

= Castle Crashers =

Castle Crashers is a 2D beat 'em up video game developed by The Behemoth . It features music created by members of Newgrounds . The Xbox 360 version was released on August 27 , 2008 via Xbox Live Arcade as part of the Xbox Live Summer of Arcade . The PlayStation 3 version was released in North America on August 31 , 2010 and November 3 , 2010 in Europe via the PlayStation Network . A Microsoft Windows version , exclusive to Steam , was announced on August 16 , 2012 . The game is set in a fictional medieval universe in which a dark wizard steals a mystical gem and captures four princesses . Four knights are charged by the king to rescue the princesses , recover the jewel , and bring the wizard to justice . On June 15 , 2015 , The Behemoth announced a remastered version of the game for Xbox One .

Castle Crashers was well received by critics on all platforms on which it was released . The Xbox 360 version holds a score of 82 @. @ 73 % at GameRankings and 82 / 100 at Metacritic , while the PlayStation 3 version averages 88 @. @ 67 % and 85 / 100 at the same sites . The PC version holds a score of 7 @. @ 9 on Metacritic , indicating generally favorable reviews . The game was a commercial success , and the Xbox 360 version has sold over 2 @. @ 6 million copies alone as of year @- @ end 2011 . The PlayStation 3 version has also done well , moving over 181 @, @ 000 units as of December 2010 .

= = Gameplay = =

Castle Crashers is a side @- @ scrolling beat @- @ em @- @ up that incorporates a small number of role @- @ playing video game elements . After selecting a character , the player then selects a starting stage through an overworld map . After completing a stage , the player has the choice to revisit it or to move to another stage . The map also displays shops where the player character can buy items and weaponry using coins gained from defeated foes . Arena stages can be unlocked where the player character can take on challenges to unlock additional characters .

Castle Crashers supports cooperative gameplay for up to four players , either locally or online . The game progression in terms of what stages are unlocked is defined by the player who is furthest along , although some levels require all players to have unlocked them before proceeding to them ; however , each player character will gain experience points and acquire wealth , weapons , and animal orbs independently as they progress with the rest of the party . In each stage , the player can use melee and combination attacks . Each character has a unique magical ability in order to defeat foes and a health meter that , if drained from enemy attacks , will cause the character to fall in battle . In single player mode , this ends the stage ; however , in cooperative multiplayer other players may attempt to revive the downed character .

Characters gain experience points by damaging foes which allow the character to level up . Each level gained allows the player to allocate points towards the character 's four basic combat attributes . Certain level advances also grant new combination attacks . Progress is tracked for each of the playable characters separately . The character 's magic level is also tracked by a meter and regenerates over time . Numerous weapons can be found in the game , each that have various effects to the character 's attributes when equipped . The player can find animal companions for their character that may assist in battle , improve the character 's attributes , or provide another special ability such as increased treasure earned from defeated foes . Each version of the game features two minigames . In Arena , the first minigame , player characters attempt to survive through several waves of enemies , or fight each other . This minigame is available on all versions . The Xbox 360 , Mac OS X and Microsoft Windows versions feature All You Can Quaff , a button @- @ mashing contest between all characters to attempt to eat as much food as possible . The PlayStation 3 version features a Volleyball minigame for up to four players and four AI characters .

= = Plot = =

Castle Crashers is set in a fictional medieval universe . It begins with four knights attending a party

in a king 's castle . During the party a dark wizard arrives , stealing a floating mystical gem and capturing four princesses . The king sends the knights to retrieve the gem , rescue his daughters , and bring the wizard to justice . The knights encounter several enemies along the way , including other knights , multiple encounters with a cyclops , a giant " cat @-@ fish " , and alien invaders .

As the knights progress they succeed in rescuing the princesses , and ultimately the journey culminates in a final showdown with the wizard . The knights emerge victorious from the confrontation , having defeated the dark wizard , rescuing all of the king 's daughters , and recovering the mystical gem . The knights then ride the reclaimed gem through several empty battlefields on their trip back to the castle . At the castle the king brings one of his daughters for one of the knights to kiss , her face veiled .

= = Development and marketing = =

Castle Crashers was first revealed on July 14 , 2005 at the San Diego Comic @-@ Con International ; however , the game did not receive its title until 2006 Comic @-@ Con , when it was announced for Xbox Live Arcade . Though the original Comic @-@ Con 2005 demo was shown running on a Nintendo GameCube , no mention has been made of a release on a Nintendo @-@ based platform . It was released for the Xbox 360 on August 27 , 2008 . On July 23 , 2009 The Behemoth announced that Castle Crashers would be coming to the PlayStation Network . The game was released on the PlayStation 3 in North America on August 31 , 2010 , and in Europe on November 3 , 2010 . A Microsoft Windows version exclusive to Steam was announced on August 16 , 2012 .

The game 's art style was developed by The Behemoth 's Lead Artist Dan Paladin . As the team created new locales and characters , placeholder art was used as a template for look , size and scale of the final art . Paladin drew multiple partial renditions of a game asset , then selected one for finalization . Although Paladin was the primary source for much of the art , programmer Tom Fulp assisted with the game 's art , creating some of the minion creatures for boss characters . Paladin cited River City Ransom as his primary inspiration for the game 's art style , noting the character 's expressions when damaged as a particular point of influence . Fulp added that several beat ' em ups from the 1980s and 90s influenced the game , such as Guardian Heroes , Final Fight and Double Dragon . Much of the music for the game was created by Newgrounds users , with The Behemoth contracting over twenty individuals for their tracks . Paladin himself scored two of the tracks in the game . The soundtrack was made available for free on September 1 , 2008 via the Newgrounds website .

