Video Chat Questions With HP Responses

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Private Phillip​Do you and Howard enjoy drinking vinegar? I want to make vinegar challenges like Cinnamon challenge – **HP: my wife makes and sells drinking vinegars ; )**

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Absolute Zero Now​ - Iwata was at HAL in 1991 I believe – **HP: he was programming Famicom games long before that – details in the book ; )**

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striche​But 91 was only 10 years ago....right? **HP: feels like it…**

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Calvin​my question: what games have you made and what important changes have you made that changed the game? **HP: I made my first “arcade” game around 1973 using two clock motors, an old globe, a small two-way mirror, and some tiny lightbulbs, some string and a “flight stick (an actual stick). It was cool. Since then I’ve been involved in various capacities in the development of 165 games.**

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Super Something​Hey, been buying your books after kickstarter since 2016ish, and this is the first one i’m backing. Anyway question, have you heard about/ like cave story **MT: I played through Cave Story on the Wii and enjoyed it! Thanks for supporting us.**

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CreativeCavy​YOOO! Hello! **HP: hi!**

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GroutGun3000​have you seen any karens **MT: I’ll keep my eyes peeled.**

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Olympus Golem of Light​Question for Matthew: Could we get a new updated version of History of Nintendo? **MT: I think that’s a grand idea to incorporate one of these days, but I also feel for it to feel justified, there’d need to be a bit more hardware to sing about than just the Switch. It would give me the chance to fix that error about the Virtual Boy’s release year though…**

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ShiestGuy​usually how long does it take to put a book together and publish it to the public after the idea came out? **HP: depends on the book and the author(s) of course – ours will have taken about two years total when completed and printed…**

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GroutGun3000​What is your favorite nintendo game **HP: in the book ; )**

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Art of Nintendo Power​HELLO!!!! **Hi Stephan!**

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Firegurl96​How long does it take to write a Waluigi Song? **MT: It can vary depending on how into it Waluigi feels like gettin’. Generally speaking, the vocal recording itself typically takes about 1-2 hours per each minute of singing, although that number can double if it’s something particularly complicated like Bohemian Waapsody.**

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WillWrambles​So Mr. Phillips, considering you had to opportunity to playtest hundreds of now iconic games, what would you consider to be the best of all those games? **HP: in the book ; )**

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GroutGun3000​What is your favorite nintendo console **HP: NES of course : ) MT: My vote’s for the SNES!**

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Firegurl96​What draws you to Waluigi? **MT: For a guy to be jealous of the eternal understudy Luigi, he’d have to be pretty neglected. Despite this, he has an air of confidence and impulsiveness that I find a lot of fun. WAA!**

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Lucas M. Thomas​Which instrument behind you is your favorite, and since Matthew is also so musically inclined, will you collaborate on a song? **HP: depends on my mood and the song – the necks and fret boards vary significantly and the electrics have different sounding pick-ups. Matthew is way better of a musician than I am : /**

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GringoJB​Howard, did you work personally with any third party devs (Konami, Capcom, etc)? If so, any special memories about any particular one? **HP: Answered in Video chat w/details in the book…**

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striche​Question for Howard: How many bowties do you own and which one is your favorite? **HP: I still have about two dozen – my favorite depends on the occasion.**

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Paul Ngoi​what do you think about the howard and nester comics **HP: I like them. MT: Me too!**

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Firegurl96​Do you think Waluigi is Wha-derful? **MT: Of course!**

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Mbletz​Man look at that Epic Gamer Room **MT: Thanks! A lifetime of gaming compressed in a rather small space.**

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ShiestGuy​Who is your favorite Mario character? (Waluigi is the correct answer) **HP: Who would argue with that ; ) MT: He’s certainly the most musically inclined, shortly followed by Toad.**

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Moshe G.​Howard's Wikipedia article vaguely mentions something about him being in talks with Sega of America to become their spokesperson. Is that true, and if so is there anything more to say about it? **HP: more details in the book – the tale in the Console Wars book is a fictional novelization – I was dealing exclusively with Shinobu Toyoda at SEGA. More in the book…**

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Sabertooth1000000000​did he create waluigi? **MT: I’m afraid not. Could any mortal create Waluigi…?**

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Token Attraction​Is there content in this book that you haven’t shared elsewhere yet? **HP: Tons!**

