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&

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EXCLUSIVE!

INDIE SPOTLIGHT: THE NEXT BIG PLATFORMERS!

Discover the indie gems redefining the platforming genre!

REVIEWS

METROID PRIME: REMASTERED!

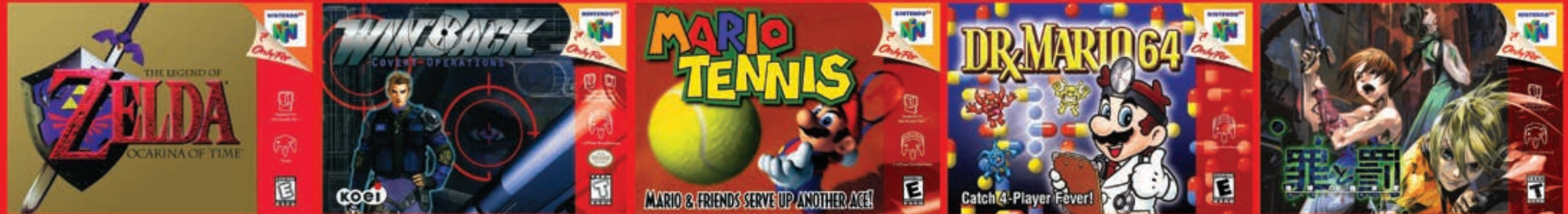
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Kick off the latest issue of Nintendo Power with a heartfelt message celebrating the exciting adventures and milestones of the year. From iconic game releases to moments that defined 2023, the Editor's Note sets the tone for an issue packed with retrospectives and a sneak peek at what's ahead in 2024.

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POWER PROFILE: SHIGERU MIYAMOTO



SUPER MARIO BROS WONDER, 2023 (NINTENDO SWITCH)



MINI FEATURE: THE EVOLUTION OF MARIO KART



COVER STORY: NINTENDO'S NEXT ERA



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Editor's Note

Here Comes the Next Big Wave

Dear Readers,

Welcome to this issue of Nintendo Power! As we close out another exciting year, it's impossible not to reflect on the incredible adventures we've had across the Mushroom Kingdom, Hyrule, and beyond. From the stunning landscapes of the Flower Kingdom in Super Mario Bros. Wonder to the return of old favorites like Detective Pikachu, it's been a year of creativity and innovation for Nintendo fans everywhere.

In this issue, we dive deep into some of the most talked-about titles. First, we explore Super Mario Bros. Wonder, where classic platforming meets delightful surprises, promising a fresh experience for gamers of all ages. Then, we turn the spotlight on the indie developers crafting the next generation of unforgettable platformers. And don't miss our Mario Kart Journey where we explore how Mario Kart first started and where it currently is to this day with Mario Kart 8 Deluxe.

But it's not just about the games – we're also celebrating you, the fans who continue to inspire us. Inside, you'll find your picks for the best Nintendo moments of 2023, along with co-op tips to keep the fun going with friends and family.

As we look ahead to 2024, there's so much to be excited about. Whether you're revisiting classics with Metroid Prime Remastered, strategizing with Pikmin 4, or getting cozy with Fae Farm, this issue is packed with features to fuel your gaming passion. Thank you for being part of this journey. Let's level up together and continue exploring the unique worlds that Nintendo has to offer. So without further ado, let's get this issue started!

Happy gaming,



Yaread Habte

Editor-in-Chief



Mario Tennis Aces kicks off the season, still going strong!



AVAILABLE NOW!

Power Profiles

DATE OF BIRTH

November 16, 1952

BIRTHPLACE

Sonobe, Kyoto Prefecture, Japan

POSITION

Representative Director and Creative Fellow at Nintendo

BEST KNOWN FOR

Creating Nintendo's most iconic franchises, including Super Mario Bros., The Legend of Zelda, Donkey Kong, and Pikmin

FAVOURITE FOOD

Traditional Japanese dishes

CURRENT PROJECT

The development of Super Nintendo World theme park



Shigeru Miyamoto

When we think of Nintendo, one name often stands out above the rest: Shigeru Miyamoto. Renowned as the father of modern video gaming, Miyamoto has spent over four decades at Nintendo, transforming the gaming landscape and creating some of the most beloved characters and franchises in history. From his humble beginnings as a young artist to becoming one of the most influential figures in the industry, Miyamoto's journey is a testament to creativity, innovation, and passion for gaming. His story is not just about games; it reflects the evolution of a medium that has captured the hearts of millions across the globe.

Born on November 16, 1952, in Sonobe, Japan, Miyamoto grew up in a family that valued creativity and exploration. As a child, he spent countless hours exploring the countryside, fascinated by caves, forests, and rivers—elements that would later serve as inspirations for the open-world designs seen in his games like The Legend of Zelda. Miyamoto's passion for art and storytelling developed at an early age, and this creative curiosity led him to pursue a degree in industrial design at Kanazawa Municipal College of Art. While he may not have originally intended to enter the gaming industry, his love for storytelling and innovation made it a perfect fit for him. In 1977, he joined Nintendo, initially working on designing arcade games. Little did he know that this would be the beginning of a remarkable career that would shape the gaming industry for years to come.

Miyamoto's breakthrough came in 1981 with the release of Donkey Kong. At a time when video games were still relatively simplistic and primarily focused on mechanics over narrative, Donkey Kong introduced players to a new kind of experience, combining platforming mechanics with a compelling narrative arc. Players took control of a character named Jumpman—who would later become Mario—as he attempted to rescue his girlfriend, Pauline, from the clutches of the titular ape, Donkey Kong. The game's innovative level design, character-driven narrative, and vibrant graphics made it an instant hit, propelling Nintendo into the international spotlight. Donkey Kong was a massive success, and more importantly, it marked the birth of Mario, who would soon become the face of Nintendo and one of the most iconic characters in gaming history.

