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FFExtreme.com Has Finally Returned!

After months of work, FFExtreme is finally back in action with a modern take on its original 2005 "version 5" design, a much larger content roster, the reopening.

Final Fantasy VII: Remake Intergrade Available Now for PS5.

An upgraded Final Fantasy VII: Remake experience, called Final Fantasy VII: Remake Intergrade, releases today on PlayStation 5! As a rerelease of the PS4 game, this version offers what the original did plus improved visuals (higher resolution textures, improved lighting, etc), Normal difficulty for Classic mode (instead of the original Easy only limitation), a new Photo mode to capture moments in game similar to.

Kingdom Hearts Series Coming to PC.

Square Enix has announced that the Kingdom Hearts series will finally be arriving to a PC near you. The entire series will be available through the online Epic Games Store. The online game store will include all updated HD entries in the series (KH I.5 + II.5, II.8 compilations) including the most recently released titles (KHIII + Re Mind DLC, Melody of Memories). Epic.

Final Fantasy XIV: Endwalker Expansion Arriving Fall, 2021.

The latest expansion to the MMORPG will be arriving Fall, 2021. A showcase of what's to come was released this past Friday along with an exclusive trailer. (more...)

Final Fantasy 16 Announced for both PS5 and PC.

Final Fantasy XVI (16) was revealed at September's PS5 event with the following beautifully epic trailer. It'll be available for both PlayStation 5 and PC with Final Fantasy 14's director Naoki Yoshida set to be the producer. The next big reveal event is set for sometime in 2021.

<https://www.youtube.com/watch?v=PwnSME2RrBU>.

Final Fantasy 16 Might Be A Timed PS5 Exclusive, Claims Insider.

The first rumours about Final Fantasy 16 are beginning to emerge and suggest that the game may be revealed this month. The first part of Final Fantasy 7 Remake may have only come out this year but it's four years now since the release of Final Fantasy 15 and that's around the time you'd expect to start hearing about the next mainline entry --.

Final Fantasy XIV's Delayed 5.3 Patch Gets A New Release Date.

Final Fantasy XIV's delayed 5.3 patch will now arrive on August 11, Square Enix has announced. The update was originally scheduled to release on June 16 but had to be pushed back due to production difficulties that arose from the COVID-19 pandemic. Square Enix will share more details about the upcoming 5.3 patch in the lead up to its release. The company will.

FFVII: Remake, Part 2 Brief Update.

Motion capturing has seemingly begun for part 2 of FFVII: Remake. Haruka Shibai and Katsuyuki Yamasaki, who are the motion capture artists for Tifa Lockhart and Cloud Strife, are working together again, according to a twitter post by Shibai. In particular, Shibai spoke about the challenges of working remotely on performance during the coronavirus pandemic, stating she is "impressed and thankful to the staff."

Kingdom Hearts Upcoming Projects.

A slew of projects involving Kingdom Hearts have just been revealed, these projects seem to be tentatively scheduled for 2020. As some of you may know the new smart phone game Dark Road, a prequel focused on the main antagonist, Xehanort was also included in trailer. In brief the trailer included: Kingdom Hearts: Dark Road - scheduled for a June 22, 2020 release Kingdom.

PlayStation 5 Reveal Update.

Sony has posted an update on their official PlayStation blog indicating updated reveal date for the PS5. Sony will unveil the PS5 tomorrow at approximately 1PM Pacific Time (4PM Eastern Time) on their YouTube and Twitch channels. To read the updated press release click [here](#).

PlayStation 5 Reveal Event Postponed.

PlayStation announced on twitter that it has postponed the PS5 reveal event that was scheduled to stream on June 4, 2020. Their reason for the postponement is to give more attention to other issues that are currently impacting the nation at this time. We'll update further on a new reveal date as soon as possible.

Kingdom Hearts 2 Music.

Kingdom Hearts 2's audio soundtrack was composed by Japanese video game composer, Yoko Shimomura. In addition, Utada Hikaru wrote, sang and performed the game's theme song, Passion.

On this page, you can find a collection of Kingdom Hearts 2 Music downloads including MIDI's, Song Lyrics and Track Listings.

Kingdom Hearts 2 MIDI's.

Disc 1.