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Absolute Zero Now​This year is Donkey Kong's 40th anniversary too. **HP: Yep!**

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Ben​It’s metroids 35th anniversary but nintendo doesn’t really care about that **MT: The year is young! Hoping for MP4 info at some point…**

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Lucas M. Thomas​I own one of the original Donkey Kong cabinets, so thanks for wheeling it around the warehouse when it was first born. :p **HP: You’re welcome : )**

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Absolute Zero Now​Metroid didn't come out until August 1986 though. **HP: in Japan on FCD, August 1987 in USA on NES**

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Super Something​Question for Matthew; How many times per week are you asked for a dededoll? **MT: Hah! Still pretty frequently, although lately, there’ve been more questions about the physical BitF books these days. It’s a tricky business to balance getting the right number of merch without having the house be full of it for years, which is a big reason why we’d like to look into more distributor options with GAMEMASTER CLASSIFIED.**

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Sofa King​Have you guys ever seen taco man the game master? **HP: no**

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Paul Ngoi​what do you think about captain n **HP: didn’t pay much attention, wasn’t involved in creation.**

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Absolute Zero Now​The Stamper brothers? cool (Always like Rare) **HP: both good guys : )**

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Sofa King​What games is the game master playing recently? **HP: Replaying lots and lots of NES games for book ; )**

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Generic Marek​this is the first im hearing of your guys' book? **HP: sounds like it. Consider following one or both of our Twitter / Facebook accounts and / or Matthew’s BitFinity YouTube channel**

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HayleeH18 -crystal bubbles-​What are your guys’ thoughts on the recent explosion of virtual reality? **HP: from my perspective its been “exploding” for decades now. 3D World Runner and Rad Racer with paper red/blue glasses (yes, just faux 3D but it felt more immersive.) MT: It’s got some cool immersive features to it—my brother and I even made a demo on the Oculus! That said, I’d still like to see some more revolutionary gameplay elements before I’d say it’s the next step forward for video games.**

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Absolute Zero Now​I loved RC Pro-Am **HP: me too – at the time some of my co-workers and I were into RC cars – the game idea originated with the Stamper Bros however.**

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Lucas M. Thomas​Two brothers making a video game together . . . ;) **HP: they worked well together – Chris programming and Tim art. MT: Take it from me, it’s a recipe for success! And a little familial conflict.**

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StreetPass Evansville Sailorneorune​I liked the Williams pinball conversions better than RC Pro-Am to be honest **HP: Pin Bot especially was a solid game – great real-world physics feel… MT: “NOW I…SEE YOU…”**

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StreetPass Evansville Sailorneorune​Balloon Fight **HP: Iwata ; )**

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HayleeH18 -crystal bubbles-​What was the coolest development that happened when you were working for Nintendo? What about it caught your attention? **HP: So much cool stuff - I’ll have to think about this – my answer will be in the book…**

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stone​I don't have any questions right now, just wanted to let y'all know that I love ur work! **HP: Thx! MT: Appreciated!**

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Token Attraction​Howard once said that he has a secret favorite game...will we learn about it in this book? **HP: yes**

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LamanKnight​As a hopeful game designer, I will need to remember that advice. Thanks. **HP: you’re welcome!**

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redmario7​Question for Matthew: Will the book be available outside the Kickstarter page or did I have to be a Kickstarter member to pre-order at any tier level? **MT: We’ll definitely be selling the book after the KS ends—don’t worry!**

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TUMM11​Huge fan of Matt, keep up the great work! **MT: Thank you!**

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TUMM11​Matt, have you considered creating a compilation of small projects? **MT: Sort of; I’ve wanted to combine a bunch of my NF Magazine comics into one book for a while, but I’d need a lot more comics before I can do that.**

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Daniel Davis​This is a fascinating interview! So much absolutely astounding pieces of history shared. It's incredible! **HP: we hope you’ll like the book even more…**

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striche​I have this image of a Konami rep going into a closet and putting on a fake mustache and coming out and introducing themselves as being with Ultra. **HP: Konami negotiated two separate 3rd-Party licenses – it was all above board and at the time, they were a powerhouse (the top grossing Nintendo licensee selling more than 2x the next licensee) with many highly-rated games**

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Pierson Mason​Wish Nintendo was more relaxed and allowed people to make MODs for the games they love and own **HP: me too MT: I do find randomizers intriguing…**

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redmario7​Nice! Thank you, Matthew! **MT: :D**

