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## The world ends with you nintendo switch review

Photo by Amelia Holowaty Beads/The Verge When the original Nintendo DS was at the peak of its popularity, some of its most intriguing games were, well, incredibly weird. There was a musical toy showing jellyfish in touchscreen pianos (Electroplankton), a story about a secret government agency that solved problems by singing (Elite Beat Agents), and an epic battle where giant tanks were launched by cute blue blobs (Dragon Quest Heroes: Rocket Slime). One of the best examples of this exciting period of games is The World ends with you. First released on the DS in 2008, the Japanese role-playing game came from Square Enix, the company behind the genre's biggest names, Final Fantasy and Dragon Quest. But The World Ends With You is a completely unique, energetic experience that blends together the stylish youth culture of Tokyo's Shibuya district with a dark, unboundem story about death and friendship. Ten years later, there's nothing like it yet. But if you missed out on TWEWY the first time around, you're in luck: an improved version is out today on the Nintendo Switch, and it's just as good as it was when it debuted. The game puts you in the role of Neku, an amnesiac loner who finds himself in a strange, alternate reality version of Shibuya where supernatural beings are called reapers task people with completing various missions. If they fail, they are forever wiped out of existence. Despite all hating it, Neku is forced to cooperated with another player, a young girl named Shiki. The two work together to fix missions, fight enemies called noise and figure out exactly what's going on in this strange world. The story can sometimes be very confusing — the reapers' game is full of all sorts of complex and arbitrary rules — but it also becomes fascinating and surprisingly emotional the more you dig into it. Neku may be a cliché, surly JRPG protagonist at the start, but if he's forced to literally fight for his life, he changes and grows in a way that feels natural as he begins to realize that you need help from others to succeed. You can't talk about 'The World Ends With You' without talking about what it looks like You also can't talk about The World Ends with You without talking about what it looks like. It's not just a game set in Shibuya; this is a game where the district's fashion is a focal point of the experience. The game was touted by Tetsuya Nomura who is known for his outlandish character designs for Kingdom Hearts and Final Fantasy. The manga-inspired footage may sometimes still be over the top — at one point Neku wishes he had more zips, a Nomura staple — but they're also grounded in reality, and there's a real sense of life and movement to the world and characters. Iconic Tokyo buildings rotate and stretch as you run through crowded streets. As in most RPGs, you equip new gear to help you improve, but there is a stylish twist; each area has its own trends, and you get to carry bonuses through the right brands the right places. Photo by Amelia Holowaty Beads/The Verge This lively world looks gorgeous on the switch's screen or on great TV, but there are some trade-offs in this new version. The Switch version appears to be based on the mobile port of the game that came back in 2012, which makes sense; the DS has unique double screen combat where you controlled two different characters on each screen. It is impossible to replicate to the switch. The Joy-Con controls can be rather uncomfortable, the fighting is simplified so you swap between multiple bouts of both Neku and his partner. But Square Enix has made some curious decisions when it comes to controls. In portable mode, your only option is the touchscreen, which is good because fights actually work really well in this mode. You can sweep enemies to attack or drag your finger to create dangerous paths of fire. It's generally very intuitive. But when you want to play on your TV, the game doesn't use the standard Switch Controller. Instead, you use a single Joy-Con with motion controls simulating a touchscreen. You navigate menus by dragging a pointer across the screen and carrying out attacks by waving your hand around. It can be uncomfortable, and in heated fights, it's not as responsive as it should be. The World ends with your looks and sounds great inflated on a great show, but you'll probably want to play most of it with a good pair of headphones, tapping on the Switch's screen. If you've never played the game before, it's worth working with a few small quibbles with the controls. The World ends with you still playing as well today as it did a decade ago, and more importantly, it harkens back to a time when odd games were normal, and a 3-pop-fueled story about a surly teenager in oversized headphones could sit alongside the latest Super Mario and Pokémon releases as a bestseller. The world ends with you: Final Remix is available on the Nintendo Switch. Back in 2008, The World ends with you quickly be one of my favorite Nintendo DS games. I bought it again for iOS in 2012 and marvelled at how well it played despite losing the DS's dual screens. Having played the latest re-release on Switch, presumably subtitled Final Remix, I feel disappointed that this could be the way TWEWY goes out. The charming and inventive action JRPG is still here, but only when you play it in handheld mode with touchscreen controls. If you're trying to