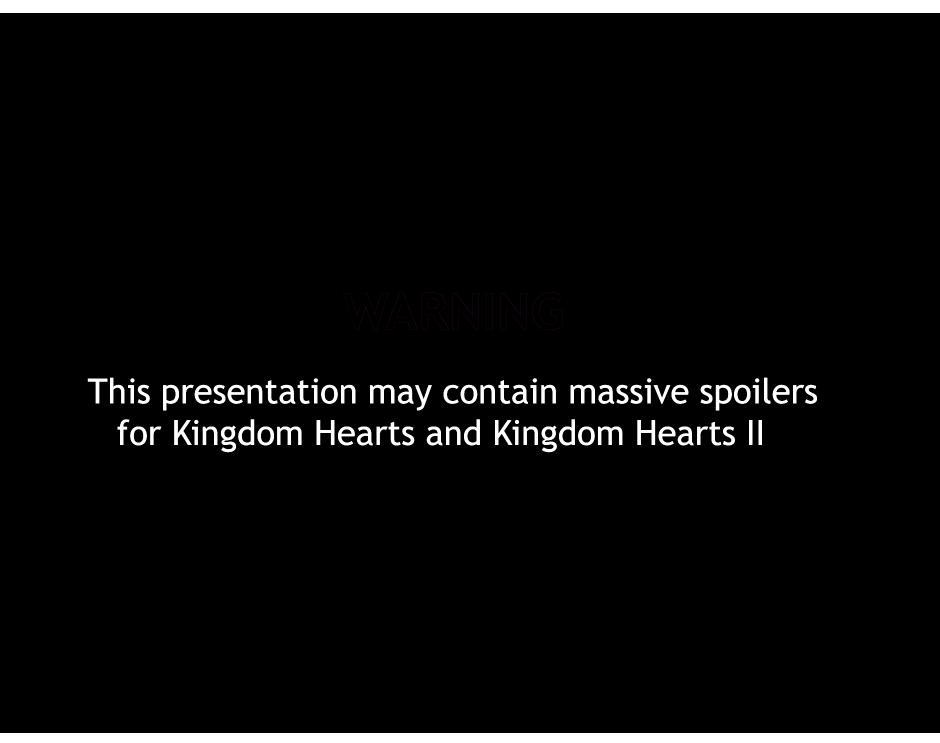# Kingdom Hearts I vs. Kingdom Hearts II

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Please see: http://kingdomhearts.wikia.com/wiki/Image:KH-Artwork.jpg
http://kingdomhearts.rpgplanet.gamespy.com/kingdomhearts2/media/art/sora.jpg

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WARNING

This presentation may contain massive spoilers
for Kingdom Hearts and Kingdom Hearts II

ANALYSIS

- How does each game manage to satisfy (or fail to satisfy) each of Bartle's four player types?
  - Achievers
  - Killers
  - Explorers
  - Socializers (not MMO; insignificant)
- Examine sense of agency provided for each player type in either game via Abilities
- Validating Bartle for non-MP games

THE GAMES

- *Kingdom Hearts* (PS2)(2002)
- *Kingdom Hearts II* (PS2) (2005)
- And we're ignoring *Kingdom Hearts: Chain of Memories* (GBA) (2004-2005)

Images removed due to copyright restrictions.
Please see the covers of Kingdom Hearts, Kingdom Hearts II, and Kingdom Hearts: Chain of Memories.
http://en.wikipedia.org/wiki/Image:Kingdom_Hearts.jpg

http://en.wikipedia.org/wiki/Image:KingdomHeartsIICover.jpg
http://en.wikipedia.org/wiki/Image:KingdomHeartsCoMCover_.jpg

ABILITIES

- ⊙ 11 Combat Abilities
  - ▪ Let you hit things more or harder
- ⊙ 9 Support Abilities
  - ▪ Keep you alive or make you stronger
- ⊙ 3 Treasure Abilities
  - ▪ Help you get stuff
- ⊙ 4 Shared Abilities
  - ▪ Help you get around worlds

= 27 Abilities

Kingdom Hearts

- ⊙ 19/20 Action Abilities
  - ▪ Let you hit things more/harder
- ⊙ 27 Support Abilities
  - ▪ Keep you alive/make you stronger/help you get stuff
- ⊙ 4 Growth Abilities
  - ▪ Help you move (DF)
- ⊙ 22 Weapon Abilities
- ⊙ Drive Form Abilities

= 72-73 Abilities (+ a million Drive Form Abilities)

Kingdom Hearts II

REACTION
COMMANDS

- Reaction Commands in *Kingdom Hearts II*
- Instead of "Special Commands", wide range of "Reaction Commands" available
  - Limit Breaks
  - Enemy-specific attacks
  - Situation-specific attacks
- All used by pressing Δ
- Randomly appear
- Occur frequently
- *Massively overpowered*

