

3:10 Kingdom Hearts 3: Ending Explained

Kingdom Hearts III

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

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

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

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

Kingdom Hearts IV

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

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

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

Kingdom Hearts II

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

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

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

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

The game was released to a very positive reaction from critics; earning several awards upon release. Reviewers praised the visuals, soundtrack, voice acting, and emotional weight, but assessments of the gameplay and narrative were mixed. In both Japan and North America, it shipped more than one million copies within weeks of its release, with over four million worldwide by April 2007. It has been cited as one of the greatest video games of all time.

Kingdom Hearts Coded

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

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

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

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

mixed reviews, with critics praising the graphics and gameplay variety, but panning the story, camera, and controls.

Baldur's Gate 3

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

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

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

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

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

Kingdom Hearts: Chain of Memories

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

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

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

Remix collection—released in 2013 for the PlayStation 3 (PS3) and later for PlayStation 4 (PS4), Xbox One, and personal computer (PC).

Kingdom Hearts Birth by Sleep

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

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

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

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

Sora (Kingdom Hearts)

February 2022. Retrieved 24 February 2022. "Kingdom Hearts 3 ending explained

What do all those endings really mean for the future of the series?". - Sora (Japanese: ??) is a character and the main protagonist of Disney and Square Enix's Kingdom Hearts video game series. Introduced in the first Kingdom Hearts game in 2002, Sora is portrayed as a cheerful teenager who lives on the Destiny Islands and has been best friends with Riku and Kairi since childhood. While planning to leave on a journey to see other worlds, they are separated after creatures known as the Heartless destroy the Islands, with Sora obtaining a weapon called the Keyblade. Donald Duck and Goofy recruit him in their journey across various worlds in search of their king, Mickey Mouse, while Sora searches for his friends; along the way, the trio protects the worlds they visit from the Heartless and other villains.

Sora was initially designed by Kingdom Hearts series director and character designer Tetsuya Nomura during a discussion between Disney and Square about who the series's protagonist should be. Wanting an original character, Nomura made various sketches of Sora until the design met the approval of Disney. Throughout the series, Sora has been voiced by Haley Joel Osment in English and Miyu Irino in Japanese. For his depiction as a child in the prequel Kingdom Hearts Birth by Sleep, Sora was voiced by Luke Manriquez and Takuto Yoshinaga in English and Japanese, respectively. Sora has made supporting appearances in other games from the series and reprised his role in manga and light novel adaptations of the games.

Sora's character has received a generally positive critical response due to his warm personality and adventurous spirit. His personal and martial growth in the series has also received praise, especially in his appearance in Kingdom Hearts II. Since his debut in Kingdom Hearts, he has become popular among the video game community, with high rankings among character popularity polls. Due to Sora's popularity, he was added to Nintendo's fighting video game Super Smash Bros. Ultimate as a downloadable fighter and revealed to be the most requested fighter to appear in the Super Smash Bros. series.

Aqua (Kingdom Hearts)

franchise Kingdom Hearts. First making cameo appearances in Kingdom Hearts II and its updated version Final Mix, she is introduced in the prequel Kingdom Hearts

Aqua (Japanese: ???, Hepburn: Akua) is a character from Square Enix's video game franchise Kingdom Hearts. First making cameo appearances in Kingdom Hearts II and its updated version Final Mix, she is introduced in the prequel Kingdom Hearts Birth by Sleep alongside her friends Terra and Ventus. The three are Keyblade apprentices training under Keyblade Master Eraqus, and are the playable protagonists. As the only one among her friends to obtain the rank of Keyblade Master, Aqua is assigned to monitor Terra and Ventus as she combats dark creatures known as the Unversed.

She has also appeared in other Kingdom Hearts titles, including Kingdom Hearts HD 2.8 Final Chapter Prologue as the main character of the playable episode Kingdom Hearts 0.2: Birth by Sleep – A Fragmentary Passage, and as a boss and temporary playable character in Kingdom Hearts III.

Aqua is the only protagonist in Birth by Sleep whom Tetsuya Nomura did not have a point of reference to design from, and thus was designed from scratch. Later in the design process, Nomura became concerned that Aqua would not be popular, which drove his decision to make her more distinct in her personal bravery and combat abilities. Aqua is voiced by Megumi Toyoguchi in Japanese and Willa Holland in English. The character received mixed reviews from game critics upon her debut, citing boring plot lines and unenthusiastic voice acting combined with weak combat skills. However, her role in Kingdom Hearts 0.2 has been more positively received, with critics favoring her stronger characterization over previous depictions.

Kingdom Hearts HD 1.5 Remix

collection. Kingdom Hearts Re:Chain of Memories is a direct sequel to Kingdom Hearts, and its ending is set about a year before Kingdom Hearts II. The game

Kingdom Hearts HD 1.5 Remix is an HD remastered collection of the Kingdom Hearts series, developed by Square Enix originally for the PlayStation 3. It was revealed in September 2012 and released in Japan in March 2013, and North America, Australia, and Europe in September 2013.

Kingdom Hearts HD 1.5 Remix includes both Kingdom Hearts Final Mix (2002) and Re:Chain of Memories (2007) in high-definition and with Trophy support. Additionally, the collection features a cinematic remake of Kingdom Hearts 358/2 Days, including high-definition cutscenes from the original game plus new scenes; the 358/2 Days cinematic also has Trophy support. Ideas for a remastered collection of Kingdom Hearts games were first revealed in August 2011, with the collection formally announced in September 2012. Kingdom Hearts Final Mix, in addition to being created from the ground up due to lost assets from the original game, had the most adjustments made to its gameplay, including adding Reaction Commands first introduced in Kingdom Hearts II and allowing the camera to be moved with the right thumb stick.

The collection was met to generally positive reviews. A second collection, Kingdom Hearts HD 2.5 Remix, was released in 2014 while a third collection, Kingdom Hearts HD 2.8 Final Chapter Prologue, was released in 2017. 1.5 Remix was released in a single, combined collection with 2.5 Remix on the PlayStation 4 on March 28, 2017, on the Xbox One on February 18, 2020, and on Windows via Epic Games Store and Steam on March 30, 2021, and June 13, 2024, respectively. A cloud version of the collection was released for the

Nintendo Switch on February 10, 2022.

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