Following the success of Donkey Kong, Miyamoto continued to innovate. In 1985, he revolutionized the platforming genre with the release of Super Mario Bros. on the Nintendo Entertainment System (NES). The game was a defining moment in gaming history, introducing groundbreaking elements such as power-ups, secret pathways, and a sprawling world full of challenges. Unlike previous games that restricted players to a single screen, Super Mario Bros. offered a seamless

side-scrolling adventure that felt like an expansive world. Players could explore hidden areas, collect coins, and discover new gameplay mechanics that kept them engaged for hours. This sense of discovery was central to Miyamoto's design philosophy. He wanted players to feel a sense of wonder and excitement as they traversed the Mushroom Kingdom. The game not only defined a genre but also became a cultural phenomenon, selling over 40 million copies worldwide and establishing Mario as Nintendo's flagship character.

What set Miyamoto apart from other designers was his ability to combine accessible gameplay with deep, immersive worlds. His games were not just about winning or losing—they were about the journey, the experience, and the joy of play. This philosophy became even more apparent with the release of The Legend of Zelda in 1986. The game broke new ground by offering players an open-world adventure where exploration was encouraged, and progress was often non-linear. Inspired by Miyamoto's childhood adventures exploring caves and forests, The Legend of Zelda invited players into the land of Hyrule, where they could discover dungeons, solve puzzles, and fight enemies in any order they chose. The freedom to explore at one's own pace, combined with the game's intricate puzzles and engaging combat, made The Legend of Zelda a critical and commercial success.

The Legend of Zelda was more than just a game—it was a blueprint for modern open-world game design. The emphasis on exploration, discovery, and player agency would go on to influence countless other games, from Metroid to Dark Souls. Miyamoto's vision of creating a living, breathing world where players could lose themselves in a grand adventure had become a reality. The success of The Legend of Zelda led to numerous sequels, each expanding on the lore and gameplay mechanics that defined the original. Today, the series is considered one of the greatest in gaming history, with titles like Ocarina of Time and Breath of the Wild setting new standards for design, storytelling, and player engagement.

Miyamoto's influence on gaming culture extends beyond his individual titles. He has always been a vocal advocate for the importance of play and creativity in game design. His belief that games should be fun and accessible has been a guiding principle for Nintendo, shaping the company's family-friendly image. While competitors like Sega and Sony often focused on more mature themes or cutting-edge graphics, Nintendo, under Miyamoto's guidance, carved out a unique identity based on the simple joy of playing. Miyamoto has often stated that he designs games with the goal of making players smile, and this ethos has resonated with fans across generations. Despite his immense success, Miyamoto has faced numerous challenges throughout his career. As the gaming industry evolved in the 1990s, the rise of 3D graphics and more powerful consoles posed new

challenges for game designers. Once again, Miyamoto rose to the occasion, leading the development of Super Mario 64 in 1996 for the Nintendo 64. Super Mario 64 was one of the first games to successfully transition from 2D to 3D, introducing a fully explorable 3D world where players could control Mario with unprecedented precision and fluidity. The game's innovative camera system and intuitive controls set new standards for 3D game design and became a reference point for countless other titles. Super Mario 64 proved that Miyamoto was not only capable of adapting to new technologies but also of pushing the boundaries of what was possible in gaming.

Miyamoto's contributions to gaming go beyond the titles he has personally worked on. As a senior executive at Nintendo, he has played a key role in shaping the company's overall direction and vision. He has mentored and guided younger designers, instilling in them the values of creativity, accessibility, and innovation that have defined his career. Many of the developers who worked under Miyamoto have gone on to create their own successful franchises, further expanding Nintendo's influence on the gaming industry. Titles like Splatoon and Animal Crossing, while not directly designed by Miyamoto, owe much of their success to the design principles he championed.

As gaming continues to evolve, so too does Miyamoto's role at Nintendo. While he no longer serves as the director of individual game projects, he remains a key figure in the development of new titles, offering guidance and creative input to ensure that Nintendo's games continue to meet the high standards he set. Recent releases like Super Mario Odyssey and The Legend of Zelda: Breath of the Wild reflect Miyamoto's enduring influence. Both games push the boundaries of what players can expect from open-world and platforming experiences while staying true to the core values that have defined Nintendo's approach to game design.

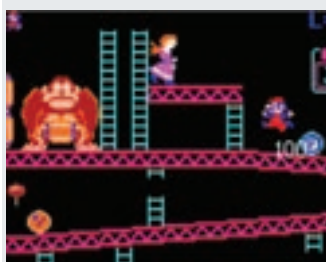
Looking to the future, Miyamoto has expressed excitement about the possibilities of new technologies like virtual reality (VR) and augmented reality (AR). While Nintendo has been cautious in adopting these technologies, Miyamoto has hinted that they could play a role in future Nintendo titles. As always, his focus remains on creating experiences that are fun and engaging for players of all ages. "Technology is important, but the most important thing is that the game is fun to play," Miyamoto has said in interviews. This balance between innovation and playability has been the cornerstone of his career.

In reflecting on Shigeru Miyamoto's remarkable legacy, it's clear that his contributions to gaming extend far beyond the creation of beloved characters and franchises. He has redefined what it means to be a game designer, emphasizing the importance of play, creativity, and accessibility. His ability to connect with players through engaging gameplay and memorable

storytelling has solidified his status as a legend in the industry. As we look forward to the future of gaming, we can only hope that the spirit of innovation and imagination that Miyamoto embodies continues to inspire the next generation of game developers.

Ultimately, Shigeru Miyamoto's legacy is not just about the games he has created but about the joy he has brought to millions of players around the world. Through his work, he has shown us that games can be a powerful medium for storytelling, creativity, and connection. As we navigate the ever-changing landscape of the gaming industry, Miyamoto's influence will undoubtedly continue to shape our experiences and inspire us to dream bigger, play harder, and embrace the magic of gaming.

GAMEOGRAPHY



DONKEY KONG
1981, ARCADE
DESIGNER/DIRECTOR



SUPER MARIO BROS.
1985, NES
DIRECTOR/DESIGNER



THE LEGEND OF ZELDA
1986, NES
PRODUCER/DIRECTOR



SUPER MARIO 64
1996, N64
PRODUCER/DIRECTOR



STAR FOX
1993, SNES
PRODUCER



PIKMIN
2001, GAMECUBE
PRODUCER/CREATOR

MIYAMOTO'S FAMOUS WORK



Mini Feature

The Evolution of Mario Kart: From Super Nintendo to Modern-Day Racing Icon

From Pixels to Podiums: Charting the Legendary Journey of Mario Kart!



