

# Shigeru Miyamoto: Your questions answered!

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Sujet de l'article : Développeurs

*He's the greatest game designer in the world, he's the man who created Donkey Kong, the brain behind every major Mario release to date, and he's answering your questions...*

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SPECIAL INTERROGATION



# Shigeru Miyamoto

General Manager, Nintendo

**YOUR QUESTIONS ANSWERED!**



**Q.** With *Mario 64*, you created the first proper 3D world, and revolutionised gaming in an instant. Since games can't possibly become 4D, what do you think is the next step?  
Chris Derton, Solihull

I think everybody's concentrating on what future technology will be capable of doing, and on what the games will be like using it. But, what we really need is a new 'invention'. We're currently in the stages of putting down the foundations for a new gaming experience, a new game 'invention', and



△ The still exceptional *Mario 64* – the first proper 3D world. The next step for Shiggy and Nintendo is 'a new game invention'. Veeeeeery interesting.

the technology is only a part of it. I think we are already at a stage where we have the necessary technology, but we also need to be creative with it. What we really want is to create something new and unique, and that's an area which I feel is a strong responsibility of mine. With *Dolphin* the creative possibilities are even more significant than with *Nintendo 64*.

## Shiggy on... ONLINE GAMING



*If it ever came to the stage where we were talking about online gaming, it would be because we had a new way to approach the idea. It wouldn't just be because everybody else was doing it.*

**Q.** You've always been associated with very strong characters like Mario and Link, but do you think it will ever get to a stage, perhaps with *Dolphin*, where players can be *in* the game?  
Paul Adams, Newcastle

Mmm, maybe. Technologically speaking, it has already come to the stage where that kind of thing can actually happen. Those who are thinking of developing in this way have this sort of technology already. At Nintendo, we've already done this sort of thing in a game called *Talent Studio*, but I don't know whether *Talent Studio* can be called a game or not. Maybe it's not a game, but you can incorporate your image or your friend's image with the Game Boy Camera, and then that face can be changed in a variety of ways. That in itself is

## Shiggy on... DOLPHIN



*The concept behind *Dolphin* is going to be a kind of take-it-easy attitude: you can do this if you like, but you don't have to do it if you don't. That's how we want *Dolphin* to be.*

intriguing, but you can then transport these images into an animation package. It's just like making the 3D games we already do; it's the same sort of process. It's certainly an interesting idea.

**Q.** What do you think about online gaming? Would you like to get involved?  
Jon Tottendale, London

I'm very interested in online gaming, and I fully understand why people are so enthusiastic about it – it's something everybody's always talking about. But, you know, what Nintendo is about, and has always been about, is *not* doing the same as every other company. So, if it ever came to the stage where we were talking about online gaming, it would be because we had a new way to approach the idea. It wouldn't just be because everybody else is doing it.

**Q.** What ideas have you got for online gaming?  
Russell Marks, Bristol

What's needed is simple entertainment. I consider Nintendo to be an entertainment company, appreciated by a wide variety of people, so, if we get involved in online gaming, it must be easy to handle and, of course, reasonably priced. And, having thought about this very many times, I don't think that online gaming has yet come to a stage where a mass audience can enjoy it – unlike videogames, which have proved entertaining for



△ The 64DD offers a form of online gaming and, indeed, can be ordered online via Randnet.

millions of people because of their simplicity. When I look at the infrastructure of online gaming around the world, the cost for networking in each country is currently far too expensive. And, the other problem is that, if millions of people tried to go online at the same time, the host computer would go down immediately. So, what I'm saying is, yes, Nintendo are interested in online gaming, but I don't think we'll get involved with it immediately.

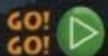
We are, however, carrying out some experiments: for example, Nintendo have already announced that we'll sell the 64DD in Japan through a membership-only service over the Internet, and we've also announced a system to connect the Game Boy to cellphones. When we talk about Game Boy's and cellphones we're talking about realtime online gaming.



△ The 64DD options screen. From here you can enter Nintendo's first online-ish experience. Neat.