01 – Dearly Beloved 04 – Lazy Afternoons 05 – Sinister Sundown 09 – Tension Rising 11 – Missing You 12 – The 13th Struggle 13 – Roxas 14 – Sora 15 – The Afternoon Streets 16 – Working Together 20 – Reviving Hollow Bastion 24 – Organization XIII 30 – Waltz of the Damned 31 – Dance of the Daring 31 – Dance of the Daring (Piano Version) 33 – Dance to the Death 36 – Fields of Honor 44 – Rowdy Rumble 44 – Rowdy Rumble (Justin Lincoln Piano Arrangement) 47 – Monochrome Dreams 48 – Old Friends, Old Rivals (Kubaki Bear's Guitar Duet)

Disc 2.

01 – Isn't It Lovely 11 – Hazardous Highway 17 – Savannah Pride 22 – The 13th Dilemma 38 – Dearly Beloved -Reprise- 01 – Passion.

Song Lyrics.

Kingdom Hearts 2 Soundtrack.

Kingdom Hearts 2 Original Soundtrack is available for download on Blue Laguna and for import purchase via Amazon US (Buy Now).

Cover & Manual.

Disc 1.

01 – Dearly Beloved 02 – Passion -KINGDOM Orchestra Instrumental Version 03 – Passion.

Disc 2.

01 – Isn't It Lovely? 02 – Let's Sing and Dance! 03 – Swim This Way 04 – Part of Your World 05 – Under the Sea 06 – Ursula's Revenge 07 – A New Day is Dawning 08 – Nights of the Cursed 09 – He's a Pirate 10 – The Corrupted 11 – Hazardous Highway 12 – A Day in Agrabah 13 – Arabian Dream 14 – This is Halloween 15 – Spooks of Halloween Town 16 – Adventures in the Savannah 17 – Savannah Pride 18 – The Encounter 19 – Space Paranoids 20 – Byte Bashing 21 – Sinister Shadows 22 – The 13th Dilemma 23 – Showdown at Hollow Bastion 24 – One-Winged Angel (from Final Fantasy VII) 25 – Battleship Bravery 26 – Sacred Moon 27 – Deep Drive 28 – Riku 29 – Courage 30 – Disappeared 31 – A Fight to the Death 32 – Darkness of the Unknown 33 – Passion.

after the battle.

Utada Hikaru – Passion Soundtrack.

Official release for the KH2 theme song, Passion by Utada Hikaru. Available on Amazon US. (Buy Now)

onetime's Blog

[Game OST] Kingdom Hearts Original Soundtrack Complete (MP3)

Tracklist: Disc 1 01 Dearly Beloved 02 Hikari -KINGDOM Orchestra Instrumental Version- 03 Hikari -PLANITb Remix- (Short Edit) 04 Dive into the Heart -Destati- 05 Destiny Islands 06 Bustin' Up on the Beach 07 Mickey Mouse Club March 08 Treasured Memories 09 Strange Whispers 10 Kairi I 11 It Began with a Letter 12 A Walk in Andante 13 Night of Fate 14 Destiny's Force 15 Where Is This? 16 Traverse Town 17 The Heartless Has Come 18 Shrouding Dark Cloud 19 Blast Away! -Gummi Ship I- 20 Tricky Clock 21 Welcome to Wonderland 22 To Our Surprise 23 Turning the Key 24 Olympus Coliseum 25 Road to a Hero 26 Go for It! 27 No Time to Think 28 Deep Jungle 29 Having a Wild Time 30 Holy Bananas! 31 Squirring Evil 32 Hand in Hand 33 Kairi II 34 Merlin's Magical House 35 Winnie the Pooh 36 Bounce-O-Rama 37 Just an Itty Bitty Too Much 38 Once Upon a Time 39 Shipmeisters' Humoresque 40 Precious Stars in the Sky 41 Blast Away! -Gummi Ship II-

Disc 2 01 A Day In Agrabah 02 Arabian Dream 03 Villains Of A Sort 04 A Very Small Wish 05 Monstrous Monstro 06 Friends In My Heart 07 Under The Sea 08 An Adventure In Atlantica 09 A Piece Of Peace 10 An Intense Situation 11 The Deep End 12 This Is Halloween 13 Spooks

Of Halloween Town 14 Oopsy-Daisy 15 Captain Hook's Pirate Ship 16 Pirate's Gigue 17 Never Land Sky 18 Kairi III 19 Blast Away!

20 Hollow Bastion 21 Scherzo Di Notte 22 Forze Del Male 23 Hikari.

Kingdom Hearts Instrumental Version.

