Donate



Steam Curator page: https://steamcommunity.com/groups/SJsMVLibrary

Reddit thread elaborating on my tastes and the Tier List:
https://www.reddit.com/r/metroidvania/comments/14l87nn/my_large_metroidvania_tier_list/

My Metroidvania Tier List (PC) (excluding classic Metroid & Castlevania titles)
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~Not an objective list, purely how much I enjoyed the games~

S+ | Aeterna Noctis |
S Tier (Truly Special)| Astalon: Tears of the Earth | Hollow Knight: Silksong | MIO: Memories in Orbit | Hollow Knight | Master Key³$ | Monster Boy and the Cursed Kingdom |
S- | Solateria | Blasphemous 2 | Cathedral | Crypt Custodian³ |

A+ | Afterimage | The Last Faith | Supraland³ | Supraland: Six Inches Under³ | Oolo³ | Frogmonster³ |
A Tier (Amazing)| Elderand | Ori and the Will of the Wisps | Doomblade^ | BioGun | Chronicles of the Wolf | Zexion | Kotama and Academy Citadel | Blossom Tales 2³$ |
A- | Depths of Sanity | Pampas & Selene | Mandragora | Ender Lilies: Quietus of the Knights | Well Dweller | F.I.S.T. | Ender Magnolia |

B+ | Blast Brigade | Haak | Turbo Kid | Nine Sols | Bo: Path of the Teal Lotus | Biomorph | Minishoot' Adventures³ | Banjo-Kazooie³ | Banjo-Tooie³ | Donkey Kong 64³ | Airoheart³$ |
B Tier (Really Enjoyed)| Animal Well | Alwa's Legacy | Aggelos 2 | Steamworld Dig 2 | Islets | Blasphemous | After Death | Pronty^ | Mortal Manor* | Escape From Tethys | Outbuddies DX* | Monster Sanctuary | Elliot Quest | Rebel Transmute | Environmental Station Alpha | Moonlight Pulse | Twilight Monk | Death's Door³ | Pipistrello and the Cursed Yo-yo³ | Yooka-Laylee³ | Raider Kid and the Ruby Chest |
B- | Shadow Labyrinth | Haiku, the Robot | Prince of Persia: The Lost Crown | The Mobius Machine | Ultros | Voidwrought | Crystal Project³ | Shattered Divinities | Unsighted³ | Tunic³ | Prey (2017)³ | Possessor(s) | Fallen Tear: The Ascension | Before I Go |

C+ (Fun)| Lone Fungus | Guns of Fury | Lone Fungus: Melody of Spores | Kingdom Shell | Bloodstained: Ritual of the Night | Castlevania: Belmont's Curse | Laika: Aged through Blood

| Ghost Song | Kunai | Axiom Verge | Treasure Adventure Game | GigaSword* | Infernax | HunterX | HunterX: code name T | Flipwitch# | Momodora 4 | Momodora 5 | Gestalt | Alruna and the Necro-Industrialists | Super Roboy | BladeChimera | AntiChamber³ | Blossom Tales³$ | Mask of Soul | Tiny Dangerous Dungeons Remake | MF-01 Aerostrike^ | Infinitevania* | Fatal Claw | Xanthiom 2 |

C Tier (More or Less Enjoyed)| Croakspire | The Throne | Plague of Yamorn* | Constance | Column on the Sea | Jrago* | 9 Years of Shadows | The Mummy Demastered | Chasm | Omega Strike | Xanthiom Zero | Carrion^ | Wuppo | Catmaze | Curse of the Sea Rats* | Death's Gambit: Afterlife | Castle in the Clouds DX# | Midnight Castle Succubus# | Sheepo | Aggelos | Overbowed | Rabi-Ribi | TEVI | Far Star | Skelethrone: The CoE* | Unworthy | Undivine | Somber Echoes | Oirbo* | Ato | Side Scape³$ | And All Would Cry Beware³ | Lycanthorn 2³ | Gravethorn | Vomitoreum³ | Maid of Salvation³ | Kalinur | 100 Pumpkins 2 | Grumpy Jack³ | Sealed Bite | Jedi: Fallen Order³ | Little Nemo and the Guardians of Slumberland | Arkham Asylum³ | Omnigon | SJ-19 learns to Love | Paradox Vector³ | The Prisoning: Fletcher's Quest | Hargrave | Bread Adventure | EldritchVania |

