



### **Cave Story (Doukutsu Monogatari)**

**Genre: Metroid-style exploration/RPG**

**Developed by: Studio Pixel (Daisuke "Pixel" Amaya)**

**1 Player**

When people talk about 'Indie games,' this game is usually the example people give as one of the better ones. Hit the jump below to find out why!

The sign of a good indie game is if it stacks up to the all-time classics. *La-Mulana* certainly could compete with the likes of *Castlevania: Symphony of the Night*. In much the same way, *Cave Story* holds its own against games like *Metroid*.

The game starts in a similar fashion, too... you wake up in a cave one day, no idea how you got there. Our hero then comes across a village inhabited by rabbit-like creatures called Mimigas, who are being hunted by an evil scientist.

So it's up to our intrepid hero to save the day, collecting weapons and powerups along the way.

## Indie Spotlight 003: Cave Story / Doukutsu Monogatari

Written by DarkTetsuya  
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Luckily there are various save points to be discovered, so you won't have to start from the beginning every time you play.

Visually the game's very cute. Bright colorful visuals make for a fun and exciting game. The music, is very 8-bit MIDlesque, and works very well for this game. Cave Story's controls are tight and responsive, so when you die... it's your own damn fault.

All in all, if you're looking for another 30 hour epic adventure, and you haven't already -- check out Cave Story! I can't recommend it enough.

Download the game [here](#) from Aeon Genesis Translation Project (or check it out on Nintendo WiiWare!) and get the soundtrack [here](#) !

*PS. Word has it there's another 'Hell area' similar to another recently spotlighted game... I haven't been there myself, though. If anyone has any more details on it I'd love to hear about it!*