A High-Octane Journey Through Time

Few franchises in gaming history have left as indelible a mark on the industry as Mario Kart. Since its debut in 1992 on the Super Nintendo Entertainment System (SNES), Mario Kart has evolved into a multi-platform, genre-defining experience beloved by fans worldwide. Known for its easy-to-learn mechanics, yet hard-to-master competitive play, Mario Kart has stood the test of time. But what is it about this quirky kart-racing series that has turned it into a global phenomenon?

This mini-feature will take you through the evolution of Mario Kart—from its humble beginnings as a split-screen SNES game to its position as one of the best-selling franchises in gaming history. Along

the way, we'll examine key innovations, unforgettable titles, and the cultural impact of a game that has, quite literally, crossed the finish line ahead of the competition.



The Birth of a Classic

In 1992, Super Mario Kart hit the scene on the SNES, and it quickly became clear that Nintendo had a winner on its hands. Developed by Nintendo's EAD division, the game was a unique blend of fast-paced racing, recognizable characters, and the use of items to sabotage opponents. It introduced players to a new kind of racing game where skill alone wasn't always enough to win—a well-timed red shell could completely turn the tide of a race.

The Mode 7 graphics technology of the SNES allowed the game to simulate 3D-like environments, making the tracks seem dynamic and engaging. Super Mario Kart was also among the first racing games to offer both multiplayer and single-player experiences, ensuring that it could be enjoyed with friends or in the comfort of solo play. The game's iconic cast of characters, including Mario, Luigi, Bowser, and Princess Peach, also helped solidify its popularity.

But what made Super Mario Kart revolutionary was its accessibility. The controls were easy for newcomers to pick up, but the game still offered plenty of depth for seasoned players. Its blend of chaotic item usage, drifting mechanics, and competitive racing would go on to define the genre for decades to come. Super Mario Kart sold over 8 million copies worldwide, cementing its place as a staple in Nintendo's lineup and paving the way for future installments.



The N64 & GameCube Era: Expanding the Formula

After the success of the SNES entry, fans eagerly awaited the next evolution of Mario Kart. They didn't have to wait long. In 1996, Mario Kart 64 was released for the Nintendo 64. The jump to 3D graphics brought a new level of excitement to the franchise, as the tracks were now fully rendered in 3D, allowing for more complex designs, dynamic terrains, and visual upgrades. The game introduced four-player multiplayer, which became a defining

feature of the Mario Kart series, and remains a fan-favorite aspect to this day.

In addition to enhanced visuals and multiplayer capabilities, Mario Kart 64 introduced some of the most iconic tracks in the franchise's history, including Rainbow Road, Koopa Troopa Beach, and Wario Stadium. The addition of new items like the blue shell—a weapon that targets the player in first place—added a new strategic layer to the game, making races more unpredictable and thrilling.

Following Mario Kart 64, the next major installment was Mario Kart: Double Dash!!, released for the GameCube in 2003. Double Dash!! brought a unique twist to the series: players could now select two characters per kart, with one driving and the other throwing items. This innovation added a layer of strategy, as players could mix and match characters and their specialized items. The ability to switch drivers mid-race, along with the inclusion of cooperative multiplayer, made Double Dash!! a standout in the franchise.

The GameCube era also saw the introduction of LAN multiplayer, allowing up to 16 players to compete in races. While the technology was a bit ahead of its time, it paved the way for future multiplayer innovations. The tracks in Double Dash!! also showcased the creative freedom Nintendo had with the franchise, offering more varied environments, from Dino Dino Jungle to the fan-favorite Baby Park—a chaotic, high-speed track that quickly became a go-to for competitive players.

Mario Kart: Double Dash!! was a bold step forward for the series, blending innovation with the chaotic fun that had become its hallmark. Its influence is still felt in modern Mario Kart titles, from the cooperative elements to the inventive track designs that continue to push the boundaries of the genre. The tracks not only demonstrated the team's ingenuity but also reinforced the franchise's focus on delivering high-energy, multiplayer fun. This was an overall ongoing success within the franchise.





MARIO KART DOUBLE DASH, 2003 (GAMECUBE)

Mario Kart DS and Wii: The Rise of Online Play

In 2005, Mario Kart DS brought the series into the handheld space, and with it, a wealth of innovations that would become hallmarks of future entries. The game was the first in the series to offer online play, a feature that significantly expanded the reach of Mario Kart and allowed players around the world to race against one another. Mario Kart DS also introduced the Mission Mode, where players could complete various challenges, adding an element of single-player depth not seen in previous titles.

The game's online multiplayer was a revelation, although it was somewhat limited by the technology of the time. Still, for many, it was their first taste of competitive Mario Kart outside of local multiplayer, and it paved the way for more robust online experiences in later installments.

Then, in 2008, Mario Kart Wii took the franchise to new heights. The game sold over 37 million copies, making it one of the best-selling games in history. Mario Kart Wii introduced motion controls via the Wii Remote, which allowed players to steer their karts by physically tilting the controller. While the motion controls weren't for everyone, they offered a new, immersive way to experience the game.

Mario Kart Wii also expanded online multiplayer, supporting up to 12 players in a single race. The game introduced motorcycles as a new vehicle type, along with tricks and wheelies, further deepening the racing mechanics. The combination of accessible controls, online play, and innovative mechanics made Mario Kart Wii one of the most enduring entries in the franchise, and its influence can still be felt in modern titles. Its iconic tracks, like Coconut Mall and Mushroom Gorge, remain fan favorites, frequently reappearing in remastered forms in newer games. Grumble Volcano and Rainbow Road offered significant challenges, cementing their reputations as tests of skill. Many of these tracks have been remastered for newer Mario Kart titles, showcasing their lasting appeal. The combination of innovative mechanics, accessible controls, and expansive online features ensured Mario Kart Wii would leave a long lasting legacy.

Mario Kart 8 Deluxe: Perfection on the Switch

When Mario Kart 8 was first released for the Wii U in 2014, it was already considered a masterpiece of the genre. With its stunning HD graphics, refined mechanics, and dynamic anti-gravity tracks, Mario Kart 8 quickly became a critical darling. However, it wasn't until the release of Mario Kart 8 Deluxe for the Nintendo Switch in 2017 that the game truly realized its full potential.

