

Nintendo 64: An expert's view

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Shigeru Miyamoto, Nintendo's games master and the man who created Super Mario 64, Wave

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Nintendo 64: An Expert's View

Shigeru Miyamoto, Nintendo's games master and the man who created Super Mario 64, Wave Race 64, The Legend of Zelda, and other classic games, shares his views on the Nintendo 64 in this exclusive *GamePro* interview.

By Ken Ogasawara

GamePro: Mario 64 and Wave Race 64 are games you designed. What other Nintendo 64 games have you been involved with?

Shigeru Miyamoto: I've been involved in all of Nintendo's N64 games so far, but if you're talking about heavy involvement, there is Star Fox 64, Zelda 64, and also F-Zero 64. Mario Kart 64 and Yoshi's Island 64 would represent the next tier of my involvement.

GP: Does designing a game for the N64 present a particular creative challenge?

SM: I have lots of things I want to do, but there are just not enough programmers to make them happen. Creating games is not something that I would call a challenge. It's fun!

GP: What's your evaluation of this first generation of games for the N64?

SM: Actually there's something here in Japan called the Super Mario Club that rates games. Nintendo 64 games so far have received an average rating of 80+ out of 100.



GP: How do third-party N64 games compare to games developed by Nintendo?

SM: I can only say that we pray that they will be as good as our games (laughs). I can't officially rate them, but Konami's soccer game may be better than our games. It looks really good. Seta's golf game [St. Andrews Golf] utilizes the analog stick very well, and they have really made an effort to create a game that can be done only on the N64.

GP: What is the most advanced N64 game to date?

SM: Wave Race. It probably taps about 80 percent of the N64's power.

GP: When will RPGs appear for the N64?

SM: Probably after the end of the year. By that time, there

should be a large user base, and we are trying to make the 64DD so that it can be bought for a low price. Earthbound and Mario RPG are the RPG titles currently in development for N64. Oh, and Zelda 64, but I can't talk about that.

GP: What would you do differently with Mario 64, if you could do it again?

SM: I am actually doing something so I can't really say (laughs). I am changing the gameplay system, adding more enemies, and retooling the display and graphics. This time around, I only designed for a cartridge, but next time I will take advantage of the potential of the 64DD.

GP: Will the 64DD be required to play the new Mario 64?

SM: Maaaayyyyyybbbbbbeeee soooo... (long pause). That's a hard one to answer. If you have the 64DD, you will enjoy the new Mario 64 even more. I plan to utilize the 64DD's read and write functions to create a new type of game.

GP: What future gameplay innovations are in store for N64 games?

SM: It would be fun to have four people make one robot walk. Each player would be in charge of one limb, so that the timing of all the players must be in sync in order to, say,

make the robot jump. The N64 is certainly capable of that type of gameplay.

GP: What type of experience would you like N64 gamers to have? What would please you the most?

SM: I would like the experience of playing N64 games to create a place in people's minds where they can go to feel relaxed and comfortable. I realize that's a reality that exists only within a game cartridge, but I want gamers to feel nostalgic for the world in that cartridge and to want to return to it.

GP: Like the world you created in The Legend of Zelda.

SM: Thank you, but for me it is the Beatles' "Abbey Road." 

