

Taken by @Sandwich_Bubbles47

[Backloggd Version](#)

I recently beat Kingdom Hearts: Melody of Memory for the very first time! This is the first rhythm game I've played actually. I've played rhythm mini games in other games before, though I was never good at them and never liked them all that much. Thankfully, this game really pleasantly surprised me! This is definitely gonna be one of my shortest reviews in a long time. It's not a very big game and it didn't take me very long to beat!

Playing: Kingdom Hearts: Melody of Memory

Started: September 10th, 2025

Finished: September 24th, 2025

Console: Nintendo Switch 2

I find it fun how this game feels like it adapts normal KH gameplay into a rhythm game. Having the enemies be the notes, needing you to jump, attack and glide at the right times with party members by your side. I mean it's nothing mind blowing by any means but it's nice. Really helps the feel of the game, more than how it functions. There's a really good response to your inputs with the characters swinging their weapons and the enemies getting knocked back and defeated. I really appreciate that the game isn't rigid at all with whether you press L, R or A to attack. I got the sense each button was kind of meant to be synced to a specific party member, which is a fun idea, but it would have made it REALLY annoying trying to tell which character was gonna attack what. Now the odds of me panicking and just pressing whatever button is easiest doesn't result in me failing haha! I did encounter some oddities though where sometimes the character on the opposite side wouldn't respond to L or R. The levels can be so fast so it's kinda hard to tell, it just felt like very rarely, my inputs weren't being read. It was probably just me messing up the timing though, which did take me a little bit to get in sync with.

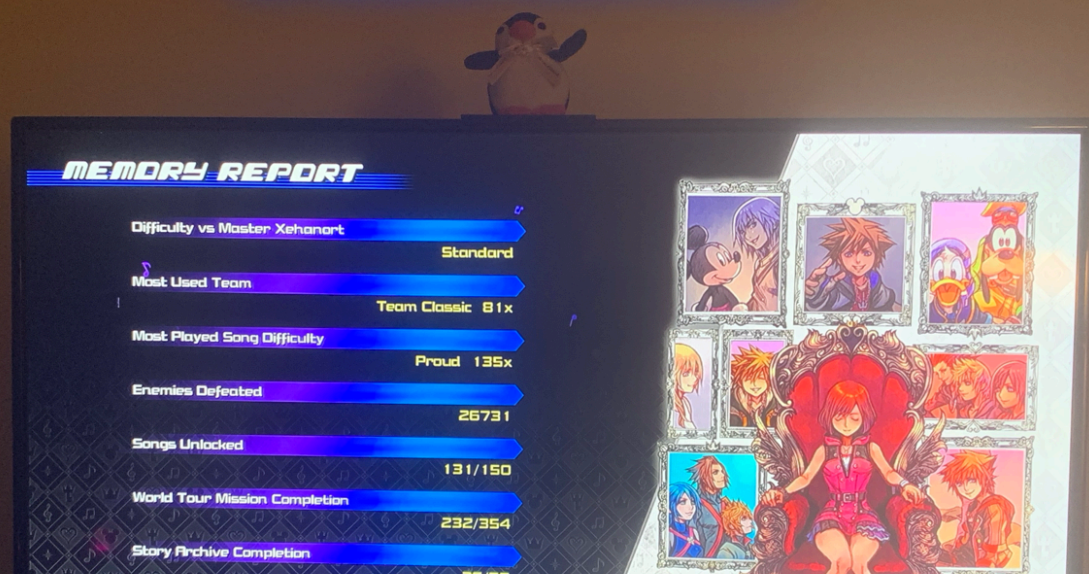
Since this is my first rhythm game, and thus, I don't have much to compare it to, I find it kinda difficult to find much to say on the gameplay and game as a whole. I found that the best songs were when the enemies were synced to main, primary melody, rather than focusing on a different layer of the song. That's probably pretty basic but hey I'm new to this. I did feel like it was pretty much a toss up whether or not a song did that, and of course some songs lend themselves to this sorta thing better than others. Though I did not see any correlation between the speed of the song and the amount of fun I had. "The Afternoon Streets" was one of my absolute favorites and it's a very mellow song.



Songs that had weaker primary melodies, like “Savannah Pride” or “Access the Grid” were absolutely worse levels though, unsurprisingly. Not as much of a rhythm to get into so the notes just feel more random and less satisfying to hit. Interestingly, for a similar reason, I actually found Normal difficulty to be EASIER than Easy, in the songs I tried out both for. Easy’s notes are so spread apart I can’t just give myself to the melody. I thought I was bad at rhythm games going into this so I started out on easy (I’ve done the rest of the series on the hardest difficulty) But I was really happy to find out as I tried going up in the difficulty that Proud was honestly not too bad for me. I was consistently getting Rank A, with probably more Rank A+ and A++ than B or C. I found the game to get SIGNIFICANTLY more fun on each successive difficulty. I was also surprised to see there wasn’t much of a correlation between how well I did at a song and how well I knew the song. “Hand to Hand” and “All For One” are two of my all-time favorites and those were HARDDD!! MY GOSH!! I don’t know how I got through them on Proud. I do have to say though, the difficulty could be wildly inconsistent. One moment I’m struggling just to beat the level, the next I’m getting a perfect score without hardly trying. I did feel a little bit of a difficulty curve over the course of the game but not much.

One thing I found the game to be consistently good at was syncing the intensity of enemies to the intensity of the song. As the song picks up it starts throwing more double and triple hits in, which really aren’t all that different from single hits functionally but it adds a lot for the feel of the song. I did find the gliding segments to be kinda boring though. They got a bit more fun when they started throwing in other enemies on the side but most of the time they kinda just felt like a cop-out for having actual notes. They’re rarely used to hold a note, rather to just skip over multiple notes.

The game has two other types of levels though on top of the field battles I’ve been talking about. Memory Dives and Boss battles. Memory Dives are really boring. It is the most basic “hit the button when it reaches the line!” ever. The directional inputs were kinda fun, and it actually has notes you need to hold so it’s got that going for it but just... The issue is that your inputs don’t carry any weight. Sora doesn’t attack the notes or anything special, they just like, pop.



Then the background is just compilations of cutscenes from the games which is honestly a little distracting. The only ones I liked were Let it Go weirdly enough, because it synced the directional inputs to Elsa using her powers, and the credits. These ones feel built for a little credits mini game, like shooting the credits in Super Smash Bros., not full levels. Boss fights were a little better since there's a boss fight going on in the background and your inputs can actually influence it. The guarding segments also at least add something new, since now missing a note has much higher consequences. But other than that it's pretty much the same thing. I really wish they had fully committed to the idea and had EVERY note synced to your character dodging or attacking the boss. I appreciate that there's a lot of extra collectibles, gives some necessary extra content, which I think the game really needed more of. Going through all the artwork was really relaxing, especially since they have "Friends in my Heart" playing in the background. Splitting it up between full artworks, Stations of Awakening, characters, enemies and keyblades is really nice. I particularly enjoyed getting to see the character renders. Though I wish you could get a closer look at the keyblades like you can the others.

Speaking of content, there's a lot of missing songs I was really disappointed to not see here. I should clarify, I have not unlocked every song. I got 131 out of 150 total tracks. I suppose I don't know how many games like this usually have but... that feels like a really small amount, especially considering that includes Dives and Bosses. There's no Gummi Ship, world map or cutscene tracks, making the selection basically exclusively Field, battle and boss tracks with a few bonus character themes you can unlock (Only as dives). Even then though, there's a few worlds missing. Most notable is the Hundred Acre Wood and both Port Royal and the Caribbean. That last one especially stings, I love that world's music... 0.2 is almost entirely absent aside from its final boss theme, with the BBS Keyblade Graveyard and Dark World themes also absent. I'm also sad the Cavern of Remembrance from KH2 isn't here.

Also, I could see this being something cool to some, but I'm kinda disappointed they used the OG PS2 versions of the KH1 and KH2 tracks, rather the HD ReMix ones. I suppose it's nice those versions haven't been completely erased from history but like... dang the ReMix versions are so much better. Could they have had the option to choose? I mean they're the same songs, just different instruments.



This also leads me directly into my biggest gripe with the game (and my last note on the gameplay) My GOSH I hate how they handled the KH3 songs. Okay look I get it, the game is using the PS2 engine which the KH3 worlds aren't compatible with, and the game is not important enough to justify de-making the worlds to fit. But COME ONNN, it's bad enough making all of them MEMORY DIVES, but then you go and only include ONE song from each world?? I'm glad they at least gave us demakes of the Keyblade Graveyard and Final World so the game didn't completely end on a bummer. It's just so not fun having the entire campaign be Field Battles, then suddenly it gets switched up to a far inferior gameplay style right at the last hurdle because they just got lazy with it. JUST TAKE A VIDEO!! TAKE A PANORAMIC VIDEO!! Set up the worlds in Unreal Engine, then take a panoramic video going through it, then use that in the background of the field battle. The camera is completely locked in place, it is completely predictable, this would not be that hard, no harder than any other world. So the resolution might be a little fuzzier than the others. WHO CARES!?! Better than not having them at all! Ugh! I really love the KH3 soundtrack and it SO got the short end of the stick. And again, it just resulted in a very unfun ending to the campaign mode.