Mario Kart 8 Deluxe took everything that was great about the original and added even more content. With all previously released DLC included, additional characters like the Inklings from Splatoon, and revamped battle modes, Mario Kart 8 Deluxe became the definitive Mario Kart experience. The game's online multiplayer was smoother and more reliable than ever, allowing players to compete in global tournaments or battle it out with friends.

One of the key features that set Mario Kart 8 Deluxe apart from its predecessors was its attention to detail. The anti-gravity mechanics, which allowed players to race on walls and ceilings, added a whole new dimension to the game. Combined with meticulously designed tracks like Mount Wario and Electrodrome, the game felt both familiar and fresh. The return of Coin Runners and the revamped Balloon Battle also brought new life to the game's battle mode.

After adding new content to Mario Kart 8 Deluxe, Nintendo has managed to sustain its community and extend the game's lifecycle, solidifying its place as the best-selling game on the Switch and one of the most enduring entries in the franchise's history.

Mario Kart 8 Deluxe remains one of the most popular games on the Nintendo Switch, with millions of players still actively participating in races and tournaments. Its success is a testament to the enduring appeal of Mario Kart and Nintendo's ability to innovate while staying true to the core elements that made the series great.



MARIO KART DS, 2005 (DS)

The Future of Mario Kart

With each new installment, Mario Kart continues to push the boundaries of what a racing game can be. As we look toward the future, speculation is rampant about what Nintendo has in store for the next Mario Kart entry. Could we see new mechanics, an expanded online multiplayer system, or even the introduction of a new crossover event similar to Super Smash Bros.?

One possibility is the expansion of the Mario Kart universe to include even more characters from Nintendo's extensive roster. With the introduction of Link from The Legend of Zelda and the Inklings from Splatoon in Mario Kart 8 Deluxe, the idea of a crossover racing game seems more plausible than ever. Imagine racing as Samus Aran or Kirby, each with their own unique vehicles and items.

Another area for potential growth is in virtual reality. While Nintendo has been cautious with VR technology, the chaotic, high-speed nature of Mario Kart seems like a perfect fit for immersive racing. Imagine dodging blue shells in a full 360-degree VR experience, or racing through a life-sized version of Rainbow Road.

Additionally, the integration of augmented reality [AR] could be another path for innovation. Following

the success of Mario Kart Live: Home Circuit, which allowed players to race physical karts in their living rooms while viewing a digital course through the Switch, Nintendo could expand this concept with more complex AR environments. This could include multiplayer AR racing or even AR-enhanced tracks where the real and virtual worlds seamlessly combine.

Another avenue for growth could be a deeper focus on customization, allowing players to design their own tracks, vehicles, and even gameplay rules. While the franchise has dabbled in customization through kart building and Mario Kart Live, a dedicated track editor with online sharing capabilities could expand the community-driven aspects of the game. Players could design their dream courses and compete on creations from around the globe.

With each new installment, Nintendo brings fresh tracks, creative mechanics, and exciting characters, keeping the franchise dynamic and engaging. As fans eagerly await what's next, Mario Kart stands as a testament to the enduring magic of multiplayer gaming. The future of Mario Kart is on the horizon.



MARIO KART WII, 2008 (WII)



MARIO KART 7, 2011 (3DS)



MARIO KART 8 DELUXE, 2017 (SWITCH)



MARIO KART TOUR, 2019 (SWITCH)



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Nintendo Switch Sports Set

The Pokémon Company Nintendo



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Nintendo Switch
OLED Model



Nintendo Switch – OLED Model
Mario Red Edition



Nintendo Switch – OLED Model
The Legend of Zelda:
Tears of the Kingdom Edition



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Animal Crossing:
New Horizons Aloha Edition

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SUPER MARIO BROS. WONDER

Leap into the Flower Kingdom with Mario and friends as they discover dazzling power-ups, chaotic co-op gameplay, and a brand-new adventure in Super Mario Bros. Wonder exclusively on Nintendo Switch.

Step into a vibrant new world with Super Mario Bros. Wonder! The iconic plumber returns in a bold 2D platforming adventure that redefines the series' classic formula. Journey through the Flower Kingdom, where dynamic level designs, transformative Wonder effects, and chaotic co-op gameplay await. With brand-new power-ups and never-before-seen mechanics, this game promises to enchant both longtime fans and new players alike. Prepare to embark on an imaginative and whimsical journey that expands the legacy of the Mario franchise, exclusively on the Nintendo Switch!

Step into the Flower Kingdom, where each level is a dynamic masterpiece brimming with surprises. In Super Mario Bros. Wonder, the familiar elements of the Mushroom Kingdom evolve into unpredictable marvels. Wonder Flowers trigger dazzling transformations—pipes wiggle to life, clouds form unexpected bridges, and the entire environment pulses with energy.

The game's design encourages players to explore, as every stage introduces fresh mechanics, ensuring that no adventures feel the same. Mario's arsenal of power-ups gets a delightful twist in Wonder. From an elephant form that crushes obstacles with ease to a bubble ability perfect for trapping enemies, the variety

of gameplay styles will keep players coming back for more. Combine these with co-op multiplayer, and the possibilities for chaotic fun are endless.

With Super Mario Bros. Wonder, Nintendo breathes new life into classic Mario gameplay while respecting its roots. Longtime fans will recognize the series' signature charm, tight controls, and side-scrolling design, but the Flower Kingdom offers a bold departure. Cooperative gameplay is back, allowing up to four players to explore together, yet this time it feels more chaotic and dynamic than ever.

The character lineup ensures everyone can join the fun, from Mario and Luigi to Peach and Toad—even Yoshi is playable, with a unique ability set. Peach, maintains her ability to hover in mid-air, making her ideal for players who prefer a more controlled, strategic approach to platforming. Toad has a speed advantage due to his quick speed. Even Yoshi, a fan favourite, is playable with his signature ability to flutter jump and consume enemies making him an ideal choice for players who need a relaxed playthrough.



DEVELOPMENT

The development of Super Mario Bros. Wonder stands out as one of Nintendo's most ambitious and imaginative efforts in recent years. The game redefines the 2D Mario experience, blending innovative gameplay mechanics with classic elements that players have cherished for decades. Nintendo has once again proven its ability to innovate while staying true to the spirit of the series.

