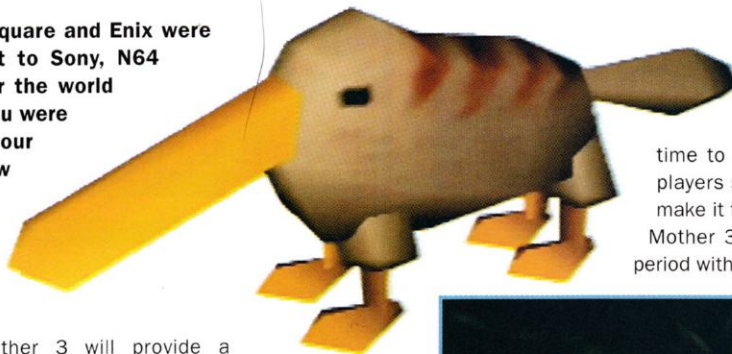# Mother 3

Publisher - Nintendo
Developer - Nintendo
Released - March 1998

So you want a realistic role playing game? You want something that's going to set new standards for the N64? No problem, you want Nintendo's first RPG to be released on the rather sexy 64DD add on: Mother 3.

When developers Square and Enix were rather sourly lost to Sony, N64 RPG fans all over the world were left sobbing. Well if you were one of them you can stop your whimpering right now because Nintendo are showing what RPG's are really all about with one of the most exciting games we have previewed to date.

Mother 3 has multiple routes to take that should extend the replayability of the game tremendously. "Most RPG's have a straight path that takes a short time to get through. In this game we will make players spend time off the main street . This will make it feel more like the real world".

Mother 3's story will take place over a ten year period with twelve different chapters within this time

Nintendo promise that Mother 3 will provide a completely unique playing experience for everyone that buys the game. "How are they going to do that?", I hear you ask. Read on very carefully...

By utilising the enhanced memory capabilities of the 64DD device, theoretically speaking almost anything is possible. For example, if a player was to drop some food whilst on a long journey, a hungry monster could be attracted causing problems for the player. A more interesting example is if you were to plant some seeds at the bottom of a cliff, a tree could grow which the player could climb to get up the cliff. Another player would just perhaps find another way around the cliff and run into completely different obstacles along the way. You could literally go on forever creating different possibilities for the game and that's what the Art Director, one Benimaru Itoh wanted to achieve. "In the case of Final Fantasy VII there are a million people playing exactly the same game. If we sell a million copies of Mother 3, Mr. Iwata wants there to be a million different games out there", says Mr. Itoh. "I'm not sure I will be able to make everyone's game that different, but Mother 3 will surely be a step in the right direction".