Switching gears to presentation, it's certainly nothing special but I enjoyed it! It was really fun to see all these worlds mashed up to fit the field battles. Seeing previously disconnected rooms now connected in a way that feels straight out of a foggy dream. Makes me wish I could go around and explore these ones just so I could get something new from these worlds I love so much. And, KH3 VERY aside, I really love how it doesn't feel like they cut any corners in terms of representing each version of each world. KH2 Halloween Town, DDD Traverse Town or TWTNW, worlds like that actually get new backgrounds mashing up the new areas they received. They totally could have just reused the KH1 and KH2 versions of the worlds respectively, and I wouldn't have said much.

Days Neverland getting its own background is especially surprising. The party member selection is pretty much what I expected. Though I was really disappointed to see Riku got stuck with Dream Eaters and not anyone else. I see why, they wanted to rep DDD and there really weren't any other two characters that would fit since Kairi didn't get a DDD design and Mickey is a powerup. (I was REALLY hoping we'd get a Sora, Riku and Kairi team) It was still disappointing though. Also weird to see the absence of Jack Skellington and Tron in their respective worlds. They added Stitch though so I'm content.



I do have one question though, why can't I freely swap party members? Why are they locked into teams? There's no interaction between them, nothing would need to change if I had a team with Goofy, Aqua and Riku. The only thing I can think of is that everyone would need chest opening animations which like, WOW that would be so much work oh wow... Feels like it's restricted just for the sake of "symmetry" or something which I find kinda boring. Anyway, regardless of all that, it's very cute seeing the Days and BBS trios getting to enjoy themselves after all the horrors they went through. Terra is particularly funny to me, he looks so overjoyed to be here. I just know he would randomly get super sappy and philosophical, talking about how grateful he is to be bonding with them and Ventus and Aqua would poke fun at him for it.

Overall I feel like the game has this excitement to it. Feels very happy and high-energy which fits the sorta musical celebration vibe perfectly. It feels like a giant love letter to the series, except KH3 I don't think it liked KH3 :(. The way the campaign mode is set up, going through each game and world in order, is really nice!! The way it's all explained as Kairi going through her memories, with recaps of the series from her along the way is also neat. I was kinda hoping they would give some insight into Kairi's perspective of the series, but no unfortunately. I really appreciated how she was treated in the finale though. First off, it's really cool to get a better understanding of her time in Radiant Garden, pre-Destiny Islands. Them finally bringing back that mysterious room from the End of the World in KH1 genuinely had me excited. I really enjoyed how, while battling the false Xehanort, she was neither magically super competent nor helpless. I feel like in KH2 and 3 she always fell into one of those two, which REALLY annoyed me. Here, she's really letting him have it and genuinely throwing out some good moves, but it's clear she hasn't had too much experience. Overall it's just nice to see Kairi have a little personality again even if it's still nowhere near what she had in KH1. It's also just nice to see her get the spotlight for once. Honestly really disappointed she didn't join Riku in going to Quadratum. I just want the three of them together again, is that too much to ask!? Also, it was really neat getting to see KH3 Kairi and Sora in the PS2 art style, wish they gave us a model viewer. That art style looks so much cooler than Unreal Engine, it has such a stronger identity and flair, and I don't think it would be hard to translate into modern graphics at all. Maybe one day...



Overall I feel like the ending did a good job at preparing me for KH4. I have a much better understanding of how KH3 transitions into it. I was really hoping that story would be interspliced throughout the campaign, since it kinda feels like it came out of nowhere, except for the fact that I knew it existed. Feels less like an ending and more like a secret episode.

To conclude, this game does kinda by default become my least favorite in the series. Gameplay wise I certainly like it more than Chain of Memories, but it's really hard for a mini game collection to trump a full blown story driven campaign (especially when the story is as good as CoM's.) And that's what this game is, a mini game collection and a campaign facade. I feel like they could have made it feel more like an actual game in the series, but that's only because it's Kingdom Hearts where every game is canon haha! Again, I really feel like I need more experience in the genre to give more detailed thoughts. I think the gameplay does a pretty good job at adapting the songs. Overall I feel like it's kinda lacking in content, mainly due to the amount of songs missing. I don't think this game is worth \$60 at all. This is a \$30 game unless you happen to be both a huge Kingdom Hearts and rhythm game fan. Judging by reviews by other people I skimmed through, it's seems to be pretty universally liked, but few people seem crazy in love with it, which is where I'm at. It's good! Solid thumbs up, I enjoyed my time with it, but also I'm kinda already forgetting about it so... hm...

Notes:

The final thing I have written in my notes is: "Thanks for the uh... well, memories, Melody of Memory! Now, if we could FINALLY get KH4..."



KH Melody of Memory Notes

Playing: Kingdom Hearts: Melody of Memory

Started: September 10th, 2025

Finished: September 24th, 2025

Console: Nintendo Switch 2

Initial Thoughts:

- I'm not sure how much of this game is really note taking worthy, so I'll see.
- I'm not very good at rhythm games so... this might not go well lol
- Still excited to get more Kingdom Hearts though
- Yeah honestly I have no expectations

Opening:

- Oh fun they kept the wallpaper that the Xbox or PlayStation version would have
- Man I wish Nintendo had that
- AND THERES THE MAIN THEME YEAHHHH OOOO DEARLY BELOVED SWING VERSION MY BELOVED!!!
- Oh gameplay already okay
- This is kinda awkward lol
- I'm doing decent I think
- Now time for a practice round!
- Okay yeah I really can't take notes while playing, don't expect much.
- It kinda bugs me that jumping is B and not aiming up. It shouldn't, that's how it works in the games, but the arrow makes it feel weird.
- Attacking using all three buttons at once feels good though!
- It's also kinda fun seeing the PS2 models again! The backgrounds are also nice of course'

World Map:

- Is this a new composition? I wasn't aware this game had any besides Dearly Beloved
- It sounds lower quality than the original one though so... is it from the original KH1 release or...

- Whoaa big world map! I like how they let you see all of it to begin with!
- Seems all the main series is accounted for. I didn't see Days though but hopefully I just missed it.
- Oh my gosh wait a world icon with Destiny islands with the main island included!! It always bugged me they never showed any more of it past KH2
- I am confused though, I know there's story stuff here. I kinda assumed they had a way of explaining this game in lore but maybe it's just sporadic cutscenes you unlock.

Destiny Islands:

- Oh fun! Difficulty options!
- It kinda feels like using A only works with party members sometimes... maybe I just missed them though lol
- Yeah I hope I get better overtime because I feel like I'm barely scraping by on easy. Why am I so bad at rhythm games...
- Wow so much info on the summary screen...
- Rank C! Don't care enough to write out the rest lol
- THREE STARS?!? HUH?!?
- Oh... wow okay

World Map:

- Uts weird hearing songs I know reused in random menus, like in the Team Menu.
- Ooo fun you can collect artwork and stuff!

Bustin' up on the beach:

- Wait why did Mickey show up on the loading screen??
- Rank D darn I thought I was doing pretty good :(
- Three stars!

World Tour:

- Ooo! A scene narrated by Kairi???
- Oh is it just a recap?
- Still neat though.

Night of Fate:

- Oh man when they want you to start doing things as multiple characters at once, I do NOT handle that well
- The colors in the background look so great though!!! Very nice...
- Rank D!
- Three Stars!

World Tour:

- TRAVERSE TOWN!!!!
- Okay I'm not gonna bother writing out world map each time
- Kinda bugs me that the music doesn't keep playing during the overview.

Destiny's Force

- I did not do well this time, I kept missing so many...
- Rank D, two stars.
- Another recap!!
- Oh I see, she's going through the games as I do! Fun!
- I JUST WENT TO THE MAIN MENU!!! OH MY GOSH THE ANIMATION OF SORA DONALD AND GOOFY JUST CHILLING IN TRAVERSE TOWN YESSSSSSSS!!! YEAHHHHHHH!!! OH I LOVE THAT!!!
- I had unlocked some kind of collectible but I don't know where to view it from...
- Traverse Town my beloved...

Traverse Town:

- oooooo I love getting to go through Traverse Town in the background!!! It's a little different of course but it's so nice!!!! So fun to seamlessly transition without loading screens.
- Okay I SWEAR sometimes I press R on time and Goofy does nothing.
- Rank C, two stars!

Hand in Hand

- WHAT THE HECK?!? It ISNT reading my inputs correctly I know I hit that, like 100% positive yet I get hit anyway.
- Okay, okay there's the issue, I was pressing ZL and ZR and for some reason those only work sometimes...
- Rank C, three stars!
- Ojay yeah these are definitely the original KH1 versions and not the HD Remixes. The difference is surprising.

Shrouding Dark Cloud

- That bit with the big bodies at the end was fun
- So I'm noticing Sora only responds to L and R sometimes. So I guess I do need to always use A for him, despite what the game told me.
- Rank D, two stars!
- Collector's Cards, where do I get those?
- Fun, four worlds!
- Rip Deep Jungle.

Welcome to Wonderland:

- I'm getting the hang of it!
- Rank C, two stars!
- I'm 30,000 points away from three stars :/
- That sounds like a lot, it's not.

To Our Surprise:

- Okay this is ridiculous there are absolutely times that my inputs are not being read. I swear I'm not just missing them... it's really dampening the experience
- I almost died, I was like one, maybe two hits away.
- Rank D, one star.
- Where do I go to see the cards I collected?? The museum is greyed out.
- Oh, I need to do a song in track collection.
- Traverse Time baybee!!
- Did it on normal! That was a blast!!! Felt a lot more like I was actually playing along to the music!!!
- Rank C!
- Man I ADORE seeing these three just chilling out!! It's so much fun!!!
- FRIENDS IN MY HEART PLAYING IN THE MUSEUM YES YES YES
- MANNNN looking through these with this music playing is so therapeutic... my gosh...
- The museum is nice! I really like it!
- (9/11/25) I didn't forget.
- To play this game, that is.

