

Ninformation



Publisher: Nintendo  
Developer: Nintendo

Game Type: RPG  
Version Reviewed: Japan

Release Date: TBA  
Price: ETBA

**MOTHER 3, not Zelda 64 WILL be the first 64DD game.**

What does it have to OFFER?

# MOTHER 3



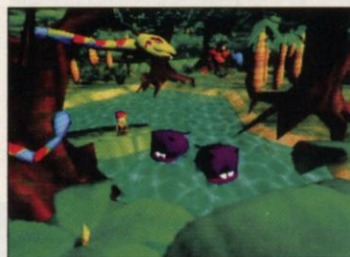
78



**THE MOTHER SERIES** (AS IT'S known in Japan – it's *Earthbound* here and in the States) was developed by Shigesato Itoi and Benimaru Itoh. Itoi was working for Nintendo's marketing machine when he suggested the idea



LIKE ZELDA, *MOTHER 3*'S WORLD IS FULL OF TOWNS TEAMING WITH INTELLIGENT CHARACTERS, ALL OF WHOM YOU CAN TALK TO. THEY EVEN HAVE PETS!



*MOTHER 3*'S ENVIRONMENT IS LIKE ZELDA ON HARD DRUGS. EVERYTHING IS OUT-SIZED AND MULTI-COLOURED, BUT IT STILL PLAYS LIKE AN ARCADE GAME.



YOUR PARTY COME ACROSS A MYSTERIOUS METAL PIPELINE IN THE MIST OF THE JUNGLE. THE LANDSCAPE AND CHARACTERS IN *MOTHER 3* ARE ALL LIGHT SOURCED.

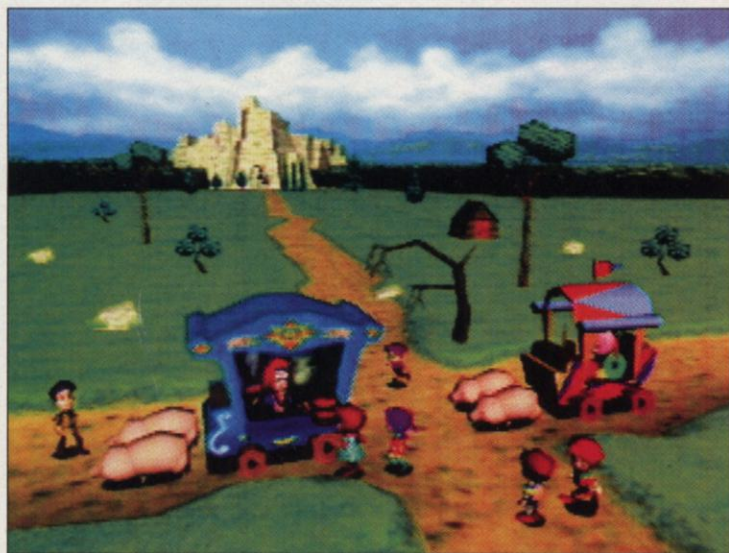


for the original *Mother* game on the Super NES, and even now he is still doing some creative work for the *Star Fox 64* TV commercial in Japan. Itoh is a well respected Manga artist in Japan and was commissioned to give the *Mother* series its distinctive look.

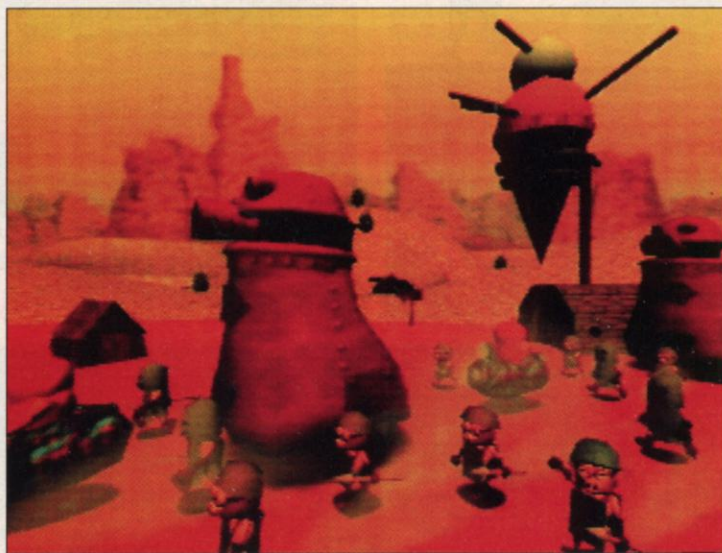
The original *Mother* was a cartoony adventure aimed more at children and it sold buckets in its native Japan, but never fully took off in the West. However *Mother 2* received critical acclaim because of its innovative story which concerned a mysterious

