= Cave Story =

Cave Story (???? , D?kutsu Monogatari) is a freeware platform @-@ adventure video game released in 2004 for the PC . It was developed over five years by Daisuke " Pixel " Amaya in his free time . Cave Story features 2D platform mechanics and is reminiscent of the classic games the developer played in his youth , such as Metroid .

After its initial self @-@ published release , Cave Story slowly gained popularity on the Internet . It received wide critical acclaim for its compelling story and gameplay . Independent developer Nicalis worked with Amaya to port the game to WiiWare and DSiWare in 2010 . An enhanced version , Cave Story + , was released for Steam in November 2011 , with a Nintendo 3DS release in October 2012 . A 3D remake of the game , titled Cave Story 3D , was developed by Nicalis and published by NIS America for the Nintendo 3DS in November 2011 .

The game focuses on an amnesiac protagonist who awakens in a cave . Through his explorations , he discovers a plot by the Doctor , a megalomaniac who intends to force the inhabitants of the cave to fight for him in his bid to conquer the world . The protagonist is thrust into the position of savior as he endeavors to defeat the Doctor .

= = Gameplay = =

The player controls the on @-@ screen character directly using the keyboard or gamepad . The player progresses by navigating platform game puzzles and shooting enemies with the equipped weapon . When the player collects multiple weapons , they may be toggled at any time with the press of a button . Defeating enemies sometimes yields yellow triangular objects , which give experience points to weapons when collected . Weapons may be improved up to level three , but taking damage causes weapons to lose experience and levels . Health and missile capacity upgrades are scattered throughout the game world . The player may interact with a variety of non @-@ player characters and objects .

= = Plot = =

= = = Setting = = =

Cave Story takes place within the cavernous interior of a floating island . The island is populated by Mimigas , a race of sentient , rabbit @-@ like creatures . A particular species of red flower that grows in the island causes the normally peaceful Mimigas , upon ingesting the flower , to temporarily grow to an abnormally large size with great strength and fall into a violent frenzy . The island also conceals an artifact called the Demon Crown , which has vast magical powers . An army of killer robots was sent to the floating island on a previous expedition , seeking to harness the Demon Crown as a weapon for wars on the surface world . These soldiers from the surface slaughtered Mimigas indiscriminately in their search for the crown . Shortly before the game begins , Professor Booster , the Sakamoto family , the " Doctor , " and various assistants formed a scientific party to research the island , but they became stranded .

= = = Story = = =

The player character awakens in a cave with no memory of how he came to be there . He finds a village of Mimigas , who are being persecuted by the Doctor . The Doctor 's servants Misery and Balrog are looking for Sue Sakamoto , a girl who had been transformed into a Mimiga . Not finding her , they mistakenly abduct another Mimiga named Toroko instead . The player finds Sue in the Egg Corridor , where she discovers the eggs of a Sky Dragon , which could allow her to escape the floating island if hatched . Sue attempts to rescue her brother Kazuma , but King , the leader of Mimiga Village , captures her and holds her responsible for Toroko 's kidnapping . Sue tasks the

player with retrieving Kazuma from Grasstown . After freeing him , they meet Professor Booster , who reveals that the Doctor plans to use the red flowers on Mimigas to create an army to take over the surface world . Booster sends the player to the Sand Zone to destroy the red flowers before the Doctor can find them . While there , the player meets Curly Brace , a female robot who also has no memories of her past , and Jenka , an old witch who is Misery 's mother and guardian of the red flowers . Jenka calls the player character a " soldier from the surface " , one of many who were sent to the island to slaughter the Mimigas . Balrog manages to obtain the key to the warehouse containing the red flowers from Jenka , who urges the player to stop them . Before the player can reach the warehouse , however , the Doctor samples a red flower on the captured Toroko and gravely injures King , and leaves the player to fight the rabid Toroko , who ultimately dies .

Misery transports the player to the Labyrinth deep inside the island as punishment for interfering with the Doctor 's plans . Curly Brace has also been thrown into the Labyrinth and they cooperate to escape . Balrog helps them to move the boulder blocking the exit , revealing his kind nature . The pair find and defeat the Core , a magical creature whose power keeps the island afloat . However , the Doctor steps in to save it before the island collapses . Depending on certain conditions , the player may rescue Curly Brace , who had sacrificed her air tank to save the player character . When he returns to Mimiga Village , he finds that the Doctor has captured the Mimigas . In the Egg Corridor , Kazuma offers the player a choice to escape the island with him using a Sky Dragon , leading to an alternate ending in which the Doctor conquers the surface world while Kazuma and the player hide in the mountains . The player may instead choose to confront the Doctor and destroy the island 's Core , which would return the Mimigas to normal . The player scales the outer wall of the island to reach the Plantation where the Doctor is using the Mimigas as slave laborers to grow red flowers . The Doctor 's servants capture him and place him in a jail cell with Sue . She is taken away before the player wakes up , but her letter reveals that the Doctor was a member of the research expedition that included Sue 's family and Professor Booster , but he betrayed them once he found the Demon Crown . Sue directs the player to find her mother who may have a plan to stop the Doctor .