C- (Meh)| HeroSquare | Stickility^ | Plus Ultra: Legado* | Beholgar* | Astronite | Cookie Cutter | Rusted Moss^ | Grime | Grime 2 | Alruna: End of History | Moonscars | Elephantasy | The Messenger | Deedlit in Wonder Labyrinth | Iconoclasts | MindSeize | Momibosu | Axiom Verge 2 | Hijiri in the Succubus Castle# | Ebenezer and the Invisible World | Mars 2120 | Luna's Light* | Tales of Kenzera: Zau | Gato Roboto | Itorah* | Dystobel* | The Knight Witch | Stardust Demon | Kong: Survivor Instinct | Vision Soft Reset | Primal Planet | Weapon Hacker | End's Reach³ | Murciavania* | The Shaman's Ark³ | Elephantasy: Flipside³ | Kharon's Crypt³$ | Bloody Hell³ | Powerslave: Exhumed³ | Ascent DX | Realm of I^ | Cosmos Bit | Zapling Bygone | Roots of the Mind | Janosik* | Trash Quest | Super Skelemania | Bobo Robot | Necrosphere64 | Super Win the Game | Gears of Dissent³ | Dead Lasso | Inexistence Rebirth | Cosmos: Stella Returns | Prehistoric Gal | VonGarland Castle | Quarion | Thread | Escape Zolstar | Dispersio 2 | Hollow Floor | Aldoria | You Have to Win the Game | Psycron | Aqua Boy* | Nitrojet | Clockwork Ambrosia | Absence of Light | Grizzland | A Song in Elyel Nalore | Awita | An Untitled Story |

F Tier (Disliked)| Moadra | Emuurom | Runic Curse Remastered | BioMech | Microvania | Winds of Arcana: Ruination* | Silent Paradise Anthology | Cycle | Eggventure* | The Perfect Pencil | The Last Vanguard | Owlboy | Barbarian Saga: The Beastmaster* | Star Rift Saga | DragonLoop | LoL: Convergence | Janosik 2: Prologue | Vyanka's Memories* | Arzette | Castle In The Darkness | Alwa's Awakening | RIN: The Last Child* | Pharaoh Rebirth | Yoku's Island Express | Vigil: Longest Night | Guacamelee! 2 | Shantae and the Pirate's Curse | Shantae: Risky's Revenge | Phoenotopia: Awakening | Insect Adventure* | Clunky Hero* | Goo Keeper* | Headlander | Strider | Minoria* | Souldiers | Bone Appetit | The Witch & the 66 Mushrooms | Adventure of Samara | Transiruby | Destroy Space Aliens | Rex Rocket | LarsGadiel | La-Mulana | La-Mulana 2 | Guacamelee! | 8Doors | Timespinner | Super Panda Adventures | A robot named Fight! | Omega Mouse Zero* | The Aquatic Adventure of the Last Human | Ataraxie* | You are Peter Shorts | Unepic | The Ramsey | Batbarian | Imp of the Sun | Awaken: Astral Blade* | Redo! | Goodboy Galaxy | Cosmic: A Journey Among Shadows | Cosmobreeder Yiffai | Shadow Complex | Oblitus Mortis* | Odallus: The Dark Call | Inayah: Life after Gods | Into the Underdusk | Gal Guardians: Servants of the Dark | Robot Exploration Squad* | ReSetna | Morkull Ragast's Rage* | Night Castle | Bleeding Deities* | Supraland: Crash³ | Exophobia³ | Anopek³ | Fountains³ | Lila's Sky Ark³ | Tearscape³$ | Yeomna* | DeltaPhysics* | Bloom Thrice | Mable & The Wood | Princess Pomu | Witchroid