A day in Agrabah:

- Oooo man that final stretch was tricky.
- I'm doing all the tracks on normal. I'll go down to easy if I need to.
- RANK B!!! Yippee!!!
- Three stars!
- Oh the path forward is open already.
- Oh fun I unlocked Simple and Clean!! I'll do that later.

Arabian Dream:

- Oh man Normal is SOOO much more fun. I find it easier too because I'm able to flow with the music more.
- Rank B! Two stars.

This is Halloween

- WHAT??? No transformations!?? It's just a model swap with models you ALREADY HAVE!! That's so dissapointing!!! Boooooo!!!!
- OHHHH THIS ONE WAS FUN OOOOOO I COULD REALLY GO WITH THE FLOW!!! OOOOOO
- Rank A!!!! Three stars!!

Spooks of Halloween Town:

- Oh gosh this one was tricky man it became hard to see all the enemies especially with all the jumping and stuff.
- Rank B, two stars.

Under the Sea:

- It's neat getting this with Disney songs lol
- Rank B, two stars.
- I'm having a lot more fun with this today!

An adventure in Atlantica:

- Rank A, Three stars! Dang I'm doing good!
- Oh I see where Days is on the map now.

Olympus Coliseum:

- Neat, Hercules as a guest.
- It's interesting seeing this place so stretched out.
- Aha! I love how many barrels there are! That's cute!
- Rank A, three stars!
- The end is open now.

Go for it!

- Rank B, Two stars.
- Gotten a lot of museum stuff.

A very small wish:

- Whoaaaaa this place looks great updated like this!! The glow is so pretty!!!
- Rank A, three stars. Didn't think I did that well.

Monsterous Monstro

- Gosh this one got fast.
- Rank A, two stars.

Captain Hook's Pirate Ship

- Rank A?? Really?? Three stars too.
- just realized, the clock tower theme isn't here :((((((

Pirate's Gigue

- RANK A+!!! OOOOO!!! Is that the highest ranking? I assumed there was an S rank.
- Three stars!
- OOOOOO I'm excited for Hollow Bastion!!!

Hollow Bastion:

- Oh man, I do not feel like I did well. I was near death.
- Rank B, two stars.

Scherzo Di Notte:

- Rank B, two stars.
- I like how you get Kairi cards from clearing Hollow Bastion.

Squirming Evil

- I almost died, did not do well.
- Rank C, yeah. One star.
- Ooo another recap.

End of the World:

- Ooooo I had a lot of fun with this one!
- Rank A+! Thought so! I had a crazy streak going for ages.
- Three stars!

Fragments of Sorrow:

- Phew did this one get difficult... one I messed up it was hard to get in the rhythm again.
- Rank B, NO stars, wow.
- Oh this next one is a boss fight. Ooo, wonder how that'll go.
- Synthesized the levels I could!

Simple and Clean:

- (9/12/25) So there's two different versions. I think this cutscene one is like that very first tutorial? Doing it first.
- Dang this is... kinda boring.
- Agh! Oh the ones when you need to tilt both sticks are basically impossible what on earth
- I freaking died... yeah I really have no motivation to try that again I didn't find that very fun. Field battles are WAY more fun.
- Okay now for the Field battle version
- HAHAHAHAHA!!! OHHHHH I JUST GOT A FULL CHAIN!!!! I DIDNT MISS ANY OOOOO THAT FELT SO GOOD!!!!

Hand in hand:

- Okay what on earth happened why was I missing so many... was I actually pressing too late or...
- Okay, did much better on the second try, must have been
- Rank C!
- Love that these both used Traverse Town.

Medley of Conflict:

- Rank B! Nice to see Twilight Town early!

Guardando Nel Buio:

- Final boss time! Or uh... first boss lol
- Ohhh no are these like the movie ones?!?
- Okay wow I really need to get better at these.
- Goodness sake so I need to get ALL the purple ones when he attacks?
- I don't like these ones! The normal kind are way more fun!
- Phew, man, that was close.
- Rank A.
- OH! A field battle version!! Oh thank goodness!!! I was just about to say I was worried Vector to the Heavens would be one of these but as long as there's a field version I'm good!
- Two stars!
- TEAM DAYS!!! YIPPEEEEE!!!
- YAY MY FRIENDS!!
- Onto Chain of memories!!

Castle Oblivion:

- It's so fun seeing rooms from Chain of Memories here! I specifically saw the battle room for the top floor which is fun!
- And of course it's so nice to have these three!!! I hope they're having fun together :D
- Rank A, three stars!
- This song does NOT make for a good rhythm, it is way too ambient.

Forgotten challenge:

- Oh neat, I can easily swap my team from this prep menu!
- Is there a reason you can freely swap party members? I don't see any interaction between the three of them.
- Rank A! One star...
- I'm gonna get a recap for Riku's route even though I haven't beaten it

The 13th Struggle:

- YEAHHHHHHHHH
- Oh this one was fun I liked this one :)
- Rank A, two stars!
- Man CoM's story was so good

The Force in You:

- oh this brings back Vietnam flashbacks.
- Finally, Roxas and Axel showed up on the loading screen but Xion got replaced by freaking Mickey
- RANK A++?!?! WHAAAAT!!?! HOW?!?
- Oh dang, I only missed one and I got 92 perfects holy cow okay dang
- Three stars! Man my trauma made me lock in for this one.
- Looking ahead, I don't see Disney Castle, kinda sad.
- No Symphony of Sorcery either. Shame.
- NO CARIBBEAN?!? NOOOOOOOO YOU CANT DO THIS TO ME!!! THIS IS A COMPLETE OUTRAGE IM NOT EVEN KIDDING THAT WORLD'S MUSIC WAS INCREDIBLE!!! AGHHHHHHH!!
- No Olympus either but who cares! Caribbean was incredible!!!
- Or Scala Ed Caelum

Lord of the Castle:

- There we go, now there's all three of them on the loading screen!
- MAN that was difficult!!!
- Rank B!! No stars :(
- Just now hearing how Riku's route ends. It's interesting that Naminé could have locked away Riku's darkness for good, but I'm still so confused on how this series is trying to relate light and darkness in the real world. Like, it should be good and evil right? But then they try and say that a balance is better and like, no??? We should be trying to avoid all evil.
- AWWWW THE MAIN MENU CHANGED WITH MY TEAM!!!!
- I'm gonna try Traverse Town on Proud.
- That was NOT that difficult but BOY was it fun!!! Oooooo!
- Rank A+!! Only missed two!
- Customizing my proficard was fun!
- (9/14/25) I'm gonna try doing Proud by default. See how that goes.

Lazy Afternoons:

- That really wasn't too much more difficult but very fun!!!
- It was fun getting nobodies here!
- Rank C, one star.

Sinister Sundown:

- HOOOOOOOH OHHHH MANNNNN!!! HOLY COW THAT WAS INTENSE!! SO MANY NOTES MY GOSH OOOO
- BUT I DID GREAT!!! I just ignored the enemies and went with the music! Aw man, so fun!!! Hoooh!
- Rank A, three stars!!! Woood!!!

Tension Rising:

- Oh gosh this one might be difficult
- YES YES OKAY VERY DIFFICULT OH GOSH
- RANK F OH MY GOSH
- What the heck, why aren't my inputs being read?!?
- Okay I was pressing too early.
- WHAT THE HECK IS THIS THEY WANT ME TO PLAY TWO MELODIES AT ONCE I CANT EVEN SEE THE ENEMIES
- okay, back to normal. I've been humbled...
- HOOOH even on normal this one was tough!!
- Rank A?!? I only missed EIGHT?!? HUH?!?
- I was gonna guess Rank C I thought I did... not terribly great.
- Only one star though.
- Recapping KH2 onwards is gonna be a lot more difficult than KH1 and COM lol
- Yayyy Days is opened up! Glad they didn't forget about its Neverland or boss tracks!

The Afternoon Streets:

- Gosh I'm so used to the KH3 version this one sounds SOOO low quality in comparison
- Switching back to Sora's team for this one.
- Ohh this one is SO fun. Also switched back to proud. I LOVE this one. I was able to really just let myself go to the music!!
- Rank A++! Only missed one, and got all three stars! Ahhh!!

Working Together:

- This is one of my favorite tracks!
- Ooo this version actually sounds really nice!
- Dang, too hard on hard! It focuses on the back melodies rather than the main one and I don't find that nearly as fun.
- Normal was fun, MAN that last one set the bar so high for me though.
- Rank A, three stars!
- All the KH2 Disney worlds can be summed up in a single sentence 🤔
- Granted they didn't even mention KH1's I think but that's because they skipped a bunch of stuff.
- I'll come back to Days after KH2

Magical Mystery:

- Oh this one was funnnnn oooo I love the hoards of heartless that get faster. Super satisfying!
- Rank A+, one star.
- Unless I specify going forward, I did it on proud.

The Home of Dragons:

- I didn't really like this one. It was hard to get into the music.
- Normal, Rank A, two stars.

Fields of Honor:

- Gosh this version sounds very different from the HD version.
- Not even gonna ATTEMPT this on hard.
- This one wasn't that fun either :/
- Normal, Rank A, two stars.
- Y'know I'm sad the Gummi tracks aren't here. Across all three games
- (9/15/25) This has been my first time hearing all the OG KH2 tracks so it's... very jarring.