Images removed due to copyright restrictions. Please see:

http://ps2media.ign.com/ps2/image/article/608/608396/
kingdom-hearts-ii-20050428072810841_640w.jpg

http://www.rpgfan.com/pics/kh2/ss-044.jpg

ABILITIES

In both games, Abilities can be gained by defeating certain enemies/bosses and by leveling up

◉ Achievers

- Gaining Abilities feels significant
  - Fewer Abilities
  - Each Ability significantly affects player's experience
  - Separate screen for Ability achievement creates sense of accomplishment

- Acquiring Abilities feels random and gratuitous
  - Many Abilities
  - Abilities are devalued due to quantity and lack of obvious significance
  - Ability gain is lumped in with stat increases at level ups

| Kingdom Hearts | Kingdom Hearts II |

ABILITIES

- ◉ Achievers

  - AP (Action Point) limit forces player to equip Abilities carefully and strategically

  - AP limit challenges Achievers to choose effective combinations of Abilities to achieve their goals of getting items, etc.

  - AP (Action Point) limit more easily increased than in KH

  - Many Abilities easily not used (i.e. not valuable); equipping desired Abilities fairly easy

  - Can equip almost all Abilities; no sense of accomplishment for successful combinations

| **Kingdom Hearts** | **Kingdom Hearts II** |

COMBAT
ABILITIES

◉ **Achievers**

- Using Abilities requires strategy and timing
  - 2 Abilities require □
  - Special Abilities chosen from Command Menu
- Enemies have specific strengths/weaknesses; can be exploited via strategic use of Special and Combat Abilities
- Battles dynamic

- Using Abilities requires button-mashing
  - 6 Abilities require □
  - Special Abilities now "Reaction commands"
- Reaction Commands make defeating bosses and enemies easy
- Reaction Commands provide no sense of achievement (random, frequent, unearned)
- Drive Form equally unrewarding

Kingdom Hearts	Kingdom Hearts II

TREASURE
ABILITIES

Achievers

- Can stack on one character

- Same Abilities in both games

- Treasure Abilities stronger/more effective

- Get more stuff!

- Treasure Abilities don't *feel* as effective

- Fewer item drops even with Treasure Abilities equipped

- Drops already incredibly plentiful without Abilities

Kingdom Hearts

Kingdom Hearts II

SHARED/ GROWTH ABILITIES

Achievers (cont.)

- Shared Abilities enhance sense of achievement
  - Allows players to return to previous worlds to gain previously unattainable items using new Shared Abilities (e.g. Glide, High Jump)
  - Achieving such items involving "solving" puzzle-jumping games

- No (or very few) items are unachievable from the get-go
- Growth Abilities do not enhance sense of achievement by allowing player to get previously unreachable items

Kingdom Hearts

Kingdom Hearts II

COMBAT ABILITIES

Killers

- Defeating bosses/mini-bosses (typically) requires lots of strategy and timing (more frustrating)

- Killing lots of enemies requires time – chance of dying is high

- More regular spawn spots/screens

- Defeating bosses/mini-bosses (typically) requires lots of button-mashing

- Lots of opportunities to destroy large amounts of enemies in a short amount of time

| Kingdom Hearts | Kingdom Hearts II |

SHARED/ GROWTH ABILITIES

Killers

- Abilities can be useful in battle (ex. jumping behind enemies)
- Allow players to exploit certain enemies' weaknesses

- Growth Abilities aid in battle through increased mobility
- Allow players to kill more effectively

Kingdom Hearts	Kingdom Hearts II

COMBAT /TREASURE
ABILITIES

Explorers

- Allow Explorers to progress through the game to new worlds, areas, and levels more easily

- Allow Explorers to purchase gear/make items that make progressing through the game less difficult

- Ultimately, are only means to achieve an end (to explore the world); in both games, achieves this end to equal effect

Kingdom Hearts	Kingdom Hearts II

SHARED/
GROWTH
ABILITIES

Explorers

- Enable player to explore new or previously unreachable areas of worlds
- Motivate players to return to earlier worlds to explore new areas

- All areas are relatively open as soon as a world is opened
- Unlocking the storyline and progressing through the plot is only means of accessing new areas

| Kingdom Hearts | Kingdom Hearts II |

CONCLUSION

- The proliferation of Combat Abilities in KH2 *reduces* the amount of agency experienced by Achievers

- The inability to apply Shared/Growth Abilities in KH2 *reduces* the amount of agency experienced by Achievers and Explorers

- The abundance of Combat/Support Abilities and introduction of Reaction Commands *increases* the sense of agency experienced by Killers

CONCLUSION

- *Kingdom Hearts II* decreased motivation and entertainment for Achievers and Explorers with its modification to the Abilities system and increased enjoyment for Killers

- *Kingdom Hearts* more enjoyable to Achievers and Explorers than Killers

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http://www.rpgfan.com/pics/kh2/ss-049.jpg