INITIAL CONCEPT

The idea for Super Mario Bros. Wonder began during the development of Super Mario Maker 2. Producer Takashi Tezuka envisioned a 2D Mario game that would be distinct from both the Super Mario Maker series and the New Super Mario Bros. titles. He aimed to create an experience filled with surprises and creativity, much like the original Super Mario Bros. felt to players in 1985. This vision set the stage for a new game engine and design philosophy, prioritizing wonder and unpredictability over conventional platforming. This allowed them to push the boundaries of the 2D platformer genre, creating an interesting experience.



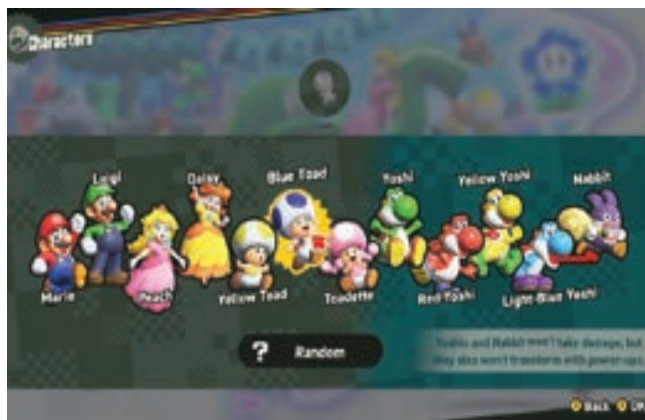
Director Shiro Mouri shared that the development team was encouraged to take risks and explore unconventional ideas. Early in the process, Nintendo decided not to impose strict deadlines,

allowing the team to iterate freely and focus on innovation. This open-ended approach resulted in the development of unique mechanics, such as the Wonder Effects, which dramatically alter

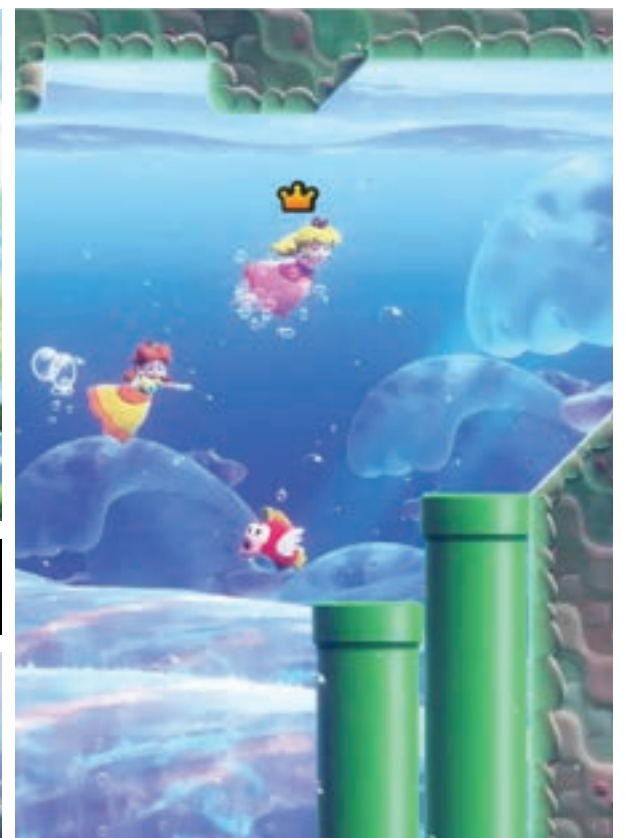
levels and gameplay.

DESIGNING FOR WONDER AND SURPRISE

Creating a sense of wonder was the central design goal. The team sought to surprise players with imaginative level transformations and unexpected gameplay moments. For example, the Wonder Flowers introduce wild changes to the environment—pipes come alive, Mario morphs into new forms, and even the laws of physics are temporarily altered. These mechanics were



Super Mario Bros. Wonder follows Mario and his friends as they venture into the Flower Kingdom, after Bowser merges with the kingdom's Castle, threatening its peace. The heroes must save the day.



Daisy and Peach swimming in an underwater level while avoiding obstacles such as the Cheep Cheeps. The crown on Peach indicates she is the current leader.

extensively prototyped and tested to ensure they felt fresh and exciting. The developers also drew inspiration from childhood memories and observations of nature. This helped shape the whimsical aesthetics and dynamic environments of the Flower Kingdom. By focusing on these elements, the team sought to evoke a sense of joy and exploration. There is always something new for each level in Wonder.

CHALLENGES

One of the key challenges was balancing tradition with innovation. While

Super Mario Bros. Wonder introduces new mechanics, it also preserves the tight controls and intuitive

design that define the Mario series. Striking this balance required extensive collaboration and feedback from both veteran and younger developers. Localization was another major hurdle. The team worked to ensure the game's humor, narrative, and gameplay resonated across cultures. This included fine-tuning level designs and dialogue to cater to international audiences. While the system's portability and flexibility were key selling points, they also presented limitations in terms of graphical fidelity and processing power. The developers managed to achieve an enjoyable multiplayer experience for all players across ages.

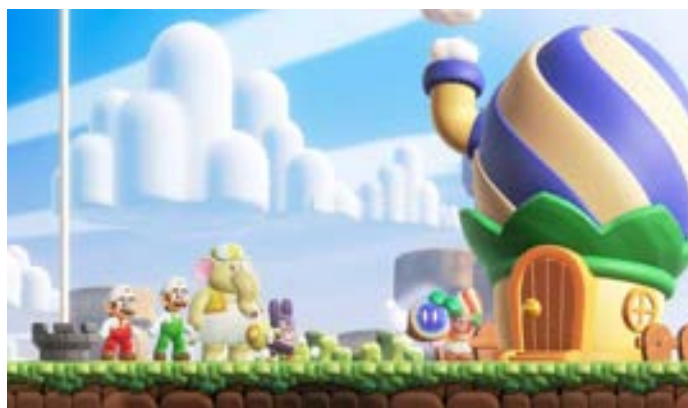




Princess Peach alongside Yellow Toad, Luigi, and Mario as they progress through one of the levels in Super Mario Bros. Wonder. Peach showing a surprised expression as she exits from a golden pipe.