Waltz of the Damned

- Shocked they're allowed to say that.
- Gosh okay the game is really picking up, I don't know why I'm having such a hard time getting into the melody.
- AGH I feel like I can do it...
- Gosh it's always the same part, right when we get outside.
- DANG IT!! DIED RIGHT BEFORE THE END AGH!
- YEAHHHHHHHH I DID IT!!! HAHAHA!!! OOOOO THAT WAS HARD!!!
- Rank B, missed 14. Two stars!

Dance of the Daring:

- Oh boy...
- AGH!! I WAS SO CLOSE OH MY GOSH!! Ooo this one is fun but VERY tricky
- Okay yeah so it's so much more fun when they focus on the main melody.
- Oh MANNNNN HOOOOOH OH GOSH I DONT KNPW HOW I DID THAT
- okay, so, I got interrupted right in the middle of that, right before it got super intense. I was gone for over an hour. I come back and barely scrape by. Hoooh....
- Rank B, two stars!
- Timeless River :D

Vim and Vigor:

- My gosh I barely made it through this one as well hooh boy... I had barely any health
- This one was fun! I'm shocked I made it through.
- Rank B, one star.

- Ooo! Roxas's Awakening station!

Desire for all that is lost:

- Oh this version sounds very different... huh...
- Ooo fun the ballroom is cursed!
- Oh man I did not do well but somehow made it through
- RANK B?!? AGAIN?!! I missed so many...
- One star.

The Underworld:

- OH THIS ONE WAS SO FUN OOOO YESSSSS
- I love the SUPER rapid line of enemies that you can hit perfectly by just humming the music oh this song fit so well.
- Rank A, two stars!

What Lies Beneath:

- OOOOO OH THIS ONE WAS FUN TOO!!! A teeny bit repetitive but still feels SO good!!
The fast paced notes that are easy to get into the rhythm of! Ooo! So good!
- Rank A++!! Two stars!

Monochrome Dreams:

- TIMELESS RIVERRRRR YESSS!!
- I don't like this version though... very... circus-y, sounds really out of tune.
- Eh... it was alright. Really easy.
- Rank A+, three stars!

Old Friends, Old Rivals:

- I have a feeling this one won't be...
- Yup, this one's tough.
- Darn, yeah I'm not doing much better on each try...
- Pretty fun on normal!
- Rank A, two stars!
- It's really odd that the pirates worlds were excluded. The only thing I can think of is the actor's likeness. But like... just don't have the characters? They don't have Jack Skelington as a party member so who cares?
- Yeah why are both Jacks absent that's very odd lol
- I'm really curious how the KH3 worlds are gonna look.
- And I hope the final team is Sora, Riku and Kairi

Happy Holidays!

- (9/16/25) AW OH THIS ONE WAS A BLAST!!! I LOVED IT!!! that was so fun!
- Rank A+, two stars!
- Oh whoops I did them out of order

What a Surprise?!

- This one was really fun too!
- Rank A++! Three stars! Kinda surprised actually

Rowdy Rumble-

- Ooo this one got tricky! I like how quickly they switched up having to do a double or triple hit, and sometimes it had a magic thing in the middle instead. Tripped me up but I got the hang of it!
- Rank A+! Two stars!

Adventures in the Savannah:

- Why was I missing so many...
- Got it! I loved the gliding segment at the end! Fit the song really well!
- Rank B, two stars!
- A new memory dive, too bad I don't like them lol
- OOO A FIELD BATTLE VERSION!!! Oh nice!!!

Savannah Pride

- What the? This song sounds completely different I don't even recognize it
- I can barely hear a melody either.
- That was... boring.
- Y'know, I think this is one of the few times I didn't include a field or battle track in my big playlist, which is why I hardly remember the song. Yeah I can see why.
- Normal, Rank B, one star.
- Circle of Life FB material? Huh...
- Interesting that they have KH2's Hollow Bastion even though it's very similar to KH1's.
- Not complaining!!

Reviving Hollow Bastion:

- That was so much fun!!! Man the OG KH2 tracks can sound VERY different. Really sad they're not using the ReMix versions actually
- Rank A+! One star.

Scherzo Di Notte:

- Oh GOSH that got intense HOOOH boy, the segment where you repeatedly swap between double and single hits is easy to get into the rhythm of but DIFFICULT to press the buttons so fast...
- Rank A, one star.

Space Paranoids:

- No Tron??? :(
- Aw this one was fun! I really enjoyed it!
- Rank A, three stars!

Byte Bashing:

- OH MY GOSH, when it wants you to press every note for the beat in the background... holy cow...
- HOOOOH ohhhh that felt good to get through my goodness
- Rank A, three stars! Yippee!!

Sinister Shadows:

- Oh my gosh this version sounds so much worse...
- Ooo this went with the music really well!!! Very tough though lol
- Rank A, three stars!

Sacred Moon:

- DARN IT! Riku isn't a party member here...
- It's fun to see this world like this!
- Nice! This one was good. Man I really wish I was better at describing some of these.
- It went with the melody well and felt satisfying
- Rank A, two stars!

Deep Drive:

- Man one part of this was super fast paced haha! It was alright.
- Rank A, two stars!

The 13th Dilemma:

- HA! Oh that stretch right at the end was crazy I don't know how I hit all of those.
- Rank A+, one star.

Darkness of the Unknown:

- huh, the last team is "Team 3D", Riku is the leader but, who's the other two? Please don't be dream eaters that would be so lame. Please be Sora and Kairi even though Kairi doesn't have a DDD design.

- BAHAAAAHA HOW DID I MAKE THAT!!? NAHHH I SHOULD HAVE BEEN DEAD
- That segment where they want you to use both sticks one after the other completely threw me off, somehow I won with a SLIVER of health.
- Normal, Rank C, two stars!
- AGHHHH IT IS DREAM EATERS BOOOOOO!!! THATS SO LAME!!!!
- Well, time to take a detour back to Days!

Secret of Neverland:

- Ooo, it's fun seeing Days' Neverland not looking like a DS game lol
- A+, two stars.

Crossing to Neverland

- Man this one got difficult.
- Rank B, two stars.
- Yesss Vector to the Heavens is open and it's not a boss one!

Fight and Away!

- AGH! Darn I was doing so well! That gets crazy out of nowhere!
- MANNNN HOOOOOH OH I COULD BARELY SEE MY HEALTHBAR!!! AW MAN THAT GETS CRAZY!
- Rank B, one star.
- NOT THE RULER OF THE SKY I FREAKING HATE THAT GUY (perfect choice though.)

Vector to the Heavens:

- YAYYYYYYY IM SO EXCITED!!
- Ohhh I love this... even though I died.
- YEAHHH!! That was great!! I loved it!!! It was easy to stay in the beat of the song since I've listened to it so much!
- Rank A, one star!
- That was a great recap!
- Man I'm still so upset about the stupid dream eaters.
- Gosh dang it what do you mean Xion's theme is only a memory dive?!? That's so stupid!!!!

Another Side - Battle Ver. -

- Did they make an entire other map just for this one song?? I love it!! That's so cool!
- This one was great!!!
- Rank A+! Three stars!
- Dang the ReCoded songs are required but CoM and Days isn't?? Shocking.
- Yayyy Aqua's the leader of team BBS! Kinda funny seeing them use the acronym too.
- The KH3 worlds have a different ring under them...

- OH NO, NONONONO ITS A FILM STRIP... OHHHH NONONONONO DO NOT BE MEMORY DIVES PLEASE I BEG OF YOU OH COME ONNNN
- AGHHHHHHHHH!!! THATS WHY IVE NEVER SEEN WHAT THEY DO WITH THEM!!! OHHHH THATS REALLY GONNA PISS ME OFF OH MY GOSH.
- Man I love looking through the artwork
- Didn't I get Ventus's station of Awakening? I could have sworn I did... it had Vanitas on it too.
- I love Sora's Space Paranoids outfit
- Timeless River Goofy makes me so happy
- Man the difference between KH1 and KH2 Aerith is staggering.
- HORACE!!! :DDDDD
- Oh I see, there's Platinum versions too. Huh...
- Clara Cluck!
- Well that was such a joy...

Sanctuary ~opening version~

- (9/17/25) agh! This wasn't that difficult and somehow I still failed!
- GEEZZ that gave me WAY more trouble than it should have. I could see and respond to all of the notes I just kept MISSING them.
- Rank B!

Guardando nel buio (Field)

- Oh man there's some tough parts here that just absolutely TEARS through your health if you fail
- WOOOOOOO!!! OH MAN I LOCKED IN AND GOT THROUGH THE ENTIRE FIRST HALF WITHOUT MISSING ANYTHING!!! Oh that was a blast!!!
- Rank A+!!!

Darkness of the Unknown (field)

- MAN that final stretch was super stressful!! I missed Axel's final hit :(
- Rank A! Loved that one!
- Okay back to world tour.

Wonder of Electron:

- Never heard either of these before, and I won't have seen the world either.
- That was fun! I liked that song!
- Rank A, two stars!

No More Bugs!!

- Mickey, it's Riku! they put bugs in him!

- My gosh, I somehow made it past that really fast segment in the middle of the run without missing anything, first try
- I died though later lol
- Fun!! I enjoyed that one too!
- Rank A! Two stars!
- I'm gonna skip this recap since I haven't played the game yet
- Team BBS!! Yay!!!
- Interesting, the land of departure tracks go battle then field.

Future Masters:

- Glad to get to play as Aqua again!
- Oooh, fast.
- It was fun to see them here! Also the first time Aqua's ever had glide lol
- Also the Unversed! Fun!
- Rank A, three stars!

