

Kingdom Hearts Timeline Script

If you love Kingdom Hearts but can't seem to remember which came first, Sora or Roxas? Aqua or Axel? Heartless or Nobodies? And why is Namine here again? Don't worry! You are not alone. Kingdom Hearts, the popular action RPG game series, spans over nine games across multiple platforms and has more games still in works. Yes, we know, Kingdom Hearts III! But we'll get to that.

Hey there, I'm (NAME), with the Leaderboard and today we are going to help set your Kingdom Hearts timeline straight, going through which games came out when, future games yet to come, and the recommended playing order for this magical series.

Now, to keep the order somewhat simplified we won't include any of the "Final Mix" or "Remix" games and bundles. These are usually HD remastered versions of previous games. And while some include new content or cutscenes, the series storyline without them still makes sense, and we still have plenty of games to discuss.

So, let's take our keyblades and unlock that large looming door over there, and oh- what-do-ya-know, we're back in 2002. In March of 2002, *Kingdom Hearts* was released in Japan. It wasn't until September that it was released in North America and featured additional content not included in the Japanese version. *Kingdom Hearts*, introduces us to Sora, our keyblade wielding protagonist, alongside Kairi and Riku, Sora's childhood friends on Destiny Islands. You learn about and travel to different worlds with Donald and Goofy, while battling foes like Heartless and Ansem. We all remember the classic favorites like Traverse Town, and Olympus Coliseum.

Two years later, *Kingdom Hearts: Chain of Memories*, a sequel to the first game, was released on Gameboy Advance in Japan. By changing systems, the gameplay changed as well. You still use the keyblade to fight, but card game mechanics are in place and you build decks to defeat foes. The game picks up right where Kingdom Hearts ended, in Castle Oblivion. While the story does follow Sora, forgetting his memories due to manipulation by "The Organization", Riku also plays a big part in this game. He battles Ansem, Nobodies, as well as Organization members who want to use his power of darkness against him. And King Mickey swoops in a lot to save the day too. It is also in Chain of Memories that we meet Namine, Axel, and few other noted characters.

Then in 2005 *Kingdom Hearts II* was released on Playstation 2 in Japan. The game world takes place a year after the events of *Chain of Memories*. Sora Donald and Goofy are frozen in time regaining their memories so instead of playing as Sora, the game opens up in Twilight Town with a new keyblade wielding boy named Roxas. Eventually our favorite trio returns, doing the usual: fighting under King Mickey to defeat darkness and discover Organization XIII's plans. Old friends and enemies reappear, as well as new. The games ends on a mysterious cliff hanger, of course, You didn't think it would be that "Simple and Clean" did you?

Now we have to jump back to *Chain of Memories*. Since its 2004 release, the game was remade into a PlayStation 2 game titled *Kingdom Hearts Re:Chain of Memories* in 2007. Slight storyline changes occur, but for the most part, the biggest overhaul was going from 2D to 3D game mechanics.

In November of 2008 *Kingdom Hearts Coded* was released only in Japan. *Coded* was a mobile phone game and picks up right after *Kingdom Hearts II*. You play through a digitized version of Jiminy Cricket's journals, only to find they are corrupted with bugs. An artificial "Data-Sora" is created to aid King Mickey in restoring the data and to understand a mysterious message. Mickey relays this information to real Sora by, you guessed it, sending the message in a bottle we see at the end of *Kingdom Hearts II*.

Kingdom Hearts 358/2 Days was released for the Nintendo DS in Japan in 2009. It is set between *Kingdom Hearts* and *Kingdom Hearts II*, focusing on Roxas' time in Organization XIII and it is the first game in the series to feature co-op multiplayer! You get to know some of Organization XIII's members, like Axel, Roxas and Xion. A trio who likes to eat a particular blue ice cream on top of a clock tower, sound familiar? As Xion and Roxas question their existence, Roxas falls into a coma and at the same time Sora is put to sleep in *Kingdom Hearts: Chain of Memories*. Thus connecting the timelines of both games. After being captured by Riku, Roxas is put into the virtual Twilight Town. He wakes up on day 359, "only seven days left of summer vacation." Eluding to the start of *Kingdom Hearts II*.