Vania | Jenny's Adventures | Two Parsecs From Earth | Witchcrafty* | Worldless | Scarlet City of Devils | Garm Ruins^ | Venture to the Vile | Aestik* | Toziuah Night: Order of the Alchemists* | Windmills* | Sheba: A New Dawn* | Ex Vitro | Wonder Boy: The Dragon's Trap | Dandara | The Weird Dream | Mystik Belle | Noreya: The Gold Project* | Summit | Auridia | Vernal Edge | The Devil Within: Satgat | Ginsha | Souno's Curse | Iron Diamond* | Dewdrop Dynasty | Blaster Master Zero | Medusa* | Lost Ruins | Sundered | Salt & Sanctuary | Valdis Story | The Siege and the Sandfox | Insanely Twisted Shadow Planet | Touhou Luna Nights | Chronicles of Teddy | Chronicles of 2 Heroes | Anima Flux | Fearmonium | Aquaria | Traps N' Gemstones | Nyaruru Fishy Fight | Ghost 1.0 | WarriOrb | Sun Wukong Vs Robot* | Ex Vitro* | Count Pumpcula | Oliver's Adventures in FairyLand | Tomomi* | Nakawak* | Marsmare: Alienation | Maytroid* | Isle of Reveries³$ | Dark Swords Firelink* | Planet Chyton | Necrosphere | Observance of Homeland | Little Droid* | Jackroid* | Tiny Dangerous Dungeons | Alaric³ | Whirlwind Magician | Robot wants it all | Ex-Master Zombie | Legend of Thabor | Fourmiworld | A Lenda De Niteroi | Spooky Ghosts Dot Com | Paradox Soul | Rocketron | Twinland^ | Pentacore | Demon Peak | Mini Ghost | Xeodrifter | Simona's Requiem* | Legends of the Universe: Cosmic Bounty* | Xenosis* | Moonlaw* | Darxanadon | Pigbook* | Aphrodisiac 2# | Dimensional Animals* | Dark Throne* | Alchemists Castle* | Mariana* | Candle Knight* | Feudal Alloy | Gungirl 2* | Bad Pad* | Chakana* | Plateman | Lootbox Lyfe | Slavania* | Angel's Gear* | Magicians & Looters* | Praise to the Moon^* | The Future Project³ | Control³ | Nothing Beyond This Point | Tres-Bashers* | Arcane Assembly^ | Aeternum Vale* | Troupe* | Skautfold: Usurper | Silver Axe - The Honest Elf* | Song of the Deep | Unbound: Worlds Apart | Frontier Hunter: Erza's* | Redshot* | 3000th Duel | Songbird Symphony | Faunamorph* | Gravity Spin | Joshua's Legs | Rotten Bloom* | Two Bit Hero* | Dust: An Elysian Tail |

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___ Feels more like a "Metroidvania-like" In some cases not quite a metroidvania.
___ Turn-based combat
___ Lots of Shooting (but not artistically similar to Metroid).
___ Lots of Bullet Hell
___ Very Metroid
___ Very Castlevania (SotN era/Igavania)
___ Souls-like
___ Floaters (Spaceships and underwater Metroidvanias)
___ Very Unconventional Movement
___ Precision Platformer (akin to Super Meat Boy, Celeste, but a metroidvania)
___ Spammy or Combo-style combat
___ Mining involved like in Terraria/Minecraft.
___ Heavy on Puzzles, cryptic or very confusing to navigate.
___ Very minimalistic artstyle. Atari or old PC retro - looks prehistoric compared to NES.

^ Mouse & Keyboard STRONGLY Recommended
* Very raw indie or contains some jank or lack of polish.
# Pornovania.
³ 3D game or different camera perspective: Not a 2D sidescroller.
$ A Zelda-like (which I consider to almost be the same subgenre).

(1/11/26) Most recently included: Murciavania (C-), Croakspire (C), Moadra (F), Castlevania: Belmont's Curse (C+), Stickility^ (C-), Fallen Tear: The Ascension (B-), Well

Dweller (A-), Barbarian Saga: The Beastmaster*(F), Isle of Reveries³$ (F), Aphrodisiac 2# (F), Runic Curse Remastered (F), Eggventure* (F), Aggelos 2 (B), Fatal Claw (C+), Two Bit Hero* (F), Gravity Spin (F), Rotten Bloom (F), Infinitevania (C+), Dewdrop Dynasty (F), Airoheart (B+).

Additional Notes:
When selecting a difficulty option I nearly always pick the hardest, so in most cases my experience will be based on that.

