final chapters into Birth by Sleep and 358 / 2 Days . The development team planned to make use of mobile phones communication abilities to facilitate interaction between players . Coded was developed with 3D and 2D graphics to have the game available on a range of mobile phones for distribution overseas . The game was designed around hardware that was more powerful than any yet available , like Final Fantasy Agito , but developer were not as aggressive with this boundary @-@ pushing with Coded to help it spread to overseas markets where mobile phones were not very powerful in terms of hardware . Early screenshots showed the game in a wide screen format , based on the idea that more future models will feature a swivel screen . Few mobile phones , however , were able to support the games technical specifications , so the planned expansion to other Japanese phone carriers and to the United States were not possible .

It was announced alongside Kingdom Hearts Birth by Sleep and Kingdom Hearts 358 / 2 Days at the Tokyo Game Show on September 20 , 2007 , where a trailer was shown in a photo @-@ prohibited theater . New trailers were shown at the 2008 Jump Festa in December 2007 and the DK?3713 Private party in August 2008 . Playable demonstrations , as well as new trailers , were available at the 2008 Tokyo Game Show in October 2008 and the 2009 Jump Festa in December 2008 . Early trailers highlighted coded 's gameplay , while later ones focused more on the game 's story , which would fill in some plot holes present in the first Kingdom Hearts game .

Coded was first released pre @-@ installed on the Docomo PRIME Series " P @-@ 01A " mobile phone . Because many mobile games offer free content , Nomura planned to try a new business model from Square Enix 's usual practice in order to lower barriers to entry . Included one the phone was an online mobile phone portal called Kingdom Hearts Mobile which will allow users to create avatars and play minigames . As mobile phone technology improved , the development team planned on adding online gameplay . The game was discontinued for download on Japanese mobile phones on April 30 , 2013 .

= = Kingdom Hearts Re : coded = = =

In May 2010 , the new English voice actor for Jiminy Cricket , Phil Snyder , who took over the role after the death of Jiminy 's former voice actor Eddie Carroll , wrote on his official website that he was recording his first voice work for the game Kingdom Hearts Re : coded ; it was speculated to be a remake of Coded in the same way Kingdom Hearts Re : Chain of Memories brought Kingdom Hearts : Chain of Memories to the PlayStation 2 . However , it remained unconfirmed until Re : coded was presented at E3 2010 .

Game director Tetsuya Nomura wanted to re @-@ release Kingdom Hearts : coded , and considered releasing the game on the Wii though the Wiiware virtual game store , which would then allow players to download the game in chapters just like the mobile phone original . Nomura 's prime reason for wanting to re @-@ release the game was to reach a broader audience however , so the Nintendo DS , being the most popular portable video game system in the world and in America and Europe , was chosen . The development team originally planned on simply re @-@ releasing the game , but after they selected software developer h.a.n.d. , who had done an " excellent " conversion of Kingdom Hearts 358 / 2 Days , they began to consider a remake . At first , Nomura asked for an " as is " recreation of the original game , and when the game cartridge was still not full , he asked for a full 3D remake . Development took almost a year , and h.a.n.d. told Nomura that the task was " nearly impossible " . The scale of the game grew so large that the Square Enix team in Osaka that had worked on Kingdom Hearts Birth by Sleep was brought in to assist .

The lower screen on the Nintendo DS was used for the gameplay panel like Kingdom Hearts : 358 / 2 Days . The gameplay mechanics of the game were completely changed from the original : the lack of an analogue control stick on the Nintendo DS was a " challenge " according to Nomura , leading to a more simplified combat system and mechanics that borrowed from Birth by Sleep . The story of the remake did not change , although more scenes were added , including a new secret movie and a few hints about the then @-@ unreleased Kingdom Hearts 3D : Dream Drop Distance . Gameplay elements from other titles in the series were also used , including the leveling system from 358 / 2 Days , and the random encounter system from Kingdom Hearts Mobile . The game was released in Japan on October 7 , 2010 , in North America on January 11 , 2011 and Europe on January 14 , 2011 .

= = Kingdom Hearts HD 2 @.@ 5 Remix = =

In the credits of HD 1 @.@ 5 Remix , clips of Kingdom Hearts Re : coded were shown , hinting at its inclusion in another collection . On October 14 , 2013 , Square Enix announced that Re : coded would be part of the Kingdom Hearts HD 2 @.@ 5 Remix collection , released exclusively on the PlayStation 3 . Due to the games touch screen use on the Nintendo DS , console conversion was ruled out as it would necessitate a full remake . Two additional hours of cinematics were created for the game to cover the entire story and show the games connections to other Kingdom Hearts titles . The collection features the game as HD cinematics , much like 358 / 2 Days was in the HD 1 @.@ 5 Remix collection . The collection also includes both Kingdom Hearts II Final Mix and Kingdom Hearts Birth by Sleep Final Mix in HD and trophy support . Additional events occur in the cinematic scenes not seen in the original , with new voice acting , orchestrated audio , and including new battle scenes and a scene that ties Re : coded and Dream Drop Distance together . The collection was released in Japan on October 2 , 2014 , North America on December 2 , 2014 , Australia on December 4 , 2014 , and Europe on December 5 , 2014 .

= = Reception = =

Prior to Coded 's release , Jeremy Parish of 1UP.com praised the game 's graphics and scope . He stated the graphics were comparable to those of the PlayStation Portable and commented that coded was a sign of mobile games turning into " full @-@ fledged " games . 1UP.com 's Vernon Hastings commented that the game deserved the attention of video game enthusiasts , and praised its features : the themes and the online mobile phone portal .

Kingdom Hearts Re : coded received mixed reviews . IGN praised the gameplay variety and graphics , but criticized the story and platforming . GameSpot said that " Frustrating platforming and a tepid narrative mar this journey into classic Kingdom Hearts realms . " Game Informer called the game " The most skip @-@ worthy entry in the series " . 1UP.com called it " one of the best remakes yet " . Nintendo Power said it was " the best ' Kingdom Hearts ' game to yet grace a Nintendo platform . " Official Nintendo Magazine stated that " While it may suffer from some unforgivable camera problems , it is a decent game for Kingdom Hearts fans and will keep them entertained until Dream Drop Distance comes out " .

VentureBeat reviewed the HD 2 @.@ 5 Remix , and called the Re : coded part of the game collection as a long and not particularly interesting retread of plot points from the original Kingdom Hearts , further complicated by elements added from other games and containing many complex subplots . Game Revolution called the movie " boring " , as the cut scenes were intended to fill in between sections of gameplay and never as a film unto itself .