24 Miracle 25 End Of The World 26 Fragments Of Sorrow 27 Guardando Nel Buio 28 Beyond The Door 29 Always On My Mind 30 光 31 March Caprice For Piano And Orchestra 32 Hand In Hand.

33 Dearly Beloved.

34 Havind A Wild Time.

Disc 3 01 Dearly Beloved 02 Passion.

Kingdom Orchestra Instrumental Version.

04 Lazy Afternoons 05 Sinister Sundown 06 The Escapade 07 Dive Into The Heart.

08 Fragments Of Sorrow 09 Tension Rising 10 Kairi 11 Missing You 12 The 13th Struggle 13 Roxas 14 Sora 15 The Afternoon Streets 16 Working Together 17 Friends In My Heart 18 Magical Mystery 19 A Twinkle In The Sky 20 Reviving Hollow Bastion 21 Scherzo Di Notte 22 Laughter And Merriment 23 Desire For All That Is Lost 24 Organization XIII.

Disc 4 01 Gearing Up 02 Shipmeisters' Shanty 03 Blast Off! 04 Asteroid Attack 05 Crossing The Finish Line 06 Waltz Of The Damned 07 Dance Of The Daring 08 Hesitation 09 Dance To The Death 10 Beauty And The Beast 11 The Home Of Dragons 12 Fields Of Honor 13 Apprehension 14 Vim And Vigor 15 Cloudchasers 16 Olympus Coliseum 17 Road To A Hero 18 The Underworld 19 What Lies Beneath 20 Villains Of A Sort 21 Beneath The Ground 22 Rowdy Rumble 23 Mickey Mouse Club March 24 A Walk In Andante 25 Monochrome Dreams 26 Old Friends, Old Rivals 27 Floating In Bliss 28 Winnie The Pooh 29 Bounce-O-Rama 30 Bounce-O-Rama (Speed Up Ver.)

Disc 5 01 Isn't It Lovely? 02 Let's Sing And Dance! 03 Swim This Way 04 Part Of Your World 05 Under The Sea 06 Ursula's Revenge 07 A New Day Is Dawning 08 Any Time Any Place 09 Nights Of The Cursed 10 He's A Pirate 11 The Corrupted 12 Hazardous Highway 13 A Day In Agrabah 14 Arabian Dream 15 Arabian Daydream 16 This Is Halloween 17 Spooks Of Halloween Town 18 Adventures In The Savannah 19 Savannah Pride 20 The Encounter 21 Space Paranoids 22 Byte Bashing 23 Byte Striking 24 Sinister Shadows 25 The 13th Dilemma.

Disc 6 01 Showdown At Hallow Bastion 02 One-Winged Angel (From Final Fantasy VII) 03 Battleship Bravery 04 Sacred Moon 05 Deep Drive 06 Riku 07 Courage 08 Disappeared 09 A Fight To The Death 10 Darkness Of The Unknown 11 Passion.

After The Battle.

12 Fantasia Alla Marcia For Piano, Chorus And Orchestra 13 Destiny Islands 14 Hand In Hand 15 Sunset Horizons 16 Dearly Beloved.

Disc 7 01 Dearly Beloved 02 Memories In Pieces 03 Traverse Town 04 Hand In Hand 05 Just Wondering 06 Struggle Away 07 Welcome To Wonderland 08 To Our Surprise 09 Piccolo Resto 10 Olympus Coliseum 11 Go For It! 12 Disquieting 13 The Fight For My Friends 14 A Day In Agrabah 15 Arabian Dream 16 A Very Small Wish 17 Monstrous Monstro 18 La Pace 19 This Is Halloween 20 Spooks Of Halloween Town 21 The 13th Floor 22 Under The Sea 23 An Adventure In Atlantica 24 Face It! 25 The Force In You.

Disc 8 01 Captain Hook's Pirate Ship 02 Pirate's Gigue 03 Scent Of Silence 04 Hallow Bastion 05 Scherzo Di Notte 06 Revenge Of Chaos 07 Winnie The Pooh 08 March-A-Long 09 Dash-A-Long 10 Thirteenth Discretion 11 The 13th Struggle 12 Lazy Afternoons 13 Sinister Sundown 14 Destiny Islands 15 Night Of Fate 16 Naminé 17 Castle Oblivion 18 Forgotten Challenge 19 Graceful Assassin 20 Scythe Of Petals 21 Lord Of The Castle.