= = Downloadable content = = =

The Xbox 360 version of the game features four downloadable content packs . On January 14 , 2009 , the King Pack downloadable content was released and added two characters , another animal orb and three weapons . On August 26 , 2009 a second downloadable content pack known as the Necromantic Pack was released and further added two characters , one animal orb and two weapons , as well as a picture pack for Xbox Live profiles . Both packs are included as part of the full game on the PlayStation 3 version of Castle Crashers . Additionally , the title character from The Behemoth 's previous title , Alien Hominid , is available to play on the Xbox 360 for those who have purchased Alien Hominid HD . As The Behemoth had no way of telling whether an individual had purchased the PlayStation 2 version of Alien Hominid , the character was included in the PS3 version free of charge . Writing on their blog , the developers explained " we are going to attempt what is the most fair and make the logical assumption that by this point everyone has PS2 Alien Hominid , right ? " The Behemoth announced A Pink Knight Pack , which features a Pink Knight , an unlockable character in the Xbox Live Arcade version of Super Meat Boy , and five new weapons on February 2 , 2011 . It was released for the PlayStation 3 on February 8 , 2011 , with a release on the Xbox 360 on August 27 , 2011 along with the Blacksmith Pack which adds one additional character and five new weapons . All proceeds from the content will be donated to the Breast Cancer

Research Foundation . If Xbox 360 players own both Castle Crashers and Behemoth 's follow @-@ up title , BattleBlock Theater , players can unlock Hatty Hattington , a new orb and three new weapons , as well as Castle Crashers content in BattleBlock Theater .

= = Release = =

= = = Reception = = =

Castle Crashers was well received on each platform . GameRankings reports an 82 @.@ 73 % aggregate score on the Xbox 360 , while the PlayStation 3 averaging an 86 @.@ 67 % . Metacritic reports similar scores , with 82 / 100 on the Xbox 360 and 85 / 100 for the PlayStation 3 . It has been a commercial success , with the Xbox 360 version selling over two million copies on the Xbox 360 alone as of year @-@ end 2010 . 2011 's totals were over 2 @.@ 6 million on Xbox Live Arcade alone . The PlayStation 3 version has also done well , moving over 181 @,@ 000 in 2010 . IGN editor Cam Shea ranked it third on his top 10 list of Xbox Live Arcade games . He praised it for being both a call @-@ back to a much @-@ loved genre and a great piece of game design . Additionally in a September 2010 ranking , IGN listed Castle Crashers fifth in their top twenty @-@ five Xbox Live Arcade titles of all time . It was voted 2008 Best Game of the Year at the Xbox Live Arcade Awards . Castle Crashers was also Xbox Live Arcade 's best @-@ selling title of 2008 . Gaming Target 's staff named the game as one of their " 40 Games We 'll Still Be Playing From 2008 . "

Reviewers universally praised the unique art style of Castle Crashers . GameSpot 's Don Francis noted that the " crisp art design really makes the game shine . " 1UP.com 's Andrew Hayward noted that the game 's hand @-@ drawn characters , effects , and scenery make the game " shine . " Dan Whitehead of Eurogamer stated the game 's art was more detailed and polished than The Behemoth 's previous title , Alien Hominid . The game 's humor was generally lauded by reviewers . Writing for Gaming Target , Troy Matsumiya stated the game was " bigger and funnier " than Alien Hominid . Francis and IGN 's Hilary Goldstein also praised the game 's humor . The gameplay also received high marks from reviewers . GameTrailers ' staff stated that the game has " a deceptive simplicity that sucks you right in . " Goldstein praised the simplistic gameplay , and said the game was a modern throwback to classic beat ' em ups . He additionally noted the high replay value , and cited the game 's four player multiplayer and number of unlockables as reasons to continually play the game .

Several reviewers expressed early frustration in regards to multiplayer connection issues , however these issues were resolved in a later title update to the game . Francis stated that the connection issues " handicap the multiplayer experience . " " Despite trying all day and night on launch day , we were only able to get a couple of two @-@ player games going for a couple of levels before the connections were lost " stated Whitehead . Hayward also reported slight connectivity issues in the PlayStation 3 version . The PlayStation 3 version of the game also received criticism from GameSpot 's Carolyn Petit for its additional Volleyball game mode , who described it simply as " lousy . "

= = = Technical issues = = =

Some users experienced problems finding available online games , as well as their Xbox 360 sometimes freezing when attempting to join an Xbox Live game , or while already in a game . " There are certain network settings , " said Paladin , " where , if you 're in a very specific network environment , it won 't work with another person 's connection and that 's what 's happening . But that 's something we 're already addressing by working with Microsoft to get a patch out as fast as possible . " In addition to multiplayer problems , the game could also occasionally suffer from corrupted save files , causing players to lose character progress . In an interview with Joystiq , Tom Fulp and Dan Paladin of the Behemoth stated that they were working with Microsoft to get a patch

released as soon as possible in order to fix the issues . A patch for the game was released on December 24 , 2008 fixing glitches and exploits as well as resolving networking issues that were experienced at the game 's launch . Similar networking problems have also been reported for the PlayStation 3 version of the game . The PlayStation 3 version of the game only allows one profile to be signed in per console , with additional players being unable to use their own progress rather than of the profile in use .