Mother 3 will surely be an epic RPG and according to Nintendo, epic is a word that shouldn't be taken lightly. Mr. Itoh estimates that the game should have at least 40-60 hours of playing to get straight through. As
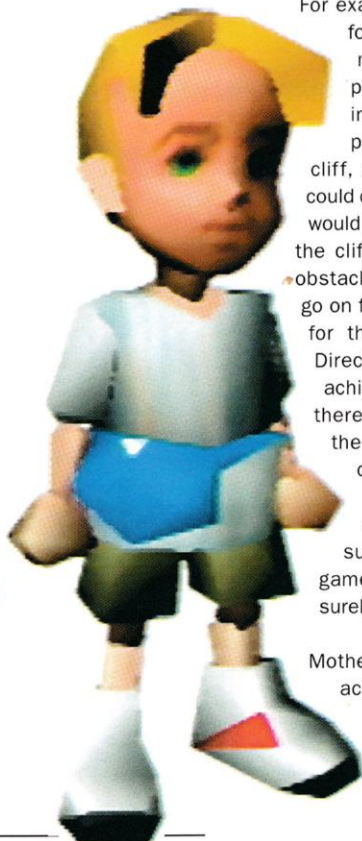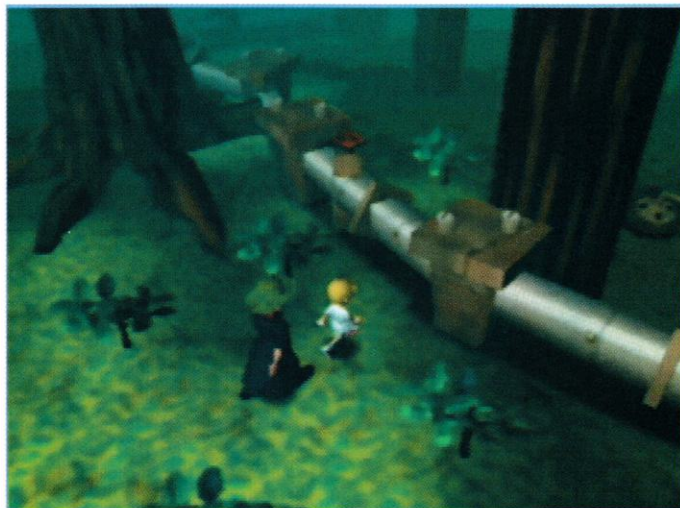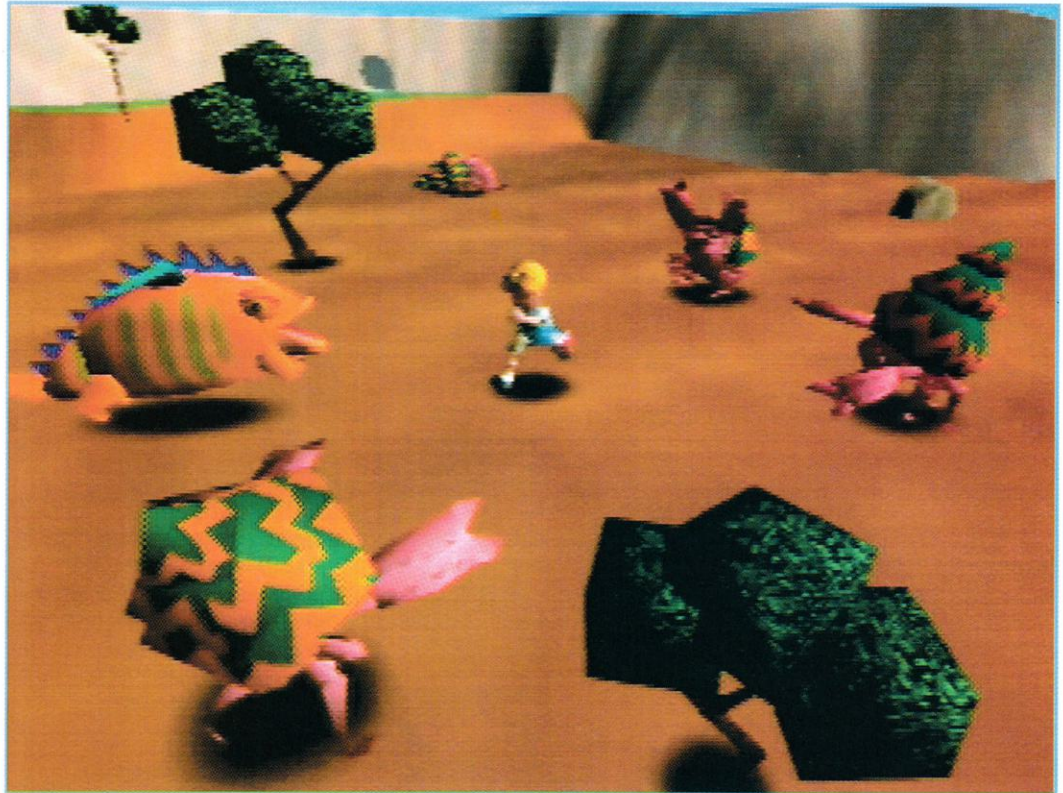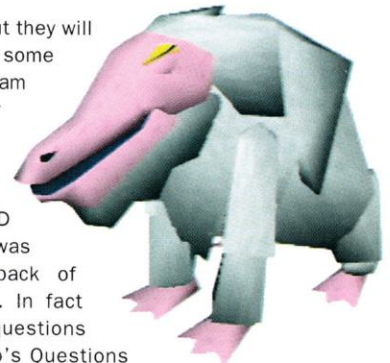
span. This may sound pretty straight forward but it's possible that, for example, chapter 5 will happen before chapter 3 and you will control a different main character according to the chapter you are in. It was considered that Mother 3 should be multiplayer due to the amount of different playable characters in the game but due to the complex AI (artificial intelligence) that idea has now been scrapped. What you essentially have is a single player game, but you can control teams of up to four characters.

When asked how the battle system will work in Mother 3, Mr. Itoh was relatively vague, "As found in any RPG, when you encounter enemies, the screen will change to the battle mode. However, you will be able to see the monsters on the map view". When asked what he thought of other RPG's that have repetitive battles he simply replied,

"There will be fewer battles but they will be of a higher quality. We have some great ideas but unfortunately, I am always scolded by the team for saying too much about this subject!".

Despite the fact that the 64DD didn't make it to E3, it was definitely at the back of everyone's mind. In fact many of the questions at Nintendo's Questions and Answers session were focused on the accessory. Though many details of the add-on were still being kept under wraps, It was confirmed that Mother 3 will definitely be available on the launch date along with a handful of other currently unnamed titles. This is really exciting news and we (in the office of no work and all play!) are all looking forward to getting our hands on this potentially Earth moving Mother of a title.