

= Shantae =

Shantae is a series of platform video games developed by WayForward Technologies , with the first title having originally been distributed by Capcom . The main character of the series , a half @-@ genie named Shantae , was created by Erin Bozon , while the games themselves were created from this character by her husband Matt Bozon . The series currently consists of three games : Shantae (2002) , Shantae : Risky 's Revenge (2010) and Shantae and the Pirate 's Curse (2014) . A future Shantae game , Shantae : Half @-@ Genie Hero , was announced in September 2013 with plans to be released winter 2016 .

Set in the fictional world of Sequin Land , the series follows Shantae as she tries to protect her hometown Scuttle Town , and more generally Sequin Land as a whole , from various threats , which generally involve to some extent her nemesis , the lady pirate Risky Boots . The setting , despite various fantasy , dark fantasy and steampunk elements , mostly displays oriental @-@ inspired esthetics . All games involve collecting new powers and items , which vary from game to game , to strengthen Shantae and unlock access to new areas .

Although releasing to strong reviews , the first game sunk into obscurity , its poor sales generally being attributed to its late release on the Game Boy Color , which at the time had already been replaced by the Game Boy Advance . After several years in the vault , the series resurfaced in 2010 with Risky 's Revenge , and has since enjoyed more commercial success and a growth in popularity . The entire series has always met with constant critical support , and is considered the flagship series of WayForward Technologies and sometimes the American indie video gaming scene as a whole .

= = History = =

The character of Shantae was created by Erin Bell , the future wife of Matt Bozon , the game 's creator . In 1994 , while both were engaged , Erin got a flash of inspiration while coming back from her camp counsellor days , and created the character , naming her " Shantae " after one of the campers , as well as developed her dancing abilities . Matt later asked her what she would come up with if she was to create a video game character , and she introduced him to Shantae . Matt liked the idea and fleshed out the mythology and cast of the game . Erin also imagined that the character could summon or charm animals by belly @-@ dancing . This would later become the basis for the transformation dances . Matt has provided two contradictory stories about how the idea for the hair whip came to be ; in one , he said he was inspired by the nine @-@ foot @-@ long hair of his future wife , while in the other he claims that Erin 's sketches already featured Shantae using her hair as a weapon when she showed him the original concept .

Matt Bozon has stated that his main influences for the game series are Castlevania , Aladdin , Mega Man , The Legend of Zelda and anime , mostly Ranma ½ which he claims as a heavy influence , and others like Nadia : The Secret of Blue Water , Hayao Miyazaki 's films , and G1 Pokémon , as well as 80s cartoons like DuckTales or The Transformers , while Erin Bozon 's main influence was I Dream of Jeannie . The signature catchphrase from the franchise , " Ret @-@ 2 @-@ Go " , was created by a friend of them who kept using it when they were working on animation clean up for the Warner Bros. animated film The Iron Giant , and the expression made its way into the script as an inside joke . Matt also elaborated a bit on the development of Sky 's character , who was initially named " Twitch " and had a different appearance . She was altered later on in development , and the original Twitch character served as the basis for a similarly @-@ named character and her friend in Shantae and the Pirate 's Curse .

When asked about whether the Shantae series was conceived as pushing feminist values because of its strong female cast , Matt Bozon acknowledged that he liked to portray the Shantae world as having the girls " run the show " and not be defined solely by their appearances . While he admitted that the female characters near @-@ universally had a deliberately sexy design to them , and the male characters often displayed a variety of weaknesses , he also said that he just liked depicting Shantae 's world this way " for no precise reason " , and that it was certainly possible that strong

male characters could appear later in the franchise 's future .

= = Games = =

= = = Shantae (2002) = = =

= = = Shantae : Risky 's Revenge (2010) = = =

= = = Shantae and the Pirate 's Curse (2014) = = =

= = = Shantae : Half @-@ Genie Hero (2016) = = =

= = Other games = =

Some characters from the series are set to appear as crossovers in other games : Shantae 's nemesis , Risky Boots , is featured in the Kickstarter @-@ funded Hyper Light Drifter by Heart Machine , in a backer @-@ exclusive quest , as part of a mutual support action between the funding campaign for this game and that of Half @-@ Genie Hero . Shantae herself will be featured as a playable supporting character in the crowdfunded game Indivisible by Lab Zero Games . Shantae appeared as a guest character in Mutant Mudds Super Challenge and will also appear in Runbow as a downloadable guest character . In WarioWare D.I.Y. , Shantae appeared in a Microgame called Shantae NAB .

= = Cancelled games = =

= = = Shantae Advance = = =

Plans for a sequel to Shantae started soon after its release . Shantae Advance , also known as Shantae 2 : Risky Revolution , was a sequel that was in development for the Game Boy Advance , but was canceled after not being picked up by a publisher . A demo of the first world was developed , and while not released to the public , WayForward streamed a full playthrough of it on October 3 , 2013 , as part of a promotion for the crowdfunding of Half @-@ Genie Hero .

Shantae Advance was planned to consist of eight chapters of gameplay split over seven towns , six islands , and six labyrinths ; this was estimated to take about twenty hours to play through . In addition to the regular gameplay , six minigames and a multiplayer battle mode were planned . Four of the labyrinths were supposed to be based on the four seasons ; the first labyrinth , which was featured in the demo , was based on autumn , and its hub room was filled with falling autumn leaves . The story of Shantae Advance involved Risky having her Tinkerbats dig under Sequin Land , and putting a pillar in the middle , allowing the land to be rotated . This could be used in the gameplay to rotate the world , lining up the foreground with objects in the background , thus giving the player access to new areas .

New gameplay elements for Shantae Advance included the ability to move between the foreground and background , swimming , flying in 3D on the back of Sky 's bird Wrench , and some new forms for Shantae to transform into ; these included a new version of the spider , a crab , and a mermaid ; the first two are under consideration to be brought back for Shantae : Half @-@ Genie Hero , and the latter was brought back in Risky 's Revenge . As with the original game , Shantae Advance was developed by Matt Bozon on his own time .

= = = Shantae : Risky Waters = = =

Another attempt at a Shantae sequel was Shantae : Risky Waters , a game planned for the Nintendo DS with experimental gameplay taking advantage of the double screen function of the console . Plans were scrapped after WayForward failed to find a publisher as well .