



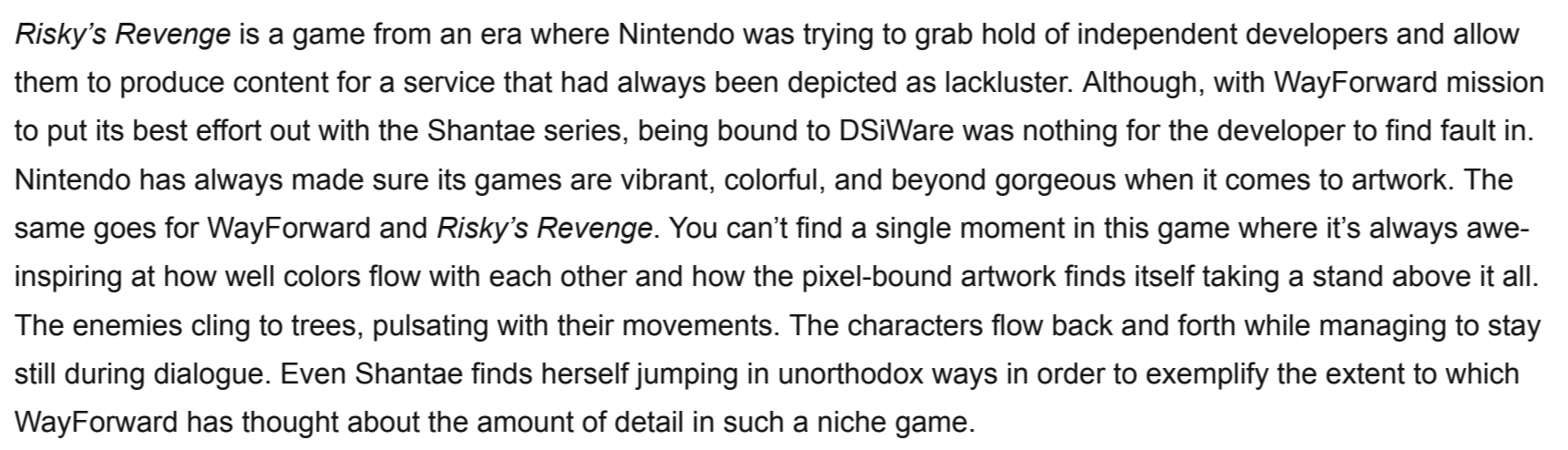
By Shawn Wilkins. Posted 08/13/2015 09:00 [1 Comment](#) [Email](#) [Facebook](#) [Twitter](#) [ShareThis](#)

Finding good and worthwhile DSiWare games is a challenge for most, and an immense grievance for others. However, the games that really shine are truly diamonds among a bleak canvas. So few games got exposure with DSi's incredibly small lifetime, so finding a game that is worthwhile may be a difficult, but all-in-all rewarding experience.