Still with us? Don't get lost in the darkness. In 2010, *Kingdom Hearts Birth by Sleep* was released for the Playstation Portable. It is a prequel to the whole series set ten years before the events of the first *Kingdom Hearts* game. It has four playable scenarios, three of which focus on each of the game's three keyblade wielders, Terra, Ventus and Aqua. You travel with the group to other worlds encountering familiar friends like Mickey and old enemies like Xehanort. In preparation to fight Xehanort, this trio meets a very young Sora, Riku and Kairi and use their pure hearts to strengthen their own light.

Again we have to go back to go forward, I wonder if this is how Sora feels. The Mobile phone game *Coded* was remade for the Nintendo DS as *Kingdom Hearts Re:coded* and features updated gameplay combining *358/2 Days* and *Birth by Sleep*. *Re:coded* was released internationally in 2011. One important difference in this remake is a secret ending exclusive to *Re:coded*.

In 2012 *Kingdom Hearts 3D: Dream Drop Distance* was released in Japan for the Nintendo 3DS. The game follows Sora and Riku during their Mark of Mastery exam under Yen Sid preparing for Xehanort's return. The boys are back in town! Things get complicated while entering sleeping worlds, with good dream eaters and bad dream eaters and, uh oh, Xenmas. In the end it looks like the trio from Destiny Islands, so many years ago, may actually come back together after all.

Also in 2012 *Kingdom Hearts X* was announced as a PC browser game that is only playable in Japan. It is a prequel to the entire series including *Birth By Sleep*, taking place before the Keyblade War. You play as new keyblade wielder in a world of different “Unions” all with their own agendas. You travel around, defeating Heartless and defending worlds against darkness while also preparing to fight the Keyblade War with your chosen alliance.

Then in 2015 *Kingdom Hearts: Unchained X* was released for Android and iOS. It contains pieces of *Kingdom Hearts X* but diverges from the original game and is set right after the end of *Kingdom Hearts X*. The title is a nod to the X-blade, a dangerous keyblade mentioned in *Kingdom Hearts*. It was rebranded in 2017 as *Kingdom Hearts Union X*

“A scattered dream that's like a far off memory... A far off memory that's like a scattered dream...” For a while *Kingdom Hearts III* only felt like a dream. But, Square Enix has announced that *Kingdom Hearts III* will be released on Playstation 4 as well as Xbox One in January of 2019! If we remember, *Kingdom Hearts*, the first game came out all the way back in 2002. People have literally waited years for this game and according to trailers and early game play videos it looks like it is worth the wait. Story line rumors are circling, but we already know there are new worlds such as Frozen, Toy Story and Monsters INC. We also know that this game marks the end of the Dark Seeker Saga, which is the storyline surrounding Xehanort. But rest assured, it was said that each character's ending is thought out in order to potentially continue with future games. Thank goodness, because eleven games just isn't enough.

- 2002 ■ *Kingdom Hearts*
- 2004 ■ *Chain of Memories*
- 2005 ■ *Kingdom Hearts II*
- 2007 ■ *Re:Chain of Memories*
- 2008 ■ *Coded*
- 2009 ■ *358/2 Days*
- 2010 ■ *Birth by Sleep*
■ *Re:coded*
- 2012 ■ *Dream Drop Distance*
- 2013 ■ *χ*
- 2015 ■ *Unchained χ*
- 2019 ■ *Kingdom Hearts III*

Now, an important question, which order should I play these game?! This list was just the order in which the games came out, and you can play in that order if you want! But if you were to play in chronological order following the story's timeline of events, then the order is:

- Kingdom Hearts *χ*
- Kingdom Hearts Birth by Sleep
- Kingdom Hearts
- Kingdom Hearts 358/2 Days
- Kingdom Hearts: Chain of Memories
- Kingdom Hearts II
- Kingdom Hearts Coded
- Kingdom Hearts 3D: Dream Drop Distance
- Kingdom Hearts III

Now even if you play the series from the stories start to end, it can feel confusing or disjointed, especially for someone new to the series.

The recommended playing order varies from gamer to gamer, but a generally agreed upon order is:

Kingdom Hearts I

Kingdom Hearts Re:Chain of Memories

Kingdom Hearts 358/2 Days

Kingdom Hearts II

Kingdom Hearts Birth by Sleep

Kingdom Hearts Re:Coded

Kingdom Hearts Dream Drop Distance

Kingdom Hearts X

And finally, Kingdom Hearts III

So that is it! ... for now. As you eagerly anticipate the release of *Kingdom Hearts III* you can now replay the whole series with your refreshed knowledge of our favorite spiky haired, big shoed hero and the Kingdom Hearts world.

May your heart be your guiding key!