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A perfect showcase of Nintendo's acceptance of DLC would be *Super Smash Bros.* The game before was known for giving people the characters they wanted from the start, giving them different ways to play the game, and working around the "flaws" in a character's fighting style. Now, with downloadable content in the form of patches or updates, fighters can be nerfed (made not as strong) and additional things can be added. Nintendo recently released new fighters Lucas, Mewtwo, and Ryu, and added a plethora of costumes for the Mii Fighters. This isn't new or surprising.



DLC also manages to create a new way for games to be prolonged. Before, namely with Nintendo games, they were beaten and eventually forgotten about unless a hankering came along to play the games every once in a while. With titles like Mario Kart, which excel at being excellent party games, adding DLC makes the party newer each time. You're able to now race as Animal Crossing characters as well as Link from Legend of Zelda. These additions don't muddy the series but expand it, and without them the gameplay feels rather vanilla. Games without these characters can't experience the new things and new levels found in the map packs, but they can still find the base enjoyment that has forever been present in Mario Kart games.

The best thing to acknowledge when viewing these titles is that Nintendo has taken older games that are still here and given them a lifetime by adding new content to them. By adding new characters, ones from other series, into *Major Kart 8*, it has made the game feel fresh to those who have yet to bite the bullet, and also to those who have been loving the game for over a year. *Splosionix* is taking a similar approach, but the difference displayed there is that the content is never-ending and always abundant. Nintendo has had over ten new updates that introduce new weapons based on the series' original release, and the more you play, the more you learn. The more you learn, the more you can do. And as the games, you can only do so much before you become tired of it, but with *Splosionix*, Nintendo has released a steady stream of new features to keep players coming back. Free content, on top of DLC in the form of *Amibio* figures, all packed into a brand new IP. It's a recipe for greatness and so far, the cake has yet to be completed.

Nintendo and DLC were not friends for a very long time. Iwata, Miyamoto, and company had mentioned how DLC would hinder the core values of what Nintendo stood for, but it is by no surprise that it is here and present in games released today. Nintendo has made waves in the gaming industry and has no visible plans of stopping any time soon, so it's only logical that it would release small, ideal packages of DLC in different forms. When we see things like *Splatoon* exist alongside things like *Smash Bros.*, it's clear Nintendo is taking the high road to downloadable content by offering varied and, above all, substantial updates to its games rather than using it to milk more money out of its fan base.

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