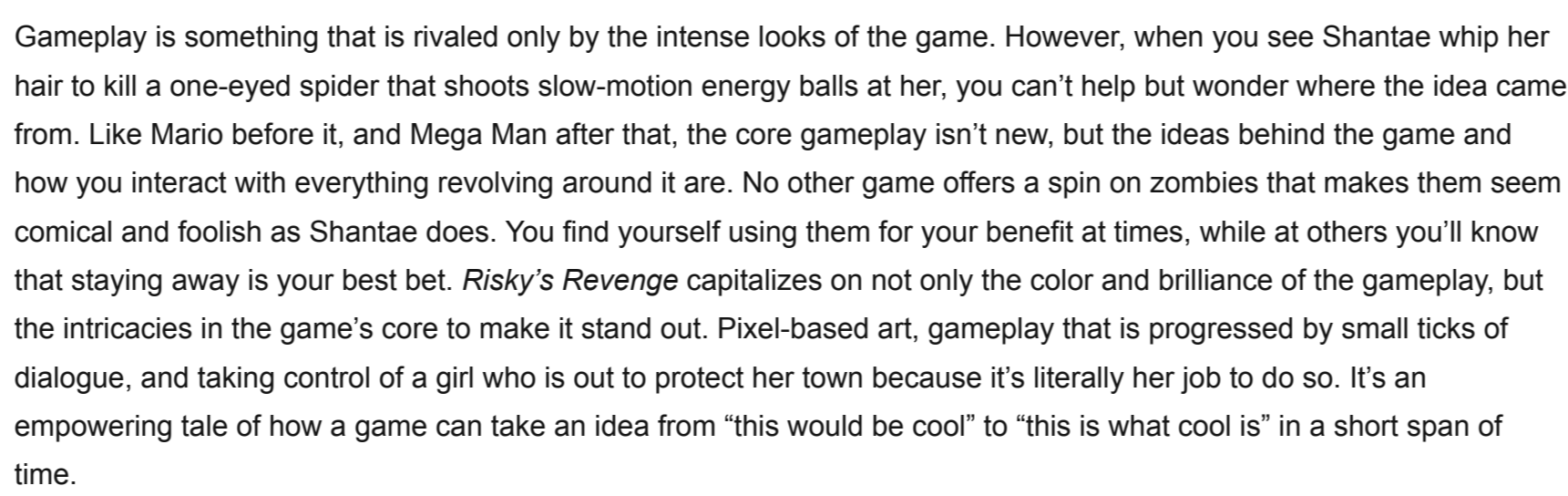
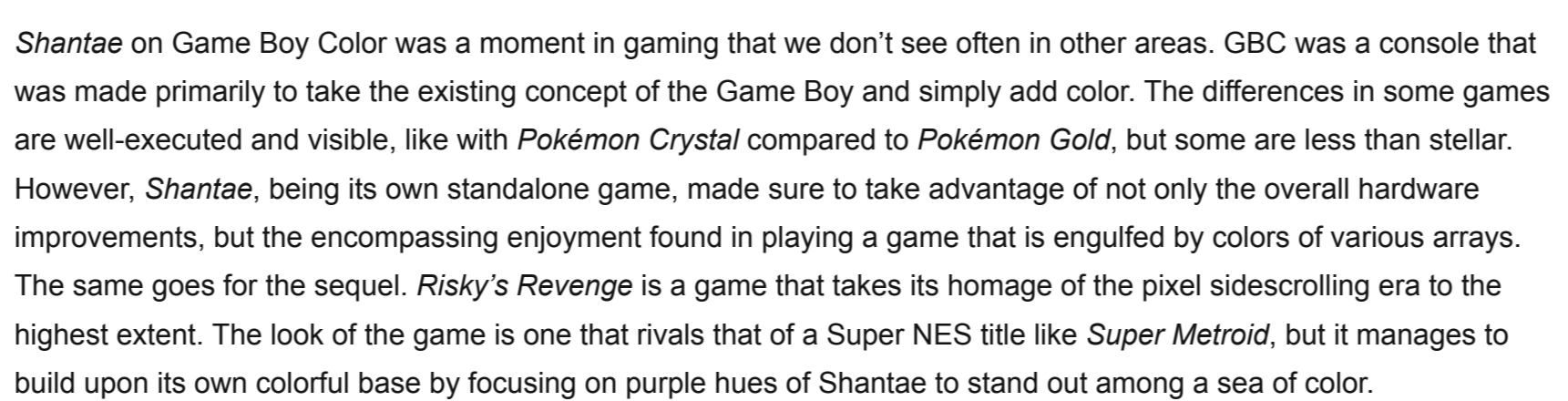
A game that truly resonates with the ideals of good gaming while playing excellent homage to the past is *Shantae: Risky's Revenge*. While the game is well-known to people who strive to find decent independent games, let alone excellent indie series, its entire series has always been a part of a narrow niche. The first game sold horribly and didn't find much life on shelves as retailers were anxious to have it there in the first place. In wasn't until years later that the game developed a cult following by the devout consumers of WayForward. While the Game Boy Color game really played a high bar that couldn't be reached by most games, it was never acknowledged during its prime. Being released a full year after the launch of Game Boy Advance didn't help much either. Even though it has what could be classified as enhanced features when played on a Game Boy Advance, the feeling of buying an old game for new hardware was something people avoided.

Shantae, the series, is about a half-genie girl living in a world where she has to fight things ranging from exotic birds to half-dead zombies. The overall plot of the games stretches from simply trying to retrieve a steam engine to trying to gain her powers back. While the series has always placed its focus on pure gameplay, with a story that only progresses after a line or two of dialogue, the real seal of approval is found in its art.

After the first *Shantae*, WayForward tried desperately to make a sequel. Throughout the years, we were teased with a potential GBA title, *Risky Revolution*, and a DS title, *Risky Waters*. Neither of these games saw daylight. However, in 2009, we had full confirmation that a sequel was coming out to Nintendo's new experimental web-service, DSiWare. This game was *Risky's Revenge* and while it was well received by fans far and wide, anyone who doesn't care for the series has little exposure (if any at all) with *Shantae*.



*Risky's Revenge* made people realize that DSiWare is not a service to mock, but one to truly delve into in order to find classics like this. While the game did see re-releases on Steam and iOS years later, it's only because the original did well within its bounds and was able to break barriers by being beyond expectations.



*Risky's Revenge* eventually led to *Pirate's Curse*, which is definitely a favorite game of many. *Pirate's Curse* has updated elements, some HD graphics, and is available on Wii U, but the previous entry set a standard. *Risky's Revenge* took a service like DSiWare to its quintessential peak. With such a short-lived existence before 3DS and the eShop took over, *Risky's Revenge* made sure that it went in and came out not only as one of the best offerings WayForward put forth, but also as one of the best games to be released on DSiWare.

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**says...**

For sure this series is great. I must have been one of the few to own the original GBC Shantae, and I actually just got around to downloading the sequels a few months ago. Total gems.

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