The Promised Beginning

- Man I kept missing so many lol
- Rank B, one star.
- UM, CORRECTION, ONLY TERRA AND AQUA WERE INFORMED ABOUT THE UNVERSED!!! THEY LITERALLY NEVER GET MENTIONED IN VENTUS'S ROUTE UNTIL THE END

The Secret Whispers:

- Again, running out of things to say but I liked this one!
- And surprise surprise it's fun to see these environments like this
- Rank A, no stars.

Risky Romp:

- Oh man I BARELY scraped through this one.
- Rank B, two stars.

Bibbidy-Bobbidy-Boo:

- Always fun getting these with actual Disney songs.
- Rank A, one star.

Castle Escapade:

- Rank B, one star.

The Tumbling:

- AGHHH I DIED RIGHHHHT BEFORE THE FINAL HIT OH COME ON!
- AGAIN?!?! I MISSED AQUA'S FINAL HIT AND THATS WHAT KILLED ME!!? I WAS DOING SO WELL WHAT ON EARTH?!?
- FINALLY!! MAN!!
- Rank A, one star.

The Silent Forest:

- Oh fun!! They have Maleficent's goons!!
- It's so funny how joyous Terra looks when he hits a Star target. The guy deserves it he's had it rough
- It's so in character too actually I love that. He would love this, silly mini games bonding with his friends. He'd get super sappy about it and Ventus and Aqua would laugh at him for it.
- YEAHHHHH oh this one was GOOOD!!!
- I just realized though, I don't think they included any of the 0.2 tracks, that's such a shame!
- Rank A++! Three stars!!!

The Rustling Forest:

- (9/18/25) oh this one was a blast!! Lot of really strong hits!
- Rank A, three stars!

Radiant Garden:

- Crazy how they have all three versions of these two songs!
- Oh my gosh I'm doing really bad
- For some reason I couldn't find the groove for these triple hits.
- Mannnn this place is even more vibrant than it was in BBS!!
- I feel like that one could have been better. Idk the way the notes went with the song wasn't perfect
- Rank A, two stars! Took a few tries.

Black Garden:

- HOOOOOH OH MAN THAT FINAL BIT WAS TOUGH
- I barely made it through that. Sliver of health.
- Rank A, one star.
- It hardly makes sense even in the recap

Mickey Mouse March:

- Aw I enjoyed this one! I know it like the back of my hand!
- Though I'm sad they never had any notes synced to the "High! High! High!" part, there's still notes in the song for that even if they aren't as pronounced as the original song.

- Rank A, two stars! Honestly thought I did better.

Up Down Adventure:

- Oh gosh I messed up one part so awfully it killed me
- Ahh, did a lot better this time. Still stressful though...
- Rank A+, three stars!

Hau'oli, Hau'oli:

- YEAHHHHHH STITCH PARTY MEMBER I WAS HOPING SO!! HECK YEAHH!!!
- BAHAAAAHA THE WAY HE RUNS WHY DOES HE WADDLE LIKE THAT?!? WHY DOESNT HE HAVE A RUNNING ANIMATION?!?
- Why am I doing so bad??
- Goodness this final stretch is so difficult!
- HOOOH, barely made it through.
- Rank A, two stars!

Mákaukau?

- HOOOOOH again, BARELY made it through!! I liked this one though!
- Rank A, two stars!

Daydream Upon Neverland:

- dang Peter Pan got three worlds as the party member
- I really appreciate how well this one stuck to the main melody!
- Rank B, one star.

Neverland's Scherzo

- Rank A, one star!

The Encounter -Birth by Sleep Version-

- I do not remember this at all?
- Wait where's Vanitas's theme?
- Oh probably one of the ones up next.
- OH WAIT THIS IS A BOSS???
- DANG IT! I WAS DOING SO WELL! I was WEIRDLY locked in but then I goofed and completely lost my groove
- MAN the boss ones get hard on proud.
- I don't like how you take damage even if you get a perfect score on the guards
- FULL CHAIN?!??
- Rank A++, one star
- That's crazyyyy... dang I really did lock in

- OH DANG! The first two KH3 worlds are open...
- AGHHHHH THEY ARE MEMORY DIVES!!! AGHHHH SCREW YOUUUUU
- THEY DONT EVEN HAVE THE BATTLE THEMES OH YOU GOTTA BE KIDDING ME

Rage Awakened -The Origin-

- Very fitting.
- Not having BBS's Keyblade graveyard theme is really odd.
- Ugh there's so many weird dumb choices here at the end.
- Oooo this one was fun!!!
- Rank A, two stars.

Enter the Darkness:

- DANG IT! Died RIGHT at the end.
- Hoooh, fumbled the ending but other than that, WOW that was fun!!!
- Rank A! No stars.

Black Powder:

- Ending on the worst of the three.
- Agh! I hate when they switch what melody they're following on a dime!! You can't do that!!!
- Rank A, one star.

Dismiss:

- It's fun to see the rest of the town in darkness!
- Aw this one was great! Difficult but not too insane and really hit all the major beats of the song!
- Rank A, two stars!
- Oh whoa!!! New sections of the map??
- Dive go the heart, Keyblade graveyard and... something else?
- The one at the very start also opened up...
- OOOO! 0.2's Boss theme!!! Yesss!!!
- Ah, my first time seeing the BBS trio's main menu!
- Their animation is kinda off.
- (9/21/25) DREAM DROP TIME!!

Traverse in Trance:

- I've been SO looking forward to this one I genuinely love this song so freaking much you have no idea.
- That was very easy but MAN so therapeutic oh my gosh...
- AND THE ENVIRONMENT TOO!! OHHHH I LOVE DDD'S TRAVERSE TOWN SO MUCH. It already feels like a conglomeration of forgotten memories and seeing IT

mashed up is so cool!!! I like how the sky is a little brighter, like it's late evening instead of total midnight.

- Rank A, two stars!
- Still dissappointed Riku gets paired with freaking dream eaters.

Hand To Hand:

- AGH! DANG IT!! NO! SO NOT RANDOMLY SWITCH THE MELODY ON ME!!
- And I died...
- Really fun other than that
- YEEESH this one gets DIFFICULT!
- Okay I think I see what's going on here, Riku's underleveled. Great.
- I take a LOT of damage from VERY few misses.
- I can't complain too much, I'm in Traverse Town.
- JUST GOT A FULL CHAIN A++ ON TRAVERSE IN TRANCE!!!
- HOOOOOOOH OHHH MANNN THAT WAS TOUGH HOLY COW...
- That may have been the hardest one I've done what on earth, I took a break to replay some older songs on hard to level up. Only went up like three levels though, and it still took a few tries.
- Rank A, no stars
- WAIT DANG IT I NEED ONE MORE STAR OH COME ON
- Okay doing it on normal. Gosh dang it.
- I STILL DIDNT GET ANY!!? OH COME ON!!!
- FINALLY two stars on easy.

La Cloche:

- Man I love seeing the Dream Drop environments, I've spent so much time exploring them.
- Rank B, two stars!

Le Sanctuaire:

- GEEZ this one gets REALLY hard towards the end
- Gosh it's so much fun but that last bit is synced to a background beat I can't hum as well which makes it a lot less fun to get into the rhythm of.
- Still really fun on normal!
- Rank A+, one star.

Access the Grid:

- This is... really not a fun one. This song has NO melody.
- Was kinda fun on normal.
- Still like seeing the environment though!
- Rank A, one star.

Digital Domination:

- Aw this one was a lot more fun!!! I was really able to get into the beat!
- Rank A, two stars!

Majestic Wings:

- This one felt a lot shorter than the others.
- It's really fun though! Really goes along with the melody!
- Rank A, two stars!
- Controller please don't die on me just yet my other pair are charging

The Fun Fair:

- OOOOO oh MAN that was fun!!
- RANK A+!! Only missed two!
- Three stars!
- I got the Ventus memory dive material? That's so fun, I had Ventus in this world in my DDD rewrite!

Prankster's Party:

- Ooooh, tricky... fun though!
- Rank B, one star.
- Man, I really want to do the Musketeers but I don't want to have my controller stressing me out.
- (9/23/25) NOW I CAN!!!

One for All:

- YIPPEEE!!!
- Oh my gosh what on earth why is it so fast paced here in the second half I don't even see how this is going to the melody.
- HOOOH got it on my third try! MAN that was tricky! Finally got into the rhythm of that second half!
- Rank A, three stars!

All for One:

- I have this one as my alarm in the morning. It's always a little surreal hearing it now.
- AGHH!! NO I WAS DOING SO WELL ROGHT UNTIL THE END OH MY GOSH
- HOOOOOH OH THIS ONE IS FUN BUT VERYYYYY FAST
- GAHHHHHHHU NOOIODJDDUYHDUEUCG I DIED ON THE LAAAAAAST HIT AGHHHHH
- I literally just threw a fit then oh my gosh I was so close....

- HAHAHA!!! FINALLY!!! OOOO THAT FELT GOOD!! I got into such a groove I ZONED OUT, and I barely missed ANY until that final stretch!!!
- Rank A+, two stars!!
- Ah that feels good.

Sacred Distance:

- BAHA! I was about to say that one was easy, AND I GOT A FULL CHAIN!!!
- Rank A++, three stars!!!

Deep Drop:

- Also pretty easy but still fun
- Rank A+, three stars!!

L'Oscurità dell'Ignoto

- A little boring since it mainly just focuses on the background beat but it picked up at the end
- Seeing just the HOARD of those lizards spawn was very funny to me
- Rank A+, two stars!