POWER-UPS AND CHARACTER

The new power-ups, such as Mario's elephant transformation and the bubble ability, are a testament to the game's creative spirit. These abilities were designed to expand gameplay possibilities, allowing players to approach challenges in different ways. The inclusion of a diverse character roster, including Mario, Luigi, Peach, Daisy, Toad, Toadette, Yoshi, and



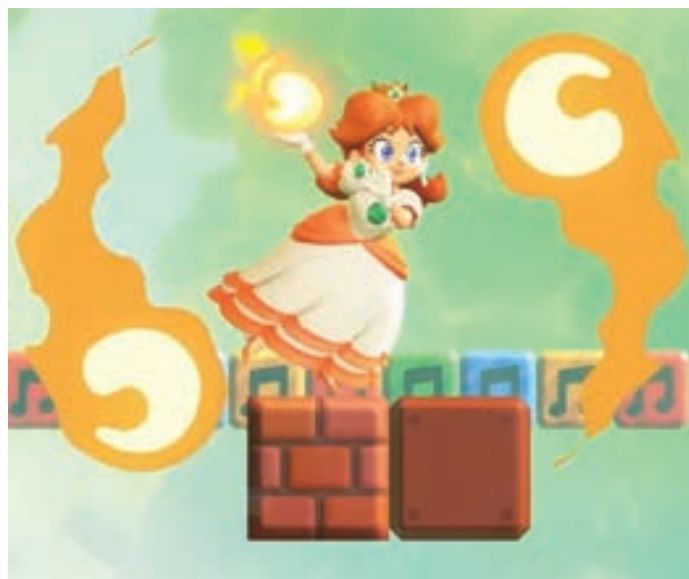
Nabbit further emphasizes accessibility and fun for players of all skill levels. There is a preference for everyone. Players can experiment with various characters and discover unique playstyles.

ITERATIVE APPROACH

The development process was iterative, with numerous prototypes and ideas tested before finalizing the game. Some concepts, such as a prototype level that dramatically altered gameplay strategies, were ultimately cut but served as learning experiences. These iterations helped refine the core gameplay, ensuring every aspect of the game felt polished and cohesive. Additionally, the team frequently revisited and reworked levels to ensure they balanced challenge and accessibility allowing players to enjoy the experience.

LEGACY OF REINVENTION

The absence of a strict production schedule and the willingness to experiment highlight Nintendo's commitment to quality and creativity. Super Mario Bros. Wonder stands as a testament to the company's ability to reinvent its iconic franchises while respecting their roots. The game is not just a celebration of Mario's legacy but also a bold step forward for 2D platformers. Super Mario Bros. Wonder represents a masterclass in game development. By prioritizing wonder, collaboration, and iteration, Nintendo has crafted a game that feels both timeless and groundbreaking. This approach ensures that the Mario franchise continues to captivate audiences for generations to come. The game serves as a reminder of Nintendo's enduring philosophy of "fun first," as Super Mario Bros. Wonder reinforces the company's role as a pioneer in the gaming industry; a new standard.



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Nintendo's Next Era: Innovating Beyond Breath of the Wild's Legacy

With the release of The Legend of Zelda: Tears of the Kingdom, fans are asking—what's next for Nintendo's beloved franchises? We explore potential new titles, innovations, and industry shifts that could shape the future.

A Future Full of Promise

In the world of gaming, few companies command the same level of loyalty and admiration as Nintendo. From the innovative hardware of the Switch to groundbreaking titles like The Legend of Zelda: Breath of the Wild and Super Mario Odyssey, the company has continually redefined what gaming can be. With the release of Tears of the Kingdom, the sequel to Breath of the Wild, Nintendo has once again captured the imagination of gamers worldwide. But as 2024 comes to a close, many fans are starting to ask: What's next?

The release of a blockbuster title like Tears of the Kingdom is not just a culmination of years of hard work—it's also the beginning of a new chapter. As Nintendo enters its next phase, industry analysts, fans, and insiders alike are eager to see how the company will innovate once more. New hardware, exciting franchise updates, and the possibility of entirely new IPs make this a pivotal moment in the company's long and storied history—beloved franchises like Mario and Metroid to the possibility of new hardware on the horizon, we'll dive deep into the innovations that could shape the next decade of Nintendo's success. Get ready to embark on a journey through the future of gaming, where anything is possible.



The Switch's Successor – What We Know So Far

The Nintendo Switch has been a massive success since its release in 2017. With over 120 million units sold worldwide, the hybrid console changed the landscape of gaming. By combining handheld portability with traditional console gaming, Nintendo once again proved its innovative spirit. But as technology marches on, so do the demands of gamers. Many are wondering: when will we see the next generation of Nintendo hardware?

The answer to that question is closer than you might think. Rumors about a "Switch 2" or "Super Switch" have been circulating for months, with some speculating that an official announcement could come as early as 2025. While Nintendo has remained tight-lipped about specifics, there are a few key pieces of information that hint at what the next console might look like.

First, it's expected that Nintendo will continue the hybrid model that made the Switch so successful. The ability to play games on the go or dock the console for a traditional home experience has been a game-changer, and it's unlikely that Nintendo would abandon such a winning formula. However, the next iteration of the console is expected to come with significant hardware upgrades.

One of the biggest complaints about the current Switch is its aging technology. The console struggles to keep up with graphically intensive games, particularly when compared to the likes of the PlayStation 5 and Xbox Series X. The new hardware is expected to feature a more powerful processor and increased RAM, allowing for smoother gameplay and more graphically demanding titles. This would open the door for more third-party developers to bring their games to the platform, something that has been a challenge for Nintendo in the past.

Another key feature of the next-generation console could be improved battery life and screen quality for the handheld mode. While the OLED version of the Switch has already improved the visual experience, fans are eager for even higher resolution and more vibrant displays. Whether this will take the form of a 4K handheld experience or simply a more refined OLED screen remains to be seen, but one thing is certain: the future of Nintendo's hardware will be built around flexibility and innovation.

Another exciting possibility is the implementation of backward compatibility, a feature that has become increasingly important to players. Given the massive success of the Switch's game library, it's likely that Nintendo will aim to make the new console compatible with existing Switch titles. This would not only ease the transition for players but also ensure that the next console launches with an extensive library right out of the gate. Nintendo appreciates the Switch's success.