Disc 9 01 One-Winged Angel 02 A Night On The Bare Mountain 03 Disappeared 04 Another Side 05 What A Surprise?! 06 Happy Holidays! 07 The 13th Reflection 08 Cavern Of Remembrance 09 Deep Anxiety 10 The Other Promise 11 Rage Awakened 12 Fate Of The Unknown.

Kingdom Hearts II.

Kingdom Hearts II is an action role-playing game developed and published by Square Enix and released in 2005. It is the sequel to Kingdom Hearts and Kingdom Hearts: Chain of Memories , and like the two previous games, focuses on Sora and his friends' continued battle against the Darkness. It also offers a number of improvements over the original with many new features, most notably Sora's Drive Form function, an improved camera, and in-battle options called Reaction Commands.

The theme song for the game is "Sanctuary" (Japanese version: "Passion") performed by Utada Hikaru.

It is the third game in the series and the fifth game in the timeline after Kingdom Hearts Birth by Sleep , Kingdom Hearts , Kingdom Hearts: Chain of Memories , and Kingdom Hearts 358/2 Days .

Contents.

Story.

Sora from the artwork on the opening menu.

Kingdom Hearts II begins where Kingdom Hearts: Chain of Memories and Kingdom Hearts 358/2 Days leave off. Sora and his companions have been asleep for about a year, regaining their memories. When Sora awakens, he eventually arrives in Twilight Town, the place where a mysterious boy, Roxas, lived before he suddenly left.

Gaining new clothes and powers, Sora began his journey anew, unaware of the events that have taken place in Chain of Memories. Sora continues his quest by unlocking paths to new worlds, learning of Nobodies and fighting the Heartless, as well as facing the remaining members of the mysterious Organization XIII. As the game progresses, Sora learns about Roxas and how much they have in common.

The story begins with the player in control of Roxas in Twilight Town. Roxas has dreams of Sora's adventures while increasingly mysterious activities begin taking place in Twilight Town during Roxas's summer vacation. After obtaining the Keyblade to defend himself from the Nobodies, Roxas comes in contact with a young man in black named Axel. Axel appears to know Roxas, though Roxas has no recollection of him. Roxas eventually makes his way into an abandoned mansion where a girl named Naminé informs him that he is a Nobody, although he did not quite know what a Nobody was at that time.

Finally, confronted by a mysterious, red-cloaked man called DiZ, Roxas discovers Sora, Donald, and Goofy sleeping in the hidden basement of the mansion. Roxas seems to merge with Sora. As Sora, Donald, and Goofy awake from their year-long slumber. Jiminy Cricket, who had previously chronicled the trio's adventures, finds that his journal is now completely blank, save for the note: "Thank Naminé" (which was written by Jiminy himself during Chain of Memories).

After meeting Pete, a new villain, and speaking with Yen Sid, the party is informed that they must once again visit many worlds to protect them from both the Heartless and the Nobodies in an attempt to stop Organization XIII. These include both old but greatly changed places, like Hollow Bastion, and brand new worlds the party has never encountered before.

In the course of their travels, the Heartless, headed by a revived Maleficent and the Organization, regain power, eventually forcing Sora to battle a massive army of Heartless that are attacking Hollow Bastion. Along the way, they learn that the Ansem they fought a year ago was actually the Heartless of Xehanort, and that the Nobody of Xehanort, Xemnas, is the leader of Organization XIII. They also learn that Xehanort was an apprentice of the real Ansem, who is missing.

After the battle, Xemnas appears and reveals their ultimate goal: the Nobodies plan to create another Kingdom Hearts, a doorway to the heart of all worlds that will presumably allow the Nobodies to get their hearts back. After confronting and defeating more members of the Organization, Sora goes to the World That Never Was to settle the score with the Organization for good; he also finally reunites with his friends Riku and Kairi. Sora learns the truth about Roxas as well; he and Naminé are, respectively, Sora and Kairi's Nobodies, created when they lost their hearts in the original Kingdom Hearts game.

In the end, only Xemnas is left of the original thirteen members. Sora and Riku unite to defeat him, and his new Kingdom Hearts is closed. Sora and the others are returned to their homeworld of Destiny Islands. Although Sora has to say goodbye to Donald and Goofy, he knows in his heart that true friends are never gone. However, sometime later, Sora, Riku, and Kairi receive a letter from King Mickey after the credits. They proceed to read the letter, but the contents are left unrevealed until Kingdom Hearts coded.