L'Impeto Oscuro:

- Haha! That part where the lizards get faster and faster, HOOOH that got SCARY!! I had to go through the entire last portion after that with a SLIVER of health!! One hit would have killed me.
- Rank A, three stars!

The Eye of Darkness:

- Pretty fun!
- Rank A, three stars!
- Wait what?? I don't remember Kairi showing up at the end of DDD. Was that like a secret cutscene I missed??
- Before moving onto KH3...

Wave of Darkness I:

- Why am I doing so bad, why can't I seem to find the rhythm of the notes?
- This one is NOT very fun, extremely disappointing. It just does NOT go with the melody well at all.
- Normal was a lot better but still not great.
- Rank B, one star.
- Nice recap!
- Alright alright time for KH3... dissapointing...

You've Got a Friend in Me -Kingdom Hearts III Version-

- Gosh the possessed doll showing up jump-scared me again
- Idk that was mildly fun I guess.
- WOW was that so much more boring than the others though.
- Rank A, two stars.
- Man I'm so dissapointed this is gonna be so boring.
- WOW! Disney Worlds being plot relevant?? CRAZY!!
- It's actually really nice they took the time to mention them!
- We don't even get freaking battle themes c'mon...

Happy Hair Day:

- Okay the way they used the green notes here was kinda neat.
- I wish the sound effects tried to go with the music at all. The pitch and stuff. It sounds so unrhythmic.
- Rank B, two stars.

Monster Smash:

- Oh there we go!! A battle track!
- Oh my gosh when they want me to switch the green notes and do directions mixed with single notes yeah no I'm not that dexterous.
- Rank A, two stars.
- DANG IT! The Big Hero 6 world doesn't have its day theme. Agh!
- AND AGAIN, NO CARIBBEAN!! RIDICULOUS!!
- NO.
- NO!!!!
- YOUVE GOT TO BE FREAKING KIDDING ME

Let it Go:

- AGHHHHH!!!!
- ARENDELLE HAD SUCH GOOD FIELD AND BATTLE THEMES OH COME ON!!!
- Okay wait syncing the directional notes to Elsa's powers is genius this is actually really fun
- The video in the back is actually contributing and not distracting.
- Game, you are LUCKY that was really fun
- And also I do genuinely like the song I just wish we got actual kingdom hearts music.
- Rank A, two stars.

Robot Overdrive:

- Yeah these are so, SO much less interesting.
- Rank A+, three stars!
- Man, none of the KH3 boss themes either? Gosh

- At least the next two are normal worlds.
- BBS's graveyard theme not being here is odd.
- Dang, I need 280 stars to get to those three off to the side. I only have 228.
- Ah, going through the museum is so therapeutic.
- (9/24/25) Riku's title screen is cute. Man I wish the Dream Eater's theme was playable.

Graveyard Labyrinth

- Going with Roxas's team for this one, they were my favorite part.
- OH SURE, THEY CAN DEMAKE THIS WORLD
- I appreciate they have all three enemy types.
- okay it was actually one very small room so eh sure but still
- That was... fine. Not bad but not that good either. Didn't go well with the music in the second half.
- Rank B, three stars!

Rise of the Union:

- Kinda sad we get this one and none of the boss themes from KH3.
- AHA!! Oh I love the hoard of heartless that looks like the demon tide! That's cute!
- OKAY!! Way to sell me on this song!! That was great!!! Super tricky but I was able to easily get into the rhythm, it felt super awe-inspiring and the way the hits were laid out really felt like effortlessly taking out a hoard of enemies. It went with the theme of the song really well!
- Feels like a good penultimate level!
- Rank A, one star.
- "I had disappeared during the battle" Kairi you freaking died.
- Oh whoa, I won't be able to save until I clear the final world? Which is also what it's called gosh darn you
- Feels ominous. But I'm ready.

The Final World:

- Finally! Some new story stuff
- Aw boo!! A memory dive. But hey, it's cool to see KH3 Kairi in the PS2 art style!!
- I AM JUST NOW LEARNING YOU ONLY NEED TO TILT THE STICK FOR THE DIRECTIONS AND NOT PRESS A BUTTON ALSO
- that makes the doubles so much easier
- I am glad to be getting more with Kairi at all
- OH NEAT, seeing more from Kairi from before Destiny Islands!
- Though I do not like the implication that BBS radiant garden has been retconned and KH3 is how it's always looked.
- OH MY GOSH, Kairi was sent out specifically to find a Keyblade wielder???
- Also Xehanort saying this all evil and stuff to a little like, five year old girl is so funny to me.

- Xehanort really monologging to a toddler oh my gosh this is unintentionally hilarious
- WAIT THATS THE ROOM FROM THE END OF THE WORLD!!! OH MY GOSH!!!
- Crazzzy that they came back to that. That's actually so cool.
- Aha, collecting Kairi's heart again? How is this explained in lore?
- Aw, Kairi's theme!!!
- Is this the first time we've seen Master Xehanort in an Organization cloak? I think so. Kinda funny
- Technically young Xehanort but
- Okay this is so much fun actually I'm so glad to not only see Kairi be actually doing something but I like getting more of old man Xehanort.
- Also him mentioning Yen Sid and genuinely being impressed!!
- Kairi is competent but not unbelievably so. She's clearly inexperienced but far from helpless!
- YOOOOO SORA'S KEYBLADE OH THATS SO HYPE
- for a second I thought his Keyblade was here all on its own. Like Sora was gone from this world but it remained, like it has a mind of its own
- A boss battle?? Ooo! I get to pick the difficulty!
- I loved that last scene so much!!
- PROUD MODE BABY!! GO BIG OR GO HOME!!!
- Aha!! KH3 Sora in the PS2 style that's so fun to see!!
- OH WHAT ON EARTH IS THIS
- THIS IS SO DIFFICULT WHAT
- WHAT ON EARTH!!
- I CAN BARELY SEE THE NOTES
- Yeah okay no I'm sorry I can't so proud this isn't fun enough for that.
- PS2 KH3 Sora is so cool
- SEE SO DEVELOPERS CAN STILL REPLICATE THAT STYLE THEY JUST CHOOSE NOT TO.
- Oh man, that was fun!! Sad I didn't get a ranking for it, I think I did great!
- I feel like there's supposed to be more to what Xehanort is here past "memories"
- Is he darkness secretly residing in Kairi's heart? Or just her fear? Or is he just there for the boss battle lol
- Ah, so Sora is somewhere neither light nor darkness.
- Love seeing them all try to figure out what's going on. Always my favorite scenes in stuff like this.
- Why are Riku's facial animations always so stiff in this engine...
- THE FREAKING FAIRY GODMOTHER BAHABA
- I knew she was in here but that was so random
- I thought the third key would be Sora
- But if they're tying the Fairy Godmother into this because Sora is basically in the position of Cinderella, IE, he deserves it, to oversimplify it, I am gonna LOVE that!
- OHHHH!! THE HEARTS IN THE FINAL WORLD!! THAT ONE THAT I DIDNT RECOGNIZE!! It's a character from one of the mobile games isn't it?
- Wait how does this girl know Quadratum?

- It's interesting to finally see where all this information I've been hearing comes from.
- Man, feels so great to know exactly how the series leads into KH4!!
- Man let Kairi go with Riku I want the three of them together finally
- Ah! Credits! Fun, it's a memory dive
- YES!! DEARLY BELOVED SWING!!
- AHA! Donald and Goofy showed up!!
- YOOO!! ALADDIN!! He's got a gliding animation
- Oh they're going through all the party members!! BAHABA!! HERCULES DOING THE SUPERHERO FLIGHT POSE!
- Oh the Beast looks so goofy.
- Simba pffft
- STITCH!! YEAHH
- ROXASS!! YEAHH THEYRE ALL HERE
- I love how we get time with just Ventus and Roxas
- MICKEY!!
- And we get time with just Mickey and Aqua, and just Riku and Mickey!!
- OBAMNA!!!!
- Oh this is SUCH a delight oh wow I love this!!! I'm having such a great time
- Awwwww everyone's here!!!
- Man... that was such a great little cherry on top!!
- Ooo! Another scene??
- YAY DONALD AND GOOFY!!
- That is EXACTLY what Mickey would do!! Ooo he's finally in character!!! I love this!
- And getting the three together!
- Interesting, so the Ancient Keyblade masters went to Quadratum? Huh. Gonna be interesting to see how they tie into all this
- OH!! THATS WHERE THE MASTER OF MASTERS WENT! And that's probably how Xehanort knew about it.
- Kairi training under Aqua and Donald and Goofy gathering everyone else together is fun!!
- Ah, the final battle report.
- Or, Memory Report!

Memory Report:

Difficulty vs Master Xehanort: Standard

Most Used Team: Classic 81x

Most Played Song Difficulty: Proud 135x

Enemies defeated: 26731

Songs Unlocked: 131/150

World Tour Mission Completion: 232/354

Story Archive Completion: 36/36

Play Time: 14:31

- Oh a field battle version of the final boss! Cool!
- Still some more to do!

Sora:

- Aw the montage is very fun
- Rank A+

Riku:

- Going through these is such a neat way to end
- Rank A+

Naminé:

- This is an odd thing to notice, but did she look different in that clip of the KH3 ending??
Like different here than in actual KH3.
- Rank A+! That one was trickier than the others.