NINTENDO SWITCH, 2017



NINTENDO SWITCH LITE, 2019



NINTENDO SWITCH OLED, 2021

Franchise Evolution — Mario, Metroid, and More

Nintendo is defined by its iconic franchises. Over the years, characters like Mario, Link, and Samus have become household names, their adventures shaping generations of gamers. But as the company moves into a new era, fans are eager to see how these beloved series will evolve. What new adventures await the heroes of Nintendo's most famous games?

Let's start with Mario, the face of Nintendo. The last mainline Mario game, *Super Mario Odyssey*, was a critical and commercial success, offering players a vibrant open-world experience. But it's been several years since Mario's last outing, and fans are clamoring for what's next. There are strong rumors that a new Mario game is already in development for the next-gen console. While details are scarce, it's expected that the game will continue to push the boundaries of open-world platforming, potentially taking inspiration from *Breath of the Wild*'s vast, interconnected world.

What's more exciting is the possibility of a return

to *Super Mario Galaxy*. The *Galaxy* series is beloved for its creative level design and gravity-defying gameplay, and there are whispers that Nintendo may be revisiting the series for a next-gen sequel. With the power of new hardware, a new *Galaxy* game could offer breathtaking visuals and innovative mechanics that elevate the series to new heights.

Meanwhile, fans of the *Metroid* series have reason to be optimistic. After years of waiting, *Metroid Dread* brought Samus Aran back to the spotlight with a thrilling 2D experience. But what about *Metroid Prime 4*? Announced years ago, the game has been shrouded in mystery, with little information released to the public. However, industry insiders believe that the game is well into development and could be a launch title for the next-gen console. If true, *Metroid Prime 4* could be the most ambitious entry in the series yet, offering a vast, explorable world filled with secrets, enemies, and cutting-edge visuals.



SUPER MARIO ODYSSEY, 2017 (NINTENDO SWITCH)



METROID PRIME REMASTERED, 2023 (NINTENDO SWITCH)

New IPs — The Possibilities

Nintendo's success has often come from its mastery of familiar franchises, but the company also has a history of introducing bold, new intellectual properties (IPs). From *Splatoon* to *ARMS*, Nintendo has consistently proven its ability to create fresh concepts that capture the imaginations of gamers worldwide. As the company looks to the future, speculation about potential new IPs has reached a fever pitch. What new worlds and characters could Nintendo be planning to introduce?

A key element of Nintendo's development process is its focus on gameplay innovation. Every new IP the company introduces tends to bring something unique to the gaming landscape. Take *Splatoon*, for example

Nintendo managed to take the traditionally violent genre of multiplayer shooters and turn it on its head by introducing paintball mechanics, vibrant aesthetics, and a unique emphasis on teamwork. With *Splatoon 3* enjoying a dedicated fanbase and esports following, it's clear that Nintendo's risk-taking paid off.

So what's next? Some industry analysts believe that Nintendo could be developing an open-world RPG with completely original characters and settings. Such a game could blend the deep exploration mechanics of *Breath of the Wild* with RPG elements from games like *Xenoblade Chronicles* or *The Witcher 3*. Given Nintendo's track record with innovative world-building, an expansive RPG might be the perfect opportunity to offer something new while still keeping with the company's signature charm.

Another intriguing possibility is a new multiplayer-focused game, similar to *ARMS* or *Splatoon*. In recent years, the rise of competitive multiplayer games such as *Fortnite* and *Apex Legends* has dominated the gaming landscape. While Nintendo has always maintained a family-friendly appeal, the company has also dabbled in competitive online gaming. A new IP could tap into this market, offering unique mechanics that set it apart from the more traditional shooters or battle royales.

Nintendo could also explore the growing world of virtual reality (VR). Though the company has been cautious about fully embracing VR, it did experiment with the concept through the *Nintendo Labo VR Kit*. While *Labo* didn't offer the high-end VR experiences of competitors like the *Oculus Quest*, it was a step in an interesting direction. Could we see Nintendo take VR to the next level with an original IP? A Nintendo VR game could blend the

company's penchant for innovation with immersive gameplay that could redefine how we experience virtual worlds.

Finally, we can't rule out the possibility of Nintendo diving into more narrative-driven experiences. With the success of story-rich games like *The Last of Us* and *God of War* in recent years, Nintendo may want to explore a more mature, emotionally resonant IP. While this would represent a significant shift from its usual tone, the company has surprised us before. An original narrative-based IP could blend cinematic storytelling with Nintendo's creative flair, appealing to both long-time fans and newcomers alike. Such a move could diversify Nintendo's portfolio while showcasing its ability to innovate in genres it's less known for. Nintendo may want to explore a more mature, emotionally resonant IP. Such a move could even elevate Nintendo's reputation.



NINTENDO LABO, 2018

The Future of E-Sports — Nintendo's Role

While Nintendo has traditionally focused on single-player experiences and family-friendly games, the competitive gaming scene, or e-sports, has rapidly grown over the last decade. Titles like Super Smash Bros. and Splatoon have already made a mark in the competitive gaming world, but how will Nintendo shape the future of e-sports in the coming years? Will the company take an even more active role in the development of its competitive gaming community?

Nintendo has always had a somewhat ambivalent relationship with e-sports. While Super Smash Bros. is a staple of competitive gaming tournaments, the company has historically been hesitant to fully embrace the competitive scene. This could change as more developers and publishers recognize the long-term financial benefits of investing in e-sports. Super Smash Bros. Ultimate continues to attract players from around the globe, with tournaments featuring massive prize pools and high levels of viewership on streaming platforms like Twitch and YouTube.

If Nintendo were to take a more active approach to e-sports, they could further support their competitive games by developing robust online infrastructures. One area of concern for competitive gamers is the quality of Nintendo's online services, which, compared to competitors, lag behind in terms of stability and functionality. The introduction of a more competitive-friendly online system, with dedicated servers and matchmaking algorithms, could drastically improve the e-sports scene surrounding Nintendo games.

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Another key factor that could play into Nintendo's e-sports future is Splatoon. While not traditionally seen as an e-sports juggernaut, Splatoon 3 has gained a significant competitive following since its release. The game's team-based mechanics and fast-paced action have made it a natural fit for the e-sports arena. With additional support from Nintendo—perhaps in the form of larger tournaments, a dedicated competitive league, or enhanced spectator modes—Splatoon could grow into one of the major players in the competitive shooter genre.