**Q.** Why is there such a gap between *Zelda Gaiden*'s Japanese and UK release dates?  
Neil Callaghan, Leicester

Actually, that's exactly the question I asked Nintendo of Europe! No, we are developing the game with a targeted Japanese launch in the spring



of next year, and by the end of the year it will launch worldwide. We just need some time because of the localisation.



△ *Zelda Gaiden: not exactly sharpish in coming out but it'll be with us next Christmas for sure.*

attitude again. With DVD, if some people want to make games with huge memory capacity they can, but if they don't like using the DVD format's huge memory capacity, they can disregard it. There's more freedom than on cartridge.

**Q. Do you regret the decision to go with cartridge instead of CD with the N64?**  
**Justin Decker, Ipswich**

No. From a third-party developer's point of view, maybe cartridge meant more of a risk for them because of the cost of the format, but we just couldn't have made such revolutionary games if we'd opted for CD. *Super Mario 64* and *Zelda* could not have been made on CD. I think because PlayStation has succeeded so much in



**Q. How much of a threat do you think Sony and PlayStation 2 are?**  
**Roy Dixon, Manchester**

You have to know that Nintendo has no intention of fighting Sony. What's important for us is what Nintendo can do and *should* do – and that's be original and unique. So, I'm hopeful that I can make games for Dolphin in a more relaxed atmosphere, regardless of the competition.

**Q. There's been reports that Mario and Luigi are going to become a little 'older' on Dolphin. How will this work and what difference will it make to the gaming experience?**  
**Simon Falschred, Cardiff**

Well, an older Mario and Luigi may be an interesting idea, but that's about the only comment I can give you right now. About 20 years ago, when I was creating the character later to be called Mario, games were actually played by adults as well as by younger people, but later Mario became, you know, a little more cute, as other designers joined our team. What I'm always trying to think is how to make best use of the same character, and how he might appeal to more adult audiences. I don't want adults feeling ashamed to be playing

games with the Mario character in, so we're intensifying the quality of the design itself, so it can start to be appreciated by adult audiences. For example, he won't often show the V-sign next time around.

**Q. Is a Metroid game coming to the N64?**  
**Eric Wilkins, Colchester**

I'm not actually involved directly in the production of *Metroid*, but the producer of the game has been informed that there's a strong desire for the title, and that there's been many requests coming to us, so that's really encouraging for him and for his team of people. Unfortunately, his team, and he

## Shigsy on... NINTENDO'S NEXT STEP



**What we really want is to create something new and unique – and that's an area which I feel is a strong responsibility of mine. With Dolphin the creative possibilities are even more significant than with N64.**

**Q. With PlayStation 2, Sony believe they'll be able to make gamers feel emotion in games. What is your mission with Dolphin, and how will it compare with the new PlayStation?**  
**Stephen Schultz, Wigan**

Dolphin will have a Super Emotional Engine! No, that's an interesting question. The reality with PlayStation 2 is that it becomes more difficult to make games, because you've got new tools, and people expect the games to have more realistic graphics and sounds. But, Nintendo has always kind of gone in the opposite direction. We've always made a deformation of the real thing: we've always taken real life and made a slightly different version of it. I like people to read between the lines. It's not good or bad; maybe there are some developers who think it's good, maybe there are some who think it's bad. I think they're both right. Dolphin is going to be a system where you can realise both desires. The concept behind Dolphin is going to be a kind of take-it-easy attitude. You can do this if you like, but you don't have to do it if you don't. That's how we want Dolphin to be.

**Q. How important do you think DVDs are going to be to development?**  
**Marcus Taverstock, Glasgow**

Very important. Having said that, we actually wanted to continue using cartridge, even on Dolphin. But, DVD is something which can lower the business risk for third-party developers, so I think it's a good idea for us to look towards the optical media. It also has to do with this take-it-easy

terms of the business it's done, people may be reluctant in admitting this fact. But when they see the success of *Zelda* and the uniqueness of *Mario 64*, I'm pretty sure that many developers, who have only made software for PlayStation, were rather jealous, because that's something that they could never do on CD.