If the player saved Curly Brace earlier , the player may find an item to restore her memories . She remembers that the player character 's name is Quote , and that they were not the killer robots who slaughtered Mimigas in the past . Instead , they were sent to destroy the Demon Crown to prevent its power from falling into the wrong hands . Quote finds Sue 's mother , Momorin , who is building a rocket that will allow access to the top of the island where the Doctor resides . After helping her complete the rocket , Quote confronts Misery and the Doctor . The Doctor has purified the essence of the red flowers into a crystal , which allows him to survive even after Quote destroys his body . The Doctor 's spirit possesses the Core of the island , but Quote succeeds in destroying that as well , causing the island to begin falling to Earth . Under certain conditions , the player may proceed into a bonus stage called the Bloodstained Sanctuary where the creator of the Demon Crown , Ballos , is imprisoned . Ballos , Jenka 's brother , was a powerful wizard who went insane after being tortured . Misery forced Ballos to create the Demon Crown , but she and Balrog became cursed to serve whoever possessed it . With the help of Curly Brace , Quote defeats Ballos and stops the source of the negative energy that was causing the island to fall , saving its inhabitants . Balrog saves the two before they are crushed by Ballos ' collapsing prison ? he had been sent by Misery as thanks for breaking her curse . Quote , Curly Brace , and Balrog leave the island to live out their days in peace .

== Development ==

Daisuke Amaya developed Cave Story in his free time over the course of five years . He began the project when he was in college and continued working on it after getting a job as a software developer . He started by writing the title screen music and programming rudimentary character movements . The idea for the cave setting evolved spontaneously when he created a number of enclosed spaces . Amaya admitted this lack of planning caused " problems down the line " because he did not have dedicated map editing and data management tools . Amaya describes the game as

having an " old @-@ fashioned feel " , reminiscent of the games he played as a child like Metroid . More importantly , this " retro " design choice allowed him to create a large volume of artwork on his own , which would have been impossible for a 3D game .

At a Game Developers Conference project post @-@ mortem , he emphasized the role of pragmatic design in shaping the game . While designing the main character , Quote , Amaya drew inspiration from Mario 's iconic original appearance ? a large , expressive face and a high contrast between his white skin and red shirt make him stand out from the dark cave backgrounds . Most other characters feature either light skin or white clothes for the same reason . To make levels memorable , Amaya designed them around a single theme , such as " warmth " for the Egg Corridor or " arid and oppressive " for the Sand Zone . Instead of a tutorial level , a concept Amaya dislikes , the first level of the game gives the player two paths , one of which is blocked off until retrieving an item from the other path . This setup , inspired by the opening of Metroid , " lets players feel like they 've solved problems on their own " and persists throughout the game . In beta versions of the game , all the enemies were shaped like bars of soap , a concept that evolved into the Balrog character . There was also a " frog prince " character who could travel through water more easily . Elements of this beta were incorporated into the Nintendo 3DS version of the game .

Quote appears as a downloadable character in Bit.Trip Presents ... Runner2 : Future Legend of Rhythm Alien .

= = Versions and ports = =

= = = Ports = = =

Cave Story has been ported to Linux , AROS , MorphOS , AmigaOS 4 and Mac OS X operating systems , PlayStation Portable , Xbox , Dreamcast , GP2X , GP2X Wiz , and the TI graphing calculator . An enhanced port , featuring updated character designs , remixed music and extra game modes , was developed by Nicalis and released on WiiWare on 22 March 2010 in North America and 10 December 2010 in Europe . Nicalis also ported the game to DSiWare on 29 November 2010 in North America and 22 November 2011 in Japan . Although it does not feature the enhanced graphics and sound or some of the extra modes from the Wii version , it does include the Sanctuary Attack mode . There is also a free / libre SDL @-@ based recreation of the original game engine , titled NXEngine , made by programmer Caitlin Shaw , which allows for extended modification of the game , and the creation of ports for additional devices . The game was released for the Nintendo 3DS 's Nintendo eShop service (separate from the retail 3DS game) in the United States on 4 October 2012 and in Europe on 1 May 2014 . This version includes the DSiWare version 's Jukebox mode , as well as all the additional modes included in Cave Story + .

