



**Developer:** Square Co., Ltd.  
**Publisher:** Square Electronic Arts L.L.C.  
**Format:** PlayStation®2 computer entertainment system  
**Genre:** RPG  
**ESRB:** RP  
**Ship Date:** Fall 2002 (North America/Europe)

KINGDOM HEARTS is the first joint creative project between SQUARE and DISNEY INTERACTIVE. This role playing game combines classic DISNEY characters and worlds with the new created in the renowned SQUARE style. New DISNEY characters developed by the legendary Tetsuya Nomura, best known for his creations in the breakthrough title FINAL FANTASY®VII and VIII will be introduced in KINGDOM HEARTS. Two years in the making, with a production team of over 100 of SQUARE and DISNEY's most creative talent, KINGDOM HEARTS fully exploits the technological possibilities of the PlayStation®2 computer entertainment system in an epic tale of adventure, heroism, teamwork and life's most important lessons.

The lead character Sora along with Goofy and Donald embark upon an action packed adventure, fighting battles with memorable DISNEY villains and the newly created rogues, the Heartless. They must rescue their friends Riku and Kairi, all the while preventing the Heartless, creatures from an unknown dimension who can change their form, from stealing the souls and hearts of others. The story will unfold as players travel through multiple, 3D computer generated (CG) worlds.

Features include:

- Four new DISNEY characters make their debut in KINGDOM HEARTS: Sora, Riku, Kairi and the Heartless
- KINGDOM HEARTS marks the first time different DISNEY movie content has co-existed in one interactive product. Worlds and characters making appearances will include Jafar from Aladdin, Clayton from Tarzan and Ursula from The Little Mermaid.
- KINGDOM HEARTS incorporates nine DISNEY worlds, including, Aladdin, Tarzan, Pinocchio and The Little Mermaid
- Goofy and Donald will change their appearances with different outfits, by morphing into different versions of themselves and taking on aspects of the worlds they visit.



## DEVELOPMENT TEAM PROFILES

**TETSUYA NOMURA** is the Director and Character Designer for KINGDOM HEARTS. Past credits include Character Designer for FINAL FANTASY VII, VIII; Parasite Eve 1,2 and The Bouncer. Nomura's ability to create a wide range of characters will be key in creating a world that is a blend of Disney and Square's classic styles. Deeply involved in all aspects of the title, Nomura's touch will be apparent throughout KINGDOM HEARTS.

**JUN AKIYAMA** is the Event Director for KINGDOM HEARTS. His past credits include Event Planning for FINAL FANTASY VII, FINAL FANTASY Tactics and Vagrant Story. He will ensure that the events, which take place in KINGDOM HEARTS, will maintain the player's interest from beginning to end.

**TAKESHI ENDO** is the Stage Planning Director for KINGDOM HEARTS. His past credits Stage Planning include FINAL FANTASY VII, VIII, IX. Endo sets the pace of the game, deciding when certain stages will occur, an important factor in Role Playing Games (RPGs). His experience as Stage Planner on the popular FINAL FANTASY series will keep KINGDOM HEARTS at a pace players young and old will be able to appreciate.

**AKIRA FUJII** is the Real-time Graphics Director for KINGDOM HEARTS. His past credits as Real-time Graphics Director include FINAL FANTASY VII, VIII, IX and Parasite Eve. While the quality of Full Motion Videos (FMVs) are important to a game, even more important is what the player experiences during gameplay. Fujii will be bringing to KINGDOM HEARTS the high caliber of graphics that his past titles have been known for by RPG fans around the world.

**TATSUYA KANDO** is Animation Director for KINGDOM HEARTS. His past credits involving Character Motion include FINAL FANTASY VII, VIII, IX and Parasite Eve. Kando's involvement in the project ensures that characters will move in a natural manner, helping to make the world in KINGDOM HEARTS as believable as possible.

**YUICHI KANEMORI** is the Battle Director for KINGDOM HEARTS. His past work includes Battle Director for Parasite Eve 2. As Battle Director for KINGDOM HEARTS, he is responsible for creating battles, which will appeal to players of all ages.

**TOMOHIRO KAYANO** is the Character Model Director for KINGDOM HEARTS. Past credits include Character and Monster modeling for FINAL FANTASY VII, VIII, IX and Parasite Eve. As in his past works, his detailed models will be a large factor in the player's connection to the characters in KINGDOM HEARTS.

**YOKO SHIMOMURA** is the Composer for KINGDOM HEARTS. Her past credits include composing music for Front Mission, Parasite Eve and Legend of Mana; three titles with completely different styles. Her diverse range of styles will lend to the creation of the epic music in KINGDOM HEARTS.