Gameplay.

Kingdom Hearts II offers a number of key differences from the original Kingdom Hearts. While the core gameplay remains mostly the same, new features have been added to improve the experience. The two most notable are Sora's Drive system, which allows him to fuse with one or both party allies and assume new powers, and Reaction Commands, which allow Sora and/or members of his party to perform special maneuvers in the course of battle. In addition, there are new and revamped Abilities, as well as special abilities, such as Glide, that can only be gained by leveling Sora's Drive Forms. Another thing to notice is that in order to defeat a boss, a combo finisher must be executed. Boss fights themselves have been notably revamped from the first game, allowing the player to take more advantage of openings which are now better defined and telegraphed, while punishing players that abuse specific attacks or simply attack a boss too much or too recklessly.

Item synthesis is again offered; however, Moogles must now be leveled to make more powerful items or use rarer materials, and lists of ingredients can be found in Recipes in the worlds or as Free Development items that open with a Moogle's improving ability. Treasure chests are also abundant, mostly containing synthesis materials and accessories; however, the scavenger hunt-type games of Trinity Marks and the 99 Puppies are gone.

Also notably changed is the Gummi Ship system; instead of a space shooter, the ships now operate more like a rail shooter, traveling along a fixed path while allowing the player to worry only about destroying various enemies scattered along the course. Ships can now be equipped with abilities of their own, new Gummi types such as Slash Gummis have been added, and high-level Gummi Ships may have two companion ships, called Teeny Ships, that can assist them in battle.

There are many new mini-game offerings. Skateboarding is a primary one; it can be used for transport through the worlds or as a mini-game in which certain goals must be met. Many worlds now have specific mini-games of their own, such as Space Paranoid's Light Cycle or Twilight Town's Summer Jobs. Fighting tournaments are also offered again, but now in the Underworld's Underdrome, and through Hades himself. 100 Acre Wood returns and again consists entirely of mini-games; also notably, Atlantica has been changed from a explorable world with combat to a set of musical mini-games.

Characters.

Key characters.

Most of the key characters from Kingdom Hearts return, particularly heroes Sora, Riku, and Kairi, as well as constant party members Donald and Goofy. King Mickey also returns, having a much larger role in Kingdom Hearts II than his cameo at the end of the first game. Old foes also return, most notably Maleficent.

A number of characters first featured in Chain of Memories also make comebacks in Kingdom Hearts II ; most prominently involved are Naminé and DiZ. Axel of Organization XIII also makes a return appearance, the only member to appear in both games; the Organization members featured in Kingdom Hearts II are all new to the series. Also new to the series is the mysterious Roxas, and Maleficent's new lackey, Pete.

Disney characters.

In addition to the Disney characters that return from Kingdom Hearts , there are also characters from several Disney features making their Kingdom Hearts debut, most notably characters from the previously unexplored worlds of Mulan , The Lion King , Pirates of the Caribbean , and Tron , as well as a world dedicated to Disney's older black-and-white works, Timeless River. New but familiar characters have also been added to all of the returning worlds.

Other characters make prominent appearances in the original Kingdom Hearts worlds of Twilight Town and Hollow Bastion. Yen Sid the sorcerer, Mickey's master in the movie Fantasia , makes an appearance, inhabiting a mysterious tower. Flora, Fauna, and Merryweather from Sleeping Beauty give Sora his new outfit. Scrooge McDuck also has taken residence in Hollow Bastion trying to recreate a "salty flavored ice cream". Merlin returns to Hollow Bastion, now allied with several familiar faces from Traverse Town in the original game.

Final Fantasy characters.

Seventeen characters from six of the Final Fantasy games make appearances in Kingdom Hearts II . Along with returning characters from Final Fantasy VII , Final Fantasy VIII , and Final Fantasy X , characters from Final Fantasy VI , Final Fantasy IX , and Final Fantasy X-2 debut for the first time.

It had been stated by game designer Tetsuya Nomura that, although the first game strictly stuck to characters Nomura designed, this time around they were going to "take some risks", allowing characters from Final Fantasy games without involvement from Nomura to make appearances. The involvement of characters from VI and IX are the result.