Beyond supporting their current games, Nintendo may also develop new titles with e-sports in mind. A competitive-focused game—whether it be a new fighting game, a strategy title, or even a racing game—could attract a whole new audience of competitive gamers. Given Nintendo's knack for creating games that are easy to pick up but difficult to master, a new e-sports-ready IP could thrive in the competitive scene. Additionally, leveraging their beloved franchises like Super Smash Bros. or Mario Kart with enhanced e-sports features, such as robust online matchmaking or tournament modes, could further cement Nintendo's place in competitive gaming. With the growing popularity of e-sports globally, Nintendo has a unique opportunity to redefine the competitive gaming space.



Finally, we must consider the possibility of Nintendo launching its own e-sports platform. This could take the form of an online competitive hub where players can find tournaments, leaderboards, and community resources for their favorite Nintendo games. Such a platform would not only benefit competitive players but would not only

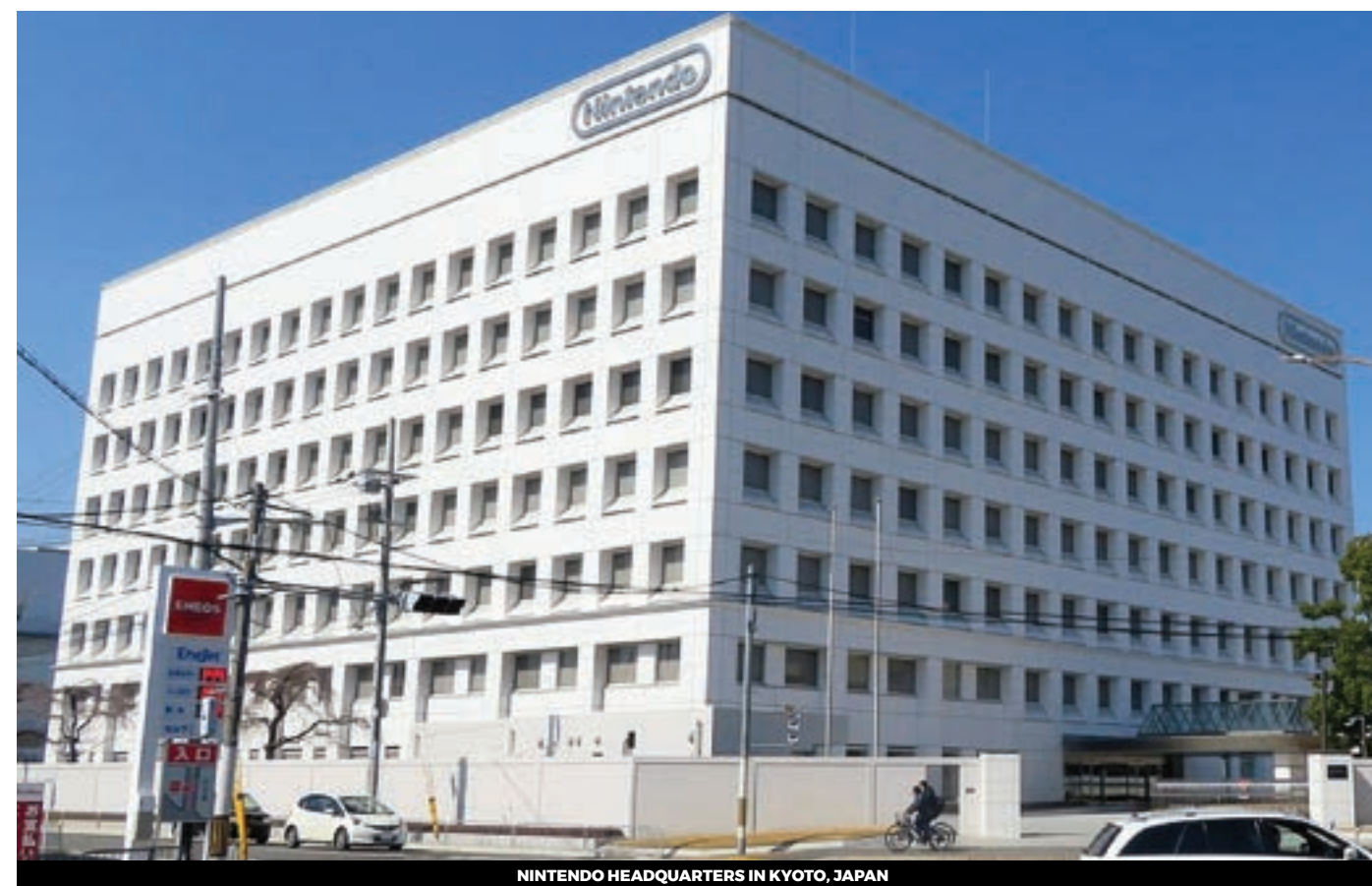
benefit competitive players but also help to build and nurture a growing e-sports community centered around Nintendo's unique brand of gaming community.

The company's entry into the world of competitive gaming could also extend to partnerships with existing e-sports organizations. Collaborating with established tournament organizers and leagues could bring Nintendo games to the forefront of competitive gaming while ensuring that the company's brand remains strong and visible in the global gaming community.

Nintendo's Road Ahead

As we look toward the future, it's clear that Nintendo is poised for another era of innovation and success. Whether through the release of new hardware, the evolution of beloved franchises, or the introduction of entirely new IPs, Nintendo continues to push the boundaries of what is possible in gaming. From potential breakthroughs in the e-sports scene to the development of a new generation of unforgettable characters and worlds, the company's influence on the gaming industry shows no signs of waning. Nintendo remains a cornerstone of the gaming world, inspiring players and developers alike.

As we wrap up this cover story, we're left with one burning question: What will Nintendo do next? While the answers may still be shrouded in mystery, one thing is certain—whatever Nintendo's next move may be, it will be bold, imaginative, and uniquely their own. Fans of the company can rest assured that the future of gaming is in good hands. As Nintendo looks forward to its next chapter, we can't help but be excited to see how this legendary company will once again redefine the gaming experience for generations to come.





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