meteorite that lands in the central character's garden and turns all the surrounding populace into zombies. *Mother 3* is more subdued and uses a similar game engine to *Mario 64* to create fully three-dimensional worlds in the same way *Doraemon* has

**Mother 3 now has a more hard edged ga**



ALTHOUGH *MOTHER 3* IS A LOT LESS CHILDISH THAN THE FIRST TWO GAMES, YOU STILL GET ULTRA COLOURFUL GRAPHICS AND TONS OF WEIRD CHARACTERS.



THE EVIL ENEMIES IN *MOTHER 3* (DETAILS NOT YET CONFIRMED) ARE SHOWN HERE RUMBLING ACROSS THE PREVIOUSLY COLOURFUL LANDSCAPE WITH THEIR WAR MACHINES.



# Mother 3

managed to.

Gone is the twee atmosphere and world of the second game and *Mother 3* now has a more hard edged game environment, with hundreds of characters to interact with (sadly no speech, but Itoi is working on sampling various grunts and human noises made by his team), and the whole game has far more textures and detail than ever before.

But the big news is of course the media than *Mother 3* will come on. Instead of the original cart, you can now expect it to be one of the first 64DD games which incorporates a re-writable disk drive system instead of a ROM cart. This means that as well as being able to save your progress, it will also keep



track of who you have spoken to, what changes you have made to the scenery (blowing up bridges, pulling switches etc), and also how far through you are and whether it is night/day, winter/summer.

The potential of the 64DD is awesome, but when will it arrive in the UK? What it certainly means is that *Mother 3* will be one of the biggest RPGs ever created – on a par with Squaresoft's *Final Fantasy VII* on the PlayStation which runs on three CDs.

*Mother 3* is certainly one of the Nintendo 64's heavyweight titles, but with its reliance on the unproven 64DD technology, is it destined to be delayed again and again?



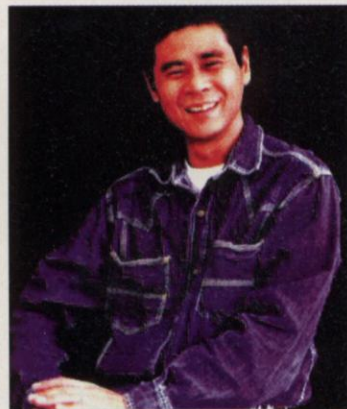
BENIMARU ITOH IS A FAMOUS MANGA ARTIST AND BEFORE THE PROGRAMMING OF *MOTHER 3* BEGAN, HE CREATED HUNDREDS AND HUNDREDS OF SKETCHES OF WHAT THE WORLD WOULD LOOK LIKE.



## environment



AS YOU CAN SEE, THE NUMBER AND VARIETY OF CHARACTERS IN *MOTHER 3* IS ASTOUNDING, EACH ONE IS MADE UP OF OVER 500 POLYGONS AND PERFECTLY TEXTURED. THEY EVEN HAVE FACIAL EXPRESSIONS FOR GAWD'S SAKE.



LOOK IT'S SHIGESTO ITOI, THE CO-CREATOR OF THE *MOTHER* SERIES AND BIG FAN OF DENIM.

**Prospects:** *MOTHER 3* LACKS THE REPUTATION OF *ZELDA*, BUT IT LOOKS TO BE EVERY BIT AS GOOD. THE UNKNOWN FACTOR IS 64DD THOUGH.



BENIMARU IS THE GRAPHIC ARTIST RESPONSIBLE FOR GIVING THE *MOTHER* SERIES ITS DISTINCTIVE LOOK. PREVIOUSLY HE WORKED ON MANGA.