The omnipresent Moogles, featured in many different Final Fantasy titles, return in Kingdom Hearts II as both the keepers of item synthesis, and also as shopkeepers at various places in worlds. However, because of the dangers of the world, they only appear as holograms, with the exception of the Moogles in Hollow Bastion and Twilight Town. Other constant Final Fantasy reference include Biggs and Wedge, who make appearances as shopkeepers, references to the Final Fantasy job classes in the names of the Nobodies, and the names of various Gummi Ship blueprints.

Nobodies.

Nobodies are the main enemies here, appearing alongside Heartless. They are creatures without hearts, born from the body and soul of a living being who has lost its heart. Organization XIII are Nobodies who have retained their human forms, albeit a bit changed from their original appearance. Another difference between the Nobodies and Heartless are that the Nobodies attack more tactically, and often together, unlike the instinctive nature of the Heartless. Many of the different kinds of Nobodies are named after job classes from the Final Fantasy series.

Summons.

Like the previous game, Sora can summon certain Disney characters to aid him in battle when attaining each of their respective items. As summons use the Drive Gauge instead of the MP bar, Sora cannot Drive and summon at the same time. The character will replace the two computer-controlled characters and fight alongside Sora for as long as the Drive Gauge allows. Instead of the summoned character being limited to only one action, the summoned character now has a menu of his own to perform multiple actions, some solo actions and some cooperative actions with Sora. There are four summons total in Kingdom Hearts II , Chicken Little, Genie, Stitch, and Peter Pan with additional help from Tinker Bell.

World party members and assistance.

World-specific party members appear in almost every world in the game; there are nine in total, offering a huge leap from the original game's six. Notable among them are Auron, the first Final Fantasy character to be a party member, and Sora's best friend Riku. Also notable are assistance characters, who are not part of the party, but can fight alongside of it; they usually appear during key battles and plot moments.

Worlds and characters.

Censorship.

Besides typical English translation and localization, the English version of Kingdom Hearts II differs from the original Japanese version in the content of gameplay and several scenes:

When Sora battles the Hydra in Olympus Coliseum, green blood gushes out whenever Sora harms it. The green blood was changed to black and purple smoke in the English version, though the cutscene where Hercules was fighting it retains the green blood. The reason for this change is unknown, as even the original movie had the green blood. 's telescopic sight was changed from view with a cross-hair and black shading around the sides to three rotating circles. An attack animation was also altered; in the Japanese version, Xigbar combined his two hand-held guns to create

a sniper rifle, which was used to shoot the player's party during the telescoping sight sequence. In the English version, Xigbar does not combine his guns, but twirls them around and shoots at Sora with a single gun, holding the other at his side. The death of Axel is slightly edited; in the original Japanese version, he bursts into flames during his suicide attack, and the flames are consuming his body as he fades away. In the English version, the flames erupt around him, and he fades away in smoke. At Disney Castle, while chasing Donald around for missing a date, Daisy pounds him on the backside in the Japanese version, while she simply tells him off inaudibly in the English version. contains the most content edits, most of which are moments from the movie *Pirates of the Caribbean*. When Will Turner threatens to commit suicide, he aims the gun at his head in the Japanese version, while he merely holds it at his side in the English version as he verbally threatens Barbossa. do not catch fire when affected by Fire magic, though the Grim Reaper still does (trying to light pirates on fire results in them running around smoking instead of burning). The pirate's muskets were modified to resemble crossbows, though the crossbows still fire with an audible musket shot sound effect. In the original Japanese version, the blood on the cursed medallions remains throughout the game, but disappears after Barbossa and Will drop them into the chest. In the Japanese version, when Jack Sparrow is stabbed by Barbossa, the sword sticks out of his chest as he staggers back into the moonlight. In the English version, the sword has been removed. Dialogue in Port Royal was also edited in the Japanese version: when Barbossa tells Elizabeth of their curse, he mentions lust and women, which is replaced by the dialogue actually used in the movie, which says "pleasurable company".

Kingdom Hearts II Final Mix+

Kingdom Hearts II Final Mix+ is a package containing Kingdom Hearts II Final Mix, an enhanced remake of Kingdom Hearts II featuring more enemies, additional scenes and many other elements like expanded worlds, and Kingdom Hearts Re:Chain of Memories, which gives the player access to more cards if there is a cleared Kingdom Hearts II Final Mix save file on the memory card.