play in docked mode with motion controls, it frustrates. TWEWY tells a touching story about finding yourself in those painfully awkward teenage years. His characters have complex personalities who grow over the course of the 15-plus-hour adventure in both surprising and welcome ways. You play as Neku, a disillusioned young man who shares himself from a bizarre game Tokyo's Shibuya district finds itself. Though Shibuya's streets are crowded, only other players and gamemasters can see Neku and his companions, and this key idea artfully becomes artful the stark difference between loneliness and being alone in a way that few games do. One thing I forgot about TWEWY was the abundance of dialogue. Small portions of it are pronounced, but most of it is presented in text bubbles with static renderings of characters. Fortunately, the writing poses with a satisfying mix of humor and melancholy. From a visual perspective, Final Remix looks slightly better than the iOS version, Solo Remix. The Kingdom Hearts-style character models look really sharp, and the streets of Shibuya have a little more color and detail. Although not a drastic upgrade, it gives more personality to an already visually distinct world. The action poses remarkably well with touchscreen controls. Beyond its grounded urban fantasy, TWEWY originally stood out for its fights, and the action poses remarkably well with touchscreen controls. Chaining together attacks with some strategic swirling of the finger is extremely satisfying. It's easy to deal with touchscreen controls, but once you dive into the extended pin system there's a great deal of nuance to be found. TWEWY feels like a perfect fit for Switch in handheld mode. Some of the actions you're asked to do include: a vertical streak, a repeated tap, touching an empty space, drawing a circle, or dragging Neku into an enemy. It's a deceptively nuanced system that gets better the more you play. Initially, you only have two ability slots, but you can eventually unlock up to six to actually take advantage of the more than 300 available capabilities. The battle system is further heightened by fashion trends. Each area in Shibuya has a list of brand names – some popular, some unpoplable – that cleverly force you to switch up your capabilities on a regular time. Next popular trends lead to stat increases, but dressing out style can hurt you in combat. A risk reward system keeps feeling ever too easy. There's also a risk-reward system that keeps struggles from feeling ever too easy. Although you level up and become more powerful than in any RPG, here you can choose to keep playing at a lower level to increase the drop rate of new capabilities and increase the rewards for completing fights. You can also chain up to four fights in a row to increase the bounty. All these years later, TWEWY's approach to progression still feels forward-thinking. You can essentially make your experience as challenging or easy as you want, at any time. Final Remix adds one new unlockable post-game mission, dubbed a New World, that rolls the thrill of going back through the chapters to the credits. There are also some new kinds of noise, more pins, and the remix of the excellent soundtrack has a heavier, distorted sound with a fresh arrangement. You can switch between the original and remixed version. When you dock the Switch, movement severely hinders the battle system. But when you dock the Switch and the TV plays, movement severely hinders the battle system. Bad. basic psychic attacks become cumber-like to use in console mode. On numerous occasions I went to cut one of the Noise, the variety of animals doing the game masters' bidding, only to find that the wiser had drifted off-screen. By the time I brought it back on the battlefield I was knocked down and missed my opportunity to attack. Regrouping is a constant struggle yourself, since you have to contend with evading incoming attacks and setting up your own. The move to motion controls largely eliminates the complicated balance of offense and defense, simply because the Joy-Con makes even the little things a struggle. These problems worsen when partner attacks come into play. Like the iOS version, partner attacks act as aid moves. It's already frustrating enough to control Neku with motion checks, but when you throw an additional move into the game, like Shiki who throws her stuffed cat at enemies or Joshua throws objects out of the sky, everything falls apart. For example, you have to constantly cut to activate Joshua's partner attack, which makes it pretty annoying to stack moving along. While your arm will get a workout for sure, the complex and rewarding battle system seen in handheld mode develops into arm swings and failed attempts to chain together combinations with any degree of consistency, and the same goes for important time minigames such as beguired fusion attacks. There's just too much going on. The tax movement checks make Final Remix's main new addition, drop-in drop-out co-op, disappointing. Instead of having one cursor on screen, you now have two, and Neku's companion has a set of capabilities to use. In theory, TWEWY will be great for cooperative. In practice, due to a bad control system and the confusing nature of two cursors flying around, co-op is a mess. Admittedly, it's more fun to play in diced mode with a friend than it is solo, but it's still a poor way to experience TWEWY. TWEWY.

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