= = = Cave Story + = = =

An enhanced PC version titled Cave Story + was released by Nicalis on the Steam service on 22 November 2011 . Cave Story + features an alternative script that differs from the original English translation . This version contains all the additional modes from the WiiWare version , a remastered soundtrack , as well as the option to toggle the style of graphics between the classic style and that of the WiiWare version and the music of the original game , the WiiWare port , or the 3DS update . It also features an exclusive ' Wind Fortress ' level . Recently the game got an update that added exclusive Machine Gun Challenge . The game was included as a bonus game in the Humble Indie Bundle 4 sale in December 2011 , Humble Bundle 7 in December 2012 , and was released on the Desura service in April 2012 .

= = = Cave Story 3D = = =

Cave Story 3D is a 3D version of the game developed by Nicalis and published by NIS America as

a retail title for the Nintendo 3DS . It was released on 8 November 2011 in North America , 11 November 2011 in Europe and 26 July 2012 in Japan . The game was built from scratch using 3D character models , featuring a dynamic camera system and another additional level , as well as a remixed soundtrack by Danny Baranowsky . The Japanese version features crossover content from various NIS and other companies ' franchises such as Crazy Climber , Ikki , and Dragon Slayer . In order to devote more time to perfecting the title , Amaya quit his job as a software developer to become director of Cave Story 3D . He remarked that the transition to 3D was difficult because it required the consideration of so many more details .

= = Reception = =

The original Cave Story earned widespread critical acclaim . 1UP.com described it as " so massive that it rivals modern [Game Boy Advance] Castlevania and Metroid games in terms of scope and play time " . Matt Miller of Game Informer observed that Cave Story combines elements of Metroid , Ninja Gaiden , Mega Man , The Legend of Zelda , and Castlevania into an " engrossing , challenging , and quite lengthy " whole . Inside Mac Games ascribed the game 's popularity to its " polished feel , engaging storyline , and compelling artwork " . Electronic Gaming Monthly stated that " the burgeoning Western indie game scene owes a tremendous debt to Japanese pioneers like Studio Pixel , whose freeware hit Cave Story proved that with sufficient vision , skill , and passion , a single developer can still craft a deep , compelling action game " . Jonathan Holmes of Destructoid called Cave Story an " important game " , observing its influence on artistic indie games like Braid , as well as the continued relevance of 2D game design (cf . Capcom 's Mega Man 9) . He also compares the game design to that of Shigeru Miyamoto in its ability to teach without tutorials , like at the beginning of Super Mario Bros. In July 2006 , Cave Story earned 1st place in Super PLAY 's list of the 50 best freeware games of all time . In July 2015 , the game placed 14th on USgamer 's The 15 Best Games Since 2000 list .

The WiiWare version has received mostly positive reviews , with the central criticism being the 1200 Wii Point price tag (US $ 12 , £ 10) , after years of free play . Jeremy Parish of 1UP.com commended the graphical update , which " sacrifices none of [the game 's] classic @-@ influenced charm " . He also remarked that the Classic Controller and Wii Remote are superior to the keyboard input of the PC original . On the issue of price , he explained that " the prospect of Amaya finally earning a little something for the hard work he invested in this masterpiece strikes me as satisfyingly poetic " and " absolutely worth your money " . John Teti of Eurogamer had similar sentiments , but also noted the technical issues with the remixed music , recommending the original soundtrack . Edge compared the remake to The Secret of Monkey Island : Special Edition , satisfying both modern tastes with its graphical overhaul and old school fans with the option to switch to the original graphics . Daemon Hatfield of IGN felt that Cave Story " belongs on a Nintendo system " and noted gameplay similarities to Blaster Master , in which damage reduces the power of weapons as well . Cave Story was nominated for Game of the Year at the 2010 Nintendo Power Awards , as well as WiiWare Game of the Year .

Criticism of Cave Story 3D echoed that of the WiiWare version . Many reviewers cautioned that the graphical update does not justify the $ 40 initial price point , especially with cheaper or free versions of the game available through download services . Parish defended the release , deriving satisfaction from the game 's availability as a physical cartridge . Holmes praised the dynamic camera system and new graphics , comparing them to classic Disney films . He considers this release to be the " best version of the game , [but] not necessarily the definitive version " . Jane Douglas of GameSpot felt that the 3DS Circle Pad was a comfortable fit for the game 's control scheme . Audrey Drake of IGN noted that the 3D effect made it difficult to distinguish certain platforms between background and foreground , a complaint shared by Douglas . Simon Parkin of the UK Official Nintendo Magazine was more critical , citing lack of detail in the 3D models and a too @-@ dark color palette . Japanese magazine Famitsu Weekly 's four reviewers scored it 7 , 7 , 8 , and 8 points out of 10 to a total of 30 out of 40 points , indicating average reviews . This version was nominated for Best Adventure Game at the 2011 Nintendo Power Awards .