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Daniel Davis​I remember at one point I remember the Nintendo line being a 900 number... **HP: yes it was…**

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Absolute Zero Now​Gyromite worked as a game, Stack Up didn't. **HP: I agree that Gyromite felt more integrated – the digital play along with the physical (gyros) play**

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redmario7​Question for Howard: Did you have bad memories about Super Mario Bros The Lost Levels? **HP: yes – I’ll go into detail in the book MT: IMO, Lost Levels is kind of like if Zelda 1’s Second Quest was its own release.**

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Lucas M. Thomas​Like the Famicom Disk System **HP: being able to save a game was pretty awesome but the seek/load times were a pain…**

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HayleeH18 -crystal bubbles-​Along the same lines as Flapjack’s question, who asked who to work on the book? **HP: I asked Matthew and he foolishly agreed ; )**

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Sofa King​I thought Howard had a cameo on captain n. Guess I was wrong **HP: if so its news to me : 0**

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Daniel Davis​The NES Max could have been a really awesome, solid controller if not for the "cycloid" that was on it. Just a DPad and you got a totally ergonomic controller with turbo controls! **HP: not unusual to witness if-it-ain’t-broke,-break-it thinking in game design…**

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Sofa King​What games is Howard playing recently? **HP: revisiting many NES games for the book**

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Daniel Davis​This has been an amazing interview. Thank you for doing it **HP: you’re welcome!**

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Sofa King​Can Howard play us a song on one of those guitars? **HP: now THAT is a very brave question…**

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Sofa King​Also can there be another q&a? **HP: TBD – likely not before the Kickstarter finishes up… Right Matthew? MT: I’m doing an AMA on Reddit today! We may do a Q&A in the future as well.**

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LamanKnight​I'd feel happier paying bills with a Mario avatar on the screen. **HP: I’d like to get paid in a shower of coins ; )**

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Daniel Davis​Oh yeah. Both the NES and the SNES had online systems, pre internet. A lot of innovation with those. **HP: yep, but timing is everything. My dad and his biz partner developed online banking in 1972 – sold to Bank of America for pennies as consumers were not yet comfortable with electronic transactions of any kind, e.g.; why risk using a newly-introduced cash machine on the outside of a bank when you could just go inside…**

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Sofa King​Did you know why devil world for nes never got localized? **HP: yes – in the book**

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Daniel Davis​I completely forgot! I had a quick question, and I hope it's not a bother- I had heard that there was an NES version of Zelda III in development, prior to Link to the Past. Did you ever see it? **HP: nope – sorry.**

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Flapjack09​Describe your experience working with the gameboy, was it difficult adjusting to a small handheld? **HP: having played all the Game & Watches I was familiar with small screen play. Matthew and I are actually working on the Game Boy book write-up this week and next…**

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Legtendga V​Coleco had great Nintendo arcade ports **HP: initially they were much better than the competing systems. Then the NES came along ; )**

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Flapjack09​How did it feel seeing arcade games you previously worked with being ported to consoles? Was it jarring in any way? **HP: yes in that I could now play them at home on my TV with this tiny console that weighed maybe a pound – the arcade versions weighed 150-250lbs**

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Token Attraction​Localization push!! Would love to see it! **HP: me too, but waiting to see if the stretch goal is met before planning how much to cover in the book.**

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Pikadude​Let's get to that goal! I wanna see that section! I love love in translation stuff **HP: good to hear!**

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Absolute Zero Now​I'm enjoying Fire Emblem 1. **HP: but did you know independent developer Intelligent Systems has roots going back to Iwasaki Giken and Donkey Kong Jr. – in the book ; )**

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Bigwee G​Q to Howard: How far into Super Mario Bros 2(Lost Levels) did you decide it was too difficult for people? **HP: difficulty was not the issue for me – many games get Nintendo-hard in a way that is fun and challenging. The design repeatedly violated the trust between players and the designer with insta-deaths making it un-fun to explore novel situations within the game. More in the book.**

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Captain HashBrowns​What’s happening about the Waluigi Book **MT: It’s all wrapped up and good to go! Feel free to order one on brawlinthefamily.com.**

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marscaleb​Lots of folks loved Zelda 2. What's all this about it being a bad game? **HP: personal taste and expectations created by the first game. More in the book… MT: No worries, I’ll defend Zelda 2 for you fans! Well, to a point anyway.**