Musique pour la tristesse de Xion:

- Aw man seeing their reunion at the end there legitimately got me emotional again
- Rank A++! I loved that one!
- Don't have the other character ones :(

Working Together- Allegro vivance:

- DANG! The piano rolls absolutely kill me
- I'm not expecting them
- OH! The Terra material! I doubt I have the ingredients though
- Hard was too hard and normal too easy
- Normal, Rank A+

Sora- Allegro con brio

- Aw! It's got a little of Roxas's theme in there!
- That was fun! I liked that one more than the other piano ones.
- Rank A!

Dark Domination (Field)

- OH GOODNESS GRACIOUS WHAT ON EARTH HOWW
- IM SPAMMING THE BUTTON AND ITS NOT FAST ENOUGH
- I managed to get past that first bit by spamming two buttons bjt BAHABA yeah I'm never clearing this on hard.
- Normal is actually normal hard is like, COMICALLY impossible holy cow.
- Rank B!
- Welp, I think that's it for these notes!!
- NO WAY, WHEN YOU TAKE SCREENSHOTS OR VIDEOS IT AUTOMATICALLY ADDS A COPYRIGHT THING IN THE CORNER, OH GET OVER YOURSELVES MY GOSH
- That's so freaking petty it's hilarious

Final Thoughts:

- Yeah this is a spin off if I ever saw one
- Little mini game collection, teeny bit of story and a lot of reused assets.
- It's good! Gameplays good, and admittedly I did genuinely enjoy seeing the mashed up reused assets. It's like a remix of the whole series
- There's also a lot of dumb choices though and a LOT of songs missing I would have liked to see
- Not much content honestly. I think this was being sold for 60 and BUDDY it is NOT worth that.
- Yeah. It's good. It showed me I like rhythm games more than I thought (and that I'm better at them than I thought) but still doesn't appeal to me as much as other genres.

Thanks for the uh... well, memories, Melody of Memory! Now, if we could FINALLY get KH4...

Review but in Text Form:

I recently beat Kingdom Hearts: Melody of Memory for the very first time! This is the first rhythm game I've played actually. I've played rhythm mini games in other games before, though I was never good at them and never liked them all that much. Thankfully, this game really pleasantly surprised me! This is definitely gonna be one of my shortest reviews in a long time. It's not a very big game and it didn't take me very long to beat!

Playing: Kingdom Hearts: Melody of Memory

Started: September 10th, 2025

Finished: September 24th, 2025

Console: Nintendo Switch 2

I find it fun how this game feels like it adapts normal KH gameplay into a rhythm game. Having the enemies be the notes, needing you to jump, attack and glide at the right times with party members by your side. I mean it's nothing mind blowing by any means but it's nice. Really helps the feel of the game, more than how it functions. There's a really good response to your inputs with the characters swinging their weapons and the enemies getting knocked back and defeated. I really appreciate that the game isn't rigid at all with whether you press L, R or A to attack. I got the sense each button was kind of meant to be synced to a specific party member, which is a fun idea, but it would have made it REALLY annoying trying to tell which character was gonna attack what. Now the odds of me panicking and just pressing whatever button is easiest doesn't result in me failing haha! I did encounter some oddities though where sometimes the character on the opposite side wouldn't respond to L or R. The levels can be so fast so it's kinda hard to tell, it just felt like very rarely, my inputs weren't being read. It was probably just me messing up the timing though, which did take me a little bit to get in sync with.

Since this is my first rhythm game, and thus, I don't have much to compare it to, I find it kinda difficult to find much to say on the gameplay and game as a whole. I found that the best songs were when the enemies were synced to main, primary melody, rather than focusing on a different layer of the song. That's probably pretty basic but hey I'm new to this. I did feel like it was pretty much a toss up whether or not a song did that, and of course some songs lend themselves to this sorta thing better than others. Though I did not see any correlation between the speed of the song and the amount of fun I had. "The Afternoon Streets" was one of my absolute favorites and it's a very mellow song.

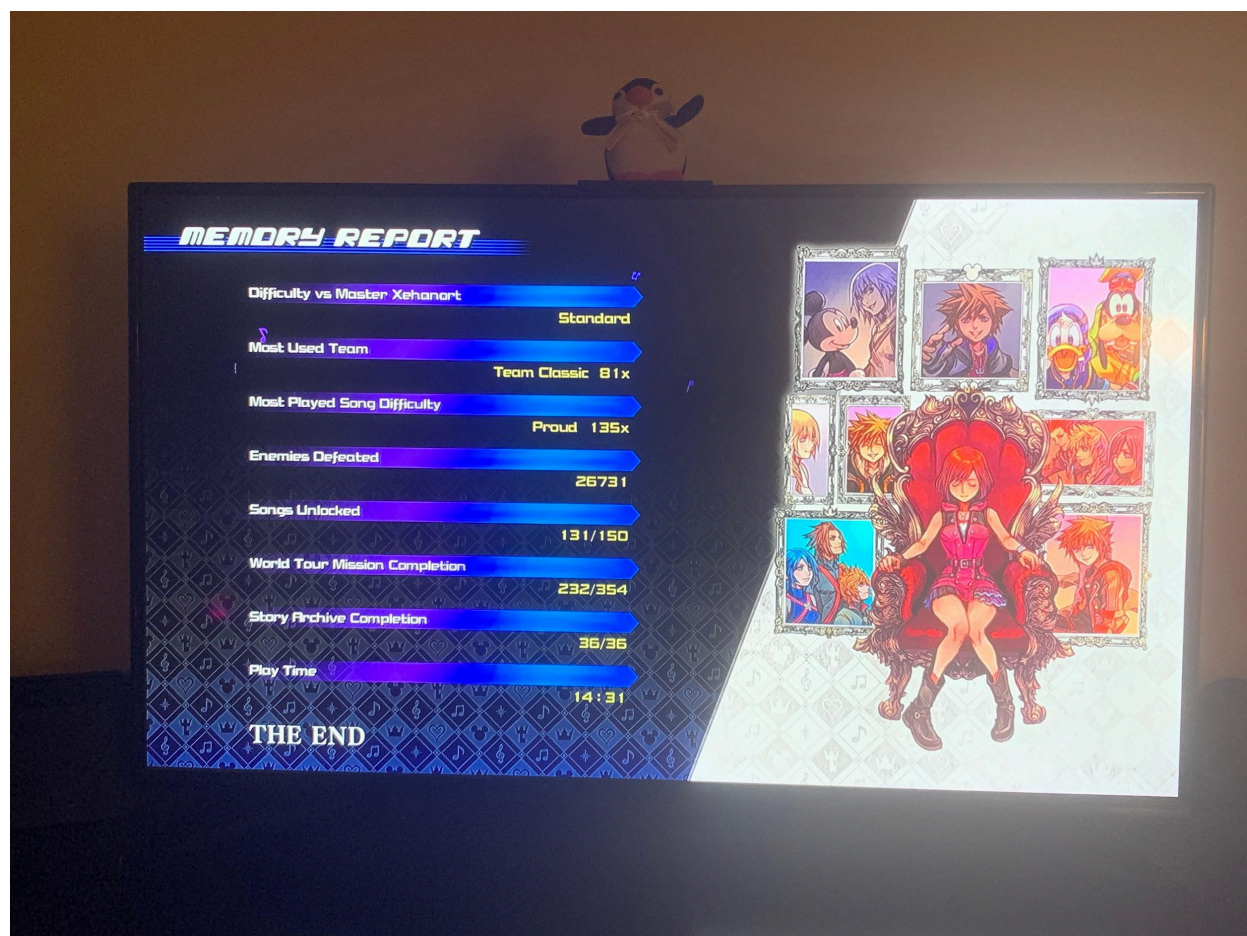


Songs that had weaker primary melodies, like “Savannah Pride” or “Access the Grid” were absolutely worse levels though, unsurprisingly. Not as much of a rhythm to get into so the notes just feel more random and less satisfying to hit. Interestingly, for a similar reason, I actually found Normal difficulty to be EASIER than Easy, in the songs I tried out both for. Easy’s notes are so spread apart I can’t just give myself to the melody. I thought I was bad at rhythm games going into this so I started out on easy (I’ve done the rest of the series on the hardest difficulty) But I was really happy to find out as I tried going up in the difficulty that Proud was honestly not too bad for me. I was consistently getting Rank A, with probably more Rank A+ and A++ than B or C. I found the game to get SIGNIFICANTLY more fun on each successive difficulty. I was also surprised to see there wasn’t much of a correlation between how well I did at a song and how well I knew the song. “Hand to Hand” and “All For One” are two of my all-time favorites and those were HARDDDD!! MY GOSH!! I don’t know how I got through them on Proud. I do have to

say though, the difficulty could be wildly inconsistent. One moment I'm struggling just to beat the level, the next I'm getting a perfect score without hardly trying. I did feel a little bit of a difficulty curve over the course of the game but not much.

One thing I found the game to be consistently good at was syncing the intensity of enemies to the intensity of the song. As the song picks up it starts throwing more double and triple hits in, which really aren't all that different from single hits functionally but it adds a lot for the feel of the song. I did find the gliding segments to be kinda boring though. They got a bit more fun when they started throwing in other enemies on the side but most of the time they kinda just felt like a cop-out for having actual notes. They're rarely used to hold a note, rather to just skip over multiple notes.

The game has two other types of levels though on top of the field battles I've been talking about. Memory Dives and Boss battles. Memory Dives are really boring. It is the most basic "hit the button when it reaches the line!" ever. The directional inputs were kinda fun, and it actually has notes you need to hold so it's got that going for it but just... The issue is that your inputs don't carry any weight. Sora doesn't attack the notes or anything special, they just like, pop.



