



Splatoon Community



Nintendoer Nintend0er

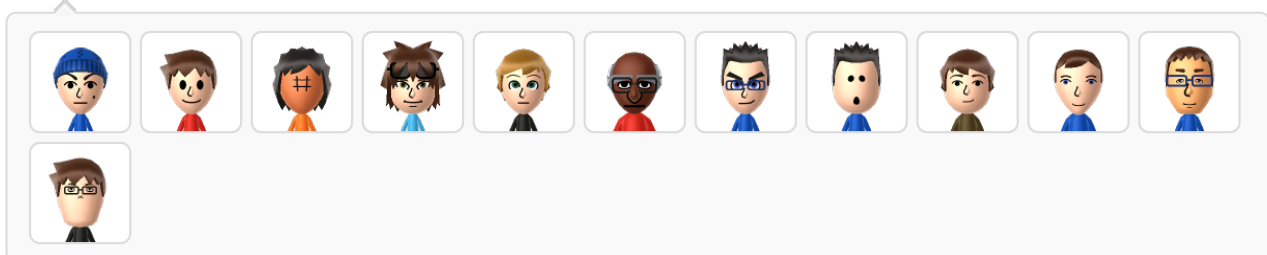
07/23/2015 11:15 PM

Sorry for the late post on this, but I finally beat the Splatoon single player content a few weeks back. Here are my thoughts.

The level design was terrific. It was a joy in both finding the levels in the hub world and going through them for the first time. By far, my favorite "type" of stage were the ones involving the multiplayer stages, most likely because that's where the majority of the...

 Yeah!

 12  19 



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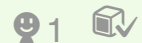
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...game's development went (with this being a mostly multiplayer game, after all). However, some of them got kinda boring going through them multiple times (thanks to the amiibo content); only about half of the stages felt different enough with the other weapons to be just as enjoyable as the first time through them.

For the most part, the game's bosses were too easy, but still fun to thrash.



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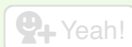
I never really got bored of fighting them in the amiibo challenges, which is a sign of how well-designed they were.

In particular...the final boss was nothing short of amazing. Inkredible. Splatisfying. Whatever other puns you can think of. It has some of the best music in the game (which, honestly, isn't saying much, but it really is good), was a huge step up in difficulty, and actually...



Nintendoer 07/23/2015 11:15 PM ·Spoilers

...managed to make the classic Dead Man's Volley unique (with all the other projectiles flying at you at the same time). Even though you're basically repeating the same actions five times, the constantly changing terrain kept things interesting from start to finish. Quite possibly some of the best 10-15 minutes of my gaming "career", each time I fought it.



Nintendoer 07/23/2015 11:16 PM



Alright, that's it. Feel free to share your thoughts on anything I've said. I'm curious to know what everyone else thought of the final boss.

+ Yeah!

0



Big Keno 07/23/2015 11:19 PM

i just beat it and agree with everything you said. i wasnt expecting the single player to be any good but boy was i proven wrong. the final boss especially was spectacular.

+ Yeah!

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Connor 07/23/2015 11:25 PM

I really liked the level where you had to stealthily avoid the octo-snipers.

+ Yeah!

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Nintendoer 07/23/2015 11:32 PM

It was also enjoyable going through with a Charger. Sniper battles are fun.

+ Yeah!

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Blake 07/24/2015 12:15 AM

Ahh, so you went ahead and took my advice.

Kind of. I never actually recommended you to do anything, I just asked your thoughts.

In a game designed around multiplayer, the single player is most definately the highlight for me.

Is that weird?

Absolutely not. Back at E3 2014, it was the core mechanics that made me want this game, not the prospect of Nintendo-made multiplayer. I...



Blake 07/24/2015 12:20 AM

Immediately saw it and realized the limitless possibilities stemming from the idea of squid kids.

...But those I haven't seen anything on the level that could've happened in multiplayer. It could be a lot better just by giving it more variety.

But the single player--while not perfect--I felt like had more imagination and innovation in it. Moving platforms, tightropes, turrets--that's not...



Blake 07/24/2015 12:25 AM

In multiplayer.

Now I've rambled on why the single player is the highlight of this game for me for long enough. But overall, I think it would be really good if Nintendo could add in more single player elements into multiplayer.

Or even better, just let Sakurai make Splatoon 2. That's really my final point.



Benjamin 07/24/2015 12:37 AM

Couldn't agree more with your assessment of the campaign mode, especially the final boss. Kinda bummed that the amiibo content wasn't included as part of the main game but the idea of challenge levels is solid. I would have liked to see some of those special scenarios like the limited ink

taken a bit further. Bombs only mode, invincible enemies, inkbrush-only comes to mind for possible scenarios.



Nintendoer 07/24/2015 12:51 AM

Yes, Blake. I would love to see a Squid Icarus: Uprising. =P

The multiplayer at E3 intrigued me, but the single player shown in one of the directs is what sold me on it completely. Then the test fire solidified that decision further.

Those are some good ideas, Benjamin! It is a shame there were only two special challenge types included with the Squid amiibo.



Blake 07/24/2015 1:27 AM

I like Splatoon's basic mechanics more than Uprising's, but Uprising just gets so much right that Splatoon doesn't.

And however disappointed you guys are that you had to pay for the amiibo content, I'm more disappointed. I only got the Inklings boy.

And Splatoon is also one of the only games to have the amiibo content be something that should've been included in the original game. Most...



Blake 07/24/2015 1:30 AM

Other games start off with the question, "what amiibo content can we add in?" while Splatoon feels like "what content should we lock behind a \$35 three pack?"

The racing suits in MK8, training your fighter in Smash, and the costumes in YWW all feel like the wouldn't have been made without amiibo in mind.



Matthew 07/24/2015 7:08 AM

The amiibo challenges are boring me, I'm gonna complete them all to get my money out of them, but I don't like replaying games. Even with new weapons. :P

I enjoyed single player as well, it never got boring because of all the new concepts they introduced, and the bosses were fun.

My favorite song in the game is actually Vs. Mode 3, track 5 in the rhythm minigame. The one that sounds like a cow



Matthew 07/24/2015 7:10 AM ·Spoilers

singing metal/rap.

One more thing, that final battle got intense. I love how he increased the number of attacks and narrowed the playing field.

Those noises at the end were creepy, though.



Danny 07/24/2015 8:06 AM ·Spoilers

The only boss I found really found challenging was DJ Octavio. He was an awesome boss, considering the others were easy. Every time I thought he was beaten, another round would begin.





Gage 07/24/2015 11:26 AM · Spoilers

Dj Octavio is a surprisingly challenging final boss for a relatively easy single player campaign. There were some challenging levels, sure (like the octo-sniper one), but in most cases, I was able to beat the level within 3 lives.



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Details about Miiverse



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