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Sofa King​FOr the record, it’s not a bad game, it’s just difficult and confusing. Remember I am error? **HP: I do ; )**

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Art of Nintendo Power​Were any eyebrows raised at Nintendo when they heard about the book? Have they had any input? **HP: I’ve received nothing back but support from the individuals who I’ve contacted ; ) MT: I think Nintendo kinda likes me…? A NOA employee actually ordered the full BitF Trilogy to his office, and the Mario Kart 8 official guide uses the phrase “Too bad. Waluigi time”.**

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HayleeH18 -crystal bubbles-​The increase in memory must’ve been a shock to the gaming industry. I never thought about that! **HP: yep – going from a 32x8 game like Super Mario Bros to a 256x128 game like Super Mario 3 was huge – 8 times program ROM and 16 times the character ROM – whoa!**

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marscaleb​Question: were there any notable games that were made by Nintendo primarily in the US as opposed to Japan? **HP: just the RARE games**

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HayleeH18 -crystal bubbles-​What are your hopes for the future of gaming? **HP: hmm… maybe we should write a second book ; )**

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Olympus Golem of Light​Could we possibly get an updated version of the History of Nintendo Song? **MT: I think that’s a grand idea to incorporate one of these days, but I also feel for it to feel justified, there’d need to be a bit more hardware to sing about than just the Switch. It would give me the chance to fix that error about the Virtual Boy’s release year though…**

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Sofa King​Will brawl in the family ever return? **MT: The short answer is that BitF was challenging to maintain over time, so it’s unlikely I’ll return to the regularly-updated webcomic format anytime soon. That said, I do still dabble with video game comic silliness in other ways—NF Magazine features a game comic by me nearly every issue, and the recent TOO BAD. WALUIGI TIME book has (in addition to the 200+ Waluigi strips) around 30 brand new BitF-style comics under the header “Back in the Family!”**

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Token Attraction​Thank you both so much for your time and for sharing history with us!! Looking forward to the book **HP: thank you! MT: We appreciate it!**

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Tighe Lory​Howard can you please talk about the really early years when you were converting Radarscopes to Donkey Kongs? Do you have any other stories about other early Nintendo arcade games? **HP: yes – all in the book**

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Christopher Church​Thanks for the stream **HP: yep!**

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DeeMan​Yeah, thanks! **HP: you’re welcome!**

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HayleeH18 -crystal bubbles-​Thank you for the stream! Loved hanging out and listening to everyone. **HP: good to hear : )**

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redmario7​Can't wait for the book next year! **HP: great!**

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HayleeH18 -crystal bubbles-​(Also Chris thank you for handling the crazy tech issues) **HP: yes – thank you Chris!!!**

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Token Attraction​Do you think your philosophy of play contributed to the culture of NOA? **HP: I hope so…**

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Pikadude​Thanks for the stream, everyone!! It was super cool to be chatting here! **HP: thank you!**

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ThePurpleCheeseMan​That was a lot of fun to listen to. So excited for the book! **HP: Great!**

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Sofa King​Please use my chat name, I love hearing from you Howard **HP: good – I think you’ll like the book then ; )**

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Blobbo​thanks for everything **HP: you bet!**

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Sword Coheir​If you were ever given the opportunity to go back to Nintendo to work for them, would you? **HP: I’m always open to interesting and fun projects…**

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HayleeH18 -crystal bubbles-​So the stream is being saved and uploaded? Please say yes **HP: yes**

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Sofa King​Also maybe do a podcast? **HP: gotta write the book first.**

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Lucas M. Thomas​You've made it to the end of the chat. Congratulations! **HP: hah!**

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Mike and Max​One last question! Are you still playing Nintendo, and what is your favorite console? **HP: NES – classic goodness.**

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Christopher Church​Bye love your work **HP: thx!**

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Jordan Resin​Thank you! **HP: you’re welcome.**

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Pikadude​Btw, bonus questions: what was your favorite Nintendo Power moment (working on it, I mean, like stories and stuff) it even an special number of the magazine that you loved! **HP: wow – lots of memories to unpack there – best to wait for the book – lots to share : )**

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LamanKnight​This has been wonderful. Thank you all! **HP: thank you!**

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Pikadude​Thank you!!!! **HP: you’re welcome.**

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Flametix​Thank you **HP: : )​**