Then the background is just compilations of cutscenes from the games which is honestly a little distracting. The only ones I liked were Let it Go weirdly enough, because it synced the directional inputs to Elsa using her powers, and the credits. These ones feel built for a little credits mini game, like shooting the credits in Super Smash Bros., not full levels. Boss fights were a little better since there's a boss fight going on in the background and your inputs can actually influence it. The guarding segments also at least add something new, since now missing a note has much higher consequences. But other than that it's pretty much the same thing. I really wish they had fully committed to the idea and had EVERY note synced to your character dodging or attacking the boss.

I appreciate that there's a lot of extra collectibles, gives some necessary extra content, which I think the game really needed more of. Going through all the artwork was really relaxing, especially since they have "Friends in my Heart" playing in the background. Splitting it up between full artworks, Stations of Awakening, characters, enemies and keyblades is really nice. I particularly enjoyed getting to see the character renders. Though I wish you could get a closer look at the keyblades like you can the others.

Speaking of content, there's a lot of missing songs I was really disappointed to not see here. I should clarify, I have not unlocked every song. I got 131 out of 150 total tracks. I suppose I don't know how many games like this usually have but... that feels like a really small amount, especially considering that includes Dives and Bosses. There's no Gummi Ship, world map or cutscene tracks, making the selection basically exclusively Field, battle and boss tracks with a few bonus character themes you can unlock (Only as dives). Even then though, there's a few worlds missing. Most notable is the Hundred Acre Wood and both Port Royal and the Caribbean. That last one especially stings, I love that world's music... 0.2 is almost entirely absent aside from its final boss theme, with the BBS Keyblade Graveyard and Dark World themes also absent. I'm also sad the Cavern of Remembrance from KH2 isn't here. Also, I could see this being something cool to some, but I'm kinda disappointed they used the OG PS2 versions of the KH1 and KH2 tracks, rather the HD ReMix ones. I suppose it's nice those versions haven't been completely erased from history but like... dang the ReMix versions are so much better. Could they have had the option to choose? I mean they're the same songs, just different instruments.



This also leads me directly into my biggest gripe with the game (and my last note on the gameplay) My GOSH I hate how they handled the KH3 songs. Okay look I get it, the game is using the PS2 engine which the KH3 worlds aren't compatible with, and the game is not important enough to justify de-making the worlds to fit. But COME ONNN, it's bad enough making all of them MEMORY DIVES, but then you go and only include ONE song from each world?? I'm glad they at least gave us demakes of the Keyblade Graveyard and Final World so the game didn't completely end on a bummer. It's just so not fun having the entire campaign be Field Battles, then suddenly it gets switched up to a far inferior gameplay style right at the last hurdle because they just got lazy with it. JUST TAKE A VIDEO!! TAKE A PANORAMIC VIDEO!! Set up the worlds in Unreal Engine, then take a panoramic video going through it, then use that in the background of the field battle. The camera is completely locked in place, it is completely predictable, this would not be that hard, no harder than any other world. So the resolution might be a little fuzzier than the others. WHO CARES!? Better than not having them at all! Ugh! I

really love the KH3 soundtrack and it SO got the short end of the stick. And again, it just resulted in a very unfun ending to the campaign mode.

Switching gears to presentation, it's certainly nothing special but I enjoyed it! It was really fun to see all these worlds mashed up to fit the field battles. Seeing previously disconnected rooms now connected in a way that feels straight out of a foggy dream. Makes me wish I could go around and explore these ones just so I could get something new from these worlds I love so much. And, KH3 VERY aside, I really love how it doesn't feel like they cut any corners in terms of representing each version of each world. KH2 Halloween Town, DDD Traverse Town or TWTNW, worlds like that actually get new backgrounds mashing up the new areas they received. They totally could have just reused the KH1 and KH2 versions of the worlds respectively, and I wouldn't have said much. Days Neverland getting its own background is especially surprising.

The party member selection is pretty much what I expected. Though I was really disappointed to see Riku got stuck with Dream Eaters and not anyone else. I see why, they wanted to rep DDD and there really weren't any other two characters that would fit since Kairi didn't get a DDD design and Mickey is a powerup. (I was REALLY hoping we'd get a Sora, Riku and Kairi team) It was still disappointing though. Also weird to see the absence of Jack Skellington and Tron in their respective worlds. They added Stitch though so I'm content.



I do have one question though, why can't I freely swap party members? Why are they locked into teams? There's no interaction between them, nothing would need to change if I had a team with Goofy, Aqua and Riku. The only thing I can think of is that everyone would need chest opening animations which like, WOW that would be so much work oh wow... Feels like it's restricted just for the sake of "symmetry" or something which I find kinda boring. Anyway, regardless of all that, it's very cute seeing the Days and BBS trios getting to enjoy themselves after all the horrors they went through. Terra is particularly funny to me, he looks so overjoyed to be here. I just know he would randomly get super sappy and philosophical, talking about how grateful he is to be bonding with them and Ventus and Aqua would poke fun at him for it.

Overall I feel like the game has this excitement to it. Feels very happy and high-energy which fits the sorta musical celebration vibe perfectly. It feels like a giant love letter to the series, except KH3 I don't think it liked KH3 :(. The way the campaign mode is set up, going through each game and world in order, is really nice!! The way it's all explained as Kairi going through her memories, with recaps of the series from her along the way is also neat. I was kinda hoping they would give some insight into Kairi's perspective of the series, but no unfortunately. I really appreciated how she was treated in the finale though. First off, it's really cool to get a better understanding of her time in Radiant Garden, pre-Destiny Islands. Them finally bringing back that mysterious room from the End of the World in KH1 genuinely had me excited. I really enjoyed how, while battling the false Xehanort, she was neither magically super competent nor helpless. I feel like in KH2 and 3 she always fell into one of those two, which REALLY annoyed me. Here, she's really letting him have it and genuinely throwing out some good moves, but it's clear she hasn't had too much experience. Overall it's just nice to see Kairi have a little personality again even if it's still nowhere near what she had in KH1. It's also just nice to see her get the spotlight for once. Honestly really disappointed she didn't join Riku in going to Quadratum. I just want the three of them together again, is that too much to ask!? Also, it was really neat getting to see KH3 Kairi and Sora in the PS2 art style, wish they gave us a model viewer. That art style looks so much cooler than Unreal Engine, it has such a stronger identity and flair, and I don't think it would be hard to translate into modern graphics at all. Maybe one day...



Overall I feel like the ending did a good job at preparing me for KH4. I have a much better understanding of how KH3 transitions into it. I was really hoping that story would be interspliced throughout the campaign, since it kinda feels like it came out of nowhere, except for the fact that I knew it existed. Feels less like an ending and more like a secret episode.

To conclude, this game does kinda by default become my least favorite in the series. Gameplay wise I certainly like it more than Chain of Memories, but it's really hard for a mini game collection to trump a full blown story driven campaign (especially when the story is as good as CoM's.) And that's what this game is, a mini game collection and a campaign facade. I feel like they could have made it feel more like an actual game in the series, but that's only because it's Kingdom Hearts where every game is canon haha! Again, I really feel like I need more experience in the genre to give more detailed thoughts. I think the gameplay does a pretty good

job at adapting the songs. Overall I feel like it's kinda lacking in content, mainly due to the amount of songs missing. I don't think this game is worth \$60 at all. This is a \$30 game unless you happen to be both a huge Kingdom Hearts and rhythm game fan. Judging by reviews by other people I skimmed through, it seems to be pretty universally liked, but few people seem crazy in love with it, which is where I'm at. It's good! Solid thumbs up, I enjoyed my time with it, but also I'm kinda already forgetting about it so... hm...

Notes:

The final thing I have written in my notes is: "Thanks for the uh... well, memories, Melody of Memory! Now, if we could FINALLY get KH4..."



Intro

Gameplay

- Feels like normal KH gameplay adapted creatively into a rhythm game
- Fluidity of L,R, and A
- Inputs being read
- Better when the enemies are synced to the main melody
- Intensity of enemies synced to the energy of the song
- Gliding segments are a little boring
- Memory dives
- Boss battles
 - Wish each action was timed to the notes

- Difficulty
 - More fun the harder it is, almost gets easier to a point.
 - Inconsistent
- Content
- Missing songs
 - Didn't unlock every song 131/150
 - No Gummi ships, World Maps, cutscene tracks
 - No 100 Acre Wood, Caribbean, Cavern of Remembrance, KH2 Atlantica, BBS Graveyard, BBS Dark World or 0.2
 - Uses OG not ReMix
 - KINGDOM HEARTS 3
 - No Boss themes
 - Only one per world
 - Memory dives

Presentation:

- Fun to see mashed up content
 - KH3 aside, doesn't cut corners on worlds getting backgrounds. Bosses even sometimes get alternate versions.
- Party members:
 - Mostly what's expected but Riku gets dream eaters?
 - I want Sora, Riku and Kairi.
 - Why can't I freely choose each member?
 - Cute to see the Days and BBS trios enjoying themselves
- Has excitement
- Pretty nice celebration of the series
- Canonizing it by it being Kairi going through her memories is neat
- Wish it explored Kairi a little more
- Ending
 - Really cool to get more of Kairi
 - Competent but not overly competent
 - Getting info on her pre-Destiny Islands
 - End of the World room finally returning
 - Cool to see KH3 Kairi and Sora in PS2 art style.
 - Gives me a good understanding of where KH4 is going to start.
- Minigame collection with a campaign facade