Caveats on specific titles (sorted alphabetically):

Aeterna Noctis:

1. The switch version has performance issues and muddy graphics. I don't recommend it on that console. The best way to play it is on a PC.
2. I recommend playing it on the harder, original difficulty. If it gets too much you can toggle that at any time.
3. They poorly implemented a free DLC. In a DLC area near the start of the game you can find a triple jump ability (Vertigo gem). I'd advise trying to resist using the Vertigo gem (or just avoid the DLC area entirely) until after beating the game, as it trivialises a lot of the original platforming level design. On the flipside, you can always dip into the triple jump gem if you're finding the original experience too difficult.
4. Play it with a dual stick controller (like xbox or ps). I hear it's pretty hard to control some of the abilities you get later on without one.
5. Apparently in the latest DLC they added an NPC that grants you at least +20% damage boost? ..further trivialising the original experience.

Aggelos:

1. I encountered problems with save file corruption on Steam - so buyer beware! I haven't heard others reporting this though - so perhaps I'm an isolated incident. I could save my game at the first few checkpoints, but then they stopped working, so any death would put me back at least a full hour near the start of the game again.

Airoheart

1. Has issues recognizing some controllers. It recognized my third party Xbox controller just fine though.
2. Play with the D-pad, the control-stick handles poorly.
3. If you find the game difficult at some point, google where to find the 'Rune of Lethargy'.

Barbarian Saga: The Beastmaster

1. Encountered critical bugs preventing me from being able to play further than 3.5 hours. I know of someone that beat the game though, so mileage will vary.

Biogun

1. Has performance issues if you aren't playing on a decent PC rig.

Blasphemous 2

1. If for some reason you dislike parrying then you don't need to. You can use the swinging mace weapon instead.

Bloodstained: Ritual of the Night:

1. The game is notoriously easy on its default setting, but can be made to be quite challenging instead if you pick a harder difficulty. For a *real* challenge, enter your save file name as NIGHTMARE. This caps your level to 1 the entire game. This makes getting permanent stat increases from items or food feel very impactful indeed.

Croakspire

1. There are no map markers, so take screenshots/notes. In particular, you'll want to take note of any dark landmarks so you can revisit these spots late in the game.

Mortal Manor

1. Contains horrendously short music loops. Lower the music volume to like 5-10% to make this less irritating. I prefer doing this to muting it entirely, so it still gives areas some flavour--but that's just me.
2. The early game is punishing and difficult. I recommend grinding XP for half an hour to boost HP & DMG stats. Doing this on a few occasions during your playthrough is a good idea.

Pampas & Selene

1. If you also purchase the supporter pack, you get a pdf of the game manual which I found to be very charming, reminding me of the good old days back when you'd always get a coloured manual with info on enemies and stuff.

Shattered Divinities:

1. Most of the difficulty options are far too easy. Play it on the hardest difficulty setting. The first few boss fights will be a nice challenge, though even on this setting I found it getting a bit easy toward the end

Solateria:

1. Play on the hardest difficulty. This makes the parrying directional, making combat more fun and challenging.
2. The Switch port performs very poorly (as is common with many metroidvania Switch ports sadly).

Souldiers:

1. Console versions have serious issues - the Switch version being particularly notorious. The worst issue being the strong likelihood of encountering Save File corruption.

Two Bit Hero

1. Broken game. There's a bug that only affects some players (possibly tied to different PC rigs) where you are unable to achieve the intended jump height, rendering you unable to jump on platforms required to progress.

Well Dweller

1. Play on hard mode. Bosses took me a few tries on that setting (but no major stalls). Presumably on easier difficulties the bosses wouldn't have put up much of a fight.

Zexion

1. Exploration is pretty constricted and harsh for the first 3 hours. I dropped the game twice during this period. Stick with it, It will open up wonderfully.
2. You can only see a few rooms in any direction on your map. ..however, looking at the map in a map room lets you scroll it. This was pretty annoying to me. If you also find this annoying, there are solutions to this. You will find an upgrade in the game which fixes the map to work normally. The dev uploaded a video showing where to find it here. Alternatively, you can just toggle the map to work normally in the options menu.