△ *Shigsy represents Ninety's most important gaming mind. At the moment, he's doing the Dolphin pad.*

**Metroid on the SNES. As good a game as you could ever hope to play – and according to Shigsy, an N64 or Dolphin version is in the offing.**



## Shigsy on... A NEW METROID

**There's been many requests coming to us, so that's really encouraging... and (Nintendo) are seriously considering an N64 or Dolphin version of Metroid.**

## Shiggy on... PLAYSTATION 2



*You have to know that Nintendo have no intention of fighting Sony. What's important for us is what Nintendo can and should be doing - and that's being original and unique.*



△ *Metroid on the Game Boy. This could be perfect fodder for GB Advance. Goooh, just imagine it.*

himself, have been playing a really active role in creating Game Boy games, which as you know are very popular right now, so they've been very busy - so busy that they can't think about making N64 games at the moment. But, they've received so many requests that they're seriously considering an N64 or Dolphin version of *Metroid*.

**Q. Wouldn't you like to create a completely new character instead of having to use and re-use the likes of Mario and Link?**  
**Thomas Pilting, Barrow**

Yes, we have that kind of desire, to make new characters and new games. That's why I'm now working on a more systematic organisation for Nintendo. In other words, we were too busy making sequels to some of the original games, and didn't have the time or resources for the

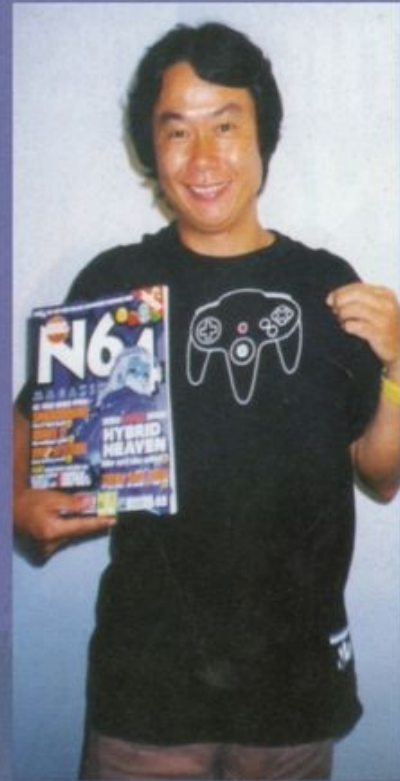


△ *Link. Re-used for Link's Awakening on the Game Boy. Is Shiggy creating the next Link at the mo?*

development of new characters. But now we have more and more resources at our disposal. For example, the number of developers is increasing at Nintendo, so we have more power to make something new, while still making those sequels. We're also teaming up with other developers: we've already made an alliance with a team at Capcom, so they're working together with us on a Game Boy version of *Legend of Zelda*. And quite recently, we made the announcement that we were starting a new company with Konami, to create new software for Game Boy Advance.

**Q. If Game Boy Advance isn't going to be able to do 3D visuals, how will it be different enough from the existing Game Boy? Is it just going to offer prettier graphics?**  
**Gregory Smart, Leeds**

Yes, that's a very good question: why do Nintendo have to introduce Game Boy Advance when we have the Game Boy Color? The answer may lie in the fact it is going to have communication technology inside it. Unfortunately, because those are ideas that can be imitated easily I can't give you the details. But, much closer to the launch



△ *Shigsy and his favourite N64 mag during our recent trip to Japan to speak to him. We got to take home that T-Shirt too. Bee-yoo-tiful.*

## Shigsy on... GAME BOY ADVANCE



*Why do Nintendo have to introduce Game Boy Advance when we already have the Game Boy Color? The answer may lie in the fact that it is going to have communication technology inside it.*

date of Advance, we're going to make some announcements so you'll understand what I'm trying to say. Nintendo doesn't believe that the improvements in the hardware technology per se can gain its game creator more opportunity as far as gameplay goes. That's why Nintendo is now aggressively connecting each different platform it has. Because that is the best way that we can expand the opportunities for developers to make unique games software for our machines.

△ *Link in Zelda 